

Duck River Valley Youth Football League



Bylaws and Rules

Revised

September, 2014

Section I: League Information, Mission Statement, Board Organization

A. The name of the league shall be Duck River Valley Youth Football League (DRVYFL)

B. Mission Statement:

The Duck River Valley Youth Football League was formed to provide guidance, leadership, and instruction of the game of football and Cheerleading to all it involves, to children ages 4 through the sixth grade. The Duck River Valley Youth Football League helps insure that our youth has activities to keep them motivated and out of trouble.

C. The mailing address of the DRVYFL shall be:

DRVYFL
2283 NW Broad Street
Murfreesboro, TN 37129

D. The community members of the DRVYFL are:

1. Chapel Hill
2. Community (Unionville)
3. Cascade
4. Cornersville
5. Columbia Academy
6. Eagleville
7. Liberty
8. Middle Tennessee Christian

Section II: Board of Directors, Officers, and Officer Rotation

A. Board of Directors: The Board of Directors will consist members from league communities, with representatives being selected by each individual community.

B. Officers: The officers of the DRVYFL shall be President, Vice President, Secretary, Treasurer, and Cheerleading Coordinator.

1. **President**

Shall preside over Board of Directors meetings and conduct and supervise the business of the league in accordance with the bylaws, policies, and directives set forth by the Board of Directors. Officially represent the Board of Directors at the DRVYFL Meetings. The authority to sign checks representing the DRVYFL shall be granted to the president.

2. **Vice President**

Shall be second only to the president in all business associated with the DRVYFL.

Authority shall be granted to this office in the event the president is absent at meetings of the Board of Directors and conducting and supervising the business of the league in accordance with the bylaws, policies, and directives set forth by the Board of Directors. Officially represent the Board of Directors at the DRVYFL meetings.

3. **Secretary**

Shall be responsible for compiling and distributing the monthly minutes of the Board of Directors. Minutes for each month will be distributed and voted on for approval at the following month's meeting (January minutes distributed and voted on at February meeting, etc.). Secretary shall also be responsible for maintain a file of league correspondence and records and performing other similar duties as may be required. Maintaining and updating the DRVYFL bylaws shall be the responsibility of the secretary.

4. **Treasurer**

Shall be responsible for receiving and distributing duly authorized league funds. The Authority to co-sign checks representing the DRVYFL shall be granted to the treasurer.

C. **Officer Election**

1. Officers will be elected on a year to year basis. Each position will be nominated and then voted upon my member communities. A majority vote is required for election, with the current president holding tie-breaking vote. In the event that the election is for the presidency, the vice president will hold the tie-breaking vote. If there is a conflict where the vice-president cannot vote, the secretary, then the treasurer will be the deciding vote.

Section III: Board Meetings

A. **Monthly Meetings**

1. The DRVYFL Board of Directors will hold monthly meetings. The meetings will be held on the first Wednesday of every month. Meeting locations will be held at a central location which will be decided at the beginning of each year.
2. The monthly meetings of the DRVYFL board of Directors will begin at 7:00pm unless otherwise determine by the board.
3. Special DRVYFL Board meetings may be called. The time and date will be determined by the board or unless in the event of an emergency by the president.

B. Voting

1. All business of the DRVYFL Board of Directors will require a majority vote to pass.
2. A three-fourths (75%) majority, of voting members present at the board meeting will be required to change the bylaws.
3. The President shall only vote in the situation that there is a tie in the votes.
4. Each community is responsible for having voting members at each meeting.
5. A minimum of (8) communities with at least one (1) voting board member from each of the 8 communities must be present to conduct a board meeting.

Section IV: Communities and Divisions

A. Communities, School Colors and Mascots

1. Chapel Hill Rockets (Royal Blue/White/Scarlet Red)
2. Community Vikings (Purple/Gold/White)
3. Cascade Champions (Orange/Black/White)
4. Cornersville Bulldogs (Cardinal/White)
5. Columbia Academy Bulldogs (Scarlet Red/Navy Blue/White)
6. Eagleville Eagles (Maroon/Gray/White)
7. Liberty Patriots (Navy Blue/Red/ White)
8. Middle Tennessee Christian (Cougars Orange/White)

B. Scheduling, and Play-offs

1. Schedules will be determined by a scheduling committee. The Schedule will be made for 2 seasons. Scheduling committee will meet to finalize any scheduling conflicts and present the final schedule to the board at the May meeting. The winner of these games shall be the DRVYFL champion.

Section V: Player Eligibility

A. Ages

The DRVYFL will follow the age requirements and limitations set forth by the Tennessee Secondary School Athletic Association (TSSAA). Grade will take precedence over age.

1. Any player who becomes seven (7) years old on or before August 1st will not be eligible to participate in the Flag Division.
2. A player must be at least four (4) years old on or before August 1st in order to participate in Flag Division.
3. Any player who becomes nine (9) years old on or before August 1st will not be eligible to participate in Division I.
4. Any Player who becomes Eleven (11) years old on or before August 1st will not be eligible to participate in Division II.
5. Any player who becomes thirteen (13) years old on or before August 1st Will not be eligible to participate in Division III.

B. Hardships and Exceptions

To be eligible to participate in DRVYFL program , a player must be enrolled at the community school for which they are playing for.

1. Hardships

Communities can petition the DRVYFL for hardship waivers if the Community or child in question can meet any of the following criteria:

- a. the team in question has 12 or less players and no more than 25 players on the roster, the team can petition for a team hardship
- b. the player in question has previously played for the team, the player can petition for a player hardship
- c. the player does not have reasonable football options available, the player can petition for a player hardship

2. Exemptions

Communities can petition the DRVYFL for player exemptions if the community or child in question can meet any of the following criteria:

- a. the team in question has no more than 25 players on the roster
- b. the hardship deadline will be determined by the DRVYFL board.
- c. If an individual player or cheerleader moves his/her residency to another school zone during the season, the player or cheerleader would be eligible to finish out the season with the team he/she plays or cheers on or transfer to the new community.

C. Ineligible Players

If any coach or board member knowingly allows an ineligible player to participate in league games, the guilty coach and/or board member will be subject to a lifetime ban from coaching or participating in league activities. All games involving the ineligible player will be forfeited, and the infracting team will be disqualified from postseason play. Also, the infracting community will be subjected to a \$500 fine, paid to the league. This fine must be paid prior to the beginning of the next season, or ALL games in all divisions, will be forfeited until fine is paid.

VI. League Insurance Fee

A. Each community is responsible for their portion of their insurance. The insurance will be handled through K&K Insurance. It is the responsibility of each community for providing rosters and fees for each player.

- 1. Cheerleaders \$ 6.25 per child
- 2. Flag Football \$ 5.89 per child
- 3 Tackle Football \$21.48 per child

B. Directors and Officers premium are \$625.00, which will be divided equally amongst the 8 communities (\$78.13 Per Community)

VII. League Insurance

- A. DRVYFL shall carry a Medical Expense/General Liability Insurance plan and Directors and Officers Liability policy. These policies shall be renewed yearly in June.
1. The Medical Expense/General Liability Insurance Plan will have the following limits:
 - a. General Liability Limit: \$1,000,000.00
 - b. Medical Expense Limit: \$ 25,000.00
 - c. Medical Expense Deductible: \$ 100.00
 - d. Medical Expense Plan: Full Excess
 2. The Directors and Officers Policy will have the following limits:
 - a. Liability \$1,000,000.00
 - b. Deductible \$ 1,000.00
- B. The Medical Expense/General Liability Insurance Plan and the Directors and Officers Policy limits above shall be the minimum limits for the DRVYFL. An increase in the limits will require a majority vote of the DRVYFL Board.

VII. Other

A. **Scouting**

Teams are allowed to “scout” other teams, however, videotaping of games in which the community is not involved in, is strictly prohibited.

Example:

A coach, parent, or other representative from “Team A” travels to watch a game between “Team B” and “Team C”, they may take notes, but may NOT videotape the game. If this were to occur, “Team A” would forfeit any games vs “Team B” **AND** “Team C”. In addition to the forfeits, a \$250 fine will be paid by the community. Infraacting teams are also subject to post season bans.

Teams will be allowed to exchange videos of games in which they were participating in.

Section VIII: Flag Division Rules and Regulations

**** Tennessee Secondary School Athletic Association (TSSAA) rules for the game will apply for the Flag Division unless otherwise noted in this document.**

A. Player Eligibility

1. The DRVYFL will follow the age requirements and limitations set forth by the Tennessee Secondary School Athletic Association (TSSAA). Grade will take precedence over age.
2. Any player who becomes seven (7) years old on or before August 1st will not be eligible to participate in the Flag Division. A player must be at least four (4) years old on or before August 1st in order to participate in the Flag Division.
3. Players must be enrolled at a member school to be eligible to participate in DRVYFL.

B. Coaches

1. DRVYFL does not set a limit on the number of coaches each community has in the Flag Division. The number of coaches for the Flag Division is the responsibility of each individual participating community.
2. During a Flag Division game each team is allowed up to three (3) coaches on the field throughout the game.
3. Once the quarterback begins his/her cadence, ALL coaches are required to be Two yards behind the deepest player, and are no longer allowed to coach or direct any players; this rule does not apply to coaches on the sideline. Failing to abide by this rule will result in the following:
 - a. First Offense: Verbal Warning
 - b. Second Offense: Unsportsmanlike Conduct
 - c. Third Offense: On field coach will be replaced for remainder of game

C. Equipment and Field

1. The Flag Division teams will be required to use the "K2" size football for games.
2. All communities will be required to have two (2) sets of flags. The flags can be any color, as long as they are not the same color as the pants. In the event both teams have the same color flags, the home team will have first choice of color.
3. All players are required to wear three (3) flags during the game. Placement must be uniform, with one flag in the back, and one at either side.
4. Shirttails must remain tucked into pants and there will be no wrapping the flags around the belt.
5. All players must wear a mouthpiece on the field at all times during the games. Mouthpieces can be any color, with the exception of clear or white.
6. There will be no specific number scheme for the players. Any player is allowed to wear any number and play any position on the field.
7. All games for Flag Division will be played on an eighty (80) yard field.
8. Each community will have a cooler pass for coaches for each division.
9. There will be no pets at ballgames with the exception of service animals.

D. **Practice**

1. Practices will begin three weeks prior to the first game. Monday of that week will be the first eligible day for practice.
2. In the event of extreme weather conditions, it is the responsibility of each community to develop policy concerning practices in extreme weather conditions or adopt the policies set forth by their individual schools or school boards.

E. **Timing**

1. All Flag Division games will consist of four (4), eight (8) minute quarters. There will be a continuous running clock. Clock does not run a PAT. The clock will stop for the following:
 - a. official timeout
 - b. coach timeout
 - c. change of possession
 - d. touchdown
 - e. injury
2. There will be a ten (10) minute halftime.
3. Each team will have three (3) timeouts per half.
4. During the final two (2) minutes of each half. The clock will run according to TSSAA rules
5. There will be a forty-five (45) second play clock in use for the Flag Division football game.

F. **Play**

1. Flag games will be played with 11 players. Teams which are short players may play with nine (9) players to start a game and the opposing team must play with the same number of players. Players have to be present at the start of the game. In the event a team has less than 9 players at the start of the game please refer to "Forfeit" section of the Flag Division.
2. The ball will initially be spotted on the thirty (30) yard line for kickoffs.
3. EVERY player on the field must be properly equipped at the start of the quarterbacks cadence. In the event of a silent count, the players must be equipped at the snap of the ball. Every player must adhere to the following equipment standards:
 - a. mouthpiece must be in place
 - b. jersey must be tucked into pants
 - c. flags must be in proper places (on in back, one on either side)
4. In the event of "improper equipment" the following dead ball penalties will be administered:
 - a. First and second offense: Warning
 - b. Each additional offenses: Dead Ball 5 Yards
5. If the ball carrier loses their flag during a play, the ball is dead at that point and the ball is spotted where the flag landed.
6. During a Flag Division game, if a player is tackled intentionally the penalty will be as follows:
 - a. First Offense: Warning
 - b. Each Additional Offense: Personal Foul

7. On a punt the ball will be placed thirty (30) yards down the field. If this falls inside the end zone, the ball will be placed at the twenty (20) yard line. There will be a 20 second clock runoff for the punt.
8. During the Flag Division games, if a team is backed up inside their own twenty (20) yard line and on offense, the defensive team is only allowed to rush five (5) players and must be at the line of scrimmage at the snap of the ball. Once a ball carrier leaves the “tackle box area”, this rule is no longer valid, and all defensive players may pursue the ball carrier
9. The extra point attempt after a touchdown will take place from the three (3) yard line. One point will be awarded for a run or lateral pass. Two points will be awarded for a completed forward pass.
10. If during a game one team gets ahead by thirty (30) or more points, the scoreboard will not show more than a thirty (30) point advantage.
11. **Flag Guarding** – The ball carrier may not protect his/her flag by swatting, holding, or swinging near or around the flag. The ball carrier MAY stiff arm the opponent as long as it is done with an open hand (no fist) and the hand is placed below the neck.
 - a. Penalty - Illegal Use of Hands
12. If the ball makes contact with the ground via fumble or muffed snap, the play is dead and the ball will be marked at the spot of contact with the ground. If the fumble occurs on fourth down, the ball will be turned over on downs.

G. **Scoring**

1. The extra point attempt will take place from the three (3) yard line.
2. The extra point attempt after a touchdown will take place from the three (3) yard line. One point will be awarded for a run or lateral pass. Two points will be awarded for a completed forward pass.
3. If during a Division I game one team gets ahead by thirty (30) or more points, the scoreboard will not show more than a thirty (30) point advantage.

H. **Ejections**

1. If a coach is ejected from a game, that coach will sit out the remainder of the game plus the following game. The coach’s community will be fined \$50.00.
2. If a player is ejected from a game, that player will sit out the remainder of the game plus the following game. The player’s community will be fined \$25.00.

I. **Referees**

1. Regular Season Games
 - a. There will be four (4) referees for each regular season game. Three (3) referees on the field and one (1) in the press box to run the clock.
2. Playoff Games
 - b. There will be five (5) referees for each playoff game. Four (4) referees on the field and one (1) in the press box to run the clock.

J. **Forfeit**

1. If a team is aware that they will be forfeiting a game, the president or vice-president of the league **AND** the opponent must be notified as soon as possible.
 - a. A \$50 fine will be imposed on teams which fail to notify the league.
 - b. In addition to the fine, the forfeiting team will be required to pay the referees fees (\$140 per game) for that game.
 - c. These fees/fines will be deducted from any end-of-year payouts; all fees must be paid prior to the start of the following season. Any unpaid fees/fines may result in penalties levied by the league.
2. These fees and fines **will not** apply to forfeits in which 48 hours advance notice is given.
3. In the event that a team is present with less than the standard 11 players, a scrimmage may take place without penalties or fees being imposed. For a scrimmage to be played they must meet the following criteria:
 - a. Flag: a game may be played with 9 players. If a team has 8 players, a scrimmage may take place. The game will be recorded as a forfeit. If a team has 7 or less players, a scrimmage MAY NOT be played.
 - b. Division 1, 2, and 3: Games must begin with no less than 11 players for both teams. If a team has less than 11 players but more than 8, a scrimmage may take place with the offending team being issued a forfeit. In the event a team has 7 or fewer players, a scrimmage MAY NOT be played.

Section IX: Division I Rules and Regulations

** Tennessee Secondary School Athletic Association (TSSAA) rules for the game will apply for the Division I unless otherwise noted in this document.

A. Player Eligibility

1. The DRVYFL will follow the age requirements and limitations set forth by the Tennessee Secondary School Athletic Association (TSSAA). Grade will take precedence over age.
2. Any player who becomes nine (9) years old on or before August 1st will not be eligible to participate in the Division I.
3. Players must be enrolled at a member school to be eligible to participate in DRVYFL.

B. Coaches

1. DRVYFL does not set a limit on the number of coaches each community has in the Division I. The number of coaches for the Division I is the responsibility of each individual participating community.
2. During a Division I game, each team is allowed up to two (2) coaches on the field throughout the game.
3. Once the quarterback begins his/her cadence, ALL coaches are required to be Two yards behind the deepest player, and are no longer allowed to coach or direct any players; this rule does not apply to coaches on the sideline. Failing to abide by this rule will result in the following:
 - a. First Offense: Verbal Warning
 - b. Second Offense: Unsportsmanlike Conduct
 - c. Third Offense: On field coach will be replaced for remainder of game

C. Equipment and Field

1. The Division I teams will be required to use the "K2" size football for games.
2. All Division I players must wear a mouthpiece on the field at all times during the game.
3. There will be no specific number scheme for Division I players. Any player is allowed to wear any number and play any position on the field.
4. All games for Division I will be played on a 100 yard field.
5. There will be no coolers brought in the game. Each community will have a cooler pass for coaches for each division.
6. There will be no pets at ballgames, with the exception of service animals.

D. Practice

1. Practices will begin three weeks prior to the first game. Monday of that week will be the first eligible day for practice.
2. The first three practices will be strictly non-contact, with the helmet being the only allowable equipment. The practices must take place on three separate days; "two-a-days" will NOT count as two practices.

3. In the event of extreme weather conditions, it is the responsibility of each community to develop policy concerning practices in extreme weather conditions or adopt the policies set forth by their individual schools or school boards.

E. **Timing**

1. Division I will play four (4), eight (8) minutes quarters.
2. The clock will run according to TSSAA rules.
3. Division I games will have a thirty-five (35) second play clock.
4. Division I games will have a ten (10) minutes halftime.

F. **Play**

1. Teams have to have at least eleven (11) players to start a game. The opposing team must play with the same number of player. Players have to be present at the start of the game. If a team has less that eleven(11) players present at the start of the game, the game will be forfeited.
2. The ball will initially be spotted on the forty (40) yard line for kickoffs.
3. On a punt the ball will be placed thirty (30) yards down the field. If this falls inside the end zone, the ball will be placed at the twenty (20) yard line.
4. During a Division I game if a team is backed up inside their own twenty (20) yard line and is on offense, the defensive team is only allowed to rush five (5) players and they must be at the line of scrimmage at the snap of the ball. If during the play the ball gets outside the tackles, the defensive team is allowed to blitz.

G. **Scoring**

1. The extra point attempt will take place from the three (3) yard line.
2. The extra point attempt after a touchdown will take place from the three (3) yard line. One point will be awarded for a run or lateral pass. Two points will be awarded for a completed forward pass.
3. If during a Division I game one team gets ahead by thirty (30) or more points, the scoreboard will not show more that a thirty (30) point advantage.

H. **Ejections**

1. If a coach is ejected from a game, that coach will sit out the remainder of the game plus the following game. The coach's community will be fined \$50.00.
2. If a player is ejected from a game, that player will sit out the remainder of the game plus the following game. The player's community will be fined \$25.00.

I. **Referees**

1. Regular Season Games
 - a. There will be four (4) referees for each regular season game. Three (3) referees on the field and one (1) in the press box to run the clock.
2. Playoff Games
 - a. There will be five (5) referees for each playoff game. Four (4) referees on the field and one (1) in the press box to run the clock.

J. **Forfeit**

1. If a team is aware that they will be forfeiting a game, the president or vice-president of the league **AND** the opponent must be notified as soon as possible.
 - a. A \$50 fine will be imposed on teams which fail to notify the league.
 - b. In addition to the fine, the forfeiting team will required to pay the referees fees (\$140 per game) for that game.
 - c. These fees/fines will be deducted from any end-of-year payouts; all fees must be paid prior to the start of the following season. Any unpaid fees/fines may result in penalties levied by the league.
2. These fees and fines **will not** apply to forfeits in which 48 hours advance notice is given.
3. In the event that a team is present with less than the standard 11 players, a scrimmage May take place without penalties or fees being imposed. For a scrimmage to be played they must meet the following criteria:
 - a. Flag: a game may be played with 9 players. If a team has 8 players, a scrimmage may take place. The game will be recorded as a forfeit. If a team has 7 or less players, a scrimmage MAY NOT be played.
 - b. Division 1, 2, and 3: Games must begin with no less than 11 players for both teams. If a team has less than 11 players but more than 8, a scrimmage may take place with the offending team being issued a forfeit. In the event a team has 7 or fewer players, a scrimmage MAY NOT be played.

Section X: Division II Rules and Regulations

** Tennessee Secondary School Athletic Association (TSSAA) rules for the game will apply for the Division II unless otherwise noted in this document.

A. Player Eligibility

1. The DRVYFL will follow the age requirements and limitations set forth by the Tennessee Secondary School Athletic Association (TSSAA). Grade will take precedence over age.
2. Any player who becomes eleven (11) years old on or before August 1st will not be eligible to participate in the Division II.
3. Players must be enrolled at a member school to be eligible to participate in DRVYFL.

B. Coaches

1. DRVYFL does not set a limit on the number of coaches each community has in the Division II. The number of coaches for the Division II is the responsibility of each individual participating community.
2. During a Division II game, each team is allowed one on-field coach throughout the game.
3. Once the quarterback begins his/her cadence, ALL coaches are required to be Two yards behind the deepest player, and are no longer allowed to coach or direct any players; this rule does not apply to coaches on the sideline. Failing to abide by this rule will result in the following:
 - a. First Offense: Verbal Warning
 - b. Second Offense: Unsportsmanlike Conduct
 - c. Third Offense: On field coach will be replaced for remainder of game

C. Equipment and Field

1. The Division II teams will be required to use the "K2" size football for games.
2. All Division II players must wear a mouthpiece on the field at all times during the game.
3. There will be no specific number scheme for Division III players. Any player is allowed to wear any number and play any position on the field.
4. All games for Division II will be played on a 100 yard field.
5. Each community will have one cooler pass for each division.
6. There will be no pets at ballgames, with the exception of service animals.

D. Practice

1. Practices will begin three weeks prior to the first game. Monday of that week will be the first eligible day for practice.
2. The first three practices will be strictly non-contact, with the helmet being the only allowable equipment. The practices must take place on three separate days; "two-a-days" will NOT count as two practices.
3. In the event of extreme weather conditions, it is the responsibility of each community to develop policy concerning practices in extreme weather conditions or adopt the policies set forth by their individual schools or school boards.

E. **Timing**

1. All Division II will play four (4), eight (8) minutes quarters.
2. The clock will run according to TSSAA rules.
3. Division II games will have a twenty-five (25) second play clock.
4. Division II games will have a ten (10) minutes halftime.

F. **Play**

1. Teams have to have at least eleven (11) players to start a game. Players have to be present at the start of the game. In the event a team has less than eleven (11) players, please refer to the “forfeit” section of the rules.
2. Kickoffs will be spotted on the forty (40) yard line.
3. On 4th down the offensive team will have the choice of either going for the line to gain by pass or run or choosing to punt.
4. The offensive team must notify the referee of the choice.
5. Punts will be no rush, live return and neither kicking team nor receiving team can advance or retreat before the ball is kicked. Defense must have a minimum of six (6) players on the line of scrimmage at the snap.
6. Punts must be made from at least five (5) yards behind the line of scrimmage.

G. **Scoring**

1. The extra point attempt will take place from the three (3) yard line.
2. The extra point attempt after a touchdown will take place from the three (3) yard line. One point will be awarded for a run or lateral pass. Two points will be awarded for a completed forward pass.
3. If during a Division I game one team gets ahead by thirty (30) or more points, the scoreboard will not show more than a thirty (30) point advantage.

H. **Ejections**

1. If a coach is ejected from a game, that coach will sit out the remainder of the game plus the following game. The coach’s community will be fined \$50.00.
2. If a player is ejected from a game, that player will sit out the remainder of the game plus the following game. The player’s community will be fined \$25.00.

I. **Referees**

1. Regular Season Games
 - a. There will be four (4) referees for each regular season game. Three (3) referees on the field and one (1) in the press box to run the clock.
2. Playoff Games
 - b. There will be five (5) referees for each playoff game. Four (4) referees on the field and one (1) in the press box to run the clock.

J. **Forfeit**

1. If a team is aware that they will be forfeiting a game, the president or vice-president of the league **AND** the opponent must be notified as soon as possible.
 - a. A \$50 fine will be imposed on teams which fail to notify the league.

- b. In addition to the fine, the forfeiting team will required to pay the referees fees (\$140 per game) for that game.
 - c. These fees/fines will be deducted from any end-of-year payouts; all fees must be paid prior to the start of the following season. Any unpaid fees/fines may result in penalties levied by the league.
- 2. These fees and fines **will not** apply to forfeits in which 48 hours advance notice is given.
- 3. In the event that a team is present with less than the standard 11 players, a scrimmage May take place without penalties or fees being imposed. For a scrimmage to be played they must meet the following criteria:
 - a. Flag: a game may be played with 9 players. If a team has 8 players, a scrimmage may take place. The game will be recorded as a forfeit. If a team has 7 or less players, a scrimmage MAY NOT be played.
 - b. Division 1, 2, and 3: Games must begin with no less than 11 players for both teams. If a team has less than 11 players but more than 8, a scrimmage may take place with the offending team being issued a forfeit. In the event a team has 7 or fewer players, a scrimmage MAY NOT be played.

Section XI: Division III Rules and Regulations

** Tennessee Secondary School Athletic Association (TSSAA) rules for the game will apply for the Division III unless otherwise noted in this document.

A. Player Eligibility

1. The DRVYFL will follow the age requirements and limitations set forth by the Tennessee Secondary School Athletic Association (TSSAA). Grade will take precedence over age.
2. Any player who becomes thirteen (13) years old on or before August 1st will not be eligible to participate in the Division III.
3. Players must be enrolled at a member school to be eligible to participate in DRVYFL.

B. Coaches

1. DRVYFL does not set a limit on the number of coaches communities has in Division III.

C. Equipment and Field

1. The Division III teams will be required to use the "TDJ" size football for games.
2. All Division III players must wear a mouthpiece on the field at all times during the game.
3. There will be no specific number scheme for Division III players. Any player is allowed to wear any number and play any position on the field.
4. All games for Division III will be played on a 100 yard field.
5. Each community will have one cooler pass for each division.
6. There will be no pets at ballgames, with the exception of service animals.

D. Practice

1. Practices will begin three weeks prior to the first game. Monday of that week will be the first eligible day for practice.
2. The first three practices will be strictly non-contact, with the helmet being the only allowable equipment. The practices must take place on three separate days; "two-a-days" will NOT count as two practices.
3. In the event of extreme weather conditions, it is the responsibility of each community to develop policy concerning practices in extreme weather conditions or adopt the policies set forth by their individual schools or school boards.

E. Timing

1. All Division III will play four (4), eight (8) minutes quarters.
2. The clock will run according to TSSAA rules.
3. Division III games will have a twenty-five (25) second play clock.
4. Division III games will have a ten (10) minutes halftime.

F. Play

1. Teams have to have at least eleven (11) players to start a game. The opposing team must play with the same number of player. Players have to be present at the start of the game. In the event a team has less than eleven (11) players, please refer to the "forfeit" section of the rules.

2. The ball will initially be spotted on the forty (40) yard line for kickoffs.
3. On 4th down the offensive team will have the choice of either going for the line to gain by pas or run or choosing to punt.
4. Punts will be live with defensive rush and live return.

G. **Scoring**

1. The extra point attempt will take place from the three (3) yard line.
2. The extra point attempt after a touchdown will take place from the three (3) yard line. One point will be awarded for a run or lateral pass. Two points will be awarded for a completed forward pass.
3. If during a Division III game one team gets ahead by thirty (30) or more points, the scoreboard will not show more that a thirty (30) point advantage.

H. **Ejections**

1. If a coach is ejected from a game, that coach will sit out the remainder of the game plus the following game. The coach's community will be fined \$50.00.
2. If a player is ejected from a game, that player will sit out the remainder of the game plus the following game. The player's community will be fined \$25.00.

I. **Referees**

1. Regular Season Games
 - a. There will be four (4) referees for each regular season game. Three (3) referees on the field and one (1) in the press box to run the clock.
2. Playoff Games
 - b. There will be five (5) referees for each playoff game. Four (4) referees on the field and one (1) in the press box to run the clock.

J. **Forfeit**

1. If a team is aware that they will be forfeiting a game, the president or vice-president of the league **AND** the opponent must be notified as soon as possible.
 - a. A \$50 fine will be imposed on teams which fail to notify the league.
 - b. In addition to the fine, the forfeiting team will required to pay the referees fees (\$140 per game) for that game.
 - c. These fees/fines will be deducted from any end-of-year payouts; all fees must be paid prior to the start of the following season. Any unpaid fees/fines may result in penalties levied by the league.
2. These fees and fines **will not** apply to forfeits in which 48 hours advance notice is given.
3. In the event that a team is present with less than the standard 11 players, a scrimmage May take place without penalties or fees being imposed. For a scrimmage to be played they must meet the following criteria:
 - a. Flag: a game may be played with 9 players. If a team has 8 players, a scrimmage may take place. The game will be recorded as a forfeit. If a team has 7 or less players, a scrimmage MAY NOT be played.
 - b. Division 1, 2, and 3: Games must begin with no less than 11 players for both teams. If a team has less than 11 players but more than 8, a scrimmage may take place with

the offending team being issued a forfeit. In the event a team has 7 or fewer players, a scrimmage MAY NOT be played.

Section XII: Cheerleading Rules and Regulations

A. General Information

1. Each community will have one cheerleading representative as a voting representative to the DRVYFL Board.
2. Each community cheerleading representative will have full rights and responsibilities of a board member including voting rights.
3. The president will form a separate cheerleader sub-committee with one representative from each participation community. The Cheer coordinator for cheer sub-committee will be on a yearly rotation between communities. Separate meeting can be called and coordination of the cheerleading activities can be conducted.

B. Cheerleader Eligibility

1. Cheerleader ages and eligibility will coordinate with the DRVYFL football players.
 - a. Any cheerleader who becomes seven (7) years old on or before August 1st will not be eligible to participate as a cheerleader for the Flag Division.
 - a. A cheerleader must be at least four (4) years old on or before August 1st in order to participate as a cheerleader for the Flag Division.
 - d. Any Cheerleader who becomes nine (9) years old on or before August 1st will not be eligible to participate as a cheerleader for Division I.
 - e. Any Cheerleader who becomes eleven (11) years old on or before August 1st will not be eligible to participate as a cheerleader for Division II.
 - f. Any Cheerleader who becomes thirteen (13) years old on or before August 1st will not be eligible to participate as a cheerleader for Division III.
8. Cheerleaders must be enrolled at a member school to be eligible to participate in the DRVYFL.

C. Hardships and Exceptions

1. Hardships cases for cheerleader eligibility must be presented in writing to the DRVYFL Board. Hardship requests will be reviewed on a case-by- Case basis. Hardships must be voted upon and granted on a year to year basis.
2. Any cheerleading hardship brought before the DRVFL board will require a three-fourth (75%) majority vote in order to be granted. The vote will be a roll call vote.
3. If a cheerleader moves residency to another school zone during the season, the cheerleader will be eligible to finish out the season with the community for which she cheers. If residency is within another community of the DRVYFL the cheerleader will be eligible to transfer to that community for the remainder of the season.

D. Squad Size, Uniforms, Coaches

1. Squad Size

There will be minimum squad size of 3 or more per squad per each division for the cheer competition. If a squad does not meet the minimum amount squad members may move up to the next division or move down to the division directly previous.

2. **Uniforms**

- a. Each community will establish guidelines for purchasing and use of cheerleading uniforms and equipment for their community.
- b. All uniforms are to be alike on cheerleading squads
- c. Cheerleader uniforms colors are the same as the team colors, as follows:
 - 1. Chapel Hill-Royal Blue/White/Scarlet Red-Rockets
 - 2. Community (Unionville)-Purple/Gold/White-Vikings
 - 3. Cascade-Orange/Black/White-Champions
 - 4. Cornersville-Cardinal/White-Bulldogs
 - 5. Columbia Academy-Scarlet Red/Navy Blue/White-Bulldogs
 - 6. Eagleville-Maroon/Gray/White-Eagles
 - 7. Liberty-Navy Blue/Red/ White-Patriots
 - 8. Middle Tennessee Christian-Orange/White-Cougars
- d. No jewelry may be worn in uniform. Exceptions are religious medallion, medical alert and stud type earrings. No dangling earrings or hoop earrings of any kind may be worn.

3. **Coaches**

- a. Each community will select cheerleading coaches in the same manner as they select football coaches.
- b. Each cheerleading squad must have an adult coach present at every practice and game.

E. **Practice and Game Rules and Regulations**

1. **Practice**

- a. The start date for practices will coincide with the start of the football schedule
- b. The number of practice days each week and practice times are set by each individual community.
- c. An adult coach MUST be present at every practice.
- d. DRVYFL allows LIMITED stunting in all divisions during games, halftime performances, and DRVYFL cheer competition. The ONLY stunting that is allowed is: thighstands, pony mounts, and back stands. A spotter must assist with every stunt. The following ARE NOT permitted: elevators/extensions, shoulder stands, shoulder sits, basket tosses, etc. There will be a \$50.00 fine per stunt assessed to any community that allows cheerleaders to do any of the stunts that are not allowed. And they will also not be allowed to compete in the DRVYFL cheer competition. Also, any stunting during competition will result in disqualification from competition. Tumbling(cartwheels, round offs, forward rolls, back handsprings,etc.) is not considered stunting.

2. **Games**

- a. An adult coach MUST be present at every game.
- b. All cheerleaders should abide by the host community's request for the location of cheerleaders during the game. The locations are as follows:
 1. Chapel Hill-on sideline
 2. Community (Unionville)-on sideline
 3. Cascade-outside fence
 4. Cornersville- on sideline
 5. Columbia Academy-outside fence on track
 6. Eagleville-on track inside fence
 7. Liberty-on sideline
 8. Middle Tennessee Christian

3. **Halftime performance**

Halftime performances (including cheer and dance) are encouraged and should not exceed 2 minutes total.

- a. All halftime performances will be performed facing the home side of the field. The visiting cheerleaders will perform first followed by the home cheerleaders. Hosting cheerleaders should kneel or sit to watch while the visiting squad performs. Visiting cheerleaders should kneel or sit to watch while the host squad performs.

F. **Stunting**

1. DRVYFL allows LIMITED stunting in all divisions during games, halftime performances, and DRVYFL Cheer Competition The ONLY stunting that is allowed is: thigh stands, pony mounts, and back stands. A spotter must have two hands on the flyer during every stunt (see below). The following ARE NOT permitted: elevators/extensions, shoulder stands, shoulder sits, basket tosses, etc. There will be a \$50.00 fine per stunt assessed to any community that allows cheerleaders to do any of the stunts that are not allowed and they will be unable to compete at competition. Also, any stunting AT competition not permitted according to by-law standards will result in disqualification. Tumbling(cartwheels, round offs, forward rolls, back handsprings,etc.) is not considered stunting.

- a. **Thigh stands** - can consist of a double base or single base with one flyer and one spotter. If in a single base thigh stand, flyer may leave both feet in pocket of the bases leg, bend one knee in a liberty stance, or raise one leg to a L position to connect to another stunt.
- b. **Pony Mount(sit)** - this includes a base, flyer, and a spotter. Flyer sits on bases back with base in a squatting position with hands cupped over their knees. Spotters hands on waist of flyer at all times. Arms can be extended to connect to another stunt.
- c. **Double Base Back stand** - this includes 2 bases, a flyer, and a spotter. Bases will be in a squatting position standing very close together with hands cupped over their knees. Spotter will assist with her hands around the flyers waist as she gently springs onto the bases back's(left foot on left bases back, right foot on right base's back). Then the spotter will hold on to her legs if her waist cannot

be reached. Another spotter will need to be in the front to reach for her hands and help her dismount if the waist cannot be reached from back to dismount. You may also do this with 2 bases close together on the ground on all fours (hands and knees on ground). The spotter will assist the flyer while stepping up onto the bases back's (right foot on right base back, left foot on left base back).

G. **Music**

1. Cheerleading rosters and music for halftime performances should be brought to the press box of the host community before the start of game. Make sure that the music you need is the only one on that disc. This is so it saves time and confusion to find the right song.
2. Music may be played before each game, during time outs, between quarters, and at halftime. There is to be no music played while the game is in progress.

H. **Cheer Competition**

1. A yearly cheer competition will be held to determine the best team performance. This will be similar to a playoff event. Each team in all divisions will compete with a dance and/or cheer for no more than a total of 5 minutes.
2. Judges for the competition may include but not limited to professional cheerleaders, professional cheer coaches, dance instructors, college cheerleaders. These judges will be paid in the same manner as referees for the competition. The announcer/emcee will also be compensated. Cheer sub-committee will be responsible for finding judges and announcers for the competition.