

**2008**  
**MID STATE YOUTH FOOTBALL LEAGUE**  
**OFFICIAL RULE BOOK**

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**SECTION I MEMBERSHIP**

- A. PERMANENT MEMBERS
- B. BECOMING A LEAGUE MEMBER
- C. TERMINATING MEMBERSHIP IN THE LEAGUE
- D. LEAGUE DEVELOPMENT

**SECTION II DIVISIONS**

- A. LEAGUE DIVISIONS
- B. TEAM ASSIGNMENTS
- C. APPEAL OF DIVISION ASSIGNMENT

**SECTION III TEAM/PLAYER ELIGIBILITY**

- A. REQUIRED TEAMS
- B. COST
- C. OPTIONAL TEAMS
- D. ELIGIBILITY OF PLAYERS
- E. ALTERED BIRTH CERTIFICATE

**SECTION IV ROSTER/PLAYER ACTIVATION**

- A. FILING OF ROSTERS
- B. PRE-GAME ROSTER AND WEIGHT-IN PROCEDURES

**SECTION V WEIGHT LIMITS/PLAYER POSITIONS**

- A. MAXIMUM LIMITS FOR BALL CARRIERS
- B. MONSTER MEN

**SECTION VI PRACTICE, GAMES, OFFICIALS AND HOME FIELD**

- A. PRACTICE REGULATIONS
- B. GAMES
- C. OFFICIALS AND PENALTIES
- D. HOME FIELD RESPONSIBILITIES
- E. FIELD SPECIFICATIONS

**SECTION VII UNIFORMS AND EQUIPMENT**

**SECTION VIII SPECIFIC RULES**

- A. N.S.F.H.S.A.
- B. CENTER SNAP
- C. EXTRA POINT
- D. FREE KICK LINE
- E. OVERTIME
- F. EARLY TERMINATION OF GAMES
- G. WEARING A CAST
- H. KNEEPADS
- I. RULE REVISIONS
- J. CCC/CC/C/PEE WEE RULES

**SECTION IX LEAGUE ADMINISTRATION**

- A. PROTESTS
- B. ETHICS COMMITTEE
- C. CONDUCT
- D. VIOLATIONS
- E. FEES
- F. FORFEITS
- G. COACH'S CERTIFICATION
- H. REPORTING GAME SCORES
- I. LEAGUE GROWTH
- J. LATE FEES

**SECTION X JAMBOREES, SCHEDULES AND CHAMPIONSHIPS**

- A. JAMBOREE
- B. SITES
- C. SCHEDULING
- D. PLAYOFFS
- E. MINIMUM GATE RECEIPTS
- F. BOWL GAMES
- G. CHAMPIONSHIPS

**SECTION XI SPECIAL NOTES**

- |                            |                                  |
|----------------------------|----------------------------------|
| A. PEOPLE ON SIDELINE      | E. PLAY-OFF SEEDING TIE BREAKERS |
| B. PLAY-OFF COACHES ROSTER | F. ETHICS COMMITTEE              |
| C. PLAY-OFF SEEDINGS       | G. PROTEST COMMITTEE             |
| D. PLAY-OFF BRACKET        |                                  |

## **SECTION XII COMMUNITY REVENUE SHARING PROGRAM**

### **SECTION I – MEMBERSHIP**

#### **A. PERMANENT MEMBERS**

1. The permanent members of M.S.Y.F.L. are: Flatrock, Gra Mar, Jess Neely, Lavergne, Madison, Maury County, Murfreesboro, NCS, Salvation Army, UNA, West Nashville, and Woodbine.
2. In order to retain or attain membership as a permanent member of M.S.Y.F.L. a community or organization must field one (1) team in the AAA, BBB and CCC divisions. No community or organization may field more than one team in these divisions. Communities may field additional teams in the AA, BB, CC, A, B, C, PW, Jr. PW and VARSITY classifications. The community or organization being considered for permanent membership must have successfully completed its probationary period.

#### **B. BECOMING A LEAGUE MEMBER**

1. Any community or organization may apply for membership in the M.S.Y.F.L. by formally submitting an application packet to the league Board of Directors on or before the April Board meeting each year. This chart must contain the names, addresses and phone numbers of each of their board members, a copy of the constitution and by-laws, the place they intend to play (If this place is owned by someone other than the community or organization, there must be a letter accompanying the chart stating they have permission to play there.), team colors and the team name they intend to play under. The league Executive Committee shall review all submitted paperwork and make any inquiries that they deem necessary concerning the reputation and background of the community/organization officers and board members. Once its review is complete, the Executive Committee shall report to the Board of Directors its findings and recommend acceptance or rejection of the community/organization applying for membership. The M.S.Y.F.L. Board of Directors must approve all of the above by majority vote before a community or organization is allowed to play in the league.
2. Each new community or organization coming into the M.S.Y.F.L. shall be on a one (1) year supervised probationary membership. The Executive Committee shall supervise this probationary period. A recommendation for election or rejection for permanent membership shall be presented by this committee to the entire Board of Directors at the January meeting the following year. Election to permanent membership status is subject to majority approval of that Board. A community or organization cannot become a permanent member of this League until it is in full compliance with Section I (A2). If a community or organization has not been able to comply with Section I (A2), three years from the date of the community's or organization's original application, the Executive Committee may decide to make a recommendation to the entire general membership to grant permanent membership status to that community or organization. The general membership may grant or reject the recommendation by majority vote.
3. All future teams choosing to enter the MSYFL must enter in an unoccupied zone or discuss merging with the community or organization that occupies the

present zone to which they look to locate. If a merger will not be considered, the Executive Committee shall make a recommendation to the Board of Directors concerning admission of the applicant to the league.

#### C. TERMINATING MEMBERSHIP IN THE LEAGUE

1. A community or organization may terminate its association with MSYFL by forwarding a letter stating its desire to leave to the league secretary.
2. The league may terminate its association with an organization or community if the following occurs: (a) A community or organization demonstrates a consistent pattern of rules violations, (b) a community or organization is unable to field the required triple level teams, (c) A community or organization fails to pay its financial obligations to the league when due.

In order for the league to terminate its association for any of the above reasons, the Executive Board must make a recommendation for disassociation to the Board of Directors. The Board of Directors shall vote upon the recommendation. The league may terminate its association with any community or organization in probationary status by simple majority vote. A 2/3 vote of the Board of Directors will be required for the league to disassociate itself from a community or organization that has obtained permanent membership status in the league.

#### D. LEAGUE DEVELOPMENT

1. All Directors must attend a League held summit on Football League Development to insure that the Directors are successful in all areas of operation.

#### E. MEMBERSHIP RENEWAL

All league members shall be required to pay a "Membership Renewal Fee" annually. Said fee shall be remitted in the amount of \$300.00 by the April meeting. Upon payment of the renewal fee each member shall be credited an amount equal to the renewal fee, which be credited to their league fees on the first scheduled fee night for that season. Any member failing to remit their "Membership Renewal Fee" will forfeit their right to be placed on the upcoming season's schedule.

#### F. LEAGUE MEMBER CODE OF CONDUCT

1. Each league member is responsible for the conduct of their employees, volunteers, coaches, administrators, players, cheerleaders, parents, and any other individual associated with their league. All league members are expected to manage and conduct themselves in a manner consistent with the rules, values, and objectives of the MSYFL.

Any member or representative of said league member failing to exhibit acceptable conduct, failing to enforce the rules, values and objectives of MSYFL, or exhibits behavior which reflects discredit upon themselves or MSYFL, shall be referred to the Executive Committee of MSYFL for disciplinary actions. Said actions can range from fines to disassociation from MSYFL.

2. Each member is responsible for the safety of the league's officiating

crews. This includes from the crew's arrival until their departure. Each league member is responsible for keeping all verbal and physical abuse away from the aforementioned crew. Any member found to be in violation of this rule will be required to attend an Executive Committee meeting on the Wednesday following the alleged violation. Penalty for this violation is a fine not to exceed \$500.00 (five hundred dollars) and possible loss of remaining home dates. MSYFL is dedicated to the safety of all of its members including the officials.

## **SECTION II – DIVISIONS**

### **A. LEAGUE DIVISIONS**

1. M.S.Y.F.L. shall consist of as many Divisions as necessary (as determined by the Executive Board) to insure competitive play among all league members. All divisions shall be numbered Division I, II, III, etc... Division I shall consist of those communities and organizations that should participate in competition with the larger communities in the league. Division II shall consist of organizations and communities that have been unable to compete successfully in Division I or in the opinion of the Executive Committee would not be able to compete successfully at the highest level. Upon entering the league a community or organization may state a preference to play in a particular division however the Executive Committee shall make the final determination. Each division shall have championship games and receive the same consideration as all teams have received in the past. When required other divisions shall consist of smaller organizations and / or organizations entering their initial year of play in the league. (If no other recommendation applies).

### **B. TEAM ASSIGNMENTS**

1. Communities/teams shall be assigned to league divisions by the Executive Committee. The following factors must be considered by the committee when making assignments: (1) The expressed desire of the community. (2) The overall team record for the community's triple letter designated teams. (3) The need to insure competitive play throughout the entire league. The Executive Committee will review all communities/teams in Division I and II after the close of each season. Any community or organization that will be assigned to a different division shall be notified not later than the League's March meeting.

### **C. APPEAL OF DIVISION ASSIGNMENT**

1. A community or organization may appeal its assignment to a particular division. A written "Notice of Appeal" must be given to the league Secretary not later than ten (10) days after notification of movement to a different division. The Secretary shall notify the community's league representative of the date, time and place of the appeal hearing. The decision rendered at the appeal shall be final.

## **SECTION III - TEAM/PLAYER ELIGIBILITY**

- A. All league members must field all triple teams at pre-determined closing time on "FEE NIGHT" with at least eleven (11) players on each of the declared triple teams, AAA, BBB, CCC and /or Double teams if playing at the double level. All other teams must be declared at this time. Any league member not complying with this rule will not be eligible to participate in Mid-State Youth Football for the up coming season. FEE

NIGHT is the time to roster. It is not an “add-on” night. Adding or removing teams after FEE NIGHT must be the exception and must be done no later than Tuesday following FEE NIGHT. The following two (2) Fridays are noted as add-on nights for any new or remaining players. This rule may not be waived by any member of the Executive Board or any other person.

- B. Communities/associations/organizations must pay an entrance fee of **\$300.00** for each team fielded. Insurance is required for each player and cheerleader. All league members must pay its proportional share of the league’s insurance expense (This amount will be determined each year) and a fee of \$6.00 for each player and cheerleader. All fees must be paid by the pre-determined closing time on FEE NIGHT. Insurance is required for each player and cheerleader to participate and must be paid when added to league roster.
  
- C. Optional teams may be fielded in Varsity, AA, A, BB, B, CC, C, PW and Jr. Pee Wee age groups. Before fielding single teams, players must try out for the double team in that age group. After the double team or teams are picked, the remaining players are released to the single teams. This applies to Division I.
  - 1. When two or more double/single teams of an age group are formed, **THESE TEAMS ARE TO BE DRAFTED AS EQUALLY AS POSSIBLE**, monitored by the program director. Please remember, this is a direct reflection on the leadership of the community involved. The goal is to have double/single teams divided as equally as possible. No stacked double teams permitted. Evidence of such will be referred to the Executive Board for review and action if necessary.
  - 2. A child may not drop to a double/single team for any reason other than failure to make the double/triple team. All players must go through the triple age group before getting released to the double/single teams. Jr. Pee Wee is considered a single team.
  - 3. Any community from Division I wishing to play singles instead of doubles must submit a request in writing to the Executive Committee not later than the first FEE NIGHT. The Executive Committee shall meet on all request and rule for or against each. The decision of the Executive Committee will be final. The same will be done for any Division II team wishing to play doubles instead of singles.
  
- D. Eligibility of Players
  - 1. Age
    - a. Breakdown of age of players on July 31 is as follows:  
Varsity 13 – 14                      CCC-CC-C 6-7-8  
AAA-AA-A 11 – 12                  Pee Wee-Jr. Pee Wee 5 – 6  
BBB-BB-B 9 – 10
    - b. Each player must provide an original birth certificate, certified copy or notarized copy to be verified by a league Executive Committee member. Record of players who legally participated in your program last year will be accepted. **NO OTHERS.**
    - c. Birth certificates must be verified before the first scheduled League game or player must be dropped from the roster.
    - d. All players must play in their assigned age brackets. If a Pee Wee team is fielded, six (6) year olds must play in the Pee Wee division (**NO EXCEPTIONS**).
    - e. Rosters are to be verified by the Division President for all his division except his home community, which can be handled by another Board member. If any Board member sees a player, which he/she thinks, should be playing at

a higher level of competition, they can refuse to roster said player. The entire Executive Board will then take a look at the situation and decide at what level said player will be allowed to participate. Players who play triple ball when they are of the junior age of their age bracket (CCC at 7, BBB at 9 or AAA at 11) must play triple ball the next year unless they played triple ball as a result of no double team being offered or they played in another community.

2. Each member is assigned a geographic boundary zone for recruiting of players. **Each members "zone" shall be designed to provide the member an area that is competitive with other members zones in terms of area and potential player population. Zones may be reviewed periodically by the Executive Committee. The Executive Committee may recommend zone changes to the Board of Directors to maintain competitiveness and the well being of league. Zones may be designed so as to provide buffer areas between member communities. Said buffer areas shall be known as "neutral zones" the intent of which is to provide buffer areas between member communities and to provide possible areas for expansion. Any player that maintains a permanent residence within a neutral zone may register and play with any member community.**
  - A. Parents whose child / children are above the age of six (6), who have never played football in the MSYFL, shall be free to play with any league member.
  - B. Parents whose child played the prior season in the MSYFL, and who maintain a permanent residence within the zone of a member community may seek a release to register and play with another MSYFL member. The release shall state the reason for seeking the release and shall meet one or more of the following criteria: (1) Transportation hardship due to work and or school schedules or locations. (2) Irreconcilable differences between parent and MSYFL member. The intent of this rule is to ensure that every child can participate in MSYFL activities.
  - C. All release must be completely filled out with the requesting parents signature, reason for request, and the signature of the releasing members representative prior to the child being placed upon a MSYFL roster.
  - D. All releases are non-transferable.
  - E. All releases are valid until the player plays on another organized team.
  - F. Any child living in the same household with their brother does not have to obtain a release to play in the same zone as their brother is playing.
  - G. All releases must be on file with the league secretary to be valid.
3. Players having met all the requirements of the league and who at their discretion wish to play in this League may not be members of any other organized team. Being a member is defined as being on the official roster and **the appropriate fees have been paid to the league.** Being organized is defined as having official rosters, officially posted schedules and playing against more than two (2) other outside organizations. Flag football and touch football are not held against a player.
  - a. Trying out for a team, which includes regular practicing, does not disqualify a player from playing in the Mid-State program. The boldface phrases are understood to mean any membership of a group, or number of persons associated together, engaged in any participation in the sport of football

against any organized opponent. Note: This does not apply to intramural sports where as the group or team plays no outside opponents.

- b. All players may practice and/or play with only one organized team, SIMULTANEOUSLY.
4. No player may be added to league records after the second of two (2) official add-on periods. These being the Friday before the first league scheduled game and the Friday before the second league scheduled game. Birth certificates must be verified before being added on. Varsity teams will have an additional add-on night, which will be the Friday after the last regular MSYFL add on date.
- E. If a player is found to be illegal because of an altered birth certificate, or any forged document, said player is suspended for one (1) year.
  1. If a coach or representative of the team in question is found to have had any prior knowledge of events that transpired, the coach or representative of the team in question will be suspended from Mid-State Youth Football for one (1) year with a request for re-instatement into MSYFL the following year, with approval from the Board of Directors.
  2. The program in which the illegal child was found shall be put on probation for one (1) year and a possible fine to the program.
3. Any team or organization who allows a player to change numbers, participate under a false name or attempt to illegally influence the outcome of a game, shall be placed on probation (as provided in Sec II-E1 and Sec II-E2 above) and fined \$250.00.
4. Repeat offenders of illegally rostered players shall be punished as follows:
  - a. Any two (2) violations within a sixteen (16) month period shall result in automatic suspension for two (2) years of the right to participate and the right and privileges of MSYFL. Members may reapply for membership in the MSYFL after the 2-year suspension has passed by appearing before the Board of Directors for confirmation.
  - b. It shall be the responsibility of each coach involved with teams to make sure that all players are legal to participate in MSYFL. This rule applies to head coaches and all assistant coaches.
  - c. It shall be the responsibility of the director of each community / organization to oversee all rostering procedures and to make sure that all above rules are adhered to.
  - d. Any director found in violation of any rules involving the rostering process shall be punished as set forth in Sec III-E1 and Sec III-E4a.
  - e. Any complaint involving the rostering of players or teams must be filed by written complaint with the Ethics Committee. That committee shall have complete enforcement powers of the said complaint. This shall be a closed meeting consisting of the Ethics Committee members and not more than two (2) representatives from the community accused of inappropriate rostering of players. The Committee chairman may request the presence of other persons if required to resolve the matter.
  - f. Use of an ineligible player is an automatic forfeit of each game rostered.

## **SECTION IV - ROSTER/PLAYER ACTIVATION**

- A. Rosters must be filed with the League at the annual "Fee Meeting" and must contain the following information: Player's name, date of birth, resident address, zip code, with which team last played, school attending and also Head Coach's name and phone number.
1. A fee of \$6.00 per player and cheerleader must be paid to the League.
  2. All teams are limited to twenty four (24) players. The Executive Committee may grant waivers of this rule. Communities/associations/organizations wishing waivers of this rule must petition the Committee in writing, stating the reason for the waiver. The Executive Committee will meet to consider the waiver but the program wishing the waiver must be present to present their reason for requesting the waiver. A maximum of thirty (30) players will be allowed to any team granted the 24 player exemption. Communities/organizations with a team that exceeds 30 players will be required to field an additional team to reduce the number of players below the maximum. No add-ons will be granted to any team once the 30 original players are rostered.
  3. After team rosters are filed no player may be transferred either down or laterally. Players may be elevated at any time prior to his/her last regularly scheduled game. Note: No player may be elevated specifically for playoff and/or championship games.
  4. No unofficial request for roster information shall be allowed.
  5. All game rosters must be printed or typed.

### **B. Pre-Game Roster and Weight-In Procedures**

1. Time for weight-ins shall be 20 minutes before scheduled playing times. The "Home" field director has the responsibility to oversee this function or appoint a person who is versed on this rule to oversee this procedure.
2. Within twenty (20) minutes before scheduled game time, opposing coaches are to exchange rosters on the official League approved form, containing all players names, correct jersey number and report any rostered player who is absent. Rosters are to be retained by a home field representative and given to the league secretary at the next scheduled league meeting only if there is a problem at the weight-in with either team. Any coach not using the prescribed form must sit out the next game.
3. The "home team" will weigh-in first. An official representative from the home facility must be present during the weigh-in process. The Head Coach of the home team may not be that official representative. Coaches have the option to officially weigh players that must strip to weigh and place names on the roster as a result of that weigh-in as long as the opposing coach agrees. This can be done before the scheduled 20 minutes prior to weigh-in.
4. All underweight players may wear one (1) stripe or no stripe on helmet.
5. At the time of pre-game roster exchange, official weigh-in of each single striper and check-off of each double striper will occur. Any player not available for pre-game weigh-in forfeits their right to play until approved by the opposing team designated coach. This must be completed before the start of the third quarter during the half-time break. If the opposing coach refuses to check player, player automatically becomes eligible for the second half. This is to verified by

an official officiating that game. Failure to comply with half-time check of players will result in a one game suspension of the violating team's head coach.

6. A single striper exceeding maximum weight limit shall be eligible to play as a double striper but must have two stripes on the helmet. Any player having the wrong jersey number will forfeit right to play in that game. No one can authorize a player with the wrong jersey number to play. Violation will result in a one (1) game suspension for the violating coach.
7. Any player failing to have the proper stripe (stripes) on helmet shall be removed from the game until corrected.
8. Players may attempt multiple weigh-ins during the official weigh-in period. The official weigh-in time is over when the home team has checked off the last double striper on the visiting team's roster. No more weigh-ins are permitted after that time until half time of that game. For the purpose of this rule, the official weight of the player is defined as the weight of the player minus all of his/her equipment. Players may not weigh-in nude. Players may strip to boxers or briefs. **A player may strip to boxers or briefs only if his parents or legally appointed guardian is present at the weigh-in and the parent undresses and dresses the player.**

#### SECTION V - WEIGHT LIMITS/PLAYER POSITIONS

- A. The backfield and end maximum limits are as follows: \*

AAA – 135	BBB – 110	CCC – 90	Varsity – 175
AA – 125	BB – 100	CC – 80	Pee Wee – 65
A – 110	B – 90	C – 75	JrPW – 60

**\* each weight limit will increase by three (3) pounds effective week six of the MSYFL schedule**

- B. Any player exceeding maximum weights of backfield and end will be designed as a "monster man" and shall wear two (2) stripes on helmet.
1. There may only be five (5) monster men in the offensive lineup. These five will be in the positions of Center, Guards and Tackles. In the offensive set, these men must be within one (1) yard of the line of scrimmage. These monster men must be in a three (3) or four (4) point stance at the snap of the ball and they must be within overall spread across the line of scrimmage of fifteen (15) yards. Varsity and AAA offensive linemen may be in a two, three or four point stance at the snap of the ball.
  2. There may be only four (4) monster men in the defensive lineup. They must be within one (1) yard of the line of scrimmage at the snap of the ball. These monster men must be in a three (3) or four (4) point stance and inside the normal position of the offensive end. Double striper infraction is a five (5) yard dead ball penalty. A monster man cannot line up outside of the normal position of the offensive end. This means if the offensive line is unbalanced, the defensive line does not need to adjust to said alignment and a monster man in this case can be outside the offensive end. However, the defensive monster man must not be outside the normal position of the offensive end.
  3. There may be five (5) monster men in both offensive and defensive lineups on free kicks. The five (5) monster men on the receiving team must be between

the thirty (30) and thirty-five (35) yard lines when the ball is touched by the kicker.

4. No monster man can advance the football at any time. They can kick-off. Monster men can punt and / or kick extra points only if there is a free kick.

## SECTION VI - PRACTICES, GAMES, OFFICIALS AND HOME FIELD

### A. Practice Regulations

1. Fall practice will start on the last Monday in July **unless an earlier date is mandated by the League's Board of Directors**. No team practice will be allowed before this date.
2. Practice is limited to three (3) days a week in pads after the first game of the Official League Schedule.
3. The first three (3) days of practice will be in shorts. No contact, no pads.

### B. Games

1. All games will be played according to the Official League Schedule. The Official league Schedule shall begin the last Saturday in August each year. No schedule will be adjusted after the initial schedule is turned in without the approval of the Schedule Committee and the opposing commissioners.
2. Games can be postponed due to weather conditions only. No decision will be prior to game day. Games will be called off only by the head game officials and the representative from the home team.
3. Any cancelled game due to weather conditions will be played on the same field either Sunday, Monday or Tuesday. If weather conditions prohibit, games will be re-set at the quickest possible time and with Commissioner's approval. A-B-C (triple league) will take priority over teams in the "double or single league".
4. All quarters will be ten (10) minutes each and fifteen (15) minutes allowed between halves.
5. All games will be played under National Federation of Football tie breaking rules.

### C. Officials and Penalties

1. All games will use three (3) officials except CC, C, Pee Wee and Jr. Pee Wee which shall use two (2).
2. Penalties will be either five (5) or ten (10) yards except unsportsman-like conduct and illegal equipment which shall be fifteen (15) yards. Double striper infraction will be a five (5) yard **dead** ball penalty. Enforce dead ball foul before the snap.
3. The Head Referee or any member of the officiating crew will issue one (1) warning resulting in a penalty for any coach who is acting in a manner to disrupt the flow of the game or if the referee feels the coach is inciting negative reactions with his parents due to a call made during the game.
4. The Head Referee will have the power to eject from the game any coach whose conduct is not proper or if a coach cannot control his parents and/or spectators after the warning flag referred to in C3 above.
5. Abuse of game officials shall not be tolerated. Any avoidable contact (striking with any part of the body, spitting, throwing of objects and any other acts deemed unsafe by the referee) shall be deemed threatening and will result in immediate ejection from the park for the remainder of the day.
6. All officials must sign in at the press box if they are officiating a game at that field. Failure to do so will result in forfeiture of pay. Sign-in sheets will be

turned in to the league treasurer. The Committee on Officials must furnish the official league sign-in sheet.

7. The Lead Official has the authority to remove any fan from the field perimeter and relocate fan to the stands. After this fan replacement the fan becomes the responsibility of the home field director. Failure to leave the field perimeter will cause a fifteen (15) yard penalty on the violator's team.
8. If a game is terminated by the officials due to the conduct of a particular team's sideline behavior, the opposing team will be awarded a win.
9. **There will be only two types of conferences allowed during timeouts: 1. Coaches (1,2,3, or more), players and attendants within 7 yards of the team bench. 2. The head coach can meet with the referee and linejudge to discuss the application of a rule, also within 7 yards of the team bench. Only teams which allow coaches on the field by rule will be allowed one (1) extra coach and two (2) attendants to attend the huddle on the field during a time out.**
10. **Any coach who grabs the facemask of his own player on the field in an aggressive manner will be assessed an unsportsmanlike penalty. The Head coach will also be assessed the penalty if it is one of his assistants. Yardage will not be marked off for the first offense. In addition, the offending team will lose all of its time out privileges for the remainder of the half. A second occurrence during the game will result in the removal of the offending coach and the head coach from the game and yardage will be assessed. Fines will be paid to both the league and their program. The amount will be determined by the Executive Committee on a case by case basis.**

#### D. Home Field Responsibilities

1. Each team must have a home field unless it has a working agreement with another team. If a team has no home field, it must come up with a playing field within two (2) years.
2. Each game (first if more than one (1) played) should not start without a proper salute to the Flag with the National Anthem being played.
3. The home team will be responsible for the adult chain crew and the person for the invocation. Adult crew will be enforced.
4. Each home field is required to have a set of balance beam scales available for use by all participating teams.
5. Each home field is required to have a certified fifty (50) pound weight.
6. Yardage chain shall be operated on same side of field as home team, or if neutral field, on opposite side of press box.
7. MSYFL is responsible for providing official clock operator. The head referee shall correct an obvious timing error if discovered prior to the second live ball following the error, as required under responsibilities and procedures of officials in National Federation Rules. In the event of a referee's disability during play, an appointed member from the home facility will operate the clock. If the referee is not operating the clock, the visiting team may send a representative to the press box to oversee the clock operation.
8. Each home field shall provide an enclosed area to conduct the official pre-game weigh in.
9. Each home field responsible to designate a representative for the opposing team coach to seek out with any questions or problems that develops during their visit to that field. This will be done at all official weigh-ins for all opposing coaches.

10. Home field is required to allow visiting teams the right to pre-weigh any and all of their players as the need arises. This must be done before the teams are called for the official weigh-in. After the official weigh-in has been called, all weights become official. Failure to abide by this rule will result in a \$250.00 fine for the home team's community / organization. A coach from the visiting team must be present at the scales or that team will forfeit its right to the scale facilities before the official weigh-in. This rule does not require an opposing coach to check any players before the official weigh-in period. It only insures that visiting coaches will have access to the scales upon his/her arrival. Checking players before the official weigh-in time is still a courtesy and is not a requirement. (The executive board strongly suggests that this be done to speed up the weigh-in process).

E. Field Specifications

1. Require a field inspection of each program's facilities each year. Fields not making league requirements will not be allowed to be utilized for league play.
2. The fields of play must be eighty (80) or one hundred (100) yards in length, at the discretion of the home team, not including end zones. Forty-five (45) yards to standard width will be accepted. Fields of play for Pee Wee and Jr. Pee Wee teams shall not exceed eighty (80) yards. No goal posts will be required, but a press box and working clock will be required. No objects shall be within a reasonable distance of the playing field that could be a hazard to players and coaches. The field inspector shall determine "reasonable distance". If a field does not pass inspection, no games may be played on that field until corrections have been made and a new inspection completed certifying the field of play.
3. All cheerleaders will remain on side of field with their respective teams except: In case of stands only on one side of field; home team if requested, will be required to sit on stands side along with their cheerleaders. Request must be made at weigh-in.

**SECTION VII -UNIFORMS AND EQUIPMENT**

- A. Jerseys must be uniformly numbered with not less than four (4) inch numbers on the front and six (6) inch numbers on the back in a color arrangement that is easily readable. Each player shall be numbered 00 through 99 with no relationship as to position. Players will not be allowed to play with an unnumbered jersey.
- B. All players must be fully equipped before entering the game. That is: helmet with face guard, shoulder pads, padded football pants, mouth piece and chin strap. Mouthpiece must be in mouth and chin strap snapped when at line of scrimmage. Penalty: Dead ball five (5) yards.
- C. Helmets must be of full suspension type, or air-cell type, and NOCSAE certified.
- D. Shoes must be in good condition with no exposed metal. All kickers must wear a pair of shoes. No barefoot kicking will be allowed.
- E. Current uniform color scheme on file with League Secretary shall take precedent over new teams. A community/organization may outfit players with uniform items within their approved color scheme. In situations where a color is a part of the color scheme of multiple communities / organizations, the community/ organization which has been a member of the league for the longest period of time is entitled to wear

that color as its primary jersey color in all league games. Other communities / organizations may choose to have jerseys of the same color. However, when playing teams from a senior community / organization with the same jersey color, they must wear a different color jersey (players must wear the same uniform number as their principle uniform jersey) or provide a scrimmage vest of a different color (which must be worn over the player's numbered jersey) for each player on the field between the sidelines during a game. If a part of a team's jersey is the same color as the more senior league member, the Senior Official and Field Director shall decide if a vest is required for the game to be played. (Editor's note: If your jersey conflicts with another team's colors, be sure to determine before the season if you play that team and who is the senior most community. If you determine that your organization has the least seniority, then you should provide every team that is going to play the senior team a set of scrimmage vests. By passing this rule, you have made it illegal to play games without first satisfying the above criteria and no appeals will be heard.)

- F. Footballs to be junior or youth in size (TDY or TDJ or other manufacturers) for all A & B Division teams and CCC and CC teams. All Pee Wee, JrPW and single C teams use either junior or K2. Footballs are to be leather or rubber in composition. The varsity will use **TDY** or regulation high school ball.
- G. Any team that must use two (2) separate colored jerseys, (players) must wear same number in both colors.

#### **SECTION VIII-SPECIFIC RULES**

- A. Unless stipulated, all other rules shall be these rules of the National Federation of State High School Association (N.F.S.H.S.A.).
- B. The offensive Center may snap the ball from a forty-five (45) degree angle or more.
- C. Successful try for point after touchdown is awarded one (1) point by running play and two (2) points by a forward pass play, completed beyond line of scrimmage or by place kick.
- D. The free kick line shall be the thirty-five (35) yard line when the game is played on an eighty (80) yard field and the forty (40) when the game is played on a one hundred (100) yard field.
  - 1. During a kick-off that goes out of bounds, the receiving team can: (1) Take the ball at the point where it goes out of bounds; (2) take a 5-yard penalty against the kicking team and re-kick, or (3) take the ball 1st and 10 at their own 30 yard line when the game is played on an eighty (80) yard field and the 35 yard line when the game is played on a one hundred (100) yard field.
- E. Overtime procedures will be as outlined in N.F.S.H.S.A. rules.
- F. When difference in the score is thirty-three (33) points or more at the end of the third (3<sup>rd</sup>) quarter, the game shall be terminated at that time. When the difference in the score becomes thirty-three (33) points or more during the fourth (4<sup>th</sup>) quarter, the game may be terminated at the discretion of the losing coach. If the game continues, the clock shall run continuously except for time outs due to injury.

- G. Wearing a cast during a game must be pre-approved by the game referee. The requirements include the covering of all hard parts of the cast area with a minimum of one-quarter ( $\frac{1}{4}$ ) inch foam pliable padding and accompanied with a written permission on preprinted letterhead by a certified medical professional. This documentation must be given to the referee of each contest for each week the player participates or is involved at weigh-ins as a rostered player for such contest.
- H. Any player whose kneepads do not completely cover the player's knee without rising during the play will be removed until corrected. Any further violation may require a 15 yard penalty for equipment violation.
- I. Rules may be added, deleted or amended by the following manner:
1. Proposal must be submitted to League Secretary in written form.
  2. A minimum of seven (7) days written notice of the proposed change shall be sent to all members entitled to vote thereon. Notice may be sent by email or written correspondence.
  3. The notice shall state the date, time and location of the meeting and shall set forth the proposed change.
  4. The proposed change must be approved by two-thirds of the members present and voting.
- J. CC, C and Pee Wee Special Rules
1. Defensive alignment in CC, Pee Wee and Jr. Pee Wee Division shall be restricted to a six (6) man line (no more or no less) with no linebackers within two (2) yards of the line of scrimmage when line of scrimmage is located between the twenty (20) yard markers or inside the twenty (20) yard marker of the offensive team. No blitzing of linebacker will be allowed when line of scrimmage is located at the stated above. A five (5) yard penalty for illegal procedure shall be marked off against the defensive team when rule is violated. If a linebacker is two (2) yards away from the line of scrimmage at the snap of the ball, he may proceed to any point on the football field at that time. Reading a play and going to the ball DOES NOT constitute a blitz under Mid-State rules. REMEMBER, IF THE LINEBACKER IS TWO (2) YARDS AWAY FROM THE LINE OF SCRIMMAGE AT THE SNAP OF THE BALL, THERE IS NO BLITZ.
    - a. In **CC**, C, PW and JrPW games each team will be allowed one (1) coach on the field when playing offense and defense. Once all players are set at the line of scrimmage and the quarterback begins his/her cadence, both coaches on the field must:
      1. If on offense, be ten (10) yards from the line of scrimmage and two yards behind the deepest running back.
      2. If on defense, be two yards behind the deepest defensive player. Once all players are set at the line of scrimmage and the quarterback begins his/her cadence, both coaches on the field of play may not instruct or communicate with any player in the game. Violation of this rule will result in a ten (10) yard "illegal participation" penalty. Repeated violation of this rule will result in the replacement of the coach on the field by the referee.
  2. Punting
    - a. CCC, CC and C teams may have a free punt only on fourth (4th) down by coach verbally declaring to game officials. Offensive team must be in punt formation with maximum seven (7) men on line of scrimmage and ball must be snapped from Center to Punter.  
A monster man may punt when the free punt rule is in effect.

- b. Pee Wee and Jr. Pee Wee teams may declare a free punt only on fourth (4th) down. Official will place ball twenty (20) yards downfield from line of scrimmage, but no closer than the ten (10) yard line.
  - c. No kick-offs for Jr. Pee Wee teams.
3. Mandatory Playing Time
    - a. All CC, C, Pee Wee and Jr. Pee Wee players must participate in every game present.
  4. No amplified P.A. system allowed except the official M.C. or Play announcer.
    - a. The P.A. announcer(s) should be at least 15 years old.
    - b. The P.A. announcer(s) shall not condemn or speak despairingly about the players, coaches, or officials participating in a M.S.Y.F.L game.
    - c. The P.A. announcer(s) shall not provide "commentary" during play! They shall be permitted to speak between plays, when the ball is not in motion. Once the ball is snapped, the announcer shall not speak again until the play is whistled dead by an official. Music may be played before the game, during half time or after the game, and before each kick-off. Only after the attempt for an extra point is over may music be played. Any violation of this rule will result in the immediate forfeiture of that team's right to use the P.A. system for music the remainder of the day.
    - d. The home field coaches, representatives and league officials shall monitor the conduct of all home game announcers and encourage the courteous enforcement of these rules. Play may be stopped by an official or league representative, if such actions are warranted, until problems and violations of this rule are corrected. If an official or league representative instructs a P.A. announcer to alter their comments and such abuse continues, the site director will be instructed by the officials to terminate the P.A. system for the remainder of the game(s) that day.
    - e. The ethics committee shall review and discuss any written complaints submitted by coaches regarding violations of this section. The purpose of this regulation is to provide a spirit of professional conduct standards and to limit the verbal abuse of players by adults and non-participants.

## **SECTION IX -LEAGUE ADMINISTRATION**

### **A. Protests**

1. A protest Committee shall consist of five (5) members including at least one (1) from each Division, to be elected for one (1) year term by Board of Directors. This committee shall act on all protest.
2. Protests must be submitted in writing and delivered to a Protest Committee Member and Defendant Representative within forty-eight (48) hours following ball game to be valid and must include a \$50.00 check which will be returned if protest is upheld.
3. At least three (3) Committee Members must agree on protest decision, which shall be directed to both parties within seventy-two (72) hours of protest receipt.
4. Appeal may be submitted to Executive Committee in writing within twenty-four (24) hours of decision receipt with a \$25.00 *non-returnable* check.
5. A team must give at least 48 hours notice if they are not going to appear, for any reason, at the jamboree or regularly scheduled game. All declared teams are required to play in the jamboree. Any team violating the above provisions is

subject to a fine by the ethics committee not to exceed \$500. Fines will be handled on a case-by-case basis.

B. Ethics Committee

1. An Ethics Committee shall consist of five (5) members, including League Secretary and at least one (1) from each Division, to be elected for one (1) year term by the Board of Directors to rule on all unethical or unsportsmanship incidents by coaches, parents, players, cheerleaders, spectators, and all other participants in league.
  - a. At least three (3) committee members must agree on Ethics Committee ruling.
  - b. Written appeal may be filed with Executive Committee with a \$50.00 *non-returnable* check.
  - c. All parties must be present in order to discuss a protest or an appeal. If the Protest or Appeal party is not present at their respective meeting(s) the case will be dismissed and they forfeit all money. If the defendant is not present, decision will be in favor of plaintiff and money returned.

C. Conduct of Coaches and Non-Coaches

1. Coaches who are removed from a game by Officiating Crew are automatically suspended from any further contact, direct, or indirect, with his/her team while the team is within the designated playing and coaching area for this game and the team's next scheduled game. This coach is forbidden to have any contact, direct or indirect, with the official after the ejection. If a coach approached an official after an ejection, for any reason whatsoever, he/she will be suspended for an additional game. This is to ensure the safety of officials during the games in which they are there.
  - a. Violations of conduct by coaches and non-coaches shall be handled at the scene by both league directors or their appointed representative's in an effort to maintain a safe atmosphere. League director of field where problems occurred must report the problem to League Commissioner within 48 hrs. or possibly face reprimand.
2. Any person involved in a non-coaching incident, asked to leave the property by the officiating crew or area director, is automatically suspended from any further contact direct, or indirect, for the remainder of the day or days, (in case of Sunday games) and the following weekend of scheduled games for his/her area.
  - a. Any suspended person may submit a written request of appeal directed to any Executive Committee Member.
  - b. Any official ejecting a coach from ball game must, within forty-eight (48) hours, provide explanation of the incident to be directed to League Commissioner and the League's director of officiating.
  - c. Any coach or team representative who fights at any MSYFL function is barred for two (2) years. If he/she fights the second time, the ban is for life.
3. Any coach ejected from a game for any reason, shall be fined \$50.00. If a coach receives two (2) unsportsmanlike conduct penalties during a game, the offending coach shall be ejected, fined not less than \$100.00 and suspended from coaching his next game. A coach may not resume coaching duties at any game until any accrued fines are paid to the league treasurer. Any community / organization which allows a suspended coach to resume coaching activities in

any league game before fines are paid shall incur a \$100.00 fine for each occurrence.

Fine must be paid to the league treasurer before coach is allowed on the sidelines in any capacity.

- a. Coaches may appeal fine to the executive committee by written request. Request must state reason for appeal. If an appeal is granted, a date and time for hearing appeal will be set by the executive committee. Failure to appear at the hearing will void the appeal.
  - b. Fines will be paid to the treasurer of MSYFL within 6 (six) calendar days.
  - c. Any coach ejected two (2) times in any one season will be suspended for the remainder of that season. This includes any and all play-off games.
- D. Any violation of the above-mentioned rules shall be handled by Ethics Committee after a written complaint has been filed. Complaint should be filed within 48 hrs to any Ethics Committee member.
- E. All fines must be paid to the league treasurer within six (6) calendar days of notification that a fine has been imposed. Coaches who fail to pay fines when due are not eligible to coach or have any direct or indirect contact with their team on game days. Communities / organizations that fail to pay fines within six (6) calendar days shall become ineligible to receive a share of any distribution from the league's Community Revenue Sharing Program.
- F. If a community's / organization's team forfeits a game, without proper notification to scheduling committee, a forfeit cost (the amount the league is required pay officials for the game) shall be assessed as a fine against that community. The Executive Committee shall review the reason/s for the forfeit to determine if the fine should be suspended.
- G. All Mid-State Coaches have to complete the NYSCA and Mid-State Certification process. (Editor's Note: NYSCA Certification costs \$20.00 and Mid-State Certification cost \$5.00 before August 1<sup>st</sup> and \$10.00 after August 1<sup>st</sup>) **All coaches must be certified by the 1<sup>st</sup> regular season game.**  
All coaches who have completed the program will be issued a card indicating they have completed the program, League officers shall have the authority to require a coach to produce his/her card at any game, event, or practice session.
- H. Game scores shall be reported to the league's designee no later than 8:30PM each Sunday. Scores and standings shall be updated no later than 9:30PM the following Tuesday. Failure to report scores by the deadline shall result in fines and/or sanctions: First failure -- \$100.00 (one hundred dollar) fine; Second failure -- \$200.00 (two hundred dollar) fine; Third failure -- \$400.00 (four hundred dollar) fine plus your next home game will be moved to your scheduled opponent's home field. If that is not possible because your opponent does not have access to their field on that date, the game shall be assigned to a neutral site by the league President. Division Commissioners shall be responsible for reporting scores of Championship games. Community / Organization Directors are responsible for reporting scores for all games that take place at their home field of at any play-off game site where they are the host community / organization. **Call in all scores to 615-427-9241.**
- I. The Executive Committee shall have the authority to expend league funds to foster the league's marketing, growth, and expansion.

- J. All fees must be paid on fee nights that players are rostered. A late payment charge of 10% will be assessed on all accounts over 30 days. A late payment charge of 15% will be assessed on all accounts over 60 days. A late payment charge of 25% will be assessed on all accounts over 90 days.

## **SECTION X -JAMBOREES, SCHEDULES, AND CHAMPIONSHIPS**

- A. MSYFL will play a pre-season Jamboree. A team must give at least 48 hours notice if they are not going to appear, for any reason, at the jamboree or regularly scheduled game. All declared teams are required to play in the jamboree. Any team violating the above provisions is subject to a fine by the ethics committee not to exceed \$500. Fines will be handled on a case-by-case basis.
- B. Mid-State Championships will be hosted at one site for Division I and will include triples (Division I), doubles, pw and varsity teams. The second site will be selected for Division II and will include triples (Division II), single and Jr PW teams. MSYFL will secure permanent playing site for all league championships.
  - 1. The admission charge for all league jamboree games shall be five (\$5.00). The admission charge for all play-off games shall be four (\$5.00). The admission charge for all league championship games shall be five (\$5.00). Host communities shall be responsible for collection and payment of these fees to the league treasurer.
  - 2. Jamborees are to be two (2) quarters in length with the clock operating like a regular game. (No kicking). Each division will have on a rotating basis, a primary host and secondary host. The scheduling committee will work out with the host communities where each team will play.
- C. Schedules
  - 1. A schedule Committee shall be appointed annually by the Commissioner and consist of at least one (1) representative from each division.
  - 2. All team schedules will be comprised of eight (8) games, four (4) home, four (4) away, each team playing every team in its Division once.
  - 3. All teams will be in one division if there are seven (7) or fewer teams. The four teams with the best overall record will make the play-offs. #1 host #4, and #2 host #3.
    - a. All teams will be in three divisions if there are nine (9) or more teams. The eight teams with the best overall record will make the play-offs. If sixteen (16) or more teams make up a double league, the scheduling committee can put these in four divisions if so desired.
  - 4. If any team plays a division team twice during its regular season, the second game counts in the division standing. This rule is not in effect if the first week of play-offs is used as a part of the regular season schedule.
  - 5. Directors, where applicable, will take into account the amount of time needed for travel before posting game times.
- D. Playoffs
  - 1. There shall be playoffs for all teams.
  - 2. If regular season ends in tie, Division championships will be determined by the following methods:

- a. The two (2) way tie: Team that beat other during regular season will enter playoff as No. 1, other as No. 2.
- b. Three (3) way tie: if one team has beaten other two (2), he's No. 1. No. 2 will be decided by team that beat other.
- c. Three (3) way tie: if teams (three (3) or more) beat each other during the regular season, points scored for and against each other in Division would determine Division Champion and head to head competition would decide the runner up. Seventeen (17) points, plus or minus will be allowed.

Example:

Old Hickory 25 vs. Gra Mar 12  
 Gra Mar 13 vs. Inglewood 8  
 Inglewood 23 vs. Old Hickory 6

Inglewood scored 31, 19 allowed – net 12  
 Gra Mar scored 25, 33 allowed – net -8  
 Old Hickory scored 31, 35 allowed – net -4

Inglewood Division winner. Runner-up is Old Hickory decided by head-to-head. Old Hickory won 25-12. No. 2 spot to be team that beat other team.

- d. If team still tied, over-all records decide entry.
- E. Any community that does not average \$150.00 per playoff game gate receipts will be required to appear before the Executive Committee to show cause or pay the difference to MSYFL. Continued problems with the above rule will result in that community's forfeiture of future playoff games.
  - F. Bowl games are not to be scheduled or played on day of League championships.
  - G. Mid-State Championships
    - 1. All protests must be resolved during ball games for play-off and championship games. Local director will appoint a three (3) member committee to rule on any protest. This committee must include one representative from each participating team. The local director should take every precaution to be sure a fair-minded committee is in place.
    - 2. Mid-State Commissioner will assign representatives of each program a time to help at the championships. It is the responsibility of the program's representative to attend or have a substitute. Failure to be represented shall be an offense punishable by the Ethics Committee.

## **SECTION XI -SPECIAL NOTES**

- A. There will be no more than six (6) persons (this includes coaches, team moms, players from other teams, etc., but excludes Field Directors, Community/Organizations Directors, Cheer Coaches, Cheer Directors, and MSYFL Officials) other than players participating in the current game and chain crew on any sideline. Officials shall enforce this rule. Violation of this rule will result in a sideline warning. The second sideline warning will result in a fifteen (15) yard unsportsmanlike penalty. All coaches other than team staff such as team moms) must remain between the twenty (20) yard lines.
- B. Before play-offs start, each team participating will submit a roster listing football and cheerleading coaches for the team. No more than six (6) football and two (2) cheerleading coaches will be accepted. There will be no admission charge for these

listed coaches in any play-off or championship game in which their team is participating.

C. Play-off teams for Mid-State will be the top eight teams in each Division with the best overall records. Seeding of teams will then be done 1 – 8 by the best overall record. All ties will be handled per rule SECTION X (D2).

D. MID-STATE YOUTH FOOTBALL LEAGUE PLAYOFF BRACKET.

1. Seed teams 1-8.
2. #1 Plays #8
3. #2 Plays #7
4. #3 Plays #6
5. #4 Plays #5
6. #'s 1-4 are the home teams, unless they are in violation of MSYFL regulations and are unable to host. These games will be played at a neutral site determined by the Executive Board

E. SEEDING OF TEAMS FOR MID-STATE PLAY-OFFS

Two Way Tie:

1. Head-To-Head
2. Overall Records
3. Common Opponents: Record then points (using + or -17) net points maximum.
4. Coin Flip

Three (or more) Way Tie:

1. Head-To-Head if played - record = points (+ or -17 points net)
2. Overall Records
3. Common Opponents: Record then points (+ or -17 points net)
4. Coin Flip

NOTE: When settling a 3-way tie and only two of the 3 teams have played each other, before going to the common opponents for all three teams, take the team which won between the two that met and the third team and look at common opponents. This will decide first place for the three and then second place will be determined using the normal steps.

Tie Breakers for Non-Division winners will be decided by same procedure as used for Division winners.

F. Ethics Committee:

Ron Word	615-668-7424	President MSYFL
Patricia Ridley	615-834-7605	Secretary
Chris Lilly	615-895-3251	Treasurer

\* Plus the rest of the Executive Committee

G. Protest Committee:

David Himes	615-367-2696	Chairman/Division I Commissioner
Patricia Ridley	615-834-7605	Secretary
Ron Word	615-668-7424	President MSYFL
Larry Tidwell	615-554-0271	Division II Commissioner
Manuel Young	931-388-9755	South Conf. President (Div II)

## PERMANENT COMMUNITIES

FLATROCK(FR)  
**Larry "Bear" Tidwell**  
885 Bellevue Rd. Apt S-2  
Nashville, Tn 37221

GRA-MAR(GM)  
**Cromwell Stewart, Sr.**  
4213 Princess Lane  
Nashville, TN 37218  
(C) 554-0271  
(H) 615-299-9092

J. NEELY FOOTBALL (JN) **Steven Rouse**  
(C) 615-554-5750

LAVERGNE (LAV) **Luis Vera**  
1708 Newport Pl.  
Lavergne, TN 37086  
(H) 615-220-4464  
(C) 615-717-7065

MADISON (MAD)  
**Bobby Volovnik**  
524 E. Trinity Lane  
Nashville, TN  
(H) 615-262-1135

MAURY COUNTY(MC)  
**Manuel Young**  
2128 Polk Dr.  
.  
Columbia, TN 38401  
(H) 931-388-9755  
(C) 931-388-2276

MURFREESBORO (MUR)  
**Chris Lilly**  
See page 1

NCS (NCS)  
**Kelly Miller**  
615-474-7997

UNA (UNA)  
**John Patton**  
2856 Rural Hill Rd  
Nashville, TN 37217  
(H) 615-361-4151

WEST NASHVILLE (WN)  
**Ron Word**  
See page 1

WOODBINE (WB)  
**John**  
(C) 615-589-1860

**Call in all scores by 7:00PM Sundays to the number below:  
(615) 554-0271**

## **Playing Sight Phone Numbers:**

**Flatrock: 615-554-0271**  
**Gra-Mar: 615-495-1302**  
**Lavergne: 615-335-1799**  
**Madison: 615-202-8185**  
**Maury County: 931-286-0800**  
**Murfreesboro: 615-642-1152**  
**NCS: 615-612-2213**  
**Una: 615-399-1872**  
**West Nashville: 615-668-7424**  
**Woodbine: 615-589-1860**

### **INSURANCE AGENT**

**David Fleming**  
**(W) 615-383-8000**  
**(F) 615-383-8926**  
**david@spanninsurance.com**

**Call in scores not later than 7:30PM on Sundays**

## **Directions to Mid-State Youth Football Games**

### **Flatrock (Vols) Play at Cane Ridge Park**

Going I-24 East to exit 62 (Old Hickory Blvd.) turn right. Go 1.5 miles to Battle Rd and turn left. Come up Battle Rd to Cane Ridge Park entrance. Turn left into the park. Follow the road - field is on the right. **(NOTE): Old Hickory Blvd. turns into Burkitt Road. When coming down Old Hickory Blvd/Burkitt Road you will pass a Battle Road on your right. DO NOT turn onto this road.**

### **Donelson-Hermitage Warriors play at Ben West Park**

From downtown Nashville take I-40 East to the Stewarts Ferry exit. Turn left – get in right lane. Go past the Mapco to the entrance of Ben West Park (You'll see the sign at the entrance on your right).

### **Gra-Mar (Pirates) Play at Haynes Middle School**

Take I-65 North to Trinity Lane west exit. Take Trinity Lane to White Creek Pike. School is on the left.

### **Inglewood Panthes play at Maplewood High School**

From downtown Nashville take I-65 North to the Dickerson Road exit. Turn left at the Wendy's. Proceed to the school.

**Jess Neely Jaguars play at Shelby Park**

From the south take I-65 North toward Louisville to the Shelby Street exit. Turn right onto Shelby. Stay on Shelby until you get to the park. Enter the park and follow the road around the pond and softball/baseball fields to the football field.

From the north take I-65 South to Shelby exit. Turn right (away from downtown) onto Shelby then follow the directions above.

**LaVergne (Wolverines) Play at City Park**

From I-24, go north on Waldron Rd to Murfreesboro Rd (Hwy 70S). Go right (east) on Murfreesboro Rd. pass Stone's River Rd and take the first road on your left (Floyd Mayfield Dr.) Turn right on the first road (Patty) and the football field is located just over the hill.

**Madison (Titans) Play at Madison Middle School**

Go I-65 North to Old Hickory Blvd. (exit 92) and go east. The school is on your left and the field is behind the school. If you get to Gallatin Rd. you have gone too far.

**Maury County (Bulldogs) Play at Columbia Academy & Maury Co Park**

Take I-65 South to Saturn Pkwy. and go Saturn Pkwy to Columbia/Spring Hill exit. Follow the directions to Columbia off the Pkwy to Hwy 31 south. Saturn Plant is on your right. Take Hwy 31 to Columbia downtown. Turn right on West 7th st. Stay on west 7th st. (Hwy 412) and you will cross the railroad tracks. Turn left into the campus of Columbia Academy. The field is in the middle of the campus. ***The second playing site is located at Maury Co. Park. Go about a mile beyond the railroad tracks to the first stop street and turn left. Go a half mile and turn right on Lion Pkwy. Go another half mile and the Park is on your left.***

**Murfreesboro (Blue Raiders) Play at Raider Football Complex**

Go I-24 East from Nashville to exit 78-B (Murfreesboro exit). Go five (5) miles to Airport Road. Turn right then bear to left, look for fields.

**NCS (Cobras) Play at Martin Luther King School**

Take I-65 to 265 junction, go toward downtown and exit at Charlotte Ave. Go west to 17th and turn to the right. Go two blocks to 17th and Joe Johnson. The school is on the corner (Old Pearl High School)

**Southside Giants play at Franklin Road Academy (FRA)**

From south of Nashville take I-65 North to Harding Place exit. Turn left then go to Franklin Road. Turn right and proceed to the school. FRA will appear on your right.

From downtown Nashville take I-65 South to the Harding Place exit. Turn right then go to Franklin Road. Turn right then proceed to the school. FRA will appear on your right.

**UNA Bears Play at UNA Recreation Park**

From I-40 take Stewarts Ferry/Bell Rd. exit. Go west on Bell Rd. to the second traffic light (Smith Springs Rd.) Go right on the 3rd street on the right (Una Recreation Rd.) The park is on your right. From Murfreesboro Road go north on Smith Springs Rd. to Una Recreation Rd.

**West Nashville Broncos Play at Pearl-Cohn High School**

From downtown Nashville go I-40 west (toward Memphis). Take the 28<sup>th</sup> Avenue exit. Turn left then go to the first traffic light (Herman Street). Turn left (you should now see the stadium) on 27<sup>th</sup> Avenue. Turn left onto 27<sup>th</sup> Avenue then proceed to the school parking lot on your right.

**Woodbine Broncos play at Glencliff High School**

Take I-440 East to Nolensville Road exit. Go south on Nolensville Road to McCall Street. Turn left onto McCall Street. The school will appear on your left.

**Call in all scores by 7:00PM Sundays to the number below:  
(615) 554-0271**

