



2023 KYA Football Bylaws



Keller Youth Association Football Rules

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KYA Football is a recreational youth football league located in Keller, Texas, just North of Ft Worth in the DFW Metroplex. KYA Football has a Spring and a Fall youth football season. KYA Football is part of KYA Sports. KYA Sports was founded in 1975 and became a non-profit in the State of Texas in 1973. KYA Football is one of the top youth recreational football programs in North Texas.

Article II. Player Qualifications

Section 2.01 Special Needs

Any children with special/physical needs **MUST** be brought before the KYA Board of Directors for approval to participate in the program.

Section 2.02 Age Divisions & Weight Limits on Ball Handling

(a) Mite – 6U–Flag Division

A **Fall or Spring Season** player shall be **more than 6 years of age** on or before July 1 of the current calendar year. Players must turn 5 years of age by July 1 on or before July 1 of the current calendar year. Exceptions must be approved by the KYA Board. The Mite Division will play 5 on 5 with every player eligible to advance the ball (See addendum for Flag Rules).

(b) Bantam – 7 to 8 years old–90 lbs

A **Fall Season** player shall be **no less than 7 years of age or more than 8 years of age** on or before July 1 of the current calendar year. The Bantam division ball handling restricted player weight shall not exceed **ninety (90) pounds** at official weigh-in for the Fall season.

A **Spring Season** player shall be **no less than 7 years of or more than 8 years of age** on or before July 1 of the previous calendar year. The Bantam division ball handling restricted player weight shall not exceed **ninety (90) pounds** at the official weigh-in for the Spring season.

KYA Board can make exceptions for younger kids to play up to the Bantam Division from Mite after discussion with parents.

(c) Sophomore – 9 years old–105 lbs

A **Fall Season** player shall be **9 years of age** on July 1 of the current calendar year. The Sophomore division ball handling restricted player weight shall not exceed one hundred five (105) pounds at official weigh-in for the Fall season.

A **Spring Season** player shall be **9 years of age on July 1** of the previous calendar year. The Sophomore division ball handling restricted player weight shall not exceed one hundred five (105) pounds at official weigh-in for the Spring season.

(d) Junlor – 10 years old–120 lbs

A **Fall Season** player shall be **10 years of age on or** before July 1 of the current calendar year. The Junior division ball handling restricted player weight shall not exceed one hundred twenty (120) pounds at official weigh-in for the Fall season.

A **Spring Season** player shall be **10 years of age** on or before July 1 of the previous calendar year. The Junior division ball handling restricted player weight shall not exceed one hundred twenty (120) pounds at official weigh-in for the Spring season.

*Junior Division will be split into Sophomore & Junior divisions beginning with 60 players in each division or combined with less than that. Split is the decision of the KYA Board. Decision to split divisions will be made on or before the 2nd day of Grass Drills. If combined, the weight limit will be 120 pounds.

(e) Senior – 11 to 12 and no weight limit

A **Fall Season** player (in most cases) shall be no less than 11 years of age or more than 12 years of age on or before July 1 of the current calendar year as long as they are not enrolled in middle school. Sixth graders born before July of the current calendar year are eligible. NO 7th GRADERS in Senior Division.

A **Spring Season** player (in most cases) shall be no less than 11 years of age or more than 12 years of age on or before July 1 of the previous calendar year as long as they are not enrolled in middle school. No 7th graders in the Senior Division. Sixth graders born before July of the current calendar year are eligible

The Senior division will have **no ball handling** restrictions due to player weight.

(f) 7th Grade

Spring season only. Player must be in 7th grade. The 7th grade division will have **no ball handling** restrictions due to player weight.

Section 2.03 Age Verification

1. Players shall submit to the required official a certified birth certificate or a copy thereof, at a date and time determined by KYA Football league officials. This is usually done at registration, sizing and weigh-in events. The only approved exception to a birth certificate is a passport.
2. Any exceptions must be approved by the Vice President of Football.

(a) Age Division Exceptions

(i) Playing up a Division

The parents of a player wanting to play up an age division must email a request to the VP of Football for a player to be considered to play up a division. The VP of Football or KYA Commissioner will contact the parent via telephone or email and confirm the parent's desires for said player to play up. The KYA football board will consider the parents request and conduct a final vote for approval or non-approval. The VP of Football or KYA Commissioner will notify the player's parent of the final decision via email within seven business days of the request being submitted.

(ii) Playing Down a Division

KYA Football does not permit players to play down an age division unless it is done for health reasons, i.e. Autism or some other form of mental or physical disability. KYA Board must approve all exceptions. Weight Verification – “Stickered”

1. Players at official weigh-in shall have their weights certified by KYA Football league officials prior to the first game.
2. The official weigh-in shall be at a specified time and place designated by the KYA Football Board. The official weigh-in shall take place during the week prior to the first game.
3. Failure to participate in the weigh-in process will result in a player being a “stickered” weight restricted player. Any exception will require KYA Football Board approval.
4. Any player whose weight is above the division weight restriction shall have his/her helmet labeled in a conspicuous manner or “stickered” by KYA Football Commissioner/Vice President.

(b) Weight Restriction Play Circumstances

1. Weight restricted players may not handle and advance the ball except as outlined below.
2. Weight restricted players must also be on the line of scrimmage at the time of the snap of the ball both on offense and defense.

(i) Approved Weight Restricted “Stickered” Positions

- ***Offensive Line*** – Center, Guards, Tackles, and Blocking Tight Ends
- ***Defensive Line*** – Nose Guard, Guards, Tackles, Defensive Ends or Outside Linebackers on the Line of Scrimmage not off LOS more than 1 foot.
- ***Special Teams*** – Kicker on Kick-Off or PAT, Front Line Kick Return team. Stickered players cannot punt the ball.

(ii) Weight restricted “Stickered” players may catch or advance the ball only on:

- Blocked Punts
- Fumbles
- Interceptions
- Stripping of the ball carrier
- Kick-Off return if kicked directly to the player. (Weight restricted players must be on front line of kick receiving team)

Section 2.04 Penalties for Weight Restriction Rules

- A.** Any player whose weight is above the division weight restriction shall have his/her helmet labeled in a conspicuous manner “Stickered” by KYA Football Commissioner/Vice President. A “Stickered” player not wearing the weight restriction sticker will result in an immediate game ejection for the player’s head coach, plus an automatic one game suspension which could include a play-off or Super Bowl game. A second weight restricted offense will result in the head coach being suspended for the remainder of the season, including play-offs. The incident will also be reviewed by the KYA Football Board to determine if a season suspension, ban, or further action, is appropriate.
- B.** The use of a “Stickered” player at a position other than those outlined above as approved “Stickered” positions does constitute a violation of the bylaws of KYA Football and the head coach will be subject to disciplinary action. During the game, the offending team will be assessed a fifteen-yard unsportsmanlike conduct penalty and loss of down. The offending team’s head coach may be ejected for the remainder of the game in which the violation occurred, as well as the following game. The incident will be reviewed by the KYA Board to determine if additional action should be taken.

Article III. Coach Qualifications

Section 3.01 Coach Definitions

(a) Head Coaches

(i) Returning Head Coach

A returning head coach is a volunteer coach that has completed a minimum of one season of youth football within the Keller Youth Association football program as a Head Coach. The returning coach will be returning to the same division or will be moving up to the next division with the age group he coached the previous season. The returning coach must have coached in the past calendar year and must freeze at least one player from that team. Information must be provided and verifiable.

(ii) **Returning Head Coach—changing divisions**

A returning head coach to a new division. This is usually because the coach's previous players "graduated" from KYA or a desire to start over with a different group of kids. If a coach has "graduated" a group of KYA players that included his son and is starting over with a younger son in a younger division, and he is in good standing with KYA, he will be given priority over other new coaches in that division for a team.

(iii) **New Head Coach**

A new head coach is a volunteer coach that has successfully completed the mandatory Keller Youth Association football head coaching training program, NAYS.org Certification, and has been approved by the Keller Youth Association football board and KYA Sports board as a new head coach. These approvals do not guarantee they will be the head coach of a team. Once a new head coach has successfully completed the new head coaching training program, they will be placed on the final list of head coaches to be considered for a team based on a point ranking system and KYA football board vote.

(iv) **Pending New Head Coach**

A pending new head coach is a volunteer coach that has expressed interest in being a head coach of a football team in the Keller Youth Association football program. The pending new head coach must attend and complete the mandatory Keller Youth Association football head coaching training program to be considered a New Head Coach. Once a pending new head coach has successfully completed the new head coaching training program, they will be placed on the final list of head coaches to be considered for a team.

(b) **Assistant Head Coach**

An assistant head coach is a volunteer coach that has completed a minimum of one season of youth football within the Keller Youth Association football program assisting an approved head coach and has been registered with the Keller Youth Association football program as an Assistant Head Coach, as well as has completed all the required training, certifications, and met all the qualifications of a Head Coach. If chosen before the draft and this coach has a child in the division, he must be frozen. The assistant head coach must be prepared to coach the team in the absence of the head coach (for practices or games).

(c) **Assistant Coach**

An assistant coach is a volunteer coach that has volunteered to help the Head Coach. This coach will not have to meet the Keller Youth Association coaching requirements. This assistant coach will not be considered for a New Head Coach or an Assistant Head Coach until all of the Keller Youth Association coaching requirements have been met.

Section 3.02 Coaching Requirements

- A.** All Head and Assistant Head Coaches must be approved by the KYA Football Board and the Keller Youth Association board each football season.
- B.** All Head and Assistant Head Coaches must complete and pass a background check.
- C.** All Head must be a current member of NYSCA and in good standing with KYA.
- D.** All Head and Assistant Coaches must complete and agree to the 'Coaches KYA Code of Conduct.'
- E.** Each team must have one individual designated as the Head Coach before the football draft.
- F.** Each team must have one individual designated as the Assistant Head Coach before the first game. It will be the duty of the Head Coach to complete the above Section 3.01 requirements before the first game in order for the Head Coach and/or the Assistant Coach to participate in the Keller Youth Association football games.

- G.** Each team may have 2 representatives at the draft. Usually this will be the Head Coach and Assistant Head Coach.
- H.** No Head Coach may represent himself as a Keller Youth Association Commissioner while he is acting as the Head Coach during a football game.

Section 3.03 Head Coaches selection process

- A.** All Head Coaches will be selected and or re-selected each KYA Football season by using a process that includes but not limited to a cumulative point system, tackle football coaching experience, past game performance within KYAFB, parent referrals and or complaints, unsportsmanlike penalties, game ejections, coaching interviews, attendance at KYFB coaches meetings, coach training & certifications, KYFB volunteer activity, work schedule, reputation within KYA not just KYAFB, annual / seasonal background checks and a KYA Football Board vote.
- B.** All Head Coaches that successfully complete one season of football (Spring or Fall) will be eligible to receive (2) points. These points are not guaranteed points and are based on performance and factors listed above.
- C.** All Assistant Head Coaches that successfully complete one season of football (Spring or Fall) will be eligible to receive (1) point. The Head Coach that the Assistant Head Coach coached under must sign off and recommend the Assistant Head Coach to the Keller Youth Association Football Board in order for the Assistant Head Coach to receive the (1) point allowed. KYAFB will contact the Head Coaches at the end of the season for the recommendation.
- D.** All Football Commissioners that complete their role as Football Commissioner during any football season (Spring or Fall) will be eligible for (1) point for their Football Commissioner duties. If the Football Commissioner is also a Head Coach, he is only eligible to receive (2) points for completing the Head Coaching duties. A Commissioner will not receive points for being a Commissioner and a Head Coach at the same time. The greater points of the two positions will be awarded.
- E.** The maximum number of points a Commissioner and/or a Head Coach is eligible to receive after completing one season will be (2) points per season completed. These points are not guaranteed.
- F.** All coaching decisions and seniority rankings are made at the final decision of the KYA Football Board—KYA Football Board has the right to bypass prospective coaches do to past poor behavior or other problems while a head coach. The Point system does not guarantee a head coaching position.

Section 3.04 Coaching Responsibilities

- A.** The head coach is responsible for conduct of himself, his assistant coaches, players and the player's parents.
- B.** KYA rules allow for only one head coach, four assistant coaches and one statistician (play sheet) to be on the field. One photographer is allowed inside the fences but must be outside of the coach's box. A coach can have no more than 2 people to handle water duty. The head coach is responsible to ensure than no more than the maximum allowed personnel are with the field of play and all other people associated with their team are outside the Field of Play. (See F)
- C.** All Head and/or Assistant Coaches must complete up to 6 games of Field Director duty during the regular season. Only the Head or Assistant Head Coaches should be performing Field Director duty as they are background checked.
 - i.** Failure to perform will result in disciplinary action up to the suspension of the Head Coach.
- D.** KYA minimum play sheets must be current during the game and will be verified by the Field Director and commissioner/vice president of football.
- E.** Any unsportsmanlike conduct penalty against any coach and player must be reported to a KYA Commissioner and/or KYA Vice President. A form will be available at the field or online to document the penalty with the coaches, referee and KYA Football Board member. The KYA Commissioner and/or KYA Vice President will review the cause and determine if any further action needs to be taken.

- F.** The Head Coach shall be responsible for making sure no photography, video recording or audio recording shall be allowed on the field of play unless authorized by the KYA Football Board. The field of play shall include but not be limited to the football playing fields itself. It shall also include any area inside the fence barriers which surround the playing field or within ten (10) yards of the sidelines or end zones whichever is greater.
- G.** Any injuries, roster changes, or other incidents during the season must be brought to the attention of the KYA Football Commissioner through the online forms or other communication method provided by the KYA Football Board.

Section 3.05 Head Coach Coaching Two KYA Teams

- A.** Due to the time commitments to Head Coach two youth football teams, preparation, organization and communication it takes to run two teams successfully and to ensure all the players receive the best experience in KYA Football, a Head Coach is not allowed to Head Coach two teams, unless asked by the KYA Football Board in an emergency situation.

Article IV. Player Freeze Rules

Section 4.01 Player Freeze Definitions

- A.** Frozen Player – A frozen player is a player that is guaranteed to play for a specific Head Coach. This player will not attend grass drills unless directed by the KYA board to do so (if his coach does not get a team, he would attend the 2nd week of grass drills).
- B.** Wild Card – A freeze option for a player that is not claimed by a returning Head coach and is available and willing to be frozen by a New Head Coach. Wild Cards are not allowed to be “recruited” from an existing team.

Section 4.02 Returning Head Coach

- A.** A Returning Head Coach shall be allowed to freeze a maximum of (6) players. These (6) players must have played for the Returning Head Coach at least one season during the last calendar year (past two consecutive KYA Football seasons).
- B.** If a player is eligible to be frozen by two different Head Coaches and is requested to be frozen by one or both Head Coaches, the final decision will be the player/player’s family. The player may choose which team he would prefer to be frozen or may choose to enter the draft.
- C.** Players requested to be frozen by a Head coach may decline the request for any reason. Players that are not frozen to a team or choose not to be frozen are expected to attend one of the two grass drill days.
- D.** If a Returning Head Coach’s son did not play for him in any of the previous season’s coached, and the Returning Head Coaches son decides to play for his father, the Returning Head Coach will be allowed to freeze his son even though he did not play for him in the previous season. The Returning Head Coach would still only be allowed to freeze a total of (6) players.
- E.** A Returning Head Coach to a Different Division (see Article 3.01 Section ii) shall be allowed 3 freezes—as explained under Section 4.03 (Same as New Head Coach).

Section 4.03 New Head Coach

- A.** A New Head Coach shall be allowed to freeze a maximum of (3) players. The New Head Coach shall be required to freeze his son and his Assistant Head Coach’s son.
- B.** If the New Head Coach’s Assistant Coach does not have a son playing on the team, he shall be allowed to freeze 2 players as a wild card freeze, with the Head coach’s son being the 3rd player. The players must meet all the Keller Youth Association player requirements for their division.

- C. If a New Head Coach has more than one child playing on his team, he is allowed to freeze the Assistant Coaches child and any additional children will be allocated to his remaining freeze slots until none remain and then will be required to automatically select their children in the subsequent pick(s) in the live draft.
- D. If the New Head Coach does not have a child to freeze, the new Head Coach has (3) three available wild card freezes.

Section 4.04 Frozen Players

- A. All frozen player's information will be submitted to the division commissioner for approval. All Head Coaches will be notified once the players submitted to be frozen have been approved.
- B. All frozen player's information will be due 1 week prior to grass drills each season. This deadline will allow the Keller Youth Association football board one week to approve the frozen player list.
- C. All Head Coaches will be provided with the frozen player information for each team within each division of Keller Youth Association football. This information will be included with each draft list that is provided by the football commissioners to the Head Coaches.

Article V. Grass Drills

Section 5.01 Location

- A. Grass drills will be held at the Keller Sports Complex at times designated by the football board.
- B. If the field is unplayable, or restricted by the City of Keller, the football board will arrange for alternate location within KISD boundaries. Coaches and players will be notified via email, social media, and the website as soon as possible of the new location.

Section 5.02 Scheduling the grass drill dates and times

- A. The football board is responsible for scheduling the drills. Dates and times should be posted to social media and the website at least 30 days prior to the first drill date.
- B. Drills are scheduled the two consecutive Saturdays prior to the draft.
- C. Each division will have a separate time allotted for the drills. Players should arrive 30 minutes before the designated drill.

Section 5.03 Volunteers

- A. The football board can obtain assistance in planning and executing the drills with volunteers. These volunteers can include coaches, former coaches, parents, KYA board members and middle school or older students within the KISD school district.
- B. The board can also utilize high school or middle school players to assist in set up, player management, assistance in drills, and other areas as needed. These volunteers are eligible to receive volunteer hours for such organizations as Green Cord, National Honor Society, church, etc. Any member of the football board may sign their volunteer forms.
- C. Commissioners and football board members should wear certain attire (i.e. a cap, hoodie/sweatshirt, t-shirt, etc.) to be easily identified by players, coaches and volunteers
- D. Only authorized volunteers, coaches, assistant coaches, team reps and football board members are allowed on the playing field during the drills.

Section 5.04 Players

- A. Players will check in and be assigned their draft number. This number will be adhered or pinned to the front of the shirt and should be easily seen by coaches and videographer.

- B.** Players will be lined up in order of their number and follow the instruction of the commissioner leading the drills.
- C.** Parents must wait outside the fenced area of the field. The players may leave when they have completed all drills.
- D.** Frozen players may run the 40 yard dash after all players eligible for the draft have completed their drills, should time allow.

Section 5.05 Coaches

- A.** Coaches may interview players prior to the drills as they are placed in line.
- B.** Coaches and assistants may attend and observe the drills on the playing field. Coaches will check in and be given a badge noting their name. They must wear this at all times they are on the playing field.
- C.** If a head coach or assistant coach cannot attend the drills due to any circumstance, they may assign a representative to attend on their behalf. The division commissioner must be notified by email or text the name of the substitute.

Section 5.06 Drills

- A.** The football board is responsible for creating and executing in an orderly manner drills that will best display the player's skills and could include but not be limited to the following:
 - i. Timed run
 - ii. Footwork
 - iii. Hitting and Tackling
 - iv. Passing and Receiving
- B.** Players should wear weather appropriate sports attire with cleats or appropriate athletic shoes. Topiders and "Sunday Shoes" like wing tips are not appropriate athletic shoes. No shoulder pads or helmets are allowed.
- C.** The football board will ensure there are no obstacles between the videographer and the player running the drills including equipment and personnel.

Article VI. Player Allocation

Section 6.01 Draft Day Notification

- A.** All Head Coaches will be notified of the time and location of where the draft will occur. Each age division will have their draft at a separate time. Due to time constraints, it is possible that each age division draft will not occur on the same day.

Section 6.02 Attendance and Etiquette

- A.** All Head Coaches will be allowed to bring one (1) assistant coach to the draft room. When in the draft room it is preferred that only the Head Coach communicates with the Keller Youth Association staff on hand.
- B.** All Coaches and Keller Youth Association staff will maintain professional etiquette at all times in the draft room. The Keller Youth Association football draft is a privilege and should be a fun atmosphere. Any Coach or Keller Youth Association staff that does not display a professional attitude at any time will be subject to discipline under the Keller Youth Association disciplinary policy.
- C.** The sharing the final draft order with anyone outside the room after the draft is strictly prohibited. The draft information is confidential and will not be made available to the public.

Section 6.03 Draft Order

- A.** The draft order will be selected prior to the draft day. When possible, the draft order will be determined on the second day of grass drills. Each Head Coach will have the opportunity to draw a number from within a large bucket to determine their corresponding number in the draft. Head Coaches will draw numbers for the draft order based on the seniority points system mentioned within the Coaches article. The drawing of the draft order will take place after the next division's drills (example, Bantam coaches will draw after the Sophomore drills)
- B.** Once the draft order has been determined the draft order will be final. If during the week between the second grass drills and the actual live draft, player registrations were to increase requiring an additional Head Coach(s), the draft order will be re-determined on the draft day or a meeting among all of the Head Coaches before the draft day if possible. The same draft order selection mentioned above will be utilized again on the draft day or at the Head Coaches meeting before the draft day if possible. The same rule would apply if a Head Coach was to be removed from the draft before the actual draft occurs. If any of the Head Coaches or the number of Head Coaches within a division need to change before the live draft, all Head Coaches will have the opportunity to re-draw for the draft order.

Section 6.04 Draft Sheets

- A.** All Head Coaches will be provided the player information for grass drills and the live draft before the grass drills and before the live draft. The draft sheets that will be provided by the Keller Youth Association football commissioner will include the following information:
 - i. Player's first and last name. Brothers will be specified.
 - ii. Player's age and date of birth.
 - iii. Player's height and weight and 40 time. (Player must attend a uniform sizing for this information to be available)
 - iv. Frozen status
 - v. Comments from the parents. This is the information provided from the parent that registered their son.

Section 6.05 Draft Process

- A.** When available the Keller Youth Association will utilize a football draft software program very similar to the NFL draft. The program will display all the available players to be chosen during the live draft.
- B.** A serpentine draft will be utilized for each age division draft. For example: If there are (8) total teams within a division, the draft pick order will be as follows: Pick #1, #2, #3, #4, #5, #6, #7, #8, #8, #7, #6, #5, #4, #3, #2, #1.
- C.** This same process will repeat throughout the entire live draft until all available players have been allocated to a team. It is possible that each team will not have the same number of players.
- D.** All frozen players must be chosen first during the live draft.
- E.** After a team has drafted or chosen their frozen players, the coach will have access to all of the live players available within the draft.
- F.** Each Head Coach will be allowed one (1) minute to make their selection. It will be the duty of each Head Coach to make their selection within a timely matter. If a Head Coach does not make their pick within the one (1) minute time period allotted there will be a (10) second warning or grace period. During this time the Keller Youth Association draft coordinator will locate the first available player in the live draft. The first available player will be defined as the player with the lowest draft number or the player at the top of the draft list. At the end of the (10) ten second warning or grace period, if the Head Coach has not spoken his draft selection, the Keller Youth Association draft coordinator will automatically choose the next available player for this team. The live draft will continue after this warning or grace period.

Section 6.06 Hat Pick Players

(a) Definition

- i. Hat Pick Player – A Hat Pick is a player that was unable to attend either of the two days of grass drills. There are a variety of reasons that would cause a player to be designated a Hat Pick. Any player that is not frozen by a Head Coach or that does not attend one of the two days of grass drills will likely become a Hat Pick. NOTE: If a player has played 2 seasons of KYA football, and is known by the coaches and there is video of that player, that player can be placed in the draft at the vote of the KYA board. Any player that is unable to complete each event at a grass drills session will also become a Hat Pick player.
- ii. Any player that has played 2 KYA seasons, and video exists of the player, if that player does not attend grass drills, by vote of coaches can be entered in the draft.

(b) Selection Process

- i. After all frozen and live players have been chosen and allocated to a team, the draft process will move to the Hat Pick player selection.
- ii. The first step will be for the Keller Youth Association draft coordinator to hand out a sheet of paper that lists the first and last names of each player in the Hat Pick. Each player on this sheet will be numbered beginning with the number one (1) and continue in sequential order until there are no more players.
- iii. After the Keller Youth Association draft coordinator has dispersed all of the Hat Pick lists to the Head Coaches the draft coordinator will reveal if there are any additions or changes to the list. If a player was to register the night before the draft it is possible their name will not be on the list provided. It will be the Head Coaches responsibility to pay attention and record this information on the Hat Pick player list provided. Any players that are added to this list before the players are allocated to each team will take the next available number on the list.
- iv. It will be the responsibility of the Keller Youth Association draft coordinator to provide an appropriately sized container to hold a drawing. Each poker chip or similar device to mark numbers will have a single number on it.
- v. The draft will continue with the selection of Hat Pick players, continuing in the same order that was utilized for the live draft and will not start over. The Head Coach that is next in the order after the last pick will have the first Hat Pick, continuing in the same order until the current round is complete. If there are remaining Hat Pick players, the order of selection would continue in the same order, and not in a serpentine pattern. This way, every coach would get one Hat Pick before any coach gets 2.

Scenario A	Round 15	Round 16
Team 1	live ↓	hat 4 ↓
Team 2	live ↓	hat 5 ↓
Team 3	live ↓	hat 6 ↓
Team 4	hat 1 ↓	hat 7 ↓
Team 5	hat 2 ↓	hat 8 ↓
Team 6	hat 3 ↓	

Scenario B	Round 14	Round 15
Team 1	hat 3 ↑	
Team 2	hat 2 ↑	hat 8 ↑
Team 3	hat 1 ↑	hat 7 ↑
Team 4	live ↑	hat 6 ↑
Team 5	live ↑	hat 5 ↑
Team 6	live ↑	hat 4 ↑

- vi. A Head Coach will only be allowed to draw (1) chip at a time. Once the Head Coach draws a chip he will call out the number for everyone in the room to hear. The number on the chip will be one

of the same numbers on the Hat Pick Player list and the selected player will now become one of the Head Coaches players.

- vii. The process will continue until there are no remaining players available as Hat Picks.
- viii. After the Hat Pick Players have been dispersed to the teams the live draft will be complete.
- ix. A wait list of players that contact KYA Football after the draft may be established. These players waiting to be placed on teams will be used in the event a team needs additional rostered player due to injury or attrition. The roster additions from the wait list will be approved by the KYA Football Board and selected randomly from the wait list.

(c) Player Trades

- i. Upon completion of the Keller Youth Association player draft and player allocation, all Head Coaches will be provided one (1) opportunity to initiate a trade for one (1) player with another Head Coach.
- ii. The existing draft order will be utilized for this process.
- iii. All other coaches and commissioners in the room will refrain from making comments on a particular player's talent level. Only the two coaches will be allowed to discuss the trade. This is to avoid any misleading remarks that may benefit one of the coaches. All comments on talent level of Hat Pick players should be made before entering the draft room.
- iv. When the trade period begins, each Head Coach will be allowed a two-minute period to engage in a single player trade with only one (1) Head Coach. Once the trade decision is made the decision will be final. After the decision is made the trade process will move on to the next Head Coach until each Head Coach for every team has had an opportunity to initiate one (1) trade.
- v. If a Head Coach has no desire to trade a player, he shall say pass when it is his turn.

Article VII. Game Schedules

Section 7.01 General Info

- A.** Game Schedules will be set based on the draft order. Each Division will use the same procedure for determining the schedule, and each coach will know their opponents for all games at the draft.
- B.** The game times for each game will not be provided on the day of completing the draft and/or player allocation. The Commissioners and the Vice President will be allowed time to coordinate their schedules with the field availability schedules. The game times will be posted to the Keller Youth Association's website as soon as this information has been determined.
- C.** The Commissioners and the Vice President will be allowed to choose their game times of their teams so that they may perform their volunteer duties at a convenient time.
- D.** If natural grass fields and artificial turf fields are to be utilized for games during the season, all teams will have the opportunity to play on both types of fields where the schedule will allow accordingly.

Article VIII. Player Participation

Section 8.01 Game Attendance

- A.** Every player shall participate as a player in every game in which he/she is in attendance with the exceptions outline in section 2.
- B.** Each team shall be expected to participate with a full team in each regular season game. Any team organized forfeits could result in expulsion from the playoffs or dropping a tier in the playoff order. This is done to keep the integrity of all games and to make sure all teams get to play a full regular season of games (8).

Section 8.02 Injured or Ill Player

- A. An injured or ill player in attendance at a game shall be allowed in the bench area and shall not be required to play provided he/she is not in full pads.

Section 8.03 Minimum Plays

- A. Each player will play a minimum of seven (5) plays per half (10 plays minimum per game) in every game in which he/she is in attendance. Kick-off, Kickoff return team & declared extra points will not count as part of this rule. Plays during which a dead ball penalty occurs (false start, offsides, illegal formation, delay of game, etc.,) will not count towards the minimum plays. Kneel-down plays also do not count as a play.
- B. Teams will make every effort to keep an accurate play sheet (See section 8.04)

Section 8.04 Statistic Sheet / Play Sheet

- A. Each team must have the KYA APPROVED STATISTIC SHEET. This sheet must record player name, game, date, and number of downs per player up to (5) and signature of statistician. KYA Football Field Directors will randomly check statistic sheets. These sheets are to be placed in the mailbox receptacle (or turned in to a commissioner or field director if the box is not present) immediately at the conclusion of each game with the final score written at the top of the sheet. If a player is found to not have received the minimum plays per half, the head coach will receive a minimum one game suspension.
- B. The 5-play sheet must be kept regardless of how many players were available during the game unless that team only has 11 or fewer available players. The sheet should never be pre-marked—but each player should be marked as the plays are played. It is recommended that players start on offense or defense.
- C. The 5-play sheet must be available during the game for the field commissioners to observe the progress of recording the information on the five-play sheet.
- D. The 5-play sheets must be kept on the sideline (not in the stands)
- E. Any purposeful manipulation of the play sheet could result in up to a 3-game suspension of the coach. Second offenses will result in a season long suspension, including playoffs. Play sheet manipulation during a playoff or super bowl game could result in 15-yard unsportsmanlike penalties, or multiple 15 yard penalties. The penalties will be assessed at the time the infraction is discovered. The field duty personnel and/or commissioner can decide on penalties and report it to the official on the field.

Article IX. KYA Football Game Rules

Section 9.01 UIL Rules

- A. All games shall be played according to the current rules of UIL, with the exception of UIL jersey numbering systems (i.e. no ineligible jersey numbers unless otherwise stated in these bylaws.)
- B. The definition of the line of scrimmage for KYA shall be one yard on either side of the ball.

Section 9.02 Game Duration

- A. Each game will consist of four (4) quarters with a 5-minute half time.
- B. Quarters in the games shall be twelve (12) minutes in all divisions.
- C. The clock will remain running and only stop on time outs except within the last two (2) minutes of the 2nd and 4th quarters. The clock also stops for injuries and after the conversion until the players are lined up for the kickoff. The officials will stop the clock with 2 minutes left in the 2nd and 4th quarters (or as soon after 2 minutes as possible if a play is in progress) which will signal the transition to a regulation clock. This "2 Minute Warning" does not serve as a coaching time-out, nor does it prohibit the officials' discretion to start the 30 second play clock. Therefore, coaches or trainers may not enter

the field of play unless they call a timeout themselves. For the remainder of the 2nd and 4th quarters, the clock will stop on time-outs, incomplete passes, out of bounds, or any other event that warrants a clock stoppage under UIL rules.

- D. In the 3rd and 4th quarters, consecutive delay of games will result in a stoppage of the game clock after the 2nd delay of game. A 15-yard unsportsmanlike penalty will also be administered to the “stalling team”. The game clock will start on the next snap of the ball.
- E. Time of quarters may, by mutual consent of opposing head coaches, be shortened at any time during the game.

Section 9.03 Coaches

- A. No coaches shall be allowed on the field during a play, except in the Mite Division
 - i. Two Mite coaches (offensive and defensive—one at a time) are allowed on the field to provide direction to players during the game. They may help to set up players but are to be ten (10) yards from the deepest player prior to the snap. Once the offense has broken the huddle, coaches on the field are not to direct or communicate to players or the sidelines.
- B. The bench area will be restricted to players and coaches only.
- C. A coach may request a commissioner’s time out once per game. This timeout may be called to request clarification or ask for a ruling concerning KYA by-laws only. The commissioner cannot reverse a call made by the official in an attempt to enforce current UIL rules. The commissioner’s timeout is to be considered an official’s timeout and will result in a clock stoppage. The commissioner’s time out will result in a meeting between the coach, field commissioner, and head official to resolve the matter. The ruling of the field commissioner is to be considered final.

Section 9.04 Game Winner Determination

- A. The team scoring the most points in regulation time shall be judged the winner.
- B. If at the conclusion of regulation play, both teams are tied in score, the game will be continued in the following format.
- C. All KYA football games will go into overtime; there are not ties in KYA football games.
- D. KYA has adopted the UIL rules for overtime, except as described in Section 9.11 below. There will be a one-minute break, then play is to resume. Each coach will be allowed one time out in overtime. This is not for each overtime quarter. Only one time out will be allowed during the overtime.
- E. Forfeit of one team results in a score of 1-0.

Section 9.05 Kickoff

- A. Kickoff will follow the UIL rules with the following exception:
 - a. Mite Division – No Kickoff or Kickoff Return will be played. Ball will be placed at the 40-yard line of the offensive team to start the series at the beginning of the game, the half, and following a score.
 - b. In all other divisions the kicking team has the option to kick or to forego the kickoff give the ball to the opposition at the 40 yard line for bantam and sophomore and the 35 for Junior, Senior and 7th grade. This can be done after any score or to start either half. The ball can be taken at either hash by the offensive team. After a safety and in lieu of a kickoff, the ball can be moved 20 yards in sophomore and bantam, or 25 yards in the older divisions.

Section 9.06 Punting

- B. Bantam & Sophomore Division – A punt is either an automatic advancement of (20) yards or the offensive team may elect to punt the ball. If the offense elects the automatic advancement (20 yards), and the ball is between the goal line and the opponent’s 40-yard line, the ball is advanced 20 yards. If the ball is between the opponent’s 40 and 20 then the ball is moved half the distance to the goal. If the

offense elects the automatic advancement (20) yards, and the ball is within the opponent's 20-yard line, the punt is considered a touchback, and the ball is spotted on the 20-yard line. Alternatively, the punt play will be under full rush, with no special rules applied.

- C. Junior, Senior & 7th grade Divisions**
 - i. The offensive team may elect to punt the ball. The punt rule is the same as indicted by UIL rules.
 - ii. The punt play will be under full rush, with no special rules applied. Punts with full rush will count towards the Minimum play requirements.

Section 9.07 Extra Point Kick Attempts and Field Goals

- A.** Extra Point Kick attempts (PAT) may be Declared or Undeclared.
- B. Declared PAT kick attempts**
 - i. If the team elects to declare a kick, the coach or team captain must tell the referee before the huddle is broken.
 - ii. The referee shall announce the declared kick to the opposing team and coach. The kicking team has to kick the ball and the defensive team may not rush the kicker. The ball may not be advanced by the kicking team if a kick was declared.
 - iii. During a declared kick the team attempting the try must execute a successful shotgun snap from center to holder. The holder must start the play on one knee. Upon completion of a successful snap, the holder must immediately place the ball in attempt for the try and the kicker should execute the try within 3 seconds of the ball being set. Failure to execute the try within 3 seconds will result in the ball being considered down and the kick declared no good.
 - iv. If the ball is fumbled and touches the ground at any time during the kick attempt, including the snap, the ball is considered down and the try no good.
 - v. The defensive team may raise hands and jump straight up, but not rush the kick.
 - vi. Weight Restricted players may kick or hold for the kicker.
 - vii. No fake kick plays are allowed on a declared kick.
- C. Undeclared PAT kick attempts and all Field Goal Attempts** will have full rush. Undeclared kick attempts are worth 2 points, and are the only option for kicking in 7th grade.
- D.** Both teams must have seven players on the line of scrimmage.
- E.** A field goal attempt may be returned by the defense if the conversion is missed or blocked, and the ball remains in the field of play.
- F.** Successful Declared PAT Conversions will be **1 point** and successful Undeclared PAT Conversions will be **2 points**
- G.** Field Goals will be worth 3 points.

Section 9.08 PAT – Non-Kicking Attempt

- A.** Teams will have an option to run or pass the ball from the three-yard line for one point, or from the five-yard line for two points.

Section 9.09 Safety – Free Kick

- A.** Kickoff will follow the UIL rules:

Section 9.10 Coin Toss

- A.** Five minutes before the scheduled starting time, the referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. Before the start of the second half, the coach will meet with the referee to select second half options. KYA rules of the coin toss shall

be in accordance with UIL rules regarding the coin toss (receive, kick, defer, etc.). Cheerleaders may participate in the calling of the toss—but no more than 4 combined players/cheerleaders.

Section 9.11 Overtime

- A. Immediately after the conclusion of the fourth quarter, officials will instruct both teams to retire to their respective team areas. The officials will assemble at the 50-yard line and review the tiebreaker procedures.
- B. The officials will escort the coaches to the center of the field for the coin toss. The winner of the toss shall choose one of the following options:
 - i. Offense or defense, with the offense at the opponent's 15-yard line, to start the first series.
 - ii. Which end of the field shall be used for both series of that overtime period
 - iii. The winner of the toss may not defer his choice.
- C. The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra periods.
- D. Extra periods: An extra period shall consist of two series with each team putting the ball in play by a snap on or between the inbounds lines on the designated 15-yard line, which becomes the opponent's 15-yard line.
- E. Team series: Each team retains the ball during a series until it scores or fails to make a first down. This routine will keep going until one team scores and the other has their possession and does not score.
- F. The winner of the game is declared after each team has had a chance to possess the ball from the 15-yard line and one team has scored.
- G. Both teams shall get equal number of possessions. (i.e., Team one gets ball first and scores; Team two will still get their possession, but if they fail to score, they lose).
- H. If the overtime goes to three extra periods, teams are required to attempt two-point conversions after touchdowns in each period.
- I. If after one attempt from the 15-yard line for each team, and neither team scores, then the ball shall be moved up to the 10-yard line and play resumed for the 2nd overtime period. **If neither team has scored than after a possession by each team then the ball will be placed at the 5 or 3 yard line and each team can go for 1 or 2 in a one play scenario for the third and subsequent OT periods**
- J. This routine will be repeated until one team has scored and the other has not with equal number of possessions. A KYA Football Commissioner may alter the rule to facilitate the ending of the game as long as the distance for each team during the extra period is the same.

Section 9.12 Point Spread Rule

- A. If at any time during regulation play a team is leading another team by thirty (33) points or more, from that time on the game clock shall not be stopped except for the following:
 - i. The team that trails by 33 or more points calls time out.
 - ii. The official stops it.
 - iii. A 5-play rule is still in place.

Article X. KYA “Three Event” Rule

- A. There can be no more than three (3) events per week in any given week, unless approved by the KYA Board
- B. An event is considered to be a practice or game or any combination of practices or games
- C. Violation of this rule can result in a one game suspension of the head coach and/or being called in front of the KYA Disciplinary Committee for further action.
- D. A film study session does constitute a practice and counts toward the three events.

Article XI. Football Rules

Section 11.01 Players

- A.** A game may be played between two teams consisting of a minimum of 9 players each. Teams will be required to play with the same number of players should one team be forced to drop below 11. 8 available players will result in a forfeit
- B.** Each team roster shall have a minimum of 13 and a maximum of 20 players to start the season. 7th grade rosters may have more than 20.
- C.** Only players appearing on the official KYA team rosters are allowed to play.
- D.** The offensive team must have seven (7) players on the line to start every play. The defensive team may choose any formation except in kicking formation.
- E.** A team will have 30 seconds to put the ball in play after the ready signal.

Section 11.02 Playing fields

- A.** The field shall be a normal football field.
- B.** This field measures one hundred yards in length with two end zones of ten yards each. Fields are 53 1/3 yards wide. Every attempt will be made to paint hash marks on the field as designated by high school measurements.
- C.** In the event there are no goal posts located on the playing field, conversions will only be made by passing or running.
- D.** A conversion line will be marked from the goal line and at an equal distance from each sideline. 3 yards for a 1-point attempt and PAT Kick attempts; 5 yards for a 2-point attempt.

Section 11.03 Football Size & Equipment

- A.** The game ball will be provided by, or approve by, the KYA official on site.
- B.** The Mite, Bantam and sophomore divisions game ball used is a “PEE WEE” sized ball.
- C.** The Junior game ball use is a “Junior” Sized Ball,
- D.** The Senior division game ball is a “Youth” Sized Ball.
- E.** Mouth pieces are mandatory for all participants in the tackle divisions.
- F.** All face shields on helmets must be clear; no tinted or colored face shields, goggles, or glasses, will be permitted.

Section 11.04 Game Uniform

- A.** All team members must wear the same color jersey.
- B.** All jerseys will be numbered, front and back, for proper identification by officials and statisticians.
- C.** Only football pants may be worn.
- D.** Players who forgot jersey should have similar color jersey to play in the game and coaches, referees, and Field Director should be notified before the game begins.

Section 11.05 Prohibited Equipment

- A.** Metal spiked shoes.
- B.** Hard metal or any other hard substance on player clothing or person.
- C.** Sticky substances such as grease or glue on player clothing, body, or equipment.
- D.** Tinted or Dark Glasses or Face Shields
- E.** Any Electronic equipment attached to a player’s body or equipment including but not limited to cameras, radios, and communication equipment.
- F.** Any equipment, in the opinion of a referee, which endangers or confuses players.

Section 11.06 Referees

- A.** There will be two (2) referees minimum. A third referee will be scheduled for all games. Only in emergency situations will there be 2 referees.
- B.** Each game official will carry a red or yellow handkerchief and drop it when an infraction occurs.

Section 11.07 Substitution Rules

- A.** Players: The free substitution rule is always in effect and a player may enter the game anytime the ball is dead.

Section 11.08 Time

- A.** Four 12-minute quarters with a running clock. The clock will stop only on change of possession, after each touchdown, and penalties within the last two minutes of each half, during time-outs, or at the referee's discretion. The clock will be kept to regulation during two (2) minute warning.
- B.** Three (3) time-outs per half.
- C.** Five (5) minutes between halves.

Section 11.09 Downs

- A.** Each team will have four consecutive downs to advance the ball 10 yards or to score a touchdown.
- B.** Once a team moves the ball 10 yards, it is a first down, and a new series of downs begins.
- C.** A team failing to move the ball 10 yards will lose possession. The opposing team takes over at the point where the ball is declared dead and begins its series.
- D.** The forward part of the ball touching any line will be the determining factor in measuring for a first down.

Section 11.10 Safety Rules

- A.** BANTAM and Sophomore Divisions--Defense: Nose Guard cannot line up over the center or engage direct head to head contact with the center at snap of ball.
- B.** Any "spearing" of the center in any division (spearing defined as intentional head to head contact at the snap) will incur a 15 yard unnecessary roughness penalty. No warnings will be given. A second infraction will result in an ejection.

Article XII. Miscellaneous

Section 12.01 Game Acceleration

The commissioner will reserve the right to accelerate the game clock at any time in the interest of time/field management or weather conditions.

Section 12.02 Scoring Values

- A.** Touchdown 06 points
- B.** Safety 02 points
- C.** PAT
 - i. Passing/running from three-yard line: 01 point
 - ii. Passing/running from five-yard line: 02 points
 - iii. Undeclared PAT Kicking: 02 points
 - iv. Declared PAT Kicking: 01 point
- D.** Field Goals 03 points
- E.** Forfeit (offended team wins by) 1 point to 0 points

Section 12.03 Injured Players

- A.** Once a player is removed from a game because of injury, the player must sit out at least one down or use one (1) timeout.

Section 12.04 Penalties

- A.** The 100-yard field will be assessed five (5) and ten (10) yard penalties; personal conduct penalties may be 15 yards.
- B.** The offended team will always have the choice of accepting or declining a penalty. If the penalty is declined, the down will remain the same as if no infraction occurred. Also, when the penalty is greater than the distance to the goal line, the penalty shall be half the distance to the goal line.

Section 12.05 Pullover Jerseys

- A.** If in the opinion of game officials, or KYA Field Director, the jersey colors of the two (2) teams are too difficult to distinguish between, the visiting team will be responsible for wearing pullover or replacement jerseys of non- conflicting color.

Section 12.06 Discipline

- A.** Unsportsmanlike conduct penalties against any coach will be accompanied with a 15-yard penalty and may be subject to ejection. The official MUST eject the penalized coach at his second infraction. This is an ejection only. The team will also be assessed a 15-yard penalty for the second infraction.
- B.** Mandatory play rule: All players will play a minimum of 5 plays per half or the Head Coach may be subject to a one to three game suspension. Second infractions will result in a season long suspension.
- C.** Excessive running of the clock by the officials will be cause for refusal of game payment. The offending official must be warned prior to refusal of payment.
- D.** Officials are required to always conduct themselves in a professional manner.
- E.** Any official that is considered to be goading a coach will be removed at once (to be determined by the field director).
- F.** Any coach, parent or any other person or persons confronting a league commissioner or official in any disrespectful manner at any time may be removed immediately from the event by a KYA Football Commissioner and will be subject to the full penalty extent and maximum penalty that can be imposed by the KYA Board.

Section 12.07 Game Ejections

- A.** Two penalties of any unsportsmanlike conduct result in ejection of a player or Coach.
- B.** When a player or coach is ejected, they will be out for the remainder of that game and the first half of the next game.
- C.** If a child throws a punch or kick, that child is out for the remainder of that game and the first half game the following week. Exceptions or modifications may be made by the KYA Board.
- D.** The referee and/or KYA commissioner/field director has the authority to suspend players and coaches for other behavior deemed to endanger other game participants.
- E.** All game ejections must be reported to the KYA Field Director on duty which shall be documented on a form available at the field and/or online to log the details. An investigation and review of the incident will be led by the division commissioner, and additional penalties may apply. The Field Commissioner on duty will document the penalties and notify the Division Commissioner.
- F.** All unsportsmanlike penalties and ejections will be reviewed and verified by the KYA board—at the discretion of the KYA Board, and with clear video evidence, a suspension can be overturned after a discussion with the VP of Football, the head of officiating and the official that made the call.

Section 12.08 Play-Off Tie Breaker Seeding

- A. In case there is a regular season record tie between teams, the following will be used to break the tie and seed the playoffs.
 - a. Head-to-Head Match Up—in any tie breaker scenario, if any of the teams did not play each other, tie breaker goes to strength of schedule. If teams played more than once and there is a 3 way tie, the last game is the only game considered in the tie-breaker.
 - b. Strength of Schedule
 - c. Points Allowed versus Common Opponents
 - d. Best 2 out of 3 Coin Toss
 - e. Three way ties in which each team beat each other will revert to point differential in games between these teams, with a cap of one game at 17 points.

Section 12.09 Super Bowls

- A. Super Bowls will be played dependent upon the number of divisions each season. Super Bowl games will be as follows:
 - i. “A” Super Bowl for each division with 4 teams.
 - ii. “A” and “B” Super Bowls for any division with 5-8 teams, “A” being the top tier. C Brackets for teams 9-12. D Brackets for 13-16 and so on. Available filed space may limit one or more brackets to only one game.
 - iii. Super Bowl contenders will be considered via playoff brackets consistent with UIL rules.

Article XIII. KYA Football Bylaws and Amendments

During last week of each Fall and Spring Football Season, an email will be sent out to registered KYA Football families and KYAFB coaches to allow them to address any issues regarding KYA Rules & Procedures. The email will ask them to fill out online form / survey so the KYAFB can address the issue. These issues will be organized and reviewed by the KYAFB. Respondents to the email form along with coaches and their assistant coaches may be invited to a town hall meeting to discuss those topics in front of the KYAFB Board. Meeting will not to last more than 3 hours. All will have 3 minutes to voice issues and then discuss topics amongst group and KYAFB.

KYAFB will review meeting notes and discuss the possible changes and vote on those changes that need to be addressed. KYAFB will publish new Rules and Procedures as needed.

The rules were edited and updated by KYA Football Vice President Rhett Taylor and approved by the KYA Football Board. To make suggestions to amend or comment on the rules you may use the comment form on the KYAFootball.com website. Thank you.