

# **Border Area Youth**



## **Football League 2025 Game Rules**

## **ARTICLE VIII – DIVISIONS**

**SECTION 1.** BAYFL may establish division(s) upon board approval. Division(s) should be based on participant's age. Participants must not exceed nineteen (19) years of age.

### **SECTION 2. Rookie DIVISION**

(A) The Rookie Division team(s) shall meet the following requirements

- (1) Each player must be age 6 or 7 as of 09/01/2025.
- (2) Team(s) roster can't exceed twenty (20) players.
- (3) Players will not be restricted in weight. Any player that exceeds **seventy-eight point five pounds (78.5lbs)** without equipment must play offensive linemen or defensive linemen in conjunction to the following guidelines.
  - (a) Offense – Restricted players are allowed to play offense if:
    - (1) On the line of scrimmage.
    - (2) Have the proper league designated uniform accessory.
    - (3) Do not become the ball carrier. (Ball is dead once possession is gained)
    - (4) Any player that is on the line (Defined as tackle to tackle) at the start of a play, is ineligible to go downfield or catch a pass on a forward pass play, regardless of weight restrictions or numbering.
  - (b) Defense – Restricted players are allowed to play defense if:
    - (1) Start at a three (3) point or four (4) point stance at the time the ball is snapped.
    - (2) Are within three (3) yards of the ball.
    - (3) Are lined up within the tackle box. (Defined as tackle to tackle)
    - (4) Do not become the ball carrier. (Ball is dead once possession is gained)

- (c) Any offensive or defensive player in violation of such mentioned guidelines will be penalized as follows:

*Penalty: Illegal Formation. 5 yards replay down.*

### SECTION 3. JUNIOR VARSITY DIVISION

- (A) The JUNIOR VARSITY Division team(s) shall meet the following requirements

- (1) Each player must be age 8 or 9 as of 09/01/2025.
- (2) Team(s) roster can't exceed thirty-six (36) players.
- (3) Players will not be restricted in weight. Any player that exceeds **ninety-eight point five pounds (98.5lbs)** without equipment, must play offensive linemen or defensive linemen in conjunction to the following guidelines.
  - (a) Offense – Restricted players are allowed to play offense if:
    - (1) On the line of scrimmage.
    - (2) Have the proper league designated uniform accessory.
    - (4) Are within five (5) yards of the center.
    - (5) Do not become the ball carrier. (Ball is dead once possession is gained)
    - (5) Any player that is on the line (Defined as tackle to tackle) at the start of a play, is ineligible to go downfield or catch a pass on a forward pass play, regardless of weight restrictions or numbering.
  - (b) Defense – Restricted players are allowed to play defense if:
    - (B) Start at a three (3) point or four (4) point stance at the time the ball is snapped.
    - (C) Are within three (3) yards of the ball.
    - (D) Are lined up within the tackle box. (Defined as tackle to tackle)

(E) Do not become the ball carrier. (Ball is dead once possession is gained)

(a) Any offensive or defensive player in violation of such mentioned guidelines will be penalized as follows:

*Penalty: Illegal Formation. 5 yards replay down.*

(b) Restricted players are NOT ALLOWED in Kick-Off, Kick-Off return, Punt, and Punt Return. Players in violation of this rule will be penalized as follows:

*Penalty: Unsportsmanlike Conduct, 15 yards, first down.*

#### SECTION 4. VARSITY DIVISION

(A) The VARSITY Division team(s) shall meet the following requirements:

(1) Each player must be age 10 or 11 as of 09/01/2025.

(2) Team(s) roster can't exceed thirty-six (36) players.

(3) Players will not be restricted in weight. Any player that exceeds **one hundred thirty-eight point five pounds (138.5lbs)** without equipment, must play offensive linemen or defensive linemen in conjunction to the following guidelines.

(a) Offense – Restricted players are allowed to play offense if:

(1) Positioned on the line of scrimmage.

(2) Have the proper league designated uniform accessory.

(3) Are within five (5) yards of the center.

(4) Do not become the ball carrier. (Ball is dead once possession is gained)

(5) Any player that is on the line (Defined as tackle to tackle) at the start of a play, is ineligible to go downfield or catch a pass on a forward pass play, regardless of weight restrictions or numbering.

(b) Defense – Restricted players are allowed to play defense if:

(1) Positioned on the line of scrimmage in a three (3) point stance or four (4) point before the ball is snapped.

(2) Not to exceed the outside shoulder of 2<sup>nd</sup> offensive player from player playing center from either right or left side of offensive formation. When 2<sup>nd</sup> offensive player is not present in formation defender must not exceed 3 yards from 1<sup>st</sup> offensive player from player playing center from either right or left side of offensive formation.

(c) Any offensive or defensive player in violation of such mentioned guidelines will be penalized as follows:

*Penalty: Illegal Formation. 5 yards replay down.*

(d) Restricted players are NOT ALLOWED in Kick-Off, Kick-Off return, Punt, and Punt Return. Players in violation of this rule will be penalized as follows:

*Penalty: Unsportsmanlike Conduct, 15 yards, first down*

## **ARTICLE IX – DISTRICTS**

**SECTION 1.** Each team will represent a particular district.

(A) District 1 (Oilers), District 2 (Gladiators), District 3 (Hornets), District 4 (Longhorns), District 5 (Tigers), District 6 (Wildcats), District 7 (Miners), District 8 (Lobos).

(B) District boundaries will be determined by league board.

(C) Players will be placed on teams based on their current public-school enrollment. Players that are enrolled in nonpublic schools will be placed based on their residence address.

(D) Coaches that have volunteered for at least two consecutive years can have their son(s), daughter (s), grandson(s), granddaughter (s), nephew (s) or niece (s) play with the team they are coaching without restriction of boundaries. If coach changes team or doesn't coach one year the years of service will reset, and they must fulfill the two years before the child can play outside of their respective district.

- (E) Player will be given the opportunity to play outside of district with release from Head Coach of team that player belongs based on league registration guidelines. In order for this release to be granted releasing team must have at least twenty five (25) players registered. Only one (1) release per division per year i.e., each division can't have more than one (1) player released. Each team will not be allowed to have more than one (1) player outside of their district within their team roster each season. Players that are allowed to play outside of district due to roster size don't need a release to play outside of district. BAYFL Board will determine where the overflow of players will be allowed to register. Upon special circumstances BAYFL Board has sole authority to allow players to play outside of district.

## **ARTICLE X – SCHEDULES & GAME SITES**

**SECTION 1.** All schedules & game sites shall be determined by the BAYFL board, with recommendation of Fields Coordinator.

- (A). Players shall be at game site no later than one (1) hour prior to the scheduled time of their respective game.
- (B) Games will start as scheduled. If the previous game ends early the following game will start 15 minutes after conclusion of previous game regardless of scheduled time of game.

## **ARTICLE XI – GAME RULES**

**SECTION 1.** Games for Rookie Division will be played under USA Football rookie tackle 8-player rule book otherwise noted in these Bylaws or the League Rules and Regulations Manual. JUNIOR VARSITY and Varsity Division will be played under UIL rules otherwise noted in these Bylaws or the League Rules and Regulations Manual.

## **SECTION 2. OFFICIAL BALL**

- (A) Rookie Division (Wilson mini size, or equivalent)
- (B) JUNIOR VARSITY Division (Wilson Pee Wee, or equivalent).
- (C) Varsity Division (Wilson TDJ, or equivalent).
- (D) Games footballs will be provided by BAYFL Board and only league assigned footballs will be allowed.

### **SECTION 3. LENGTH OF PERIODS**

- (A) Rookie Division will have four (4), eight (8) minute quarters, clock will be running for all (4) four quarters.
- (B) JUNIOR VARSITY Division will have four (4), eight (8) minute quarters.
- (C) Varsity Division will have four (4), eight (8) minute quarters.

### **SECTION 4. MINIMUM MANDATORY PLAY RULE**

- (A) Every active player that is present at game **MUST** play minimum of eight (8) plays; guidelines are as follows:
  - (1) Plays that result in penalty requiring down to be replayed will not count towards (MPR)
  - (2) All players shall receive their mandatory plays by the end of the third quarter or they shall enter the game at the start of the fourth quarter and remain in the game until they have received their required plays.

### **SECTION 5. ROOKIE DIVISION GAME**

- (A) Offense **WILL NOT** be allowed to run the ball once the offense has reached the five (5) yard line or less.
- (B) Quarterback **WILL NOT** be allowed to run the ball.
- (C) Offense **WILL NOT** be allowed to run the ball on fourth (4) down.

### **SECTION 6. OFFENSIVE AND DEFENSIVE POSITIONS**

- (A) Players **SHOULD NOT** be allowed to participate in offense and defensive position within the same game. If player(s) starts playing defensive he/she must finish game playing defense. Exception to Section 6 (A) is as follows:
  - (1) Any team that has less than twenty-two (22) players redivision will be allowed to have players play both ways except quarterback (QB).

- (2) Any team that plays another team that has less than twenty-two (22) players will be given the opportunity to play both ways except the quarterback (QB).

## **SECTION 7. GAME DAY WEIGH IN**

- (A) Every player must be weighed in before the start of every game. Players will be restricted in positions based on weight mentioned in Article VIII (8), Section two (2) within these bylaws.
- (B) If a game is being played the two teams that will play next must report to weighed station in the beginning of the Third (3) quarter.
  - (1) Once the game has started any player that reports to weighed station must wait till half time to weighed in before they are allowed to participate in the game.
- (C) Once the game has started any player that has already weighed in will not be asked to be weighed in again.
- (D) Each team must have at least one coach present at weighed station to verify accuracy of weighed in of opposing team(s).

## **SECTION 8. POINTS AFTER TOUCHDOWN**

- (A) After a touchdown or during the field goal attempt, TEAM A will have the option of four (4) choices.
  - (1) Rushed- If team A decides to try a rushed Try, all NCAA scrimmage kick rules will be applied. For a PAT, the ball will be placed at the 3 yd line in the center position. For a field goal, the ball must be at a minimum of 5 yds behind the line of scrimmage. The kicking team will have a standard play clock and will subjected to all timing rules as appropriate. The team may use the black kicking block as allowed (no higher than 2 inches of the ground. The center will be protected for a reasonable amount of time (1 second), in which to regain composure and defend him/herself. (UNS-15 yds on kickoff; ½ distance repeat the Try.)  
If the ball is muffed, the ball shall be considered live. If the ball is fumbled, 4th down fumble rules will apply.



- (2) Unrushed- If team A declares to try an unrushed Try, the defense will be instructed to not rush the line. They may jump straight up in an effort to block the kick. all NCAA scrimmage kick rules will be applied. For a PAT, the ball will be placed at the 3 yd line in the center position. For a field goal, the ball must be at a minimum of 5 yds behind the line of scrimmage. The kicking team will have a standard play clock and will be subjected to all timing rules as appropriate. The team may use the black kicking block as allowed (no higher than 2 inches of the ground. If the defense rushes after being instructed not to, they will be penalized. (UNS- 15 yds on kickoff; ½ distance repeat the Try.) If the ball is muffed, the holder will be given a reasonable amount of time to reset the ball. If the ball is fumbled and out of reach, the play shall be declared dead and over.

***Once Rushed or Unrushed is declared, the choice will be considered final and official. A coach may not change the choice after declaration. No fakes will be allowed on Unrushed attempts.***

### **Point Values**

PAT- Unrushed = 1, Rushed = 2

Field Goal – Unrushed = 2, Rushed = 3

(B) Points after touchdown will be scored using the following two options.

- (1) Ball will placed on the three (3) yard line and if try is successful one (1) point will be added to the scoreboard. One (1) will be added regardless if it's a pass or run.
- (2) Ball will placed on the ten (10) yard line and if try is successful two (2) point will be added to the scoreboard. One (1) will be added regardless if it's a pass or run.

## **SECTION 9. SPECIAL TEAMS**

- (A) Rookie and JUNIOR VARSITY Division will not exercise Kick Off, Kick Off Return, Punt, and Punt Return.
- (B) In any game, where a punt is declared but not exercised, the following will be the “punt” alternative:
- (1) The ball will be set in play 35-yards from the original line of scrimmage. If the result of the yardage is a touchback, the ball will set at the 20-yard line.
- (2) The clock will be run off 10 seconds will in the spotting process.

- (3) Any penalties that may occur while the spotting is in progress, will be enforced from the succeeding spot, i.e., personal fouls.
- (C) In any game where Kick Offs are not exercised, the ball shall be placed at the receiving's team own 25-yard line.

## **SECTION 10. MERCY RULE**

- (A) Game clock will be run once point difference of twenty-four (24), points is present. Time will be ONLY allowed to stop clock using their allowed time outs or apparent injury. An official's timeout will also stop the clock; however, it is to be started on the ready and not the snap. Team owning twenty-four (24), point's difference will be restricted as follows:
  - (1) The team ahead will not kick an apparent onside kick. Pooch kicks are allowed however, it will be left to the judgment of the officiating crew as to whether or not the kick was intentional. Team that intentionally onside kicks will be penalized as follows:

*Penalty: Unsportsmanlike conduct, 15 yards, first down for receiving team.*

- (a) Should the kicking team recover, the ball will be turned over to the receiving team at the spot of possession, and a *15 yard penalty* will be given to the kicking team. The unsportsmanlike Conduct will be charged to the head coach. As per NCAA rule 9.5, two (2) Unsportsmanlike Conduct penalties in ejection for remainder of game, and suspension for the following game.

## **SECTION 11. PLAYER/COACH EJECTIONS SUSPENSIONS**

- (A) Any player/coach that is ejected from any game will be automatically suspended for one game. Further discipline actions can be taken upon discipline committee decision.
  - 1. Ejected/Suspended player must be present at game for which he/she has been suspended. If not, present suspension will carry over to following game.
  - 2. Ejected/Suspended coach will not be allowed to attend game for which he/she has been suspended.