



1 Harry S Truman Parkway, Annapolis, MD 21401

A.A. COUNTY YOUTH FOOTBALL RULES - REVISED JULY 2025

I. POLICY

It shall be the policy that the rules of play of this league shall be the National Federation of State High Schools, unless amended or modified herein, and are governed by the Anne Arundel County Department of Recreation and Parks' Guidelines and Reference Manual.

A. TOBACCO, DRUG, AND ALCOHOL PROHIBITION

- No drugs, alcohol, or tobacco products, including e-cigarettes and/or vaporizers of any kind, are permitted in or on any Board of Education-owned or leased buildings or grounds at any time.
- No drugs, alcohol, or tobacco products, including e-cigarettes and/or vaporizers of any kind, are permitted in or on any R&P buildings or grounds at any time. To include, but not limited to:
 - restrooms, spectator and concession areas, dog parks, aquatic facilities, or playgrounds in any R&P recreational facility or park.
 - Tobacco use of any kind is prohibited within 100 yards of an organized activity at an R&P recreational facility or park.

An organized activity is defined as an event with a defined start and end time that is held in a designated or permitted area. Examples of organized activities include athletic events, concerts, etc.

B. BACKGROUND CHECK POLICY

As a prerequisite for any personal involvement with children, all adults who have care, custody, or control of youth participants in any program or activity are required to successfully complete a criminal history records check as described in the Background Check process in the Guidelines and Reference Manual..

C. ZERO TOLERANCE PROCEDURES

PURPOSE: To implement and provide a procedure that allows for a safe environment for player participation, Coach Instruction, Fan support, and officials. The following procedure is designed to be implemented and used to deter unsportsmanlike behavior displayed at youth sporting events.

In cases where unsportsmanlike behavior is being displayed, the referee/official (s) have the authority to:

- Stop the game and warn the offending sideline (s).
- The next display of unsportsmanlike behavior by the offending sideline(s) will result in termination of the game.
- If the officials cancel a game due to unsportsmanlike behavior, the Recreation & Parks Department will determine the contest's outcome.

II. DISCIPLINARY ACTION FOR UNSPORTSMANLIKE CONDUCT

The Department has the authority to impose disciplinary sanctions for inappropriate and/or unsportsmanlike behavior and/or non-compliance with departmental policies, guidelines, or standards. **This authority is not limited to programs sponsored by the Department of Recreation and Parks.**

A. Ejections in Youth Sports

- Players ejected for unsportsmanlike conduct by departmental personnel or game officials will be suspended for a minimum of one (1) game, including playoffs and tournaments.
- Coaches or spectators ejected by departmental personnel or game officials for unsportsmanlike conduct will be suspended for a minimum of two (2) games, including playoffs and tournaments.
- Ejections occurring at the end of the season will result in the suspensions being carried over to the next sport or season. The suspended individual may be barred from all sites where County-sponsored activities are being held.
- A coach who refuses to provide the full name of an ejected player and/or coach to departmental personnel or game officials will be subject to disciplinary action.

B. NON-APPEALABLE DISCIPLINARY SANCTIONS

- The following disciplinary sanctions may not be appealed:
- Probation
- One or two-game Suspension for Participants in Youth Activities (includes coaches)
- Two-week Suspension for Participants in Adult Activities
- Recruiting violations

C. PHYSICAL CONFRONTATIONS

- A player, coach, or spectator who makes or threatens physically aggressive contact with another individual, other than a game official, may be suspended from all county-sponsored sports for a minimum of one (1) year from the date of the incident.
- A player, coach, or spectator who threatens physically aggressive contact with a game official may be suspended from all County-sponsored sports for a minimum of two (2) years from the date of the incident.
- The suspended individual may be barred from all County parks, facilities, and County-sponsored activities.

III. COACHES' RESPONSIBILITIES

- Coaches are responsible for the registration of players and all other eligibility requirements of their teams.
- A coach who signs or plays an ineligible player is liable for suspension and other disciplinary action.
- If a home Commissioner calls off a game at least two (2) hours before game time because of weather conditions, he must notify the opposing Commissioner of his league.
- The head coach must make sure that all assistant coaches and team volunteers are certified, have a current background check with Anne Arundel County Recreation and Parks, and have an ID present with the proper color displayed at all times during a game. Failure to have a proper ID will result in coaches being removed from the playing field.
- The head coach is responsible for the conduct of any person connected with his team at all times. This includes conduct towards the officials.
 - The head coach is responsible for the behavior of his players and all team members.
 - The head coach is also responsible insofar as can be reasonably expected to control the spectators.
 - Abuse of an official or an opposing player by a fan with no attempt by the management of the team to eliminate it will be dealt with by the Department of Recreation and Parks.

- F. If a coach feels that a problem spectator(s) is not a supporter, he should request the official to remove the spectator from the vicinity. If the problem persists, the referee will require the home team management to call the police.
- G. All head coaches must report the final score of their football game to their organizational representative. Organizational representatives must contact their division representatives. Each conference representative shall contact the President of the A.A. Co. Youth Football organization and the Sports Supervisor for the County to report all scores. This must be completed by 10 a.m. on Mondays.
- H. The home team is responsible for contrasting jerseys. The home team coach shall call the visiting coach to ensure that both teams do not show up in the same color jersey. Once notified of the home team's jersey color, if the visiting team has an alternate contrasting jersey, they must wear that alternate jersey. If the visiting team does not have an alternate contrasting jersey, then it will be the responsibility of the home team to change.
- I. Each Head coach is responsible for signing and adhering to the Anne Arundel Recreation and Parks Department's Head Coaches Pledge.

IV. **REGISTRATION AND ELIGIBILITY OF PLAYERS**

- A. **Registering Teams**
 - Each organization shall register its **FIRST** team in the **American Conference**. **SECOND** teams in the **same weight class** are permitted to register in the Central conference.
 - *The elected board, chosen by the commissioners, has the right to move teams from conference to conference to fill leagues.*
- B. **Player Eligibility**
 - Individuals from neighboring jurisdictions may play on teams in County-sponsored leagues; however, 75% of the team members must be Anne Arundel County residents. Out-of-county teams may participate in Anne Arundel County leagues with approval of the Department's Recreation Administrator and payment of an additional Out-of-County fee per team in addition to the regular league fee.
 - **ALL registration paperwork must be submitted to the Recreation & Parks Department.**
 - All players/parents must complete a player contract, concussion form, and, if needed, a player release to participate in the AA County league.
 - League players must also submit a photocopy of their Birth Certificate to their organization.
 - The Department will maintain a file on all contracts and releases according to leagues and teams.
- C. A player contract is not valid until completed by the player and a parent or guardian.
 - Player contracts will be completed via the Parent Portal of the Sports software. These contracts do not have to be physically signed and will be valid if submitted via the portal.
 - Failure to provide the County with copies of player contracts may result in disciplinary action.
- D. **All players and parents must read and complete the A.A. County Recreation & Parks Concussion Awareness form. No** player may be added to the roster after the final roster has been submitted to the Recreation & Parks Department.
- E. Team coaches are responsible for the registration of players, the release of players, and all eligibility requirements of their team.
- F. Birth certificates or verification from the Board of Education are acceptable evidence for proof of age.

- G. No child may play football in the County league if they are not attending school, public, private, or home-schooled.

V. ROSTERS

- A. It is recommended that each player receive a thorough examination by a health practitioner, to include concussion baseline testing, before entering any sports program.
- B. Head coaches are responsible for all administrative requirements relative to team registration, Head Coach's Pledge, background checks for assistant coaches (youth only), player contracts (youth only), player releases, and player eligibility requirements.
- C. Team rosters and player contracts (youth only) must be submitted before the beginning of the respective season on or before the established due date.
- D. Any coach who signs or plays an ineligible player is subject to disciplinary actions. Upon discovery of an ineligible player, all games in which the ineligible player participated will be forfeited

VI. RELEASES

If a participant in a County-sponsored youth league wants to change organizations by sport from the previous season, a Youth Player Release Form must be completed and submitted to the Department of Recreation and Parks' Youth Sports Office.

- A. Player releases should be submitted before registering, participating, and/or practicing with the new organization.
- B. Each team is allowed three (3) releases for rosters of 11 or more players.
- C. Player movement between organizations due to a change of residence DOES NOT count against a team's number of allowed releases;
- D. Player movement between organizations due to the former organization not fielding a team DOES NOT count against a team's number of allowed releases. Players may return to the original organization the next season without penalty.
- E. If a player moves to an organization closer to their residence, this DOES NOT count against a team's number of allowed releases.
- F. If a player moves to an organization closer to their residence, or to their high school feeder system, this DOES NOT count against a team's number of allowed releases.
- G. The Department of Recreation and Parks will approve/disapprove exceptions to the number of releases allowed per team.

VII. LEAGUE CLASSIFICATIONS

The leagues will be comprised of the following classifications. No changes to the age or weight qualifications can be made for the current football season. Revisions, if any, must be made one year before the year it is to go into effect.

A. 7U, 8U, 9U, 10U, 11U, 12U and 14U.

- Individual levels will be broken down into **two** Conferences:
 - o American and Central.
- The American conference will consist of select teams from each organization. The Central conference will comprise "recreational" teams from each organization.
- At each level, every organization is required to field a select team first, before fielding a recreational team.
- The Executive Board (as elected by the Commissioners) will work with the appropriate Sports Supervisors to assist the Department in the overall operation of the sport. Recommend to the appropriate Sports Supervisor the breakdown of

League divisions according to Age/Caliber of Play. The Department will work with the Board of Directors to create all League Schedules.

B. **Mandatory Participation Requirements / Roster sizes**

American Conference

- 15 – 19 players - 8 plays
- 20 – 23 players – 7 plays
- 24 – 26 players – 6 plays
- 27 – 30 players – 5 plays

Central Conference - Every player must play a minimum of 50% of the available minutes

C. **7U League - Instructional**

Players must be 6 years old by **September 1, 2025**, to be eligible to play. Any player turning 8 years old before **September 1, 2025**, is not eligible to play in this division. **No player will be granted more than 2 seasons to compete in this league, regardless of age or weight.**

- Maximum Weight: 80.9 lbs., T2T- **unlimited.**
- Players will be allowed to gain 5 lbs during the season and will receive an additional 5 lbs during the playoffs.
- **Every player is required to play at least one-half (½) of every game.**

D. **8U League**

Players must be 6 years old by **September 1, 2025**, to be eligible to play. Any player turning 9 years old **before September 1, 2025**, is not eligible to play in this division.

- Maximum Weight: 90.9 lbs., T2T- **unlimited.**
- Players will be allowed to gain 5 lbs during the season and will receive an additional 5 lbs during the playoffs.

E. **9U League**

Ages 9 and under - Players must turn 7 years old by **September 1, 2025**, to be eligible to play. Any player turning 10 years old **before September 1, 2025**, is not eligible to play in this division.

- Maximum Weight: 100.9 lbs., T2T- **unlimited.**
- Players will be allowed to gain 5 lbs during the season and will receive an additional 5 lbs during the playoffs.

F. **10U League**

Ages 10 and under - Players must turn 8 years old by **September 1, 2025**, to be eligible to play. Any player turning 11 years old **before September 1, 2025**, is not eligible to play in this division.

- Maximum Weight: **unlimited**

G. **11U League**

Ages 11 and under - Players must turn 9 years old by September 1, 2025, to be eligible to play. Any player turning 12 years old before September 1, 2025, is not eligible to play in this division.

- No weight restriction for 11U League. Every player will play a minimum of 5 plays per game.

H. **12U League**

Ages 12 and under - Players must turn 10 years old by **September 1, 2025**, to be eligible to play. Any player turning 13 years old **before September 1, 2025**, is not eligible to play in this division.

- No weight restriction for 12U League. Every player will play a minimum of 5 plays per game.

I. **14U League**

Ages 12-14 - Players must turn 12 years old by **September 1, 2025**, to be eligible to play. **11-year-old players will NOT be allowed to play in the 14U division.**

- **Any player turning 15 years old before November 30, 2025, is ineligible to play in the 14U division.**
- **Players who are 14 years old and members of a high school football team are ineligible to play in the 14U division.**
- No weight restriction for 14U League. Every player will play a minimum of 5 plays per game.

J. **Home School Exceptions**

Children who are home-schooled and wish to play must meet the age/weight requirements listed above for each weight class.

VIII. **PLAYING RULES**

A. **Special Rules 7U ONLY**

- Two coaches are allowed on the field during the game to assist in getting the teams aligned. This rule applies during the entire season and through the playoffs. The on-field coaches can only talk when the ball is dead. Once the teams are set for play, no cheerleading or additional coaching is allowed while the ball is in play.
- The coach on the field will be at least ten (10) yards behind the deepest player while play is in progress.
- Upon the offense's declaration of the desire to punt the ball, the ball is placed 20 yards forward, and a change of possession occurs. An exception to this rule occurs inside the defense's 30-yard line – a declared punt inside the 30-yard line results only in a change of possession at the current line of scrimmage.
- **7U Extra Point** – The offense has the option of trying a free kick (with no rush by the defense) for two points. The offense must declare to the referee before trying a free kick. The ball must be snapped from the center (between the legs), handled cleanly, placed successfully on the tee, and kicked through the uprights for the try to be successful. (If the holder does not cleanly catch the snap and drops or loses the ball, the play will be blown dead and ruled an unsuccessful attempt.) During the attempt, the defense may not attempt to distract the snapper, holder, or kicker. The Defense is not allowed to attempt to block the kick in any way. (Attempts to block the kick will result in an Unsportsmanlike Penalty on the Defense.) This rule will be in effect for the entire regular season, but not the Playoffs. During the playoffs, all regular rules for extra points apply. (See section F below)

B. **Special Rules for 7U – 9U leagues.**

- Major penalties will be ten (10) yards, **except that unsportsmanlike conduct on any coach is 15 yards.**
- Any player receiving a second personal foul penalty in the same game will be benched for 10 minutes. If the second personal foul penalty is received in the 4th quarter, the player will be disqualified for the remainder of the game.

C. **SPECIAL RULES – 8U ONLY**

- One coach is allowed on the field for the first four weeks of the season. This rule applies during the entire season and through the playoffs. The on-field coaches can only talk when the ball is dead. Once the teams are set for play, no cheerleading or additional coaching is allowed while the ball is in play.
- The coach on the field will be at least ten (10) yards behind the deepest player while play is in progress.
- **8U Extra Point** – Same as the 7U rule above, but it will only be in effect for the first four weeks of the season. After week 4, the regular extra point rules apply. (See section F below)

- There will be no rush for a declared punt. No players may cross the line of scrimmage (from either team) until the ball is kicked.
- **8U & 9U – Declared Punts** – Fourth down & outside of (opponent) defense's 30-yard line. The defense cannot rush the punter or make contact with the offensive line. The offense cannot cross the line of scrimmage until the ball is punted. 2 Both teams must have a minimum of 7 players on the line. The punting team must inform the referee of the intention before the play, who in turn informs the opposing team. If the ball is snapped over the punter's head, the ball must be punted from the recovery spot. (The spirit of this is to execute the snap-punt-catch.)

D. **Tackle-to-Tackle Designation.** *This rule only applies to the following weight classes..7U, 8U, 9U, 10U (4 Weight Classes)*

- **OFFENSE:**
 - Players shall play the following positions: **Center, Guard, Tackle**
 - **T2T players shall not play TE, WR, or any position in the backfield.** A T2T player may not go into motion. **T2T players are NOT eligible receivers.**
 - **Players may be uncovered on the ends of the line, and unbalanced lines are permitted.** The maximum number of T2T players on offense is 5.
 - Players may not advance the ball at any time. If a T2T player takes possession of a fumble or other turnover, the play is blown dead at the spot of recovery.
- **DEFENSE:**
 - Players shall play the following positions: **Nose Guard, Defensive Tackle, and Defensive End.**
 - **NGs and DTs shall be required to play in a 3 or 4-point stance within 1 yard of the line of scrimmage. No Upright stance.**
 - DEs are required to play within 1 yard of the last player on the offensive line. DEs may play upright or hand down.
 - DEs may move laterally; however, they may not drop into pass coverage.
 - T2T shall not play the following positions: **CB, LB, and S**
 - **The maximum number of T2T players on defense is 5.**
 - T2T players shall not advance the ball on a turnover. If a player takes possession, the play shall be blown dead at the spot of the recovery.
- **SPECIAL TEAMS**
 - T2T players may be Kickers or Punters
 - Receiving Team: T2T players shall play on the front line; they may drop back and provide run support. T2T players may not advance the ball. If a T2T player recovers the ball, the play is blown dead at the spot of the recovery.
 - The maximum number of players is 5.
 - Kicking Team: T2T players may play the front line. T2T players may recover the ball but shall not advance it. A recovered ball by a T2T shall result in the play being blown dead at the spot of the possession.
 - The maximum number of players is 5.
- **WEIGHT**
 - A player has until the third and final weigh-in to try to make the "running back weight." If the player fails to make the running back weight by the final weight in they will be designated as a tackle-to-tackle player for the duration of the season, regardless of weight loss. Players who are designated as tackle-to-tackle players will be noted on the roster by name and number.

Once a player has been designated as tackle-to-tackle, they cannot reweigh.

- **PENALTY**
 - **First violation shall carry a 5-yard penalty**
 - **The second violation shall carry a 10-yard penalty**
 - **Third and each additional violation shall carry a 15-yard penalty**

- E. One Coach will be allowed on the field with the captain during the coin toss.
- F. The High School Federation's mandatory numbering system rule and the rule concerning NOCSE certification concerning gloves worn during youth football games have been waived.
- G. Two (2) points will be awarded for a successful kick on an extra point, and one (1) point will be awarded for a successful run or pass.
- H. Quarters will be 10 minutes of controlled time. The game clock will be governed by Federation rules with the following exception: the clock will stop on a change of possession. The referee will start the clock when the down marker is set and the ready-for-play whistle is blown. This follows the pre-1996 Federation timing rules.
- I. **If a team is winning by 35 or more points at the end of the third quarter, the game will end at that point.** This rule has become necessary to add a degree of scoring control in games that are between teams that are not matched in talent, experience, size, etc. It is highly encouraged and shall be required that winning coaches take all necessary steps available to control the high level of scoring in unmatched games.
- J. All ties will be played as per the High School Federation overtime procedure, but limited to two (2) overtime tries during the regular season.
- K. For any rules not specifically covered, the High School Federation Rules will apply.
- L. **Safety & Integrity Rule**

24 Point Rule in the American Conference

18 Point Rule in the Central Conference

- At the pre-game meeting, the starting backfield names (4 players; Quarterback, 2-RBs & Flanker) will be circled on the Official Game Roster and given to the opposing coach.
- Once a 24-point (American) /18 points (Central) advantage occurs (this includes all scoring; offensive, defensive, and special teams):
 - On the next offensive possession, the team ahead by 24/18 points must make a backfield change. The official will call a special timeout (maximum 3 minutes) to allow the coaches of the winning team on the field for player changes to be made in an orderly fashion.
 - The starting backfield (4 circled players) AND any other player(s) who scored a touchdown will be ineligible to advance the ball, except **on an interception or fumble recovery.**
- **Failure to comply with the proper changes will result in an automatic 15-yard penalty, with the Head Coach receiving a warning. If a second violation occurs, the Head Coach will be ejected and another 15-yard penalty will be assessed.**
- **In addition, in the 7U and 8U Central Conference, no blitzing of the A-Gaps**
- **Anytime the 24-point or 18-point Safety & Integrity Rule is in effect, the losing team will be awarded the ball at midfield each time the winning team scores. There will be no kick-off.**

IX. PRACTICES

- A. No mandatory organized practices or drills may begin before **July 28, 2025, NO PADS OR HELMETS.**

- B. Practices with pads or helmets cannot begin before **August 4, 2025**.
- C. Once the public school year begins (**August 25, 2025**), no team may practice more than three times per week, Monday-Sunday, and the three practices may not total more than six hours.
- D. **Hitting During Practice Policy**
 - All AAYFA teams will be limited in the number of times during the week that they may have "hitting practices" that involve hitting and/or tackling another player.
 - o **Hitting** is defined as a practice where players are dressed in padded football pants, shoulder pads, and helmets and participate in drills that require impact or collision with another player.
 - During the period before school starts, when teams may practice five (5) times a week, the **maximum** number of hitting practices will be **three (3)**. Once teams are limited to practicing three (3) times a week, the maximum number of hitting practices will be two (2).
 - Scrimmages where players are dressed in padded football pants, shoulder pads, and helmets will count against the allotted number of hitting practices for a given week. Once the maximum number of hitting practices for a given week has been exhausted, coaches may mandate a "helmets only" practice. "Helmets Only" practices are those practices where players do not wear padded football pants or shoulder pads.
 - Organizations will be responsible for making sure that all of their coaches/teams adhere to this policy. Any coach discovered violating this policy will be suspended from all Anne Arundel County-sponsored sports and activities for a minimum of one (1) year.

X. OFFICIAL GAMES

- A. All games shall be played as originally scheduled. Only the Department of Recreation & Parks will make any changes to the schedule. No games will be scheduled to start before 11:00 a.m. or after 7:00 p.m. on Sundays.
- B. There must be at least **three officials present for all league games, including 7U & 8U games**. No games may be played with fewer than the number of officials noted above. If any team refuses to play any game when the minimum number of officials is present, they will forfeit the game. **Any team that forfeits a game will be responsible for payment of ALL officials at a rate of **\$60.00 per official**. This fee must be paid to the Department of Recreation & Parks in full before their next scheduled game.**
- C. Official games are any game that completes three (3) quarters of play. Any game that does not meet this requirement is not considered an official game, and the make-up must start from the beginning with a score of 0 to 0.
- D. Make-up games may be scheduled on open weekend dates and/or weekdays. If a game is scheduled on a weekday evening, it **shall not** be counted as one of your allowed three (3) practice days.

XI. STANDINGS & PLAYOFFS

- A. Standings will be determined by awarding two points for each win and one point for a tie.
- B. The playoffs for the American Conference will be made up of the top four teams from each league. The Central Conference playoffs will be made up of the top two teams in the Central Conference. The second-round playoffs will be reseeded with the highest remaining seed playing the lowest remaining seed. Then the two remaining seeds will play each other. The above playoff situations are based on divisions of ten teams. The Recreation Supervisor has the authority to adjust the playoff structure for divisions of more (or fewer) than 10 teams.

- In the event of a tie for any placement, head-to-head competition will be the tiebreaker. **In leagues where all teams do not play every team during league play, tiebreakers will be the best record among common opponents, and then a coin toss.**
- If the teams are still tied for first, second, or third place (playoff seeding/positions), a coin toss will be done for seeding purposes.
- The home team for the County championship will be the highest-seeded playoff team.

XII. REFEREES

- A. The Sports Supervisor, who is responsible for liaison with the Official Associations, shall ensure that agreements are negotiated that will enable all games to be properly officiated.
- B. At the discretion of the above Sports Supervisor, additional officials may be requested to cover playoff or championship games.
- C. Referees are to ensure that all games start as scheduled. Any team not at the playing site within 15 minutes after the scheduled starting time shall forfeit the contest.
- D. An ejected player must turn his jersey inside out or take it off. Officials shall inform the opposing team of the name and number of the ejected player.
- E. A "volunteer" official will never be allowed to officiate a game in which the assigned officials do not show up.
- F. The Department will not pay officials for exhibitions or non-league games.

XIII. FIELDS

- A. Playing fields must be at least 100 yards from the goal line to the goal line and 53 yards from the sideline to the sideline. Sidelines, goal lines, end zone lines, inbounds lines, and yard lines, every ten (10) yards, must be marked clearly. (Check NHSF)
- B. Securing a home field for games is the responsibility of the organization sponsoring the team. If possible, the Department will assist a team in locating a field, but at present, the Department cannot guarantee a field for any team. It is also the responsibility of the home team to see that the fields are properly marked and that conditions are playable.
- C. To allow the coaches and officials to properly perform their duties, it is the responsibility of the home team to provide a barrier, preferably rope, along each sideline to keep spectators away from the playing area. The barrier should be at least 15 to 20 feet from each sideline and should run around the entire playing field. The penalty for the first offense will be a written warning. A second offense will result in a penalty.
- D. The Recreation & Parks Department may cancel games due to weather or field conditions before the scheduled starting time. The home team may also cancel games before the scheduled starting time, due to weather or field conditions. Once the game begins, only the officials may cancel games due to inclement weather. Game officials and the officials of each team must be continually aware of the safety of the participants and the condition of the field. Lightning, high water conditions, high winds, etc., must be considered before a game is started or continued. Any game not played because the game officials decide that playing conditions are unsafe may be rescheduled.
Cancellations can be found on the Department web page at: <https://www.aacounty.org/recreation-parks/sports> or on the TeamSports Coaches Portal.
- E. If a regularly scheduled game is canceled, it may be rescheduled as soon as possible, and if the home team is unable to host the game, it shall be moved to a neutral field. Canceled games may be rescheduled for weeknights.

XIV. PLAYING EQUIPMENT

- A. All protective equipment must be of high caliber for safety reasons. At any time, an official of the Association or the Department may disapprove equipment and declare it unsafe for contact. As a result, the team can be barred from competition until the situation is corrected.
- B. Mandatory Equipment:
 - 1. Helmet (NOCSAE approved) with face guard
 - 2. Mouthpiece
 - 3. Shoulder pads
 - 4. Football jersey
 - 5. Protective hip and spinal pads
 - 6. Thigh pads
 - 7. **Knee pads**
 - 8. Regulation football pants **(Pants MUST reach and be worn below the knees)**
 - 9. Socks
 - 10. Cleats or other approved football shoes

All other descriptions not covered above must meet High School Federation requirements.
- C. Balls -- one ball is to be used during the game. This ball is to be new or in new condition and supplied by the home team. If the home team's ball, for some reason, is in bad condition and the visiting team has a ball in better condition, the official may use this ball. (Leather Balls and Composite Balls).

REVISED 7/11/2025

7U through 10U (PeeWee)

Wilson K2 GTS 1322
Wilson K2 Leather 1382
Wilson K2 Composite 1713

11U & 12U

Wilson TDJ GTS 1783
Wilson TDJ Leather 1360
Wilson TDJ Composite 1713

14U

Wilson TDY GTS 1003
Wilson TDY Leather 1300
Wilson TDY Composite 1360

XV. WEIGH-IN PROCEDURES

- A. Each Organization will be assigned a time and place for weigh-ins.
- B. Organizations will be checked/weighed starting with unlimited teams and then the weighted teams. Lightest weights, in order, moving toward the heaviest weights.
- C. Each Coach will be required to have 3 copies of:
 - A completed player roster sheet printed from the Coaches Portal listing players in alphabetical order.
 - An I.D. information sheet for all assistant coaches, team moms, etc. Also, printed from the Coaches Portal. Each person listed MUST have a completed background check in the Team Sports Portal before the I.D. card is released.
- D. In addition to the players, only the Head Coach, Commissioner, and/or representatives from each team will be allowed in the weigh-in area.

- E. Teams must be in the weigh-in area 15 minutes before the scheduled start of the weigh-in. **Representatives of the Anne Arundel County Department of Recreation & Parks** will conduct the weigh-ins. AAYFA Board members will assist with this process
- F. Teams will line up in a straight line, in order listed on the roster, and the coach will present his team to an AACO/AAYFA official.
- G. Each player will step on the scale wearing shorts, a T-shirt, and footwear.
- H. If the scale exceeds the maximum allowance for the class during the weigh-in, and the player is **not** designated T/T, the player will be ineligible to participate in that weight class and will be assigned to the proper age/weight class by the AACO/AAYFA staff on the site.
- I. Once the player has been weighed in and approved, he will proceed to the photography area to have his/her I.D. picture taken.
- J. A digital scale must be used. The Recreation & Parks Department Sports Supervisor and/or AAYFA officials will check the scale for accuracy before weigh-in.
- K. If a player is observed at the weigh-in site running any laps, attempting to sweat down by other means, or attempting to weigh in without proper equipment, they will be declared ineligible to participate in the weigh-in. If multiple players are found guilty of this offense, then action will be brought against the Head Coach and/or the Commissioner/Organization. A complaint on this may be noted to the officials and should be filed as soon as possible.
- L. There will be three weigh-ins that players can attend, if necessary. Each child will be allowed to weigh in at any of the three weigh-ins; **however, once they have been declared eligible to play, they cannot reweigh.**
- M. **If a player is overweight at a weigh-in, the organization has 48 hours to discuss with the parent and:**
 - **Decide whether the player is going to remain with that organization or;**
 - **To immediately move to the next weight class with that organization, or;**
 - **To continue to weigh in at the original weight class with that organization.**
 - **IF the player does not make weight, the organization may NOT cut that player and MUST move to the higher weight class.**
- N. **Once a player has been designated T/T, they cannot reweigh.**
- O. Any child who weighs in or does not make weight until the third weigh-in must sit out **the first games of the season.**
- P. Playoff Weigh-In Procedures (Only if a player's weight is disputed).
 - All rules above are followed.
 - Players will be given an additional 5 lbs. (Playoff weight is 10 pounds over the original start of season eight. Players are given 5 lbs for the season and 5 lbs for the playoffs)

XVI. GAME CHECK-IN PROCEDURES

- A. Both teams will report to their sidelines 15 minutes before the scheduled game time.
- B. Before the start of the game, both teams will line up on the opposite 40-yard line in roster order. Players will be dressed in full playing equipment except for helmets. No helmets will be worn during ID checks.
- C. Coaches will exchange team ID cards and rosters.
- D. Opposing coaches will check the roster and ID cards of players. The opposing head coach and referee will monitor the process.
- E. If a player is not present, he is ineligible to play in the first half of the game. **If a player arrives before halftime, he may play in the second half, provided that the player checks in with both the referee and the opposing coach at halftime.**

XVII. PLAYER PROTEST

- A. If a player's eligibility is questioned:

- Notify the referee immediately
 - A formal protest of the game is required; the protesting team then contacts their respective Commissioner to contact the Recreation & Parks Department.
- B. Teams will be required to have both rosters and ID cards, or the game will be forfeited.