



COPPER STATE NATIONALS 11-MAN TOURNAMENT RULES

(Rev. 10/16/17)

INTRODUCTION:

Unless otherwise noted in the Copper State National Youth Tackle Football Tournament Rulebook, all games will follow the rules established by the National Federation of High School Rules (NFHS). NFHS rules are the standard in high school sports rules and regulations. Visit www.nfhs.com to receive a copy of the NFHS rules. Please contact a Copper State Nationals ("CSN") Tournament representative for rule clarification or with any questions you may have.

DIVISIONS (League Age as of 7/31/17):

8U Division

8 Years Old and Under = Unlimited Weight

9U Division

9 Years Old and Under = Unlimited Weight

10U Division

10 Years Old and Under = Unlimited Weight

11U Division

11 Years Old and Under = Unlimited Weight

12U Division

12 Years Old and Under = Unlimited Weight

14U Division (8th Grade Max)

14 Years Old and Under = Unlimited Weight

******A player's league age is based on their age on July 31, 2017.***



REGISTRATION:

1. Players shall register with a team in a division based on their age as of July 31, 2017. All players must satisfy the age and weight requirements to be eligible for participation.
2. Players are allowed to play in two divisions within the same organization. Players may only play up one division and cannot play down in younger divisions. No exceptions shall be made to this rule. **Please note, schedules will NOT accommodate dual rostered players.
3. Players shall not be allowed to play on two different teams within two different organizations.
4. Every team shall be required to present their Team Book containing a copy of every player's proof of age, signed Code of Conduct, signed Participation Contract and photo ID to the designated member of the CSN Tournament Staff for certification prior to their first tournament game. Team Books will not be accepted if the required documents for any player(s) are missing.

ROSTERS:

1. The maximum number of players allowed on a team is 30. No exceptions.
2. The minimum number of players to certify a team is 16. If a player prefers a certain coach, they must inform AYSL at the time of registration in order to help determine if a particular coach has enough players to start a team.
3. Once a player has been certified onto a team roster by CSN Tournament Staff, that player is not permitted to switch to another team during the tournament. Exceptions shall be made by CSN Management Staff on a case by case basis and only.
4. Rosters shall be locked on December 1, 2017.
5. Participants may not register for any given reason after the registration deadline of December 1, 2017.

COACHING:

1. The CSN Tournament strongly encourages parent involvement in all of our programs. Most of our coaches are parent volunteers.
2. Every team shall have a minimum of one designated head coach, one team manager and one certified CPR/First Aid Assistant.
3. A maximum of seven coaches, one team manager, one CPR/First Aide Assistant, one team water person and one team photographer shall be allowed on the sidelines for any given team. All sideline staff will be checked in with the team prior to every game. No other individuals will be permitted on the sidelines with the team including parents, siblings, players from other divisions, etc. **NO EXCEPTIONS.**
4. The head coach must be a minimum of 21 years of age. All other assistant coaches and team personnel must be a minimum of 16 years of age. Assistant coaches under the age of 18 years old must provide a Participation Contract signed by his or her parents. This document shall be placed in the back of the Team Book.



5. The head coach is responsible for all players, parents, team staff, volunteers, etc. on his or her sidelines.

FOR 11-MAN 8U, 9U AND 10U DIVISIONS ONLY:

1. One coach from each team shall be permitted to be on the field during the game. It is up to the head coach to determine which coaches shall be out on the field at any given time during the game.
2. Offensive and defensive coaches must be at least 15 yards off the line of scrimmage. If any coach interferes with the play of the game, accidentally or intentionally, an automatic 15-yard penalty will be assessed to the team. Two penalties will result in a head coach ejection.
3. The defensive coach must step out of the end zone on any plays inside the 20-yard line (red zone).
4. Coaches must STOP instructing the players once the players line up to the ball and the quarterback begins his cadence.

EQUIPMENT:

In order to participate in the Copper State Nationals Tournament, each player is required to wear mandatory equipment as described below:

- Jersey/Uniform
- A football helmet with a face guard with a properly fitted chin strap.
- Tinted visors are prohibited. All visors worn must be clear.
- All eye glasses must be made of non-shattering glass.
- A 7-piece pants pad set in compliance with NHFS regulations that suffice the needs of each player (pants with sewn-in pads are acceptable).
 - Thigh pads
 - Hip pads
 - Knee pads
 - Tail Pad
- Shoulder Pads
 - Pads worn must be appropriate to the player's Body Mass Index.
- Mouthpiece
 - Cannot be clear or white
- Cleats
 - Metal cleats or cleats with ANY exposed metal are prohibited at all times.
 - Molded/replacement cleats are acceptable.
- No jewelry can be worn during the games. NO EXCEPTIONS. This includes necklaces, piercings, watches, bracelets, rings, etc.
- No electronic communication devices/equipment is allowed.
- All hair coverings must be flush. No knots, strings, or dangling pieces.
- If knee braces are required, they must be cleared by CSN Tournament Staff prior to use in any game, and must be worn on the outside of their equipment/uniform.
- Athletic support – Males only (e.g., compression shorts; not hard cups)



HARD CAST POLICY:

A player is not allowed to participate with a hard cast at any time unless there is padding that corresponds with Copper State Tournament regulations as described below:

Any hard braces, splints, or guards that are to be worn on the elbow, upper arm, finger, wrist, or shoulder must have at least half-inch padding surrounding the entire cast (foam rubber or high density polyurethane). CSN Tournament Staff shall determine the approval of the padding and the player's eligibility for a league game.

GAME EQUIPMENT:

Each team must provide their own game ball of correct size at every game (brand irrelevant). Rubber footballs are prohibited during games. The required football sizes are as follows:

- 8U, 9U and 10U Divisions = PEE WEE Ball
- 11U, 12U, 13U and 14U DII Divisions = JUNIOR Ball
- 14U Division = YOUTH Ball

**Teams may use a larger size ball when they have possession of the ball.*

1. It is mandatory that teams provide a sufficient amount of water for players at every game. Only water is permitted on all turf fields; no food or any other beverages are allowed on turf fields.
2. Each team is required to provide their own kicking tee to use during games.

TEAM CHECK-INS

1. The official team check-in shall occur no less than two hours prior to the team's first scheduled game. For those teams scheduled to play at 8:00 a.m. on December 9th, the official team check-in will take place at 7:00 a.m.
2. All players must be present for the team to check-in.
3. CSN Tournament Staff shall weigh in every player, verify photos to players, and certify Team Books to verify player eligibility. (Please see Team Book Guidelines for required documents.)
4. All players on the same team shall have matching uniforms. Players shall wear the same jersey number throughout the tournament. Teams are not permitted to have duplicate jersey numbers. The jersey number each player checks in with prior to the first game shall be the jersey number he or she shall wear throughout the entire tournament. Exceptions shall be made by CSN Tournament Staff on a case-by-case basis.

GAME DAY PROCEDURES:

1. CSN Tournament Staff shall set up the field one hour prior to the start of the first game of the day. The football playing field will be 100 yards long and 50 yards wide.
2. Games shall consist of four 10-minute quarters. The game clock will not run continuously and will follow NFHS rules regarding the stopping of the clock.



3. Each team shall receive three time-outs per half. Unused time-outs do not roll over to the second half.
4. The offense is given a thirty-second play clock from the time the ball is spotted until the start of the next down.
5. There shall be a two minute intermission between quarters and a five minute intermission at half-time.
6. Teams shall be checked in no later than 15 minutes prior to the start of every game. The Team Book must be presented to the CSN Tournament Staff when checking in the players before every game. If the Team Book is not present at the time of check-in before each game, the team shall forfeit the game.
7. CSN Tournament Officials shall conduct the coin toss prior to kick-off after both teams have been checked in. The visiting team shall call the coin toss. The team that wins the coin toss shall be able to choose whether to kick, receive, or defer to the second half. At half-time, the teams shall switch directions.
8. In the event a particular field is without stands/bleachers, all parents and spectators have to be a minimum of 15 yards behind the team on the sidelines. CSN Tournament Staff shall STRICTLY enforce this rule.
9. The visiting team is responsible for providing three volunteers to run the sideline chains and down marker.
10. If a child is injured on the field, the team's designated CPR/First Aide Person will assess the injury. If a major injury occurs during the game, the CSN Tournament Staff and head coaches shall make a discretionary call as to whether the game is to be cancelled. *At no time shall the parent enter the field unless requested by CSN Tournament Staff.*
11. If the margin of victory is 42 points or more at any point in the game, the game shall be called immediately due to Copper State Tournament policies.
12. Every team is expected to clean up their sideline after each game.

LOPSIDED SCORES (MERCY RULE):

1. If the margin of victory is 42 points or more at any point in the game, the game shall be called immediately due to CSN Tournament policies.

OVER-TIME:

1. If the game is tied at the end of regulation, each team shall receive one possession from the 10-yard line to score. The first possession shall be determined by coin toss (the visiting team will call the toss). There are no fumbles or interceptions in any over-time period. If the defense gains possession, the offensive set of downs shall not continue (per NFHS overtime rules). Teams may elect to go for 1 or 2 on the extra point in the 1st two overtimes. After the 2nd overtime period, if the game still remains tied, teams must go for 2 on all extra point attempts. Overtime shall continue until there is a winner.
2. Kicking field goals are allowed during overtime but only on 4th down.



SCORING:

Touchdown = 6 points

*Point after touchdown (PAT) = 2 point (kicking extra point)

1 points (from 3 yard line)

Field Goal = 3 points

Safety = 2 points

RULE PROVISIONS FOR ALL 11-MAN DIVISIONS:

1. Absolutely NO blocking below the waist any time during games or practices.
2. Punts are allowed on fourth down only.
3. Punts are live except as otherwise expressly stated in this Rulebook. Therefore, rushing of the punter will be allowed. The offense may run down field once the ball is kicked.
4. On offense, a minimum of seven players must be on the line of scrimmage.

FOR 11-MAN 8U AND 9U DIVISIONS ONLY:

1. Punts are allowed on fourth down only and the kicking team must declare its intentions.
2. No fake punts are allowed.
3. Punts are live after the ball is kicked. Therefore, no rushing of the punter will be allowed. The offense may not run down field until the ball is kicked.
4. The punter may take the snap from underneath the center but must step back at least five yards before kicking the ball. If the punter fumbles the snap, the play is still dead until the punter kicks the ball.
5. If the punter kicks the ball into any player, the ball is dead at the point of contact.
6. Any kicked extra points and field goals will be dead plays. Rushing the kicker will not be permitted.
7. The defense may not have more than 6 players within 4 yards of the line of scrimmage when the ball is snapped to begin a play. The first offense for a violation of this will be a 5-yard penalty. Each successive violation will be a 15-yard unsportsmanlike penalty called against the coach on the field with the defense.

SUMMARY OF PENALTIES: (Penalties are in accordance with NHFS rules.)

15-Yard Penalties:

- Face mask
- Blocking below the waist
- Chop block, tripping



- Coach interference
- Interference from any player or coach on the sideline
- 10 Yard penalties:
 - Illegal hands to the face
 - Holding
 - Illegal block in the back

5 Yard Penalties:

- False start
- Snap infraction
- Illegal formation, substitution, shift/motion.
- Ineligible receiver
- Forward lateral
- Incidental face mask
- Encroachment
- Offside
- Delay of game
- Intentional grounding
- Sideline interference

Automatic Ejections

- Intentionally contacting an official
- Fighting by a player or non-player
- Striking, kicking, or kneeing any player, coach, or spectator
- A coach, substitute or spectator leaving the sideline during an altercation
- Extreme aggression if unduly rough or flagrant
- Any foul language by a player or coach
- Unsportsmanlike conduct by any player, coach, or spectator

NOTE: Two unsportsmanlike penalties in one game are an automatic ejection with a one game suspension for the following week's game.

- Roughing the passer
- Hit after a fair catch signal

All ejections that occur in game are subject to AIA rules, which dictate whether or not the player or volunteer is ineligible for the following game. Any player, coach and/or volunteer who have been ejected from a game must leave the game facilities and, if such person is not eligible for a future game, he/she may not be on the game premises for that game either.

AUTHORITY OF RULES:

Rules shall be applied based upon following order of Authority (from greatest to least):

1. CSN Tournament Rules;
2. AIA Rules; and then
3. NFHS

Any conflicting rules shall be applied based on the foregoing. In no event shall any verbal statement by any person (including a CSN Tournament Staff) overrule any applicable rule.



NOTE REGARDING FORFEITS:

Game time is forfeit time; failure to have enough players present and eligible at the field, and failure to have the team's certified Team Book by game time will result in a forfeit by that team. (Players in weighted divisions must be properly weighed and cleared in time, as well.)

FINAL NOTE REGARDING FAIR PLAY:

Copper State Nationals believes in and expects all coaches and teams to have a "fair play" policy that allows all players to participate in games. A win-at-all-cost approach will not be condoned by Copper State Nationals. Teams are encouraged to develop and apply a method for tracking their players' playing time. In the event Copper State Nationals learns that teams are not adhering to these principles, it reserves the rights to adopt and enforce "fair play" rules in play-offs and championships—provided the same are adopted and circulated to coaches prior to such games. The bottom line is that it is up to the coaches to have and instill fair play principles for their teams. Copper State Tournament Staff will only step in if and when the coaches abdicate this critical responsibility.

FINAL NOTE REGARDING GAME SITES:

TEAMS ARE NOT PERMITTED TO SELL FOOD AND/OR BEVERAGES OR ANY OTHER ITEMS AT THE ROSE MOFFORD SPORTS COMPLEX.

PLEASE REMIND PARENTS AND THEIR GUESTS THAT ILLEGAL DRUGS AND/OR ALCOHOL PRODUCTS ARE NOT ALLOWED AT ANY GAME FACILITY (PARKING LOT INCLUDED). TOBACCO PRODUCTS, E-CIGARETTES AND/OR PETS SHALL BE LIMITED TO THE PARKING LOT AREA.

ANY INDIVIDUAL WHO ENGAGES IN FOUL LANGUAGE, DISRUPTIVE BEHAVIOR, AND/OR ABUSE TOWARDS THE COACHES, PLAYERS, COPPER STATE TOURNAMENT STAFF (INCLUDING REFEREES), AND/OR OTHER SPECTATORS WILL BE DIRECTED TO LEAVE THE FACILITY IMMEDIATELY AND WILL BE SUBJECT TO DISCIPLINARY ACTION, SUSPENSION AND/OR BANISHMENT FROM ANY AND ALL TOURNAMENT EVENTS.