

# 2020 TRI-COUNTY FOOTBALL ASSOCIATION

## RULES & LEAGUE BY-LAWS - PROPOSALS

(Revised on June 20, 2020)

### ADMINISTRATION

Name of Organization: This organization shall be known as Tri-County Football Association (here in after referred to as TCFA).

#### *Participating Towns:*

1. Each city Community, Crandall, Edgewood, Eustace, Kaufman, Kemp, Mabank, Quinlan, Royse City and Wills Point shall field three (3) Teams as K-2, 3<sup>rd</sup>/4<sup>th</sup>, and 5<sup>th</sup>/6<sup>th</sup>. (**Community – Community Pee Wee Sports Association (CPWSA), Crandall – Trinity Valley Youth Sports Association (TVYSA), Edgewood – Edgewood Youth Sports Association (EYSA), Eustace – Eustace Texas Youth Sports Association (ETYSA), Kaufman – Kaufman Youth Football Association (KYFA), Kemp – Kemp Area Sports Association (KASA), Mabank – Mabank Little League Football Association (MLLFA), Quinlan – Quinlan Sports Association (QSA), Royse City – Royse City Youth Association (RCYA), Wills Point – Wills Point Youth Sports Association (WPYSA).** Each town participating in the TCFA shall be entitled to one (1) vote during any meeting. This vote will be cast by the football commissioner but in his/her absence he/she will designate another representative from his/her town to cast the vote. All TCFA towns are to carry insurance.

2. Each organization will be issued a **color** for their game jersey. They are as follows:

Community	----	Gray/Blue
Crandall	----	Gold/Black
Edgewood	----	White/Purple
Eustace	----	Purple
Kaufman	----	Black
Kemp	----	Orange
Mabank	----	Green
Quinlan	----	White/Blue
Wills Point	----	Blue
Royse City	----	Graphite Gray/Vegas Gold

3. New Organizations that are approved by the TCFA Commissioners to participate in the football program shall be brought into the league on a probationary status. The probationary status shall be for one (1) football season. At the first official TCFA meeting (meeting held the Sunday after the NFL Super Bowl) the TCFA Commissioners shall vote on the New Town's future status with TCFA with the New Town Commissioner out of the room. The voting results shall yield one of the following outcomes:

- Remove the Town from probationary status
- Continue probationary period another season with or without stipulations
- Terminate the Town's participation in TCFA with or without cause being given

### TRI-COUNTY FOOTBALL ASSOCIATION RULES

4. Anyone wishing to run for the Tri-County Executive Committee (I.E. League Commissioner, North Zone Commissioner, or South Zone Commissioner) does not have to be present at the meeting to accept the nomination. The League Commissioner must accept a term of two years.

### **Grade and Age Limitations**

1. To be eligible, a boy or girl must be enrolled in the kindergarten on September 1<sup>st</sup> and not be thirteen (13) years of age or in the seventh (7<sup>th</sup>) grade on September 1<sup>st</sup>. A football player must attend the school district in which he/she shall play in. Cheerleader participants must attend the school district in which he/she shall cheer in. Only exceptions are Homeschool participants that must live in the school district in which he/she shall play in. Kindergarteners accepted are up to each town's commissioner. No grandfathers allowed.
2. If an existing town decides to split into two separate teams, each team will have its own separate commissioner. TCFA will have input on how teams are formed such as terms and/or boundaries.
3. The football teams will be as follows:

**Kindergarten - 2<sup>nd</sup> Grade Division (K-2)** -- 8 years and under as of September 1<sup>st</sup> and be in the 1<sup>st</sup> or 2<sup>nd</sup> grade. Kindergarteners accepted are up to each town's commissioner.

**3<sup>rd</sup>/4<sup>th</sup> Grade Division (3<sup>rd</sup>/4<sup>th</sup>)** --10 years and under as of September 1<sup>st</sup> and be in the 3<sup>rd</sup> or 4<sup>th</sup> grade

**5<sup>th</sup>/6<sup>th</sup> Grade Division (5<sup>th</sup>/6<sup>th</sup>)** --12 years and under as of September 1<sup>st</sup> and be in the 5<sup>th</sup> or 6<sup>th</sup> grade **\*\*AND NOT BE IN THE 7<sup>TH</sup> GRADE.**

There will only be one year of eligibility as a sixth grader. **If a child is homeschooled, the rule will default to age.**

### **Weight Limitations**

1. A K-2 participant cannot weigh more than **85** pounds and play all positions. A participant must not weigh more than 85 pounds in order to carry the ball from a backfield position or on any offensive play. If they weigh over 85 pounds they **MUST** play the interior offensive/defensive line. K-2 participants over 85 pounds cannot advance the ball under any circumstances. All K-2 participants weighing over 85 pounds must have a halo on their helmet. A Halo must be marked around the helmet (tape must be a contrasting color to the towns helmet) in the shape of a circle or halo and be visible on all sides from anywhere on the playing field. A player must not weigh more than 110 pounds by the roster verification meeting. If the player's weight exceeds 110 pounds, he/she will be removed from the roster. The Town Commissioner will be responsible for revising the roster and presenting it to the Tri-County League Commissioner at the roster verification meeting. **NO PLAYER SHALL EXCEED 110 POUNDS.**

2. A 3<sup>rd</sup>/4<sup>th</sup> participant cannot weigh more than **105** pounds and play all positions. A participant must not weigh more than 105 pounds in order to carry the ball from a backfield position or on any offensive play. If they weigh over 105 pounds they **MUST** play the interior offensive/defensive line. 3<sup>rd</sup>/4<sup>th</sup> participants over 105 pounds cannot advance the ball under any circumstances. All 3<sup>rd</sup>/4<sup>th</sup> participants weighing over 105 pounds must have a halo on their helmet. A Halo must be marked around the helmet (tape must be a contrasting color to the towns helmet) in the shape of a circle or halo and be visible on all sides from anywhere on the playing field. A player must not weigh more than 165 pounds by the roster verification meeting. If the player's weight exceeds 165 pounds, he/she will be removed from the roster. The Town Commissioner will be responsible for revising the roster and presenting it to the Tri-County League Commissioner at the roster verification meeting. **NO PLAYER SHALL EXCEED 165 POUNDS.**
  
3. A 5<sup>th</sup>/6<sup>th</sup> participant cannot weigh more than **130** pounds and play all positions. A participant must not weigh more than 130 pounds in order to carry the ball from a backfield position or on any offensive play. If they weigh over 130 pounds they **MUST** play the interior offensive/defensive line. 5<sup>th</sup>/6<sup>th</sup> participants over 130 pounds cannot advance the ball under any circumstances. All 5<sup>th</sup>/6<sup>th</sup> participant weighing over 130 pounds must have a halo on their helmet. A Halo must be marked around the helmet (tape must be a contrasting color to the towns helmet) in the shape of a circle or halo and be visible on all sides from anywhere on the playing field. A player must not weigh more than 195 pounds by the roster verification meeting. If the player's weight exceeds 195 pounds, he/she will be removed from the roster. The Town Commissioner will be responsible for revising the roster and presenting it to the Tri-County League Commissioner at the roster verification meeting. **NO PLAYER SHALL EXCEED 195 POUNDS.** Anytime a 5<sup>th</sup>/6<sup>th</sup> lineman drops under the overall playing weight during the season, they will be eligible to play. Must be under the overall playing weight at the Roster Verification Meeting. .

## **GENERAL**

1. The official weight for the roster is the weight recorded on the physical examination form. This form must be signed by a practicing, licensed Physician, a Physician Assistant licensed by a State Board of Physician Assistant Examiners, a Registered Nurse recognized as an Advanced Practice Nurse by the Board of Nurse Examiners, or a Doctor of Chiropractic. Examination forms signed by any other health care practitioner will not be accepted. If a child is over the running weight on the physical/roster and goes under the running weight during the season he or she will still remain haloed. Once haloed at the roster verification meeting, player will remain haloed for the entire season. No Exceptions.
  
2. Each organization shall furnish the League Commissioner with a roster for each team and physical forms for all players at the roster verification meeting.

Also required will be a form from all players that list: Child's full legal Name, School they attend, Parent or Legal Guardian's full legal name, physical address and telephone number. These documents must be submitted the day rosters are officially verified and approved **(August 18<sup>th</sup>, 2019) by Sunday at 2pm before the 1<sup>st</sup> game regular or pre-season).**

These documents must be turned in at the roster verification meeting, no exceptions. The Executive Committee (League Commissioner, North Zone Commissioner, and South Zone Commissioner) will verify the weights on the roster against the physical form for each player and will stamp the roster approved and sign copies for each coach. These rosters will replace the physical forms for questions of weight. The roster must be presented to each opposing coach at least forty-five (45) minutes before the official game time. The hometown commissioner shall print and supply the press box with both teams rosters for all games played. **ALL ROSTERS MUST BE TYPED.** Information on the roster must include: NAME, NUMBER, POSITION (LINE OR BACK), AGE, WEIGHT, AND GRADE AND MUST BE ARRANGED IN NUMERICAL ORDER (LOWEST NUMBER FIRST). The TCFA approved League wide roster must be used and signed by the North Zone Commissioner, South Zone Commissioner and League President.

3. Each team's representative must meet 45 minutes prior to the official game time at the concession stand. A phone call or text in lieu of meeting at the concession stand is accepted. If requested, a coach must perform a weigh-in on the requested participant or participants. Both commissioners should be notified first with any roster or weight issues. The time to weigh the child must be thirty (30) minutes prior to the official game time. The child has the option to go down to shorts only. (If an opposing coach requests to weigh a child and the child is not available to be weighed thirty (30) minutes prior to game time, the child will not be allowed to play until he/she can be weighed at half-time).  
A female must be on standby to weigh female participants.

4. If an opposing coach asks to weigh a player then the player **MUST** be weighed or he/she will be haloed for the remainder of the season. If any non-haloed player weighs over the weight limit for any two games during the season then he/she will remain haloed for the remainder of the season. If the coach refuses to allow the player to be weighed or haloed he/she will be subject to penalty under Protest Section Rule #4.

If any child weighs over the **MAXIMUM WEIGHT** limit at any time during the season, a K-2 Player can elect to move up and be placed on the 3<sup>rd</sup>/4<sup>th</sup> roster for the remainder of the season. A 3<sup>rd</sup>/4<sup>th</sup> player can elect to move and be placed on the 5<sup>th</sup>/6<sup>th</sup> roster for the remainder of the Season. A 5<sup>th</sup>/6<sup>th</sup> player will not be allowed to play until they drop under the overall playing weight during the season, then they will be eligible to play. This is the only way a roster can be changed during the season.

If a child is found to be over the **MAXIMUM WEIGHT** limit during a \*regular/official season game\*:

1<sup>st</sup> violation – The player will not be allowed to play during that game. He/she will be allowed to sit on the sidelines during the game provided he/she removes his/her shoulder pads and helmet and

is left wearing his/her game jersey and game pants. Jacket may be worn if the weather requires such.

2<sup>nd</sup> violation - If any child weighs over the MAXIMUM WEIGHT limit a second time for the year the following policy shall apply- K-2 Player can elect to move up and be placed on the 3<sup>rd</sup>/4<sup>th</sup> roster for the remainder of the season. A 3<sup>rd</sup>/4<sup>th</sup> Player can elect to move up and be placed on the 5<sup>th</sup>/6<sup>th</sup> roster for the remainder of the Season. A 5<sup>th</sup>/6<sup>th</sup> player will not be allowed to play until they drop under the overall playing weight during the season, then they will be eligible to play. This is the only way a roster can be changed during the season.

\*If playing a pre-season game against another TCFA town, if a child is over the MAXIMUM WEIGHT limit, he/she shall not be allowed to play in that game but may sit on the sidelines under the criteria listed under the "1<sup>st</sup> Violation" clause. The weight infraction shall not be listed on the official TCFA website and shall not count against the player. Non-Halo players that are over the weight limit in a pre-season game will need to be haloed for that particular game if playing another TCFA town. This weight infraction will not be posted on the official TCFA website or count against the player.

5. All physicals must be dated on or after July 1st of the current year. No scratch outs or white outs will be accepted on any physicals. This includes scratch outs with doctors initials.
6. No player shall be added to the roster once all rosters have been officially verified by the Tri-County Executive Committee at the roster verification meeting. The only exception to this rule is in the provisions that allow such to occur due to a player exceeding the MAXIMUM WEIGHT limit.
7. Price for admission not to exceed \$3.00. Game tickets shall be \$3.00 for adults. Game tickets shall be \$1.00 for students and senior citizens. In order not to offend some senior citizens (55 or older), they must request the senior price or be charged full adult admission. Free admission is granted to children not attending school, Tri-County football players, or cheerleaders. Coaches, commissioners and one team mom will be no charge into games if on the approved roster. Towns must provide identification (lanyard, badge, etc.) for each coach, commissioner and one team mom. If ID is not presented at the gate, admission fee will have to be paid.
8. The home teams shall receive all revenues from the games and will pay all expenses.
9. Officials are contracted based on the going price per game with four (4) officials to be at each regular season games (all 4 on the field/ clock done by hosting town). All post season games will have five (5) officials (4 on the field/ 1 on the clock). (NOTE: The price for officials is \$60.00 per game for each official. If only three (3) officials attend the scheduled game, you only pay for three (3) officials. If only two (2) officials attend the scheduled game, you must pay for three officials and they will split the \$60.00 per game difference between themselves.

10. Game time for all regular season games shall be 4:00 p.m. The following Game Schedule will be followed by ALL towns at All games. Developmental will have a running clock except at change of possession and extra points.

<b>GAME DAY TIME SCHEDULE</b>	
<b>4:00</b>	<b><u>K-2 GAME BEGINS</u></b>
1 ST QTR	10:00 MINUTES DEVELOPMENTAL
2 ND QTR	12:00 MINUTES OFFICIAL GAME
HALF TIME	15 MINUTES
3 RD QTR	10:00 MINUTES DEVELOPMENTAL
4 TH QTR	12:00 MINUTES OFFICIAL GAME
<b>* 6:00</b>	<b><u>3<sup>rd</sup>/4<sup>th</sup> GAME BEGINS OR 10 MINUTES AFTER THE END OF THE K-2 GAME (IF AFTER 6pm)</u></b>
1 ST QTR	10:00 MINUTES DEVELOPMENTAL
2 ND QTR	12:00 MINUTES OFFICIAL GAME
HALF TIME	15 MINUTES
3 RD QTR	10:00 MINUTES DEVELOPMENTAL
4 TH QTR	12:00 MINUTES OFFICIAL GAME
<b>* 8:00</b>	<b><u>5<sup>th</sup>/6<sup>th</sup> GAME BEGINS OR 10 MINUTES AFTER THE END OF THE 3<sup>rd</sup>/4<sup>th</sup> GAME (IF AFTER 8pm)</u></b>
1 ST QTR	10:00 MINUTES DEVELOPMENTAL
2 ND QTR	12:00 MINUTES OFFICIAL GAME
HALF TIME	15 MINUTES
3 RD QTR	10:00 MINUTES DEVELOPMENTAL
4 TH QTR	12:00 MINUTES OFFICIAL GAME
<b><u>HALFTIME:</u> 15 MINUTES OR UNTIL CHEER HAVE FINISHED AND LEFT THE FIELD.</b>	
<b><u>TIMEOUTS:</u></b>	
<b>DEVELOPMENTAL 1<sup>st</sup> Qtr &amp; 3<sup>rd</sup> Qtr.....2 TIMEOUTS PER HALF</b>	
<b>OFFICIAL GAME 2<sup>nd</sup> Qtr (1<sup>st</sup> Half) .....3 TIMEOUTS Per Half</b>	
<b>OFFICIAL GAME 4<sup>th</sup> Qtr (2<sup>nd</sup> Half) .....3 TIMEOUTS Per Half</b>	

**HOME TEAM WILL BE GIVEN 30 MINUTES INSTEAD OF 10 MINUTES FOR HOMECOMING CEREMONY AT ONE OF THEIR HOME GAMES. IF A TOWN HAS A 6<sup>TH</sup> GRADE NIGHT, THEY WILL GET AN EXTRA 5 MINUTES FOR ONE OTHER GAME. FOOTBALL COMMISSIONER MUST NOTIFY VISITING FOOTBALL COMMISSIONER OF THESE 2 GAME DELAYS PRIOR TO GAME DAY. CLOCK WILL BEGIN AFTER PLAYERS HAVE FINISHED SHAKING HANDS AFTER THEIR RESPECTIVE GAME.**

11. All K-2 games will be played first, 3<sup>rd</sup>/4<sup>th</sup> second, and 5<sup>th</sup>/6<sup>th</sup> last throughout the season.

- 3 Timeouts per half for Official Game (3 in the 2<sup>nd</sup> Qtr & 3 in the 4<sup>th</sup> Qtr.)
- **2 Timeouts per half for Developmental.**

12. If through no fault of the home team, a game cannot be started within thirty (30) minutes (one hour maximum) of its scheduled start, then the game shall be re-scheduled by agreement of the two (2) Commissioners or League Commissioner. A make-up date will be set within seven (7) days. If the two commissioners are not in agreement of a make-up date within 7 days then the Executive committee will set a date for the game.

13. In the event of a game being canceled due to inclement weather, the host town is responsible for contacting the opposing towns Commissioner and Head Referee no less than two (2) hours prior to game time. If the referees are not contacted, it is the home town Commissioner's sole responsibility to reimburse any fees to any referee not contacted with notice of cancellation. The host Commissioner must make an attempt to contact their Zone Commissioner or the League Commissioner no later than (2) hours prior to game time.

14. Each city is to pay \$200 to the town hosting the Super Bowl for Rings and medals and \$75 to the town hosting the Wild Card, Playoff and All-Star Game.

15. The official game football for the K-2 is a pee-wee size football leather or composite. The official game football for the 3<sup>rd</sup>/4<sup>th</sup> is a Junior size football leather or composite. The official game football for the 5<sup>th</sup>/6<sup>th</sup> is a Youth size football leather or composite. No Under Armour Footballs shall be used for game play.

16. The league meeting of each town will be held five (5) times each year in Wills Point. Each town will pay a fee of \$25.00 to WPYSA for refreshments and

accommodations.

- The first (1<sup>st</sup>) meeting is the Sunday after the NFL Super Bowl
- The second (2<sup>nd</sup>) meeting will be the Sunday after Easter.
- The third (3<sup>rd</sup>) meeting will be held the last Sunday in July at 2:00 p.m. (The MANDATORY\* commissioners and coaches meeting),
- The fourth (4<sup>th</sup>) meeting shall be held the Sunday prior to the first pre-season/ regular season game for the Roster Verification meeting and
- The fifth (5<sup>th</sup>) meeting shall be held the Sunday prior to the wildcard games.

**17. ROSTER VERIFICATION MEETING:**

Will be held the Sunday before the 1<sup>st</sup> pre-season/regular season game. This is the date for the roster verification meeting. All forms and paperwork for the roster verification meeting will be due by 2pm on this date, no exceptions. **(Roster Verification date August 19<sup>th</sup> 2018) MANDATORY ATTENDANCE IS REQUIRED.**

All Team Rosters will be approved at this meeting. **NO EXCEPTIONS.**

Town Commissioners **MUST BRING THE FOLLOWING FOR EACH PLAYER ON THEIR ROSTER:**

- Physical Dated **on or** after July 1<sup>st</sup> of Current Year that shows player's weight.
- Birth Certificate to verify age.
- Sign Up/ Registration Form, to verify child's physical address.

League Commissioner's will keep these documents, so bring a COPY! Not Originals.

18. There will be no headphones.

19. Tri-County Play-Offs and Super Bowl will be held each year on a rotating basis among participating towns. If a town has a team qualifying, it must participate.

20. When a head coach or assistant coach has been ejected from any football game (regular season, wild card, play-off, Super-Bowl, or All Star) the Football Commissioner over the ejected coach must report the ejection to the Executive Committee (League Commissioner, North Zone Commissioner, and South Zone Commissioner) within TWENTY FOUR (24) hours. Failure of a Commissioner to report the ejection of a coach may result in disciplinary action against the Commissioner in accordance with the Protest Section Rule #4. The Executive Committee and the remaining Commissioners will meet to review the violation resulting in the ejection within seven (7) days from the date of notification or the offense will be deemed null and void. The coach that was ejected from the game will receive verbal notice of the review date by the Tri-County Zone Commissioner and Town Commissioner and will have the opportunity to speak on his/her behalf. If a violation of the TCFA rules is found, disciplinary



action will be taken under the Tri-County Football & Cheer rules, Protest Section Rule #4. (NOTE: The TCFA League Commissioner will contact the Head Referee. If it is found that the referee was in error, there may be no hearing or further action taken against the ejected coach.)

21. Any inappropriate actions by a Coach or Commissioner during a Tri-County Football or Cheer event will be governed by the Executive Committee and Town Commissioners. Failure to report and/or take action on the incident will result in disciplinary action under Protest Rule #4.
22. If a player gets ejected from any game (regular season, Wild card, Play-off, Super Bowl, or All Star), the Football Commissioner over the player in question must report the ejection to the League Commissioner or Zone Commissioner. After a review by the Executive Committee, the player could be subject to at least a one (1) game suspension. If a second ejection occurs with the same player he/she would be subject to additional punishment under Protest Section Rule #4.
23. If at any time during a TCFA game the referee calls the Football Commissioner (Town, Zone, or League) onto the field then the Commissioner from the opposing team or a designated representative must be allowed to enter the field also unless he/she has been ejected from the game/field.
24. No Commissioner (Town, Zone, or League) will be allowed on the field during a game unless requested by the referee or a coach through a referee except in case of injury/illness. This rule would exclude any Commissioner who also coaches.
25. Cheer Commissioners (League, Zone, and Town) will be responsible for handling all protests, challenges, and rule changes over Cheer Competitions. The Commissioners must strictly adhere to the TCFA and Cheer rules and league by-laws. The TCFA League and Zone Commissioners must be present during any protest or challenge meeting.
26. The Tri-County Football, Cheer rules and by-laws can only be changed once a year at the scheduled by-laws meeting.
27. There will be no use of field house facilities unless the host organization can accommodate both teams.
28. Any parent ejected during a TCFA game will be suspended and cannot attend the next game or games on the day that the suspension is enforced.
29. No Air Horns allowed at any games.

## **PLAYING RULES:**

TRI-COUNTY LEAGUE PLAYS BY NCAA RULES  
(With the following exceptions)

**TRI-COUNTY FOOTBALL ASSOCIATION RULES**

### ***Tri-County Exceptions***

1. No practices to begin before **AUGUST 1<sup>ST</sup>** if that day falls on a Monday. **If it falls on a Tuesday or any day after of that week, practices can begin Monday of that week.**
2. Each organization may hold a one week organized skills mini-camp prior to the month of July. There will be a maximum of 6 hours of instruction and no pads or contact will be allowed. These organized skills mini-camp are open to all towns to attend. **WILL BE REMOVED** Each team can meet 4 hours per week for conditioning, agility drills during the month of July with footballs and helmets being allowed
3. You may practice eight (8) hours during the **FIRST THREE WEEKS** of practice. Practices shall be limited to six (6) hours per week after the third week of practice. Penalty will be **ELIMINATION** from post season play-offs.
4. All players who play on the interior line must be in the down position which is defined as a position in which at least one (1) hand is on the ground.
5. Offensive Line consists of Right Tackle, Right Guard, Center, Left Guard, and Left Tackle.
6. Defensive Line: Any haloed down lineman will line up no further than the offensive line tackle head to head.
7. Punts  
**K-2**

Coaches can have their choice in either a 20 yard mark off or can use a “dead punt.” A dead punt is where no player, offense or defense, can move until the ball has been kicked.

**3-4**

Punts will be a “dead punt.” A dead punt is where no player, offense nor defense, can move until the ball has been kicked.

**5-6**

All punts are live. Meaning that there will be a live rush from the snap of the ball.

**HALO PLAYERS ARE ALLOWED TO PLAY THE PUNTER POSITION. NO PLAYER IS ALLOWED TO POSITION THEMSELVES HEAD UP TO THE CENTER ON ALL PUNTS.**

### **Halo Infraction:**

**Definition: Halo Player- A halo player will be marked with a halo taped on their helmet. A halo player is considered to be over the official running weight and cannot advance the ball for any reason. If they intercept, have a fumble recovery, etc., then the ball is whistled dead at that spot. A halo player must play the offensive or defensive line and must have at least one hand on the ground while doing so at the snap of the ball. The offensive line consists from Tackle**

to Tackle. A haloed player on the defensive line must be lined up no further than the offensive lines Tackle head to head. A haloed player must have their hand down. A defensive lineman's first step must be forward with contact.

A halo infraction takes place with one of the following:

- (1) A player on the offensive, defensive line from tackle to tackle must have a hand on the ground whether they are haloed or not. A halo penalty can occur on a non-haloed player whom is playing the offensive line from Tackle to Tackle and defensive line from head up with the offensive linemen tackle to tackle if they don't have a hand on the ground. Halo violation will be a 10-yard violation (10yd Spot Foul).
- (2) All other rules apply for a non-haloed player on the offensive and defensive line lined up tackle to tackle. The only exception would be a fumble recovery where a non-haloed player can advance the ball no matter what position they play where a haloed player cannot.
- (3) A halo player can play punter, kicker and holder but cannot advance the ball for any reason or the ball is whistled dead at that spot. If a halo player is a holder for a field goal, must be a clean hold, or ball is turned over on downs at that spot.

#### 8. **BLOCKING RULE:**

There will be **NO Blocking** below the waist outside of the Down Lineman.

Down Lineman is from Tackle to Tackle.

Only down linemen can cut block and can only cut block down lineman only from Tackle to Tackle.

9. The offense may run an unbalanced line under these conditions: The strong side tackle and end are non-haloed players. The weak-side tackle can be haloed or non-haloed. The weak-side tackle can only advance the ball in the event of a fumble recovery or turn over. There cannot be three (3) haloed players on one side of the ball.

10. **BLITZ RULE:** Any defensive player lined up tackle to tackle (on the line of scrimmage) must be in a down position. You must have at least two (2) down linemen on the line of scrimmage. Any defensive player lined up between tackle to tackle in an up position must be lined up behind the hip of a down lineman. **YOU MAY NOT BLITZ UNTIL THE SNAP OF THE BALL.**

11. Running for extra points are worth one (1) point. Passing for extra points are worth two (2) points (must be a **FORWARD** pass). Kicking for an extra point is worth three (3) points. No player can position themselves head up on the center for all field goal and extra point try's. For any field goal or extra point field goal try for the K-2 and 3-4 games, the defense may not rush but they can stick their hands up.

12. Any haloed player can be used as a punter or kicker, but cannot advance the ball under any circumstances which includes a faked or fumbled snap. If a haloed player is in the position of punter, extra point kicker, or field kicker and a fake or fumble occurs, the play will be whistled as a dead ball. They also cannot advance the play by pass, lateral, interception, point of kick off, or punt receptions.
13. TWO K-2 League coaches may be used on the field with their team during all periods of play. He can be in the huddle, BUT MUST BE TEN (10) YARDS FROM THE DEEPEST PLAYER IN THE OFFENSIVE OR DEFENSIVE BACKFIELD BEFORE THE BALL IS SNAPPED. HE MUST REMAIN IN POSITION EXCEPT TO GET OUT OF THE WAY OF THE PLAYERS. COACHES ON THE FIELD MAY NOT SPEAK FROM WHEN THE PLAYER IS UNDER CENTER UNTIL THE WHISTLE HAS BEEN BLOWN. (PENALTY IS 15 YARDS)
14. Two (2) 3<sup>rd</sup>/4<sup>th</sup> coaches may be used on the field with their team during the developmental first (1<sup>st</sup>) and third (3<sup>rd</sup>) periods only.
15. No player shall play two (2) games in one night, except in forfeit game. Exception to the rule would be a make-up game where this is no other date or time available to play the game. Players that play within TCFA cannot play on an outside team/league during the TCFA season. This only applies to tackle football only. This only applies to tackle football only.
16. K-2, 3<sup>rd</sup>/4<sup>th</sup>, and 5<sup>th</sup>/6<sup>th</sup> shall play (four) 4 quarters of football. The 1<sup>st</sup> and 3<sup>rd</sup> quarters will be 10 minutes each and the 2<sup>nd</sup> and 4<sup>th</sup> quarters will be 12 minutes each with the 1<sup>st</sup> and 3<sup>rd</sup> being developmental quarters. There will be a fifteen (15) minute half-time. There shall be a ten (10) minute intermission between games. Exceptions for Homecoming or Appreciation nights will be made. Home teams will be allowed thirty (30) minutes prior to games for any ceremonies. If a town has a 6<sup>th</sup> grade night, they will be given five (5) extra minutes. Both home teams and visiting teams will perform regular routines at half-time. The visiting teams MUST be notified of such festivities prior to game day. There will be a 40 second play clock for K-2, 35 seconds for 3<sup>rd</sup>/4<sup>th</sup> and 30 seconds for 5<sup>th</sup>/6<sup>th</sup> once the referee has blown the whistle for the start of play.
17. The first and third quarter scores of all K-2, 3<sup>rd</sup>/4<sup>th</sup> and 5<sup>th</sup>/6<sup>th</sup> games will not count as far as the final outcome of the game. The home team will receive the ball on their own forty (40) yard line and the first quarter will proceed like a normal game. In the third quarter, the visiting team will receive the ball on their forty (40) yard line and then the third quarter will progress like a normal quarter. At the end of the first quarter, the score will revert back to 0-0 and the beginning of the second quarter will be the commencement of the Official Game. At the end of the first half, the Official Game will recommence with the start of the fourth quarter. The coin toss for the beginning of the second quarter will be held before the game. There will be two (2) time outs allowed in the first quarter and two (2) timeouts in the third quarter but if not used it cannot be carried into the official game. There is no kick-off in the first and third quarters. If a team scores, the opposite team will receive the ball on its own forty (40) yard line in the first and third quarters.
18. Any games started shall proceed to conclusion. If the game is stopped in the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup>

quarters, the game shall be rescheduled and the score shall remain as it was when the game was stopped. The team that had the ball when the game was stopped shall have the ball at the spot where the ball was when the game was called. The game clock shall be set at the time when the game was stopped. If a game is stopped in the 4th quarter with less than 6 minutes on the clock or one of the teams has a lead of 9 or more points with 6 minutes or more on the clock, the game is official. If 6 minutes or more is on the clock with neither team winning by 9 points or more, then the game shall be rescheduled and the score, the team that had the ball, the spot of the ball and the game clock shall remain as it was when the game was stopped. An official's decision to stop a game will be final. These rules apply to regular season games. Playoff and Championship games will be played to conclusion.

If game is stopped and has to resume another day all commissioners involved in the game Plus Zones and League commissioner will be notified of where it left off when the game resumes for playing.

19. When a team is leading by 25 points or more a running clock will be enforced. If a team falls below the 25-point rule, the clock will go back to normal. If the Mercy Rule is enforced with a running clock, **ONLY** the team that is losing may be allowed to call a timeout.

20. Violation of any playing rules (TRI-COUNTY EXCEPTIONS) will result in a 15 yard penalty.

21. A defensive lineman's first step must be forward with contact. Moved to halo infractions

22. There will be a maximum of seven (7) roster coaches per team. All coaches from each team must wear matching shirts; however, the Head Coach may distinguish himself in a different color. If this rule is broken cannot protest for a forfeited game. The commissioners must notify the executive committee if a coaching change is made. Possible rule violation would be reviewed by the Executive Committee.

23. Visiting Team **MUST** have 3 volunteers for "Chain Gang" duty on the field before the start of each game.

24. Two Photographers will be allowed on the sidelines during the game. Photographers must remain outside of Coaching Box.

25. Physically recruiting out of town players (i.e.: running advertisements in paper) is strictly prohibited.

### **Protests**

1. A protest must be lodged the night of the game to the referee and the opposing coach. The team protesting must turn in a written protest within forty eight (48) hours to a member of the Executive Committee. There is a fifty (\$50.00) dollar fee for filing a protest. If a protest is lost, the other team receives the revenue. The protest must be heard within fourteen (14) days of the protested game. **ONLY NCAA AND TRI-COUNTY EXCEPTION RULES CAN BE CHALLENGED; JUDGMENT CALLS BY REFEREES CANNOT!!!**
2. If documented evidence is found of any blatant league violations, a protest may be filed after the game and without the forty-eight (48) hour time restraint.

3. If any town files a protest against an opposing team, then both teams will be eliminated from the Protest Executive Committee which shall consist of the remaining Eight (8) teams in the league.
4. If a protest is held and found to be valid by the Executive Committee, the following options will be adhered to:
  - A. No action.
  - B. Verbal Warning
  - C. Probation of Coach, Player, or TCFA League Official
  - D. Replaying of game
  - E. Forfeiture of game
  - F. Suspension of Coach, Player, or TCFA League Official—length of time to be determined by a consensus of the committee.
  - G. Dismissal of Coach, Player, or TCFA League Official
  - H. Elimination from Play-Off games

### ***Trophies***

1. Losing teams in Wildcard will receive an award (medal or trophy).  
During playoffs the losing team receives an award (medal or trophy)  
Winning team will NOT receive an award. Both teams participating in the Super Bowl will receive an award. First Place teams will receive rings approved by the league. Second place teams will receive medals. Head coach of the winning team will receive a trophy in all playoff games. Cheer will be responsible for their own medals or trophies.
2. Super Bowl:  
The Head Coach of first (1<sup>st</sup>) place team will receive minimum of thirty (30) inch trophy. The Head Coach of second (2<sup>nd</sup>) place team will receive minimum of twenty four (24) inch trophy.
3. The top 3 teams from each zone in TCFA will advance to the playoffs with the 1<sup>st</sup> place teams from each zone receiving a bye during the wildcard. There will be a Wild Card Playoff Game the Saturday immediately following the last game of the regular season. The first (1<sup>st</sup>) Play-Off game will begin at 9:00 a.m. with the winners to play in the Super Bowl.
4. All FOOTBALL commissioners MUST attend the Wild Card, Play-Off, Super Bowl and All Star games. All FOOTBALL commissioners MUST be present at the inception of the games. The host town MUST feed all FOOTBALL commissioners free of charge only during Wild Card, Play-Off, Super Bowl and All Star Games. Any Town that does not have a Commissioner or Representative present at the Wildcard, Playoffs, Super bowl and All-Star games will have to pay a fine of \$100 per event missed to the host town.

### **Regular Season Games Format:**

**The season starts on August 22<sup>nd</sup>, 2020 with this being a regular season game. This game does count towards the standings. Starting on August 22<sup>nd</sup>, 2020 all teams will have a 9 week schedule playing 9 games and having no bye week. All 9 games count. Top 3 in each zone will advance into the post season.**

## Play-Offs, Super Bowl, and Wild Card Games

1. Top 3 team from each zone will advance into the post season.

Top 3 from the North and Top 3 from the South.

#1 seed in each zone will have BYES into playoffs wildcard playoffs will be:

#2 vs #3 in each zone with the #1 seed playing the winner of #2 vs #3 in their zone.

Winner of this game in each zone will play in the Super Bowl.

Super Bowl will be a North Zone vs South Zone format.

- . If there is a tie in points between any two teams, the tie-breakers will be as follows:

A) Head to head competition

B) Points Scored against for the season

C) Coin Toss

2. Points earned are as follows:

Win = 2 points

Tie = 1 point

Loss = 0 points

## All Star Game Format:

1. Game times will be 11am for K-2, 1pm for 3<sup>rd</sup>/4<sup>th</sup> and 3pm for 5<sup>th</sup>/6<sup>th</sup>.
2. Four (4) ten (10) minute quarters will be played. No developmental quarters in the All Star game. All TCFA rules apply.
3. **All Star game selections: Football -- North 7 from each town South 7 from each town.**

**All Star game Selections: Cheer – North 10 from each town, South 10 from each town.**

4. Each player selected for the All-Star game will play offense one half and defense one half. This includes the subs for each team. **No Kindergarteners** will be allowed to play in the All-Star game.
5. **There will be a cap for All Star jerseys at \$40**
6. **At least 2 linemen will be brought to the All Star game from each town.**
7. **There will be no mercy rule in the All Star game.**
8. **All Star head coach will be coaches from the Super Bowl Teams.**
9. **There will be no kickoffs in the All Star game. Instead, K-2 will start with the call on the 40 yard line, 3-4 will start on the 30 yard line and 5-6 will start on the 20 yard line.**
10. **Teams will be split from each zone based upon seeding. The one seed and the four seed from the regular season standings will play together. The two seed and the three seed will play together. Both groups will split the fifth seed.**

TRI-COUNTY FOOTBALL ASSOCIATION RULES

## **FUTURE SCHEDULE FOR SUPER BOWL AND WILD CARD GAMES:**

### **WILDCARD**

2018 - Wills Point  
2019 - Edgewood  
**2020- Eustace**

### **PLAYOFFS**

2018 - Kaufman  
2019 - Kemp  
**2020-Wills Point**

### **SUPERBOWL**

2018 - Crandall  
2019 - Mabank  
**2020- Royse City**

### **ALL STAR**

2018 – Quinlan  
2019 – Community  
**2020-Kaufman**

### **2020 Season Dates:**

(Feb. 9) ---- TCFA Town Commissioner Meeting  
(April 19) ---- TCFA Town Commissioner Meeting  
(July 1) ---- Conditioning agility drills can begin for 4 hours per week  
(July 1) ---- Physicals can Begin  
(July 26) ---- Mandatory Coaches Meeting  
(July 27) ---- 1<sup>st</sup> Day of Practice  
(Aug 16 ) ---- ROSTER VERIFICATION MEETING  
(Aug 22) ---- Season Begins  
(Oct 18) ---- TCFA Town Commissioner Meeting (Clarify Playoffs)  
(Oct 24) ---- WILDCARD PLAYOFFS  
(Nov 31) ---- PLAYOFFS -  
(Nov 7) ---- SUPERBOWL-  
(Nov 14) ---- TCFA All-Star Game (North Zone vs. South Zone) –