**TCYFL Rules 2023**

Pw/fr: start on the 40

Jv/v: kick-off. No players with an “x” can be past front line. If on sides kick they can advance the ball.

Defensive players with “x” on helmet can advance ball on fumble or interception.

Offensive player with “x” cannot advance. Dead ball. Can be anywhere on the line.

Jv/v: Punts can only be returned by non “x” players.

Jv/v: if an “x” player is punting there is NO opportunity for a fake. Must punt.

Overweight player with no visible “x” gets: 10 yard penalty, charged time out, cannot return until “x”ed.

No more than 6 coaches with badges on sideline. (head coach is extra if he wants to be there)

No team moms on the sideline.

No tobacco products of any kind on the field.

Half time shortened to 8 minutes.

Cussing will not be tolerated. If heard lead coach gets 15 yard. If known the coach gets 15 yard. If there are 2 infractions on any coach in a game they are ejected.

Pw/fr: no blitzing. Can have up to 6 players squared to the line of scrimmage. Cannot have less than 6 and creep a player up at last minute. ALL others must be 3 yards behind the line of scrimmage. 5 yard penalty. (goal line is game on for whatever: except you cannot line up over the center. “a”gaps only squared) jv/v: game on

fr: can call punt at any time. **Every** player on the field takes a knee except the punter and 3 defensive returners. (an “x” player can go back just to catch). The referee will hand the punter the ball 5 yards behind the line. The ball is spotted where it is caught or rolls dead. Jv/v: game on

pw punt: outside of opponents 40 can call punt. Ball will automatically advance forward 20 yards. Untimed down.

pw: can have 2 coaches on the field

fr: can have one coach on the field.

They cannot point, move, or verbally dictate movement of the game at any time. At the snap they must be still and be 10 yards behind the deepest player. Warning, 5 yard, 15 yard

Pw/fr: extra points and field goals: no rush. Defense can jump and yell. No snap. Referee will hand the ball to the holder and placed on the tee. Missed: inside 20 goes to 20. Outside 20 placed at origin. Jv/v: game on

Overtime: fr/jv/v get 3 series. Pw gets 1.

Pw/fr: cannot line up over the center. Must be in “a” gaps and be squared to the line. A max of 6 players on the line and must be square to the line….everybody else must be 3 yards off the line. Except goal line. Still cannot be over the center. Jv/v: game on

Pw: on line players must have a hand on the ground prior to snap

**25 second clocks will be used at all levels every play regardless of the teams talent.**

If 2 teams have conflicting uniforms the home team is responsible to wear the over-jersey smock provided.