

2006

ALIEF YOUTH ASSOCIATION

FOOTBALL RULES

I. REGISTRATION:

A.) ALL PLAYERS ARE REQUIRED TO HAVE A PLAYER REGISTRATION FORM SIGNED BY HIS OR HER PARENT OR LEGAL GUARDIAN AT THE TIME OF REGISTRATION.

B.) ALL NEW PLAYERS WILL BE REQUIRED TO BRING ACCEPTABLE PROOF OF AGE TO THE HEAD COACH OF THE TEAM HE IS DRAFTED TO. (I.E. BIRTH CERTIFICATE, SHOT RECORDS, PASSPORT, ETC.)

C.) ALL PLAYERS ARE REQUIRED TO WEIGH IN AT REGISTRATION. ONLY ONE WEIGH IN WILL BE ALLOWED. AN A.Y.A. BOARD MEMBER OR DESIGNEE WILL CERTIFY ALL WEIGHTS.

D.) A PLAYER WILL BE INELIGIBLE TO PLAY A.Y.A. FOOTBALL IF HE OR SHE IS ALREADY PARTICIPATING IN ANOTHER ORGANIZED FOOTBALL ORGANIZATION DURING THE CURRENT PLAYING SEASON. IN OTHER WORDS, YOU CANNOT PLAY SCHOOL BALL AND CLUB BALL AT THE SAME TIME.

II. HEAD COACH:

A.) ALL APPLICANTS FOR HEAD COACH MUST FILL IN AN APPLICATION AND SIGN A RESPONSIBILITY FORM.

B.) AFTER APPROVAL OF THE FOOTBALL BOARD AND THE BOARD OF DIRECTORS, TEAMS WILL BE ASSIGNED BY THE FOLLOWING RULES:

1.) A HEAD COACH WHO COACHED THE PREVIOUS SEASON AND IS NOT CHANGING DIVISIONS (I.E. PREP TO J.V., ETC.) WILL BE ASSIGNED TO THE TEAM HE OR SHE COACHED THE IMMEDIATELY PRECEDING SEASON.

2.) IN THE EVENT A TEAM DOES NOT HAVE A RETURNING HEAD COACH, THEN THE FOLLOWING SELECTION RULES WILL APPLY:

a.) AN ASSISTANT COACH; WHO COACHED THE IMMEDIATELY PRECEDING SEASON, IS NOT CHANGING DIVISIONS, AND HAS BEEN APPROVED AS A NEW HEAD COACH; WILL BE ASSIGNED TO THE TEAM HE OR SHE COACHED THE PRIOR SEASON.

b.) A PARENT, WHO HAS A CHILD RETURNING TO THE SAME TEAM HE OR SHE PLAYED ON DURING THE IMMEDIATELY PRECEDING SEASON AND HAS BEEN APPROVED AS A NEW HEAD COACH, WILL BE ASSIGNED TO HIS OR HER CHILD'S TEAM.

C.) IN THE EVENT THERE ARE APPROVED COACHES WHICH FALL INTO CATEGORY (a) OR (b), THEN PRIORITY WILL BE GIVEN TO A COACH FALLING INTO CATEGORY (a) AND (b) OVER A COACH IN CATEGORY (a) WHO WILL HAVE PRIORITY OVER A COACH IN CATEGORY (b).

C.) IF AN APPROVED HEAD COACH IS A NEW HEAD COACH OR A RETURNING HEAD COACH WHO IS CHANGING DIVISIONS, THEN TEAM ASSIGNMENT WILL BE BY PREFERENCE. IF TWO (2) OR MORE APPROVED COACHES REQUEST THE SAME TEAM, A COIN FLIP WILL BE USED TO DECIDE THE COACH WHO WILL HAVE THE CHOICE OF TEAMS.

D.) THE HEAD COACH CAN BE DISMISSED OR SUSPENDED FOR VIOLATION OF THE A.Y.A. RULES AND REGULATIONS BY THE FOOTBALL DIRECTOR WITH SUBSEQUENT REVIEW BY THE FOOTBALL BOARD.

E.) ALL HEAD COACHES MUST CONDUCT THEMSELVES IN A PROFESSIONAL MANNER AT ALL TIMES.

F.) COACHES ARE EXPECTED TO TEACH CLEAN AND PROPER FOOTBALL TECHNIQUES AND GOOD SPORTSMANSHIP.

G.) THE HEAD COACH IS RESPONSIBLE FOR THE SELECTION OF THE TEAM ASSISTANT COACHES. NO MORE THAN SIX (6) ASSISTANT COACHES MAY BE SELECTED PER TEAM AND NO MORE THAN SEVEN (7) TOTAL COACHES MAY REPRESENT A TEAM OR BE ON THE SIDELINES AT ANY GIVEN TIME.

H.) THE HEAD COACH IS RESPONSIBLE FOR THE ACTIONS OF HIS PLAYERS, THE PARENTS, AND THE ASSISTANT COACHES.

I.) ASSISTANT COACHES MAY BE RELIEVED OF THEIR POSITIONS BY THE HEAD COACH, THE COMMISSIONERS, THE FOOTBALL DIRECTOR OR THE A.Y.A. BOARD OF DIRECTORS.

J.) THE HEAD COACH HAS THE RESPONSIBILITY OF INSPECTING THE EQUIPMENT OF ALL HIS TEAM'S PLAYERS TO BE SURE THAT IT IS OF SUFFICIENT QUALITY AND CONDITION TO PROVIDE ADEQUATE SAFETY AND PROTECTION FOR THE PLAYERS.

K.) THE HEAD COACH IS REQUIRED TO ACQUIRE A SPONSOR FOR THE TEAM AND INSURE THAT PAYMENT OF THE SPONSOR FEE IS COLLECTED BEFORE ANY UNIFORM IS IMPRINTED WITH THE SPONSORS NAME.

NOTE - FAILURE TO OBTAIN A FULLY PAID SPONSOR WILL ELIMINATE A HEAD COACH FROM RETURNING TO A TEAM AS HEAD COACH.

NOTE ANY TEAM NOT SPONSORED MAY NOT PARTICIPATE IN AYA OR HFA PLAYOFFS.

L.) THE HEAD COACH IS ALSO EXPECTED TO ASSIST IN ANY AND ALL FUND RAISING PROJECTS APPROVED BY THE A.Y.A. BOARD OF DIRECTORS.

M.) THE HEAD COACH IS RESPONSIBLE FOR PICKING UP AND DELIVERING THE SPONSOR'S PLAQUE AND TEAM PICTURE TO THE SPONSOR WITHIN ONE (1) WEEK OF THE TIME HE IS INFORMED THESE ITEMS ARE AVAILABLE.

N.) THE HEAD COACH IS RESPONSIBLE FOR SEEING THAT HIS TEAM IS REPRESENTED AT ANY AND ALL WORK DAYS SPECIFIED BY THE FOOTBALL DIRECTOR OR BOARD OF DIRECTORS. IF A TEAM IS NOT REPRESENTED, THE HEAD COACH IS SUSPENDED FOR ONE (1) REGULAR SEASON GAME OF HIS TEAM.

O.) THE HEAD COACH IS RESPONSIBLE FOR NOTIFYING THE PLAYERS ON HIS TEAM THE TIMES; DATES AND LOCATION A.Y.A. OWNED EQUIPMENT MAY BE TURNED IN AT THE END OF THE SEASON.

P.) THE HEAD COACH OF THE HOME TEAM IS RESPONSIBLE FOR SETTING UP THE FIELD FOR PLAY AT THE FIRST GAME.

Q.) THE HEAD COACH IS RESPONSIBLE FOR PICKING UP ALL TRASH ON THE PLAYING FIELD, IN THE BLEACHERS AND IN THE PARKING LOT AFTER EACH GAME. IF THE GAME BEING PLAYED IS THE LAST GAME OF THE DAY ON THAT FIELD THE HEAD COACH IS RESPONSIBLE FOR PUTTING UP THE CHAINS, DOWN BOX AND YARD MARKERS. THE HEAD COACH IS ALSO RESPONSIBLE FOR EMPTYING ALL TRASH CANS IN THE DUMPSTER AFTER THE GAME IS COMPLETE AFTER THE LAST GAME IS PLAYED. FAILURE TO COMPLETE THESE TASKS WILL RESULT IN A ONE GAME SUSPENSION FOR THE OFFENDING HEAD COACH.

R.) THE HEAD COACH IS RESPONSIBLE FOR PROVIDING 3 PARENTS TO WORK AT THE CONCESSION STAND AS DESIGNATED BY THE DIRECTOR OF CONCESSIONS. FAILURE TO PROVIDE SUFFICIENT WORKERS WILL RESULT IN THE HEAD COACH BEING SUSPENDED FOR HIS NEXT GAME AND WORKING THE CONCESSION DUTY DURING THAT GAME.

III. PLAYERS:

A.) ALL PLAYER AGES ARE CONSIDERED TO BE THE AGE OF THE PLAYER AS OF JULY 31ST OF THE CURRENT YEAR.

B.) PLAYERS CANNOT BE RECRUITED BY A HEAD COACH, OR ANYONE ACTING OR REPRESENTING HIM FOR HIS TEAM.

C.) ALL PLAYERS WILL BE DRAFTED OR PLACED ON A TEAM IN DRAFT ORDER AS SPECIFIED UNDER THE DRAFT RULES OF THE A.Y.A.

D.) PLAYERS SHALL BE ASSIGNED TO A DIVISION ACCORDING TO WEIGHTS AND AGES AS SHOWN BELOW:

1.) FLAG FOOTBALL:

a.) FRESHMAN DIVISION: - AGES 5 AND 6 (OVERSIZED PLAYERS ARE DEFINED AS ALL AGES OVER 60 POUNDS)

2.) CONTACT FOOTBALL:

a.) **PREP DIVISION: - AGE 7 AND 8 - MINIMUM OF 50 POUNDS (OVERSIZED PLAYERS ARE DEFINED AS ALL AGES OVER 80 POUNDS)**

b.) **JUNIOR VARSITY DIVISION: - AGE 9 AND 10 - MINIMUM 55 POUNDS (OVERSIZED PLAYERS ARE DEFINED AS ALL AGES OVER 110 POUNDS)**

c.) **VARSITY DIVISION: - AGE 11 AND 12 - MINIMUM 70 POUNDS (OVERSIZED PLAYERS ARE DEFINED AS THOSE OVER 140 POUNDS)**

d.) **OVERSIZED PLAYERS AS DEFINED FOR EACH DIVISION MUST PLAY TACKLE TO TACKLE AND ARE NOT ALLOWED TO ADVANCE THE BALL ON OFFENSE.**

e.) **AN OVERSIZED PLAYER MAY ADVANCE THE BALL ON DEFENSE OR ON THE KICKOFFS, PROVIDED HE IS THE INITIAL PLAYER TO OBTAIN POSSESSION OF THE BALL FOR HIS TEAM. (I.E. THE BALL MAY NOT BE HANDED, PASSED, LATERALLED OR FUMBLED TO AN OVERSIZED PLAYER)**

f.) **OVERSIZED PLAYERS MUST PLAY ON THE FRONT LINE OR LINE OF SCRIMMAGE ON KICKOFFS.**

g.) **COACHES ARE NOT ALLOWED TO PARTICIPATE IN OR SUGGEST CRASH DIETING OR SWEATING OF PLAYERS IN ORDER TO MAKE WEIGHT.**

h.) **THE PLAYER'S HEALTH SHOULD BE OF PARAMOUNT IMPORTANCE AT ALL TIMES AND UNDER ALL SITUATIONS. REMEMBER THAT WE ARE NOT HERE TO WIN AT ALL COSTS.**

i.) **ALL PLAYERS THAT MAY CARRY THE BALL AS A RECEIVER, RUNNING BACK, KICKOFF RETURNER, PUNT RETURNER OR ANY OTHER POSITION THAT MAY ALLOW A PLAYER TO CARRY THE FOOTBALL ON OFFENSE MUST BE WEIGHED BY THE DIRECTOR OF THAT FACILITY BEFORE EVERY GAME NO EXCEPTIONS OR COACHES AGREEMENT! PLAYERS CERTIFIED AS ELIGIBLE WILL HAVE A WRIST BAND PROVIDED BY THE HOME TEAM PLACED ON THEIR LEFT WRIST AND THEIR JERSEY NUMBER RECORDED ON A LIST PROVIDED TO THE OPPOSING COACH AND REFEREES. AT THE END OF THE GAME THE WRIST BANDS WILL BE REMOVED BY THE DIRECTOR OR THAT FACILITY AND VERIFIED AGAINST THE ISSUING LIST. CHANGING OF WRIST BANDS WILL NOT BE TOLERATED AND WILL RESULT IN A FORFEIT FOR THE GUILTY TEAM.**

IV. PLAYER CHALLENGES AND DISMISSAL:

A.) **ALL WEIGHINS WILL TAKE PLACE " HOUR BEFORE ANY GAME ON GAME DAY. WEIGHTS WILL BE ACTUAL PLAYER WEIGHT WITH NO ALLOWANCE MADE FOR UNIFORM OR CLOTHING.**

B.) **A PLAYER WILL BE ALLOWED TWO (2) WEIGH-INS ON A SINGLE DAY UNDER THIS RULE. THE SECOND WEIGH-IN WILL OCCUR WITHIN THREE (3) MINUTES OF THE FIRST (1ST) WEIGH-IN AND WILL BE CONDUCTED ONLY IF THE PLAYER DOES NOT SUCCESSFULLY MAKE WEIGHT DURING THE FIRST (1ST) WEIGH-IN.**

C.) **CLOTHES AND EQUIPMENT. NO OTHER WEIGHT LOSING PROCEDURES WILL BE**

ALLOWED DURING THIS TIME.

D.) H.F.A. CHALLENGE RULES WILL TAKE PRECEDENCE OVER A.Y.A RULES IN ALL H.F.A. INTER-LEAGUE GAMES.

E.) THE FOOTBALL DIRECTOR OR HIS DESIGNEE MUST BE NOTIFIED AND BE PRESENT AT ANY CHALLENGES WITH RESPECT TO WEIGHT. IF THE COMMISSIONER IS UNABLE TO BE AT THE WEIGH-IN, A REPRESENTATIVE WILL ACT IN HIS BEHALF.

F.) A PLAYER MAY BE DISMISSED FOR DISCIPLINARY REASONS ONLY BY THE A.Y.A. BOARD OF DIRECTORS. A WRITTEN REPORT MUST BE SENT BY THE HEAD COACH TO THE FOOTBALL DIRECTOR, WHO IN TURN WILL PRESENT IT TO THE A.Y.A. BOARD FOR REVIEW AND ANY FURTHER ACTION THE BOARD DEEMS NECESSARY.

G.) PLAYERS WILL NOT BE DISMISSED IN ORDER TO MAKE ROOM FOR OTHER MORE DESIRABLE PLAYERS.

J.) A PLAYER MAY BE BENCHED BY THE HEAD COACH FOR DISCIPLINARY REASONS AS LONG AS THE COMMISSIONER OR OTHER A.Y.A BOARD MEMBERS ARE NOTIFIED IN WRITING NO LATER THAN FIFTEEN (15) MINUTES PRIOR TO THE START OF A GAME. THE HEAD COACH WILL TAKE FULL RESPONSIBILITY FOR THIS DECISION.

K.) THERE MUST BE A VALID ATTEMPT ON THE PART OF THE HEAD COACH TO HAVE NOTIFIED THE PLAYER'S PARENTS OR LEGAL GUARDIANS OF HIS INTENTIONS AT LEAST TWENTY-FOUR (24) HOURS PRIOR TO GAME TIME.

L.) ANY BENCHING OF A PLAYER IN ORDER TO ENHANCE A TEAMS CHANCES OF WINNING A GAME WILL RESULT IN SUSPENSION AND / OR DISMISSAL OF THE HEAD COACH.

V. NEW PLAYER SCREENING:

A.) ALL NEW PLAYERS WHO DID NOT PARTICIPATE IN THE PROGRAM THE IMMEDIATELY PRECEDING YEAR WILL BE REQUIRED TO ATTEND A SCREENING WORKOUT.

B.) ALL PLAYERS ATTENDING THE SCREENING WORKOUT WILL BE ASSIGNED A GRADE WHICH WILL BE USED FOR RANKING PURPOSES DURING THE EQUALIZATION DRAFT.

C.) ALL PLAYERS MOVING UP FROM ONE DIVISION TO ANOTHER WILL BE REQUIRED TO ATTEND THE SCREENING WORKOUT AND GO THROUGH THE EQUALIZATION DRAFT.

D.) THE HEAD COACH OF EACH TEAM OR HIS REPRESENTATIVE WILL BE REQUIRED TO ATTEND THE SCREENING WORKOUTS. THE PURPOSE OF THIS IS TO ASSIGN EACH PLAYER ATTENDING THE WORKOUT A GRADE BASED ON HIS ATHLETIC ABILITY. THE GRADES WILL BE ASSIGNED AS SHOWN BELOW: PLAYER RATINGS: A THREE (3) - ABOVE AVERAGE ATHLETIC ABILITY A TWO (2) - AVERAGE ATHLETIC ABILITY A ONE (1) - BELOW AVERAGE ATHLETIC ABILITY

E.) ANY PLAYER WHO DOES NOT ATTEND THE SCREENING WORKOUT AND DID NOT PARTICIPATE IN A.Y.A FOOTBALL THE IMMEDIATELY PRECEDING SEASON WILL

AUTOMATICALLY BECOME A "HAT PICK". (SEE RULE VI. DRAFT FOR MORE INFORMATION)

F.) IF A PLAYER DID NOT ATTEND THE SCREENING WORKOUT, BUT DID PARTICIPATE IN A.Y.A. THE IMMEDIATELY PRECEDING SEASON, THEN THE FOOTBALL DIRECTOR IN CONJUNCTION WITH THE COACHES OF THAT DIVISION MAY ASSIGN THIS PLAYER A GRADE. IF THE COMMISSIONER IS UNABLE TO ASSIGN A GRADE THEN THE PLAYER WILL BECOME A "HAT PICK".

G.) UPON COMPLETION OF THE SCREENING WORKOUT, ALL HEAD COACHES WILL MEET WITH THE FOOTBALL DIRECTOR OR HIS REPRESENTATIVE TO ASSIGN GRADES TO EACH PLAYER ENTERING THE DRAFT.

H.) ALL GRADES ARE CONSIDERED TO BE THE BUSINESS OF THE A.Y.A BOARD OF DIRECTORS, THE FOOTBALL DIRECTOR AND COMMISSIONER, THE HEAD COACHES OR ANY STAFF REPRESENTING ONE OF THESE ENTITIES AND IS NOT TO BE DISCUSSED WITH ANYONE ELSE.

I.) PLAYERS WILL BE ARRANGED INTO GROUPINGS OF THREES (3'S), TWOS (2'S), ONES (1'S) AND "HATS". THIS WILL BE DONE BY THE FOOTBALL DIRECTOR BY AVERAGING THE GRADES FROM EACH COACH AND ROUNDING DOWN. NOTE: EACH TEAM WILL BE ALLOWED ONE GRADE PER PLAYER, REGARDLESS OF HOW MANY REPRESENTATIVES A TEAM HAS PRESENT FOR RATING PURPOSES. (I.E. A DIVISION (PREP) HAS FIVE TEAMS, THEN EACH PLAYER WILL RECEIVE ONLY FIVE GRADES FOR AVERAGING PURPOSES)

VI. THE DRAFT:

A.) IT IS REALIZED THAT IT IS IMPOSSIBLE TO MAKE ALL TEAMS EQUAL IN STRENGTH. HOWEVER, IT IS FELT THAT THE DRAFT SYSTEM WILL PREVENT THE VAST MAJORITY OF INEQUITIES FROM OCCURRING. THIS SYSTEM WAS DESIGNED TO BENEFIT THE ONES FOR WHOM THE PROGRAM WAS DESIGNED. " THE PLAYERS"

B.) ALL PLAYERS ELIGIBLE TO RETURN TO THEIR TEAM OF THE PREVIOUS SEASON WILL AUTOMATICALLY DO SO.

C.) PLAYERS WILL NOT BE ALLOWED TO SWITCH TEAMS FOR PERSONAL REASONS UNLESS A LETTER IS WRITTEN TO THE FOOTBALL BOARD STATING THE SPECIFIC PROBLEM. IF APPROVED BY A MAJORITY VOTE OF THE FOOTBALL BOARD THE PLAYER WILL BE PLACED BACK INTO THE DRAFT AND ANY TEAM EXCEPT THE TEAM HE REQUESTED TO LEAVE MAY PICK THE PLAYER. THESE PLAYERS WILL NOT BE "ASSIGNED" TO A TEAM UNDER ANY CIRCUMSTANCES.

D.) SONS OR DAUGHTERS OF HEAD COACHES, OR BROTHERS OR SISTERS OF RETURNING PLAYERS TO A SPECIFIC TEAM, WILL AUTOMATICALLY BE ASSIGNED TO THAT TEAM AS IF THEY WERE A RETURNING PLAYER.

E.) PLAYERS FROM THE SAME FAMILY OR A COACHES SON MAY BE PLACED ON A DIFFERENT TEAM IF THIS WISH IS INDICATED BY THE PARENT OR LEGAL GUARDIAN PRIOR TO THE DRAFT OR AT REGISTRATION, IF REGISTRATION OF THE PLAYER OCCURS AFTER THE DRAFT. IF THE SON OR DAUGHTER PLAYED ON A DIFFERENT TEAM THE YEAR PRIOR TO THE PARENT COACHING IN THE RESPECTIVE DIVISION, THEN

THAT PLAYER WILL BE ALLOWED TO MOVE TO THE PARENT'S TEAM IF THE PARENT IS THE "HEAD" COACH OF THE TEAM.

F.) A HEAD COACH'S CHILD WHO IS ELIGIBLE TO PLAY ON THEIR PARENT'S TEAM, BUT WHO IS NOT REGISTERED AT THE TIME OF THE DRAFT, WILL NOT BE ADDED TO THE PARENT'S TEAM AFTER THE DRAFT UNDER THE "CHILD OF HEAD COACH" RULE.

G.) A HEAD COACH'S CHILD MUST BE REGISTERED AT THE TIME OF THE DRAFT TO PLAY THE CURRENT SEASON WITHOUT HAVING TO GO THROUGH THE "HAT PICK" PROCEDURE.

H.) IN THE EVENT BROTHERS OR SISTERS ARE ELIGIBLE TO PLAY IN THE SAME DIVISION AND BOTH ARE AVAILABLE IN THE DRAFT, THEN THE FOLLOWING RULES WILL APPLY:

- 1.) AS ONE BROTHER OR SISTER IS SELECTED, THEN THE SECOND AND SUBSEQUENT SIBLINGS WILL ALSO BE ADDED TO THAT TEAM.
- 2.) THESE SUBSEQUENT SIBLINGS WILL BE COUNTED AS ADDITIONAL PICKS AND TAKE THE PLACE OF THAT TEAMS NEXT SELECTION IN THE DRAFT ORDER.
- 3.) IN THE EVENT THE SIBLINGS ARE IN DIFFERENT GRADE GROUPS, THEN THE PICK WILL NOT BE COUNTED UNTIL THE TEAM WOULD BE DRAFTING FROM THE GRADE POOL OF THE NEXT AVAILABLE SIBLING.
- 4.) THE NEXT SIBLING AVAILABLE WILL COUNT AS THE RESPECTIVE TEAMS FIRST (1ST) PICK IN FROM THE GRADE POOL LEVEL.

I.) TEAMS WILL DRAFT IN REVERSE ORDER ACCORDING TO THE NUMBER OF ELIGIBLE RETURNING PLAYERS REGISTERED BY THE TIME OF THE DRAFT. THE TEAM WITH THE MOST RETURNING WILL DRAFT LAST AND THE TEAM WITH THE LEAST RETURNING WILL DRAFT FIRST.

J.) THE DRAFT ORDER FOR EXPANSION TEAMS WILL BE FIRST (1ST) FOR THE FIRST (1ST) TWO (2) ROUNDS OF THE DRAFT. AFTER THE FIRST (1ST) TWO (2) ROUNDS THE EXPANSION TEAMS WILL REVERT TO LAST IN THE DRAFT. A COIN FLIP WILL BE USED TO BREAK ALL TIES FOR DRAFT ORDER.

K.) IN THE FIRST TWO ROUNDS OF THE DRAFT EACH HEAD COACH WILL SELECT BY NAME ANY PLAYER RATED BY THE HEAD COACHES. ALL TEAMS DRAFT IN THE FIRST TWO (2) ROUNDS OF THE DRAFT. NOTE: ANY COACH WHO COMES TO TEAM AS A NEW HEAD COACH OR WHO HAS A CHILD MOVING INTO THE DIVISION WHERE HE COACHES AND WISHES FOR THE CHILD TO BE ON HIS TEAM WILL COUNT HIS CHILD AS A RETURNING PLAYER AND WILL FORFEIT THE APPROPRIATE DRAFT CHOICE THAT THIS WILL NECESSITATE.

L.) STARTING WITH ROUND THREE (3) ALL PLAYERS MUST BE SELECTED FROM THEIR RESPECTIVE GROUPINGS BEGINNING WITH THE REMAINING THREES (3'S). TWOS (2'S) CANNOT BE SELECTED UNTIL ALL THREES (3'S) ARE GONE. ONES (1'S) CANNOT BE SELECTED UNTIL ALL TWOS (2'S) ARE GONE.

M.) PLAYERS THAT ARE IN THE "HAT PICK" GROUP WILL BE SELECTED BY RANDOM DRAW AFTER ALL RATED PLAYERS HAVE BEEN PICKED. THE TEAM WITH THE NEXT DRAFT PICK, AFTER THE RATED PLAYERS ARE USED UP, WILL GET THE FIRST "HAT PICK" AND THE TEAMS WILL CONTINUE TO PICK IN DRAFT ORDER UNTIL THE "HAT PICKS" HAVE ALL BEEN SELECTED.

N.) STARTING WITH THE THIRD (3RD) ROUND THE TEAM WITH THE FEWEST RETURNING PLAYERS (BROTHERS AND SISTERS AS DESCRIBED IN RULE VI. "D" AND "F" ARE COUNTED AS RETURNING PLAYERS) WILL DRAFT FIRST (1ST) AND SO ON. THIS SYSTEM WILL BE FOLLOWED UNTIL ALL TEAMS HAVE THE SAME NUMBER OF PLAYERS.

O.) WHEN ALL TEAMS BECOME EQUAL IN NUMBER OF PLAYERS THEN THE DRAFT WILL CONTINUE WITH ALL TEAMS PARTICIPATING IN THE DRAFT ORDER ESTABLISHED IN ROUND NUMBER ONE (1).

P.) ALL PLAYERS REGISTERING AFTER THE DRAFT WILL BE PLACED IN A PLAYER POOL. THE FOOTBALL DIRECTOR WILL NOTIFY THE COACHES AT APPROPRIATE INTERVALS FOR DRAWING FROM THE POOL. THE ROTATION WILL BE THE SAME AS THAT OF THE ORIGINAL DRAFT AND BEGINNING IN THE POSITION WHERE THE ORIGINAL DRAFT STOPPED.

Q.) ANY COACH WHO INTENTIONALLY CAUSES A PLAYER TO QUIT MAY BE RELIEVED OF HIS POSITION AFTER REVIEW BY THE FOOTBALL BOARD OR A.Y.A BOARD OF DIRECTORS.

VII. GENERAL RULES OF PLAY FOR FLAG AND CONTACT:

A.) ALL PRACTICE SESSIONS WILL FOLLOW THE GUIDELINES LISTED BELOW:

1.) A PRACTICE SESSION IS DEFINED AS ANY GATHERING OF TEAM MEMBERS IN OR OUT OF UNIFORM, IN OR OUT OF DOORS AND UNDER ANY COACHES SUPERVISION THAT WOULD FURTHER THEIR PHYSICAL OR MENTAL DEVELOPMENT OR UNDERSTANDING OF FOOTBALL.

2.) A PRACTICE SESSION WILL NOT EXCEED TWO (2) HOURS FOR PREP, J.V., OR VARSITY FOOTBALL AND WILL NOT EXCEED ONE AND ONE HALF (1.5) HOURS FOR FLAG FOOTBALL.

3.) THERE WILL BE ONLY ONE PRACTICE SESSION PER DAY.

4.) NO PRACTICES OR TEAM MEETINGS WILL BE ALLOWED ON SUNDAY.

5.) ONLY FOUR (4) TEAM MEETINGS PER WEEK WILL BE PERMITTED.

6.) ALL PRACTICES, SCRIMMAGES, CHALK TALKS, FILM SCREENINGS AND GAMES WILL BE CONSIDERED TEAM MEETINGS.

7.) FLAG FOOTBALL MAY HAVE FOUR (4) TEAM MEETINGS PER WEEK PRIOR TO OPENING DAY. AFTER OPENING DAY FLAG FOOTBALL WILL BE LIMITED TO THREE (3) TEAM MEETINGS PER WEEK.

8.) NO PRACTICE SESSIONS WILL BE ALLOWED PRIOR TO AUGUST 30, 2005.

9.) NO CONTACT SESSIONS WILL BE ALLOWED DURING THE FIRST (1ST)) TEAM MEETINGS IN PREP FOOTBALL.

10.) ALL PRACTICES WILL HAVE A BREAK AFTER ONE HOUR OF PRACTICE. ICE AND/OR WATER IS REQUIRED AT ALL PRACTICES.

11.) A FIRST AID KIT IS REQUIRED TO BE CARRIED BY ALL COACHES AT ALL TIMES.

B.) NO TEAM WILL BE ALLOWED TO PLAY A GAME OR FORMALLY PRACTICE UNLESS IT'S HEAD COACH OR APPOINTED ASSISTANT BE PRESENT.

C.) ALL SCHEDULED AND RESCHEDULED GAMES MUST BE PLAYED. RAINOUTS WILL BE RESCHEDULED AT THE APPROPRIATE TIME. GAMES MAY BE CALLED OFF BY THE FOOTBALL DIRECTOR OR ONE OF THE MEMBER OF THE A.Y.A. EXECUTIVE BOARD.

D.) ALL PLAYERS MUST WEAR JERSEYS AND EQUIPMENT APPROVED BY THE A.Y.A. THERE WILL BE NO MODIFICATION ALLOWED ON A.Y.A. RENTED EQUIPMENT. (IE. NO FACEMASKS WILL BE CHANGED FOR ANY REASON)(COACHES SHOULD PAY SPECIAL ATTENTION TO ANY EQUIPMENT THAT IS THE PERSONAL PROPERTY OF A PLAYER TO MAKE SURE THAT IT IS OF SUFFICIENT QUALITY AND IN APPROPRIATE TO CONDITION TO PROVIDE ADEQUATE SAFETY AND PROTECTION. THE COMMISSIONER SHOULD BE NOTIFIED IMMEDIATELY IF THE COACH FEELS THAT A PLAYER IS USING SUBSTANDARD EQUIPMENT) HELMETS ARE PAINTED BY AN AYA APPROVED VENDOR, THERE WILL BE NO PAINTING DONE ON AYA HELMETS FOR ANY REASON.

E.) THE OFFICIAL BALL FOR EACH DIVISION WILL BE THAT AS APPROVED BY THE H.F.A.

F.) EACH PLAYER PRESENT AT A GAME MUST PLAY A MINIMUM OF TWELVE (12) DOWNS FROM SCRIMMAGE. THIS DOES INCLUDE KICKOFFS AND EXTRA POINTS.EXCEPTION: IF A PLAYER REFUSES TO PLAY OR ENTER THE GAME, OR IF HIS PARENT OR LEGAL GUARDIAN SUBMITS A REQUEST IN WRITING TO THE FOOTBALL DIRECTOR, THEN THE DOWN REQUIREMENT MAY BE WAIVED. IF A PLAYER REFUSES TO PLAY, THE FOOTBALL DIRECTOR SHOULD BE NOTIFIED IMMEDIATELY AFTER THE GAME BY THE HEAD COACH. THE FOOTBALL DIRECTOR WILL THEN CONTACT THE PARENTS OR LEGAL GUARDIAN AND DISCUSS THE SITUATION WITH THEM AND REPORT THE RESULTS OF THE CONVERSATION TO THE FOOTBALL BOARD.

G.) IF A PLAYER DOES NOT PLAY HIS TWELVE (12) DOWNS IN ONE GAME, THEN HE WILL PLAY THE ENTIRE NEXT GAME ON EITHER OFFENSE OR DEFENSE, AS DETERMINED BY THE HEAD COACH, UNLESS HE FALLS UNDER THE EXCEPTION RULE DESCRIBED ABOVE IN RULE (VII. "G") FAILURE OF THE HEAD COACH TO COMPLY WITH THESE GUIDELINES WILL RESULT IN HIS IMMEDIATE DISMISSAL BY THE FOOTBALL DIRECTOR.

H.) EXTRA POINTS:

1.) TWO (2) POINTS WILL BE AWARDED FOR A PASS CAUGHT ON THE DEFENSIVE SIDE OF THE LINE OF SCRIMMAGE AND CARRIED INTO THE END ZONE OR CAUGHT IN THE END ZONE.

2.) ONE (1) POINT WILL BE AWARDED FOR RUNNING THE BALL INTO THE END ZONE OR CATCHING A PASS ON THE OFFENSIVE SIDE OF THE LINE OF SCRIMMAGE AND RUNNING IT INTO THE END ZONE.

I.) PLAYERS NOT IN THE GAME AND ALL COACHES MUST REMAIN IN A DESIGNATED AREA IN FRONT OF THE TEAM BENCH. THIS AREA WILL BE BETWEEN THE THIRTY (30) YARD LINES ON A ONE HUNDRED (100) YARD FIELD AND BETWEEN THE TWENTY (20) YARD LINES ON AN EIGHTY (80) YARD FIELD.

J.) NO GAME WILL BE PLAYED WITH LESS THAN TWO (2) OFFICIALS UNLESS APPROVED BY THE COMMISSIONER. THE COMMISSIONER MAY DELAY A GAME FOR FIFTEEN (15) MINUTES TO WAIT FOR MORE OFFICIALS. AFTER THIS TIME THE GAME WILL BE RESCHEDULED UNLESS THE REQUIRED NUMBER OF OFFICIALS HAS ARRIVED.

K.) COACHES ARE NOT PERMITTED TO ARGUE ANY CALL WITH ANY OFFICIAL. EACH INFRACTION IS SUBJECT TO A MAJOR PENALTY AND REVIEW BY THE FOOTBALL DIRECTOR AND THE FOOTBALL BOARD.

L.) ANY MISCONDUCT ON THE PART OF THE PARENTS, PLAYERS OR OTHER COACHES OR FANS IS SUBJECT TO A MAJOR PENALTY AND / OR SUSPENSION OF PLAY.

M.) MAJOR PENALTIES ARE TEN (10) YARDS.

N.) NO FORM OF ALCOHOL OR TOBACCO WILL BE PERMITTED AT OR NEAR PRACTICE SESSIONS OR GAME ACTIVITIES BY ANY LEAGUE OFFICIAL OR ANYONE CONNECTED WITH THE TEAM IN ANY CAPACITY. ***** SPECIAL NOTE: ANY COACH, COMING TO ANY A.Y.A. FUNCTION UNDER THE INFLUENCE OF ALCOHOL, WILL BE SUSPENDED IMMEDIATELY. THIS DOES NOT MEAN THAT THE ALCOHOL HAS TO BE CONSUMED AT THE A.Y.A. FUNCTION TO NECESSITATE SUSPENSION.

O.) H.F.A. GAMES, THE TURKEY BOWL AND THE SUPER BOWL ARE CONSIDERED TO BE A.Y.A. ACTIVITIES.

P.) TIME OUT FOR INJURIES WILL RESULT IN THE INJURED PLAYER BEING REMOVED FROM THE GAME FOR ONE (1) PLAY. IF A TEAM WISHES TO USE ONE OF ITS TIME OUTS THE INJURED PLAYER WILL NOT HAVE TO BE REMOVED FROM THE GAME.

Q.) NO GAME OR SCRIMMAGE OUTSIDE OF THE A.Y.A. WILL BE ALLOWED WITHOUT NOTICE BEING GIVEN TO THE FOOTBALL DIRECTOR.

R.) NO GAME OR SCRIMMAGE BETWEEN DIVISIONS WILL BE ALLOWED UNLESS APPROVED BY THE FOOTBALL DIRECTOR PRIOR TO THE SCRIMMAGE. (COACHES FROM BOTH TEAMS SHOULD BE ESPECIALLY CAREFUL TO INSURE THAT THE PLAYERS FROM THE SMALLER DIVISION ARE NOT INJURED OR TAKEN ADVANTAGE OF BY THE OLDER PLAYERS)

S.) IN CASE OF A TIE EACH TEAM WILL RECEIVE CREDIT FOR HALF (1/2) A WIN AND HALF (1/2) A LOSS. U.) NO NEGATIVE AWARDS WILL BE GIVEN TO ANY PLAYER OR TEAM AT ANY TIME.

VII. SPECIAL RULES FOR CONTACT FOOTBALL:

A.) ALL GAMES ARE PLAYED UNDER "NCAA" RULES UNLESS OTHERWISE NOTED IN THE "A.Y.A." RULES.

B.) ALL PLAYERS MUST BE PROPERLY DRESSED TO PLAY IN A GAME OR SCRIMMAGE. THIS MEANS HELMET, SHOULDER PADS, PANTS PADS IN FOOTBALL PANTS, MOUTHPIECE AND SHOES.

C.) SHOES MUST BE ALL PURPOSE TENNIS SHOES OR CLEATS. CLEATS MUST BE MOLDED NON-REMOVABLE CLEATS MADE OF SOFT RUBBER AND BE NO MORE THAN ONE HALF (1/2) INCH LONG.

D.) ALL PLAYERS ON THE FIELD OF PLAY MUST HAVE THEIR MOUTHPIECES IN THEIR MOUTHS AT THE START OF EACH PLAY. VIOLATION OF THIS RULE WILL BE ONE TIME OUT. IF ALL OF THE TEAMS TIMEOUTS HAVE BEEN USED THEN A FIVE (5) YARD PENALTY WILL BE ASSESSED.

E.) ANY TEAM UNABLE TO FIELD ELEVEN (11) OF ITS PLAYERS WITHIN TEN (10) MINUTES OF GAME TIME WILL FORFEIT THE GAME.

F.) ALL CONTACT GAMES WILL CONSIST OF FOUR (4) TEN (10) MINUTE QUARTERS WITH THREE TIMEOUTS PER HALF (1/2) AND A TEN (10) MINUTE HALF (1/2) TIME.

G.) ALL COACHES MAY GO ONTO THE FIELD DURING TIMEOUTS.

IX. REGULAR SEASON AND PLAYOFF SCHEDULE:

A.) REGULAR SEASON GAMES WILL START SEPTEMBER 24, 2005.

B.) PLAYOFF TEAMS WILL BE DETERMINED IN THE FOLLOWING MANNER AND SHALL CONSIDER ONLY GAMES PLAYED BETWEEN A.Y.A TEAMS:

1.) THE FIRST PLACE TEAM WILL PLAY THE FOURTH PLACE TEAM,

2.) THE SECOND PLACE TEAM WILL PLAY THE THRID PLACE TEAM,

3.) THE WINNERS OF THE TWO GAMES WILL PLAY FOR THE CHAMPIONSHIP

4.) IF FOR SOME REASON THERE ARE LESS THAN FOUR TEAMS BYES WILL BE ISSUED TO THE TEAMS WITH NO OPPONNENTS.

5.) IF THERE IS A TIE IN DETERMINING PLACE, TIE- BREAKER PROCEDURES WILL BE AS FOLLOWS:

a.) HEAD TO HEAD COMPETITION.

b.) POINTS ALLOWED IN A.Y.A. GAMES

c.) COIN FLIP.

C.) IF THERE IS A TIE IN THE CHAMPIONSHIP GAME, THE "NCAA" TIEBREAKER RULE WILL BE USED.