

The TCYFL Field Marshall represents and acts on behalf of the TCYFL, exhibiting the highest level of courtesy, accommodation, impartiality and professionalism. The Field Marshall is NOT a Referee or arbiter of football rules or rulings. The Field Marshall is not empowered to waive or amend any TCYFL Football Playing Rules. The Field Marshall works to assure that all attendees have the best possible experience at a TCYFL game.

In general, Scheduled **Kick Off times** for sequential daytime games shall be at 90-minute intervals, beginning with a Scheduled Kick Off time for the first game of the day no earlier than 9:00 a.m. Scheduled Kick Off times may be accelerated for daylight conditions as the season progresses and/or to accommodate the conversion from daylight savings time to standard time, provided that notice is given at least one week in advance. The Executive Board is solely responsible for scheduling and approval of Kick Off times, including any night games and/or games played in Member Communities where simultaneous games might be played on multiple game fields.

The official TCYFL game footballs are as follows:

	Wilson	Baden	Rawlings	Nike	Under Armour
Heavy	TDY	FX500Y	ST5 Youth	Youth	Youth 395-495
Light	TDY	FX500Y	ST5 Youth	Youth	Youth 395-495
Middle	TDJ	FX500JR	ST5 Junior	Junior	Junior 395-495
Feather	TDJ	FX500JR	ST5 Junior	Junior	Junior 395-495
Bantam	K-2	FX500PW	ST5 Pee Wee	Pee Wee	Pee Wee 395-495
Fly	K-2	FX500PW	ST5 Pee Wee	Pee Wee	Pee Wee 395-495
				(Nike: Vapor Flight/Elite/Strike/Spiral Tech)	

Weigh-In

1. Each team will weigh in all players one hour prior to the kickoff of their game.
2. A courtesy weigh in may take place before the official weigh in, but the player must still present for official weigh in.
3. All players must make weight at Official Weigh In, or they are ineligible for game play that game.
4. Each player must wear a minimum of: shirt and football pants with pads or football pants with girdle if the girdle is worn for the game. Players may remove only their shoes, socks, helmet, jersey, shoulder pads and rib pads for weigh in. The weight limits specified in Schedule G include a two-pound minimum clothing/equipment provision at the Bantam, Featherweight and Middleweight levels and a three-pound minimum clothing/equipment provision at the Lightweight and Heavyweight levels.
5. The home team shall supply a digital scale.
6. Digital scales shall be inspected at the July TCYFL Meeting and the Executive Board may inspect scales in use at any TCYFL game site in use for any TCYFL weigh in on any game day.
7. The home team’s Field Marshall shall supervise the weigh in.
8. Coaches shall exchange a copy of their official league roster prior to the weigh in.
7. Any player exceeding the weight limit for his or her level may not play that day.
8. Neither coaches nor the supervising Field Marshall may waive the weight limit or permit any exception to the weigh in rules of any kind.

9. Rosters must be filled out in ascending jersey number sequence with the starting offensive backfield properly indicated.
10. Team weigh in should be scheduled one hour prior to the Scheduled Kick Off.
11. Players that arrive late for weigh in, due to unforeseen circumstances, must have official weigh in before Kick Off of the game.
12. The Field Marshall shall record and promptly report to the TCYFL President the team, name and weight of any player failing weigh in. Coaches shall provide a roster to both the opposing coach and the Field Marshall at weigh in.
13. COURTESY: The Field Marshall should allow reasonable “pre-weigh-ins” for players who might be close to their maximum limits, thus allowing the player time for reasonable exercise and/or removal of all but the minimum required clothing and equipment. A reasonable number of extra trips to the scale are permissible to allow a player a chance to gain eligibility.

Home Team Responsibility

1. Responsible for field/official operations during regular season and post-season play. Pay Big 10 officials directly. The TCYFL pays Pac 10 officials.
2. The Football Field must be regulation size (360 x 160) with proper lining (10 yard minimal) with 30' end zone and goalpost.
3. Must provide regulation chains, down number indicator, and a 3-person crew to operate as part of the Referee team. Coaching or yelling from the crew is prohibited.
4. Provide regulation footballs (league level rules), new or almost new.
5. Crowd control barriers – rope, tape, or blockade must be in place 10 yards from each sideline from goal line to goal line. There will be a \$100 fine per day if barriers are not provided. Only players and coaches are allowed inside this zone. No parents, photographers, handicapped or non-team players are allowed.
 - a. Only players, 6 coaches maximum, and 1 staff personnel per team are allowed inside the crowd control barriers.
 - b. Teams ready for next game will remain off the sidelines and out of the end zones and be ready to send out captains for the coin toss (no official displays unless approved by home team).
6. Provide scoreboard and game clock.
7. Provide cell phone for emergencies.
8. Report all game scores and ejections to the President by 9:00 p.m. Sunday night.
9. Each home site must provide a Field Marshall responsible for the conduct of all games and for organizing the field and addressing any problems that arise before and during games.
10. The home team must supply a digital scale for weigh in.
11. The home team Field Marshall shall supervise the weigh in.
12. In the event of inclement weather, the home team will provide a tent or other reasonable enclosure in which the weigh in can be conducted.
13. The Field Marshall will obtain the referees' names prior to the first game and provide that information to every Head Coach at weigh in.
14. The Field Marshall should keep a copy of the Referee Game Guide available for use as needed.

TCYFL Half Time Considerations

Halftime should be fun and entertaining, adding to the festive atmosphere of youth football. Let's make it and keep it fun. While the TCYFL does not officially support or have formal ties with any League spirit/cheer/dance/etc. organization, most of our Member Communities do have such formal ties, in some cases involving fully integrated operations and/or Board representation. The TCYFL respects and supports these arrangements.

The Hosting Member Community should reserve one half of the Halftime period, however many minutes that might be, for the visiting team to conduct a halftime presentation of its own determination. Thus, each team should get half of the halftime for their own presentations, whether that might be for cheerleaders, dance teams, pom pon squads, color guards, etc. One Community does not have the right to specify what another Community might present. Instead, each Member Community should respect the unique needs/desires of other Member Communities. In some cases, this might involve presentations by more than one group during a Member Community's allotted time. For example, a Member Community might want to split its time between a dance presentation and a spirit presentation.

Specific Half Time Considerations:

1. Half Time Participants should enter and leave the field safely and quickly.
2. Participants should not damage the field in any way.
3. Participants should conduct themselves with dignity, good sportsmanship and respect.
4. Participants should strictly observe time restrictions.
5. Participants should rehearse entering and leaving the field and prepare their presentations taking into account the time restrictions. This is of particular importance for Communities planning multiple presentations in a relatively short period of time.
6. "Trouble" (undefined) will not be tolerated. ALL Participants are governed by the rules of conduct for players (coaches, fans, etc.) as specified in the TCYFL By Laws and Playing Rules.
7. ALL Participants (players, coaches, referees, halftime presenters, fans, etc.) should respectfully recognize and obey TCYFL Officers and the TCYFL Field Marshall at all TCYFL events. The Field Marshall serves as an impartial TCYFL representative at TCYFL games, responsible for ensuring that all TCYFL rules and guidelines are enforced.

The objective is to respectfully and reasonably accommodate each Member Community's unique needs/desires regarding halftime presentations. If a Member Community doesn't have plans for a presentation, perhaps they could give more time to the other Member Community.

EXCESS SCORE RULE

A. Excess Score Margin

The Excess Score Rules take effect if a team leads by 24 or more points. When a touchdown gives the leading team a 24 or more-point lead, the Excess Score Rule will not apply to the conversion attempt immediately following that touchdown. The Excess Score Rule will take effect on the ensuing kickoff. Any team with a winning point differential over forty (40) will be fined \$250 paid to TCYFL Cares.

B. Excess Score Rule in the First Half – Offensive Backfield Substitution

When rosters are exchanged at weigh in, coaches will appropriately identify the four starting offensive backfield players. When the Excess Score margin becomes effective at any time in the game, the leading team will substitute for its starting offensive backfield. The leading team may keep any of the four starting offensive backfield players on the bench while on defense without regard for Eleven On Eleven Off provisions. If any such player is withdrawn during defense, the player may return to defensive play during a subsequent possession.

C. Excess Score Rule in the Second Half – Additional Provisions

In addition to Offensive Backfield Substitution, the following apply in the second half:

1. Running Clock

The game will be played with a running clock with timeouts only for the trailing team. The clock will stop only for injury, score and change in quarter. After the Excess Score Rule becomes effective in the second half, the clock will not revert back to a stop clock. All other game rules will remain the same as a regular game.

2. No Kick Off By Leading Team

There will be no kick off by the leading team. The trailing team will be awarded the ball at the 50-yard line and the leading team will get the ball at their 30-yard line. This applies to both the First Half and Second Half of the game.

3. Time Outs for the Trailing Team

The trailing team may call time outs provided that it does not do so to unnecessarily prolong the game.

4. Other Restrictions

Passing on offense by the leading team is prohibited. Blitzing on defense is prohibited for both teams. Blitzing is defined for this purpose as rushing more than four “down” defensive linemen plus two defensive ends. Offensive trick plays by the leading team are strongly discouraged. The leading team may not onside kick. If the trailing team fumbles or throws an interception, the ball is dead at the spot of the turnover, where the defense takes possession.

D. Removal of Certain Excess Score Margin Provisions

If a trailing team recovers to within the Excess Score Margin, the leading team’s starting offensive backfield may return and the Other Restrictions (above) cease; however, the game clock will continue to operate on a running basis.

E. Pac 10 Spirit Rule

If a team is trailing by the excess score point margin at the end of the first half, at the option of the trailing team, the trailing team may concede the game. The leading team is the winner based on the official score at the end of the first half. This can only be done on the condition that an entire second half will be played as a scrimmage starting the score over at zero to zero. All regular Playing Rules will apply in the second half; however, the Field Marshall may direct the Referees to implement “running clock” rules if playing with normal clock rules in the second half would result in delaying the start of the immediately following game past its scheduled kickoff time. None of the Excess Score Rules will apply in the second half, with the single exception that the winner must remove its starting backfield from offense for the entire second half. The winning team is strongly encouraged to give Players experience at their back-up positions on both offense and defense.

TCYFL CONSTITUTION SCHEDULE H - AGE/WEIGHT PARAMETERS 2024-FINAL

Maximum Unrestricted Weight (1)	Maximum Striper Weight	Maximum Age (2)
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Varsity

Regular	170	Unlimited	14
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Jr. Varsity

Regular	145	175	13
Older/Lighter	120		14
Regular (younger)	155	185	12
Regular (younger)	165	195	11
Younger/Heavier- Striper	see (3)		11

Lightweight

Regular	125	135	13
Older/Lighter	100		14
Regular (younger)	130	140	12
Regular (younger)	135	145	11
Younger/Heavier-Striper	145		11(4)
Younger/Heavier-Double Striper	see (3)		11(4)

Middleweight

Regular	115	125	12
Older/Lighter	85		13
Regular (younger)	120	130	11
Regular (younger)	125	135	10
Younger/Heavier-Striper	135		10 (4)
Younger/Heavier Exception-Double Striper	see (3)		10 (4)

Featherweight

Regular	105	115	10
Older/Lighter	75		11
Regular (younger)	110	120	9
Regular (younger)	115	125	8
Younger/Heavier-Striper	125		8 (4)
Younger/Heavier Exception-Double Striper	see (3)		8 (4)

Bantam

Regular	95	105	8
Older/Lighter	65		9
Regular (younger)	100	110	7
Regular (younger)	105	115	6
Younger/Heavier-Striper	115		6(4)
Younger/Heavier Exception-Double Striper	see (3)		6(4)

Flyweight

Regular	75		6
Older/Lighter	50		7
Regular (younger)	80		5

NOTES:

1. The max weights are effective for WEEK 1. All weight limits for each level will increase by one-half pound per week the entire season, including any playoff games.
2. Player age as of Sept. 1. Players cannot be enrolled in High School
3. "Younger/Heavier Exception-Double Striper" players must be approved prior to game play by the TCYFL
4. Must be younger to be heavier exception striper

TCYFL FIELD MARSHALL GAME GUIDE – 2024 (FINAL)

Week 8/31/2024 9/7/2024 9/14/2024 9/21/2024 9/28/2024 10/5/2024 10/12/2024 10/19/2024 10/26/2024 11/2/2024 11/9/2024 11/16/2024

VARSITY

Regular	170	170.5	171	171.5	172	172.5	173	173.5	174	174.5	175	175.5
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JUNIOR VARSITY

Regular	145	145.5	146	146.5	147	147.5	148	148.5	149	149.5	150	150.5
Older/Lighter	120	120.5	121	121.5	122	122.5	123	123.5	124	124.5	125	125.5
Regular(younger)12yo	155	155.5	156	156.5	157	157.5	158	158.5	159	159.5	160	160.5
Regular(younger)11yo	165	165.5	166	166.5	167	167.5	168	168.5	169	169.5	170	170.5

LIGHTWEIGHT

Regular	125	125.5	126	126.5	127	127.5	128	128.5	129	129.5	130	130.5
Older/Lighter	100	100.5	101	101.5	102	102.5	103	103.5	104	104.5	105	105.5
Regular(younger)12yo	130	130.5	131	131.5	132	132.5	133	133.5	134	134.5	135	135.5
Regular(younger)11yo	135	135.5	136	136.5	137	137.5	138	138.5	139	139.5	140	140.5
Younger/Heavier Striper	145	145.5	146	146.5	147	147.5	148	148.5	149	149.5	150	150.5

MIDDLEWEIGHT

Regular	115	115.5	116	116.5	117	117.5	118	118.5	119	119.5	120	120.5
Older/Lighter	85	85.5	86	86.5	87	87.5	88	88.5	89	89.5	90	90.5
Regular(younger)11yo	120	120.5	121	121.5	122	122.5	123	123.5	124	124.5	125	125.5
Regular(younger)10yo	125	125.5	126	126.5	127	127.5	128	128.5	129	129.5	130	130.5
Younger/Heavier Striper	135	135.5	136	136.5	137	137.5	138	138.5	139	139.5	140	140.5

FEATHERWEIGHT

Regular	105	105.5	106	106.5	107	107.5	108	108.5	109	109.5	110	110.5
Older/Lighter	75	75.5	76	76.5	77	77.5	78	78.5	79	79.5	80	80.5
Regular(younger)9yo	110	110.5	111	111.5	112	112.5	113	113.5	114	114.5	115	115.5
Regular(younger)8yo	115	115.5	116	116.5	117	117.5	118	118.5	119	119.5	120	120.5
Younger/Heavier Striper	125	125.5	126	126.5	127	127.5	128	128.5	129	129.5	130	130.5

BANTAM

Regular	95	95.5	96	96.5	97	97.5	98	98.5	99	99.5	100	100.5
Older/Lighter	65	65.5	66	66.5	67	67.5	68	68.5	69	69.5	70	70.5
Regular(younger)7yo	100	100.5	101	101.5	102	102.5	103	103.5	104	104.5	105	105.5
Regular(younger)6yo	105	105.5	106	106.5	107	107.5	108	108.5	109	109.5	110	110.5
Younger/Heavier Striper	115	115.5	116	116.5	117	117.5	118	118.5	119	119.5	120	120.5

FLYWEIGHT

Regular	75	75.5	76	76.5	77	77.5	78	78.5	79	79.5	80	80.5
Older/Lighter	50	50.5	51	51.5	52	52.5	53	53.5	54	54.5	55	55.5
Regular(younger)5yo	80	80.5	81	81.5	82	82.5	83	83.5	84	84.5	85	85.5

Each weight limit increases by one-half of one pound per week for the entire season, including playoffs and championships.

Players may remove ONLY shoes, socks, helmet, jersey, shoulder pads and rib pads for weigh in.

Consult 2024 TCYFL Exception Player list for specific player weight limits applicable on a week-to-week basis.

TCYFL FIELD MARSHALL GUIDE-2024

