



Cabot Youth Football Association
By-Laws
Revised Spring 2009
Adopted May 20, 2009

GENERAL

The purpose of these By-Laws to the Constitution of the Cabot Youth Football Association (CYFA), hereinafter referred to as the Association is to:

- a) Provide a basis for the operation, promotion, and management of the Association.
- b) Prescribe the organization of the Association for conduct of competition.
- c) Establish rules and regulations that will govern competition within the Association.

SCOPE

Official rules published by the National Federation of State High School Associations (NFSHSA) and rules set forth herein will apply to all teams' and individuals' participation in league competition within this Association. These By-Laws will take precedence over NFSHSA rules where conflicts exist. All Executive Committee rulings are final.

RESPONSIBILITIES

1) Coaches/Assistant Coaches

- a) One goal of the Association is to give young people in our community an environment that not only teaches them the rules and mechanics of football, but gives them a positive life experience as they grow and develop. With this in mind, coaches/assistant coaches should always strive to be good role models as they teach young people how to win and lose in life.
- b) Coaches/assistant coaches are responsible for the conduct and discipline of all personnel associated with their team to include parents, friends, and relatives of players. While the Association recognizes that coaches cannot always control non-player personnel associated with their team, they can make a significant contribution in this area.
- c) Coaches/assistant coaches will know and enforce both the spirit and letter of these By-Laws and the Association's Constitution. Any coach or assistant coach who violates, intentionally or unintentionally, any rule of this Association may be suspended until the matter has been resolved by the Executive Committee. The only exception will be where a specific penalty is stated in these By-Laws for the particular offense.
- d) The head coach will attend a mandatory coaches meeting held prior to opening ceremonies. The head coach is responsible for submitting a list of his three assistant coaches eligible to be in the team box and on the field to the Executive Committee no later than one week prior to opening ceremonies. These coaches must be current Association members and must attend the next mandatory coaches meeting scheduled to be held after opening ceremonies. Any coach not having attended the mandatory meeting will not be allowed to be in the team box or on the field.

- e) Each team can only have four coaches participating and/or present in the team box during game time. The team may have any number of free coaches but only the certified four are eligible as box coaches.
- 2) **Rules Committee:** The Association's Vice President will chair the Rules Committee, and it will consist of at least three Association members appointed by the President. The Rules Committee will be responsible for:
- a) Constant review of the Association's Constitution and these By-Laws.
 - b) The committee will study and present a recommendation to the Association on all proposed changes and amendments to these By-Laws or the Constitution. The chairman will publish changes that are approved by the Association.
- 3) **Finance Committee:** The Finance Committee will be chaired by the Association's Treasurer and will consist of three other members appointed by the President. The Finance Committee will be responsible for:
- a) All aspects of the concession stand operation to include purchasing supplies, determining prices that will be charged, etc., if the CYFA manages concession stands.
 - b) Management of the insurance program.
 - c) Recommending the registration fee for players and hearing appeals from coaches who have players that are unable to pay the registration fee.
 - d) Developing fund raising projects.
 - e) Submitting recommendations to the Association on single purchases that exceed \$100.00.
 - f) Preparing a budget.
- 4) **Scheduling Committee:** The Scheduling Committee will be chaired by the Association's Director of Scheduling and will consist of three other members appointed by the President as needed. The Scheduling Committee will be responsible for:
- a) Scheduling playing fields for league games, playoffs, make-up games, tournaments, and practice (when necessary).
 - b) Director of Scheduling will be responsible for contacting teams with their rescheduled game times as needed due to rainouts or canceled games.
- 5) **Grounds Committee:** The Grounds Committee will be chaired by the Director at Large and will consist of the league directors. The Grounds Committee will be responsible for the grounds and playing fields. Cabot Parks and Recreation maintains the fields and any extra

improvements or work will be organized by the Grounds Committee.

- 6) **Membership Committee:** The Membership Committee will be chaired by the Vice President and the Treasurer and three other members shall be appointed by the President at the first meeting of the new term. The Membership Committee will be responsible for:
 - a) Developing plans for recruiting new members for the Association and for the retention of existing members.
 - b) Others matters related to the Association membership will be referred to this committee as required by the Board.
- 7) **Special Committee:** The President of the Association or the Executive Committee shall appoint committees as deemed necessary to carry on the work of the Association. A special committee shall serve for a term designated at the time of its creation. The term of a special committee may be amended by majority vote of the Executive Committee.
- 8) **The President** is the ex-officio member of all committees except the Membership Committee.

TEAMS

- 1) Teams will not be permitted to join the Association, only individuals. Exemptions will be determined by the Executive Committee.
- 2) The Association may create new teams when the number of players dictates the need for additional teams. The decision to create a new team will not be made until after registration.
- 3) No team shall have less than 14 players or more than 16 players. A new team shall be created for every 17th player. Once a league reaches 128 players, the Executive Committee will have the option of not adding additional teams and allowing more than 16 players to play on a team in order to facilitate scheduling or other needs of the league due that may arise due to the number of teams when the league registers this many players.
- 4) Expansion teams or open teams will be assigned a coach by the Executive Committee. If there is more than one open team or expansion team, a hat draw will be done with the approved coaches to determine what coach will get which team.

SPONSORS

- 1) Since the selection of some sponsors could damage the image this Association is trying to project, a sponsor must be approved by a majority vote of the Executive Committee before the sponsorship is official.

- 2) The Executive Committee will review sponsors at the end of each season to determine if they should be retained.
- 3) The Executive Committee will procure sponsorships for teams. Minimum team sponsorship cost is \$500.00.
- 4) All players on a team must be uniformed alike.
- 5) Sponsors may select their team color or mascot as long as their choice does not conflict with a color or mascot already present in the league. All teams will have an NFL mascot and that team's colors. No team may have the NFL mascot chosen by another team within the same league. Priority of NFL mascot/color selection will be based on returning sponsorship. Mascots will follow the roster of the returning team. The Executive Committee will vote on any situation requiring mediation.
- 6) Sponsors may request their coaching staff, but the Executive Committee must approve those coaches. Should the Executive Committee not approve a requested coach, the sponsor will be notified and given the opportunity to select another coach or allow the Executive Committee to appoint a coach in that place. If a sponsor has no coaching preference, then the Executive Committee will assign an approved head coach to that team. The newly assigned head coach may select his first assistant coach and up to two additional coaches, and they too must receive Executive Committee approval.
- 7) In the event a sponsor has a returning roster but no head coach, and a head coach has a returning roster but no sponsor, the two will be aligned by the Executive Committee and the returning roster with the fewest number of returning players will either be assigned to a new sponsor and/or head coach or released back into the draft. At no time will a sponsor keep his returning roster and have a head coach aligned with him that brings a returning roster also.

COACHES

- 1) The Executive Committee will announce the coaches selected for the upcoming season at the regularly scheduled meeting in April.
- 2) All coaches must be approved by the Executive Committee yearly.
- 3) All coaches must be an active member (membership dues paid yearly) in the Association.
- 4) A team will not be taken away from a returning head coach. The only time a team would be taken away from a head coach would be for disciplinary reasons.
- 5) Order in deciding coaching status:
 - a) Returning head coach.
 - b) Returning first assistant coach.
 - c) Years coaching both head and first assistant in the CYFA program.

- d) Coaches with the same number of years coaching will be hat picked by the Executive Committee.
- 6) All coaches will sign a coaching agreement at the beginning of each season to be eligible to coach in the Association, and to be allowed in the team box during the upcoming season. All coaches/assistant coaches shall be subject to a background check to assist the Executive Committee in selecting coaches.

PLAYERS

- 1) Any brother/sister eligible to play for a team will instantly be assigned to the team where his/her brother/sister is a returning player. If brothers/sisters are eligible for a league and one is drafted by a team then the sibling will also go to that team and the sibling will be that team's last pick in that age group.
- 2) Each team may only have three locks. Siblings of locked players will be subject to Item 1 of this section regarding siblings. If a lock returns to a team, the lock carries into the upcoming season and the team only has two available locks open. If two locks return to the team, those locks carry into the upcoming season and the team has one lock available. If three locks return to the team, those locks carry into the upcoming season and the team has no locks available. Once a lock, always a lock.
- 3) Locks will be associated with the head coach of a team only. If the head coach does not return to a team, the new assigned head coach of the team has the option of keeping the existing locks or releasing them. The lock also has the option of not returning to the team since the head coach he locked with is not returning. Locks become a free agent and may enter the draft or be locked on another team IF the head coach that locked them does not return to the team they are locked on, AND either the new head coach chooses not to lock them OR the lock chooses not to return to the team. If the head coach returns to the team and the lock chooses not to return to the team, he must re-enter the draft as specified in Players Item 4.
- 4) If a returning player chooses NOT to return to the same team, he must return to the draft and he cannot go to another team as a lock or be chosen in the lock catch up round, unless his father has been assigned as the HEAD coach of another team. If there are open locks on the father's team, the son may be locked on that team if there are available locks open. Locks will NOT exceed three per team.
- 5) The Cabot Public School District age cutoff date for starting school (CPSD) will be used as the age cutoff date for all leagues. In order to participate in the Association, a child must be 5 years old by the CPSD, but cannot turn 13 before the CPSD of the current year. Any child that is eligible to play Junior High football is not eligible to participate. Parents may choose to place a younger child on a team with an older sibling. If the siblings are in two different leagues however, the child may only advance one age position to do so. The Executive Committee must first approve such request. At no time will a child be allowed to play in a

lower age league.

6) Player eligibility chart:

<u>Mini-Campers</u>	<u>Rookies</u>	<u>Semi-Pro</u>	<u>Pro</u>
6 & Under	8 & Under	10 & Under	12 & Under
Cannot turn 7	Cannot turn 9	Cannot turn 11	Cannot turn 13
Before CPSD	Before CPSD	Before CPSD	Before CPSD

OFFICIALS

- 1) Two referees and one scorekeeper will be used for all Mini-Camper and Rookie league games. Three referees and one scorekeeper will be used for all Semi-Pro and Pro league games. Mini-Camper referees will consist of volunteer members of the Association and one official referee. The budget will dictate the actual number of referees used for each game.
- 2) Game officials are the deciding authorities in determining who is under the influence of alcohol. They may direct people attending the event to assist with crowd control during any unstable situation. Game officials may suspend play any time for reasons of safety.
- 3) Referees will be contracted out yearly and will be voted on by the Executive Committee at the regular scheduled meeting in July.
- 4) Contracts will run from opening ceremonies to the last scheduled CYFA sanctioned game.
- 5) All officials must be members of the Arkansas Officials Association to be able to referee any Association function.

SCHEDULING

The Director of Scheduling will be responsible for all schedules including but not limited to:

- a) Regular Season Schedule.
 - i) The home team will be listed first on the schedule.
 - ii) Determine game times.
 - iii) The Scheduling Committee will take into account school activities.
 - iv) Games will not be scheduled on Sunday unless it becomes necessary to schedule make-up games.

- v) The schedule will be constructed so that each team will be the home team an equal number of times. Where an uneven number of games are played, a coin toss before the game will decide the home team. The home team will be on the inside field line.
- vi) Rescheduling of games: Teams will be held accountable for playing their entire season schedule on those dates and times as stated. No game dates or starting times will be changed to accommodate individual teams, outside interests, or activities. Please do not request to make exceptions. It will be denied!!!
- vii) No games will be rescheduled for any reason other than wet ground or rainouts unless approved by the Executive Committee. The Cabot Parks and Recreation will decide the playing conditions at 4:00 P.M. and will postpone, delay, or cancel the games on that date. After 4:00 P.M., the referees for that day's game will make the decision on the condition of the playing fields at game time.
- viii) If in the judgment of the referees, play must be stopped for power failure and/or weather conditions, the game will be rescheduled to resume at a future date. The scorekeeper will mark on the official score card the quarter, time remaining, down, location of the ball, and score. The rescheduled game will pick up exactly how it was when canceled, including line-up.
- ix) The Director at Large is the contact on the Scheduling Committee for all coaches on rescheduled game times.

b) Post Season Schedule.

FORFEITS

- 1) A team must have at least 10 of their assigned players available to play at game time to begin the game. If a team starts with only 10 players and a player arrives late, the player will follow the first and third quarter requirement rules to stop the team from having to play one player short. Any additional players arriving late will follow the second and fourth quarter requirement rules. Teams may continue a started game with no less than nine participating players. Failure to comply with this rule will result in that team forfeiting the game with the score being recorded as is should the forfeiting team be losing. In the event the forfeiting team is winning at the time of the forfeit, the score shall be recorded as 2-0 in favor of the non-forfeiting team.
- 2) A coach will be suspended for his next two ball games if he voluntarily forfeits to a scheduled opponent. A second infraction will result in the coach being removed for the rest of the season. Acceptable reasons for forfeit will be determined by the Executive Committee on a case-by-case basis. If found to be an acceptable reason for the forfeit, the Executive Committee will have the game declared a rescheduled game, and will schedule a new game time.

UNIFORMS

- 1) Sponsorship money will pay for the team jerseys. The Executive Committee has the final decision on the team's mascot and jersey color. There will not be more than one team per league with the same mascot or jersey color.
- 2) Purchase of remaining uniforms such as pants, socks, and helmet stickers by the Association will be decided each year by the Executive Committee. This will be determined by the amount of funds available in the uniform budget. The Executive Committee has the final decision on all colors and styles of the complete uniform.
- 3) A standard uniform package will be worn by all teams. A sponsor or team may upgrade the standard uniform at their own expense provided they use the Executive Committee approved vendor for that season. All teams must be an NFL Mascot. See the SPONSORS item of these By-Laws for more information.
- 4) Helmets will not be painted or in color. Helmet award stickers and striping will be allowed.

EQUIPMENT

- 1) Each team will be responsible for furnishing their own game ball.
- 2) The game balls that will be used in each league is as follows:
 - a) Mini-Campers thru Rookies leagues will use a **K-2** football.
 - b) Semi-Pro league will use a **TDJ** football.
 - c) Pro league will use a **TDY** football.

PLAYING FIELD

- 1) The fields must meet NFSHSA requirements, except Mini-Campers will play on an 80-yard field.
- 2) There will be a dead-zone marked and located approximately six yards out from the playing field around the entire playing field. This area is designated for players, coaches, and cheerleaders. No parents/fans are allowed to cross into the dead-zone. Failure to keep your parents/fans from entering this dead-zone will result in your team being warned on the first offense; the second offense will result in a ten-yard penalty. Continued failure to comply by that parent/fan will result in immediate ejection and a ten-yard penalty.
- 3) A team box for only coaches and players is located on the sideline in the dead-zone between the 30-yard lines. Coaches and players are not allowed beyond the 30-yard line on either end of the field. The only exception to this rule is to permit the scorekeeper coaches the flexibility to move around the perimeter of the playing field in order to perform their player

tracking duties as scorekeeper coaches. They will not verbally participate or disrupt the game or coach or instruct any player at any time. They may however, request the presence of an official to confirm or indicate a possible line-up infraction. If the referee feels like the scorekeeper coach is violating this rule, he can restrict him to the team box. The only four coaches allowed in the team box are the head coach, first assistant, second assistant, and scorekeeper coach. Tobacco use of any kind is not permitted in the team box. Any violation of this rule results in a 10-yard penalty.

- 4) The cheerleader boxes extend from the 30-yard lines to the end of the end zones on each sideline.
- 5) No alcoholic beverages or glass containers of any kind are allowed into the event area at any time. Ice chests or other beverage compartments are subject to search at the discretion of Cabot Parks and Recreation employees or Executive Committee members.
- 6) Each team is responsible for the cleanliness of their sideline upon completion of their game.
- 7) The event area is the area governed by Cabot Parks and Recreation.

REGISTRATION FEES

- 1) The registration fee is set annually. No discounts will be given for multiple players in the league.
- 2) The Executive Committee reserves the right to charge additional late fees for late registrations.
- 3) Registration fees include:
 - a) Insurance
 - b) Officials

DRAFT

- 1) There will only be two representatives from each team allowed in the closed-door draft. Representatives must be the sponsor, head coach, and/or first assistant coach.
- 2) Special requests (also known as “Gentleman’s Agreements”) will be read prior to the beginning of the first round pick. No special requests have to be granted.
- 3) If two teams have the same number of players on their returning roster, made up of returning players and automatic locks, then a coin toss will determine draft position. If more than two teams have the same number of players on their returning roster, made up of returning players and automatic locks, then draft positions will be drawn. The order of drawing will be randomly selected.
- 4) The team with the fewest players on the returning roster will pick first. The team with the most players on the returning roster will pick last. The team with the fewest players will pick until it is even with the team with the next fewest players. See page 11 for an example of draft and drafting order. ****ALL TEAMS ARE ALLOWED A MAXIMUM OF THREE LOCKS.**
- 5) During the draft, in the instance that a coach needs to catch up in the beginning because he does not have all of his locks secured, that selection(s) will be considered a lock(s) and subject to the once a lock and always a lock rule. This means that the following season, this selection will be considered a lock and not a returning player.
- 6) All registered players for a particular league not present for the draft will be placed in a hat draw. The next team in order of the draft will select a piece of paper from the hat and so on until all players not present have been hat picked. Some teams may have one less player than other teams.
- 7) The trading of players is allowed, but will only be done in a one-for-one format. The trading period will consist of a 30-minute period beginning with the Director at Large announcement that trade discussions may start. All trades must be announced to the Director at Large prior to the conclusion of that 30-minute period. Voting will take place immediately after being announced to the Director at Large. No trade announcements will be allowed after the 30-minute trade period has ended. If a team has no representatives present, then that team gives up the right to vote on the trade(s). Each team, including those involved in the trade, will be allowed one total vote. Majority vote determines whether a trade is approved or not. In the event of a tie, the trade is approved.

EXAMPLE OF DRAFT

	No. of														
	Returning Players			1	2	3	4	5	6	7	8	9	10	11	12
Lions	2	X	X	1	3	4	11	12	23	24	37	38	51	52	65
Tigers	3	X	X	X	2	5	10	13	22	25	36	39	50	53	64
Bears	4	X	X	X	X	6	9	14	21	26	35	40	49	54	63
Colts	5	X	X	X	X	X	8	15	20	27	34	41	48	55	62
Chiefs	5	X	X	X	X	X	7	16	19	28	33	42	47	56	61
Falcons	7	X	X	X	X	X	X	X	18	29	32	43	46	57	60
Packers	7	X	X	X	X	X	X	X	17	30	31	44	45	58	59

Note: The number of returning players includes locks. The oldest players must be drafted first within each league.

THE GAME

- 1) Game time is start time and game officials will not start the game prior to the scheduled start time unless all the players on both teams are present and both head coaches agree to allow the game to start earlier.
- 2) The head referee on the field will keep the official game time. If there is a discrepancy between his time and the scoreboard, his is the official time.
- 3) Not less than ten minutes prior to the scheduled start time of your game, each head coach will submit to the opposing head coach a line-up with names and numbers of the first and third quarter offense and defense. The line-up will be broken down by quarter, and by offense and defense. Each child will start and play in both the first and third quarters. No line-up for second and fourth quarters is required since those are free substitution quarters. Only those players present and available to play will be on the line-up and only those on the line-up will participate in the game. In the event a player is late, the head coach must play that player, but only in the second and fourth quarters. The head coach will notify the game officials and the opposing head coach about the late player when the line-up is submitted. The late player will be listed on the line-up as arriving late. If a player is not playing for disciplinary reasons, the head coach will notify the officials and opposing head coach when the line-up is submitted and that player will not be listed on the line-up. No player will be added to the line-up after it has been submitted to the opposing head coach. Starting player and player substitution procedures:
 - a) **1st & 3rd Qtr:** All players will start and play on either offense or defense.

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- b) **2nd & 4th Qtr:** Free substitution. Coach may play and substitute the players of their choice on either offense or defense.
- c) **Special Teams:** Free substitution. Coach may play and substitute the players of their choice on either offense or defense.
- d) **Overtime:** Free substitution. Coaches may play and substitute the players of their choice on either offense or defense.

Violation of these rules results in a ten-yard penalty and the violation must be corrected. Second violation during the same game will result in another 10-yard penalty and the head coach will immediately be ejected and will not attend his/her next game.

- 4) During the first and third quarters, substitutions may be made only if a player injury occurs. When the player recovers from the injury, the recovered player must replace his substitute immediately. If a player is unable to finish a game due to injury or illness, he must remove his shoulder pads. The player may choose to remain in the team box or observe the remainder of the game as a spectator. Any player not participating in the game is allowed in the team box; however, that player may not wear his shoulder pads but may wear his team jersey. Violation of this rule will result in a ten-yard penalty. Second violation during the same game will result in another 10-yard penalty and the head coach will immediately be ejected and will not attend his/her next game.
- 5) Special teams may be brought into the game in any quarter for the sole purpose of participating during a punt or kickoff. The required offensive and defensive teams will take over immediately upon completion of the punting or kicking play. Violation of this rule will result in a ten-yard penalty. Second violation during the same game will result in another 10-yard penalty and the head coach will immediately be ejected and will not attend his/her next game.
- 6) All Semi-Pro and Pro league games shall consist of four fifteen minute quarters, with the clock running continuously until the final two minutes of the second and fourth quarters. The continuous running clock may only be stopped by an official's timeout or a called timeout by either team. During the final two minutes of the second and fourth quarter, the clock will run according to NFSHSA rules.
- 7) Semi-Pros and Pros will play with a 35-second play clock.
- 8) All Rookie league games shall consist of four twelve minute quarters, with the clock running continuously until the final two minutes of the second and fourth quarters. The continuous running clock may only be stopped by an official's timeout or a called timeout by either team. During the final two minutes of the second and fourth quarter, the clock will run according to NFSHSA rules.
- 9) All Mini-Camper league games shall consist of four ten minute quarters, with the clock running continuously until the final two minutes of the second and fourth quarters. The continuous running clock may only be stopped by an official's timeout or a called timeout by

either team. During the final two minutes of the second and fourth quarter, the clock will run according to NFSHSA rules.

- 10) Mini-Campers and Rookies will play with a 45-second play clock.
- 11) In keeping with the spirit of the Association, the following mercy rule will be in effect. The game clock will run when, after the beginning of the second half, the score has reached a differential of 24 points or more. The game clock will be stopped when an official's time-out is called, or a charged time-out is called by either team. Note: The game clock will run in all other situations.
- 12) In addition, although it is not a rule, the Association strongly encourages the coaches of the league to rotate their players, to let the younger players and the non-starters play more key positions once they are winning by 24 points. It is the goal of the league to keep the scores down at the same time keeping the league competitive for all players.
- 13) The halftime will consist of a full 15 minutes of rest regardless of whether or not the game is progressing on schedule. At halftime the field between the 30-yard lines will be reserved for the cheerleaders' halftime routine.
- 14) The home team will be listed first on the schedule. The home team will provide one adult and the visiting team will provide two adults to be chain crew members on the visiting sideline for that game. Adults are considered 16 years of age and older for the purpose of this rule. Failure to have chain crew member(s) report to the official ten minutes prior to scheduled game time is a ten-yard penalty on the kickoff against the violating team. If the chain crew member(s) have not reported to the official by the first offensive play, the violating head coach is immediately ejected from that game. The home sideline will always be the inside sideline.
- 15) Kickoff locations by age group:
 - a) Mini-Campers - no kick, ball placement at the 30-yard line.
 - b) Rookies - 50-yard line.
 - c) Semi-Pro and Pro - 40-yard line.
- 16) Point after touchdown conversions for all grade groups:
 - a) 1 point = successful run or pass from 3-yard line.
 - b) 2 point = successful run or pass from 5-yard line.
- 17) There will only be one coach per team allowed on the field during play. A five-yard penalty will be assessed for talking to or positioning any player after the offensive or defensive huddle has broken and until the snap of the ball. Slight leniency will be afforded to the Rookie league teams. Reasonable leniency, considering the play clock, will be afforded to the Mini-Camper league teams.

18) Punting: Mini-Campers and Rookies teams will not punt. The ball will be moved 25 yards unless the offense is within the opponent's 25-yard line, and at that time it will be moved half the distance to the goal line. Semi-Pro and Pro teams punt but there is no rush allowed. The ball will be snapped by the center, and the punter will take a few steps back and punt the ball. The ball is not considered live until it is kicked.

SUPER BOWL / CYFA SPONSORED POST SEASON

The following criteria will be used to determine CYFA League Champions for each league, Mini-Campers through Pro's.

- a) The League will be divided into divisions if there are 8 or more teams in the League. If there are less than 10 teams in a League, there will be four teams in the playoffs. If there are 10 or more teams in a League, there will be six teams in the playoffs." Head Coaches for each League will determine the playoff formatting for their respective Leagues at the annual Fall coaches meeting prior to the season starting. The majority will rule for each League and the decision will be final.
- b) Playoffs will be held at the Dakota Hawkins Memorial Fields on dates to be determined by the Executive Committee. The date(s) should be announced no later than two weeks prior to the first day of Modern Gun Hunting Season.
- c) CYFA Super Bowl will be played at the high school field. The date of the Super Bowl will be determined by Cabot Parks & Recreation, Cabot High School Athletic Department and CYFA Executive Committee. Team trophies will be given to each team's players winning the Super Bowl of each age division. One trophy of good proportion will be distributed to the sponsor of the winning Super Bowl team of each age division
- d) Playoff seeding will be determined using the following criteria:
 - i) Win/losses.
 - ii) If tied, then head to head.
 - iii) If still tied, lowest total points allowed.
 - iv) If still tied, coin flip.

INJURY RELATED INCIDENTS

1) Head/Neck/Back areas -

- a) Practice Site: The head coach should evaluate child WITHOUT moving the injured area of the child. An immediate decision should be made to determine the child's status and condition. If child seems coherent and able to move on his own, then remove the child

from practice and ask parents to monitor the child for the next 24 hours. If the child is incoherent and unable to move on his own, then immediately call 911 for ambulance assistance. Ask assistant coaches to keep all other team members away from the injured player so that further injury will not be caused. Follow up with the Executive Committee to obtain insurance forms and to provide a written injury report detailing the incident.

- b) **Game Fields:** The Duty Officer from the Executive Committee shall evaluate the injured player and may opt for the assistance of anybody who has a medical background, i.e. parents, other coaches, or visitors. If no Duty Officer can be found quickly, then the head coach of the injured player must act in the officer's place. The game shall be halted until medical attention can arrive and will be played out to its extent once play resumes. If both coaches agree, the game can be called at this point and the winner will be the team in the lead at the time of injury.

2) All other injuries:

Practice site or Game site: Evaluate the injured player on the field. The player shall be removed from the field using his own ability and will power. An Executive Committee member shall be contacted as soon as the incident requires medical attention. This is the head coach's responsibility and should be done as soon as possible.

- 3) **General Rule:** If in doubt about a player's injury, call 911 and request medical assistance. Do not chance causing further injury to a child.

DISCIPLINE

- 1) Unsportsmanlike conduct (including but not limited to, being under the influence of alcohol, foul language, and/or negative remarks or actions toward an opponent) by coaches, players, parents/fans during a game will not be tolerated! Results for unsportsmanlike conduct violations by:
 - a) **COACH:** 15-yard penalty on the first offense and/or ejection depending on each circumstance; immediate ejection of offender for second offense. If ejected, he/she will leave the event area immediately and will not attend the next scheduled game. This means no entry to the event area! He must also attend a mandatory Special Meeting. Any coach ejected for unsportsmanlike conduct three times during the season is suspended for the remainder of the season and will not be present at any of his/her team's remaining games.
 - b) **PLAYER:** 15-yard penalty on the first offense and/or ejection depending on each circumstance; 15-yard penalty and ejection of offender for second offense. Intentional unsportsmanlike conduct by a player will result in automatic ejection on first offense. If a player is ejected he/she will leave the event area immediately. The ejected player will not play in the next scheduled game. The player may be present as a spectator only. This

means no pads and no entry to the team box.

- c) **PARENT/FAN:** 15-yard penalty on the first offense and/or ejection depending on each circumstance; immediate ejection of offender for second offense. If a parent/fan is ejected, he/she will leave the event area immediately and will not attend the next scheduled game. This means no entry to the event area!
- 2) Parents/fans will not enter the playing field at any time. Failure to comply will result in their immediate ejection from the event area and a 15-yard penalty.
- 3) Anyone using language or action which threatens personal, physical harm upon a coach, player, parent/fan, and/or official, or the personal belongings of a coach player, parent/fan, and/or official will result in the offender's immediate ejection from the event area. The offender will not attend any football games for the remainder of the season.
- 4) The event area is the area enclosed by the permanent fence at that location. Failure to immediately depart the event area upon any ejection will result in notification of the local law enforcement agency to assist in that person's removal from the event area. Furthermore, game officials may direct an ejected person to leave not only the event area but also the parking lot and all areas controlled by the Association or Cabot Parks and Recreation. Local authorities may be notified to ensure the offender's compliance.
- 5) Should any head coach be penalized more games than remain on his/her schedule, he/she will be ejected from the current game and will not attend the remaining games on his/her schedule.
- 6) Any weapons in the event area will result in the immediate ejection of the offender and the offender will not be allowed to return to the event area for the remainder of the season.
- 7) An incident report will be filled out by both the head referee and the head coach, if not the one being ejected. Otherwise, the first assistant coach will complete the report regarding any ejection before leaving the event area.
- 8) Unsportsmanlike conduct (including but not limited to, being under the influence of alcohol, foul language, and/or negative remarks or actions toward team members, parents, and/or coaches) during a practice will not be tolerated! Results for unsportsmanlike conduct violations by:
 - a) **PLAYER:** He/she may be benched for the next scheduled game. The incident must be reported to the Executive Committee 24 hours prior to the scheduled game by submitting an incident report. The Executive Committee will have the final decision on whether the incident calls for disciplinary action.
 - b) **PARENT:** He/she may be ejected from the next scheduled game. The incident must be reported to the Executive Committee 24 hours prior to the scheduled game by submitting an incident report. The Executive Committee will have the final decision on whether the

incident calls for disciplinary action.

- c) **COACH:** He/she may be ejected from the next scheduled game. The incident must be reported to the Executive Committee 24 hours prior to the scheduled game by submitting an incident report. The Executive Committee will have the final decision on whether the incident calls for disciplinary action.
- 9) A player not having attended two consecutive scheduled practices (without an excused absence) prior to a scheduled game may be benched for that scheduled game. Prior to the scheduled game, an incident report will be filled out and the head referee and opposing head coach will be informed of the benched child. The child may sit on the bench without his shoulder pads but may wear his jersey. No absence will be excused if the head coach is not called prior to the missed practice.

APPEALS

Anyone who receives any type of disciplinary action shall have the right to appeal the action to the CYFA Executive Committee. Any appeal must be in writing and received by the Executive Committee within 24 hours after the disciplinary action or before the start of the next scheduled game – whichever comes first. Any appeal will be heard by the Executive Committee within 3 days after receiving the written appeal. Any appeal involving game suspensions will be heard before the second scheduled game following the disciplinary action. All CYFA Executive Committee rulings are final. Any appeal not filed in a timely manner as prescribed above will not be heard by the Executive Committee and the disciplinary action that was issued will stand.

ADOPTION

These By-Laws to the Constitution were approved by the Association on the 20th day of May, 2009 with a majority of the Executive Committee members present.

Executive Committee Members:

Signature

Position

_____	_____
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Witnessing CYFA Members

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