

TCYFCC CHEAT SHEET

GAME TIMES	
09:00 AM	Mighty Mite
10:30 AM	Pee Wee
12:00 PM	Midgets
2:00 PM	Junior Varsity
4:00 PM	Varsity

	Quarters	Kick-Off	Extra Point	Special
Mighty Mite	8 MIN	40-Yd Line	1-Pt Run/ <u>2-Pt Forward Pass</u>	<u>A-Gap/Punt</u>
Pee Wee	8 MIN	Normal	1-Pt Run/ <u>2-Pt Forward Pass</u>	None
Midgets	10 MIN	Normal	1-Pt Run/ <u>2-Pt Forward Pass</u>	None
Junior Varsity	10 MIN	Normal	1-Pt Run/Pass/-- 2-Pt Kick	None
Varsity	10 MIN	Normal	1-Pt Run/Pass/-- 2-Pt Kick	None

Referee Prices per game

8min quarter games- \$60 per official \$30 clock operator

10min quarter games- \$75 per official \$40 clock operator

Forward Pass (Extra Point Only)

A forward pass occurs when an offensive player, throws the football beyond the scrimmage line toward an eligible receiver.

A-Gap Rules

1. Only one defensive player may line up between the offensive guards. This permitted defensive player can line up head-on, or to the left or right shade of the center. This defensive player must be in a 3 or 4-point stance and may not engage the center until the center/QB exchange is complete. Violation of this rule is a dead ball foul for "Illegal Defense" and shall result in a 5-yard penalty assessed against the defensive team. All other linemen must line up outside of the guards. They can be standing or in a 3- or 4-point stance. None of these players are allowed to stunt into the A gap. There is no blitzing the A gap.
2. No defensive player may blitz between the offensive guards and center. Violation of this rule is a live ball foul for "Illegal Defense" and shall result in a 5-yard penalty against the defensive team.

Punt Rule- Mighty Mite ONLY-

On 4th down, the head coach of the team on offense must declare to the referee if he is going for it, punting or wants the ball placed ten yards down field.

A. The offense may choose to punt the ball or have the ball spotted ten yards from their line of scrimmage and the ball will turn over on downs at that spot.

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B. On punts, the kicker must kick the ball without being rushed. The defense must move outside the hash marks. Following the punt, the ball will automatically be dead at the spot where it rolls dead. There shall be NO returns on punts.

Running Clock Rules

- 29 Points or more
- No Kick offs, winning team ball at their 20-yard line, losing team, ball at their 40 yard line.
- Punts – ball punted without being rushed. Ball is dead at the spot it rolls dead.
- No passing, reverses, trick plays, or blitzing allowed for the winning team. Winning team may not call a time out. -Any violation shall result in an unsportsmanlike penalty of 15 yards and possible fines/suspensions for violations of rules listed above.