



CHEROKEE YOUTH FOOTBALL ASSOCIATION

RULES AND GUIDELINES OF

CHEROKEE YOUTH FOOTBALL ASSOCIATION, INC
2295 TOWNE LAKE PARKWAY, SUITE 116-309, WOODSTOCK, GA 30189

1.0 PURPOSE

Our mission is to implant firmly in the minds of the boys and girls of the community the ideals of good sportsmanship, honesty, loyalty, courage, physical fitness, self-discipline and respect in order to enable them to develop the skills necessary to become healthy, responsible, principled adults. This objective will be achieved by providing supervised instruction in the sports of football and cheerleading. The supervisors shall constantly bear in mind that the attainment of exceptional athletic skill or the winning of games or competitions is secondary to the prime objective of molding future men and women. In conducting the activities of this Association, the maximum benefits can be obtained by following a theme of allowing coaches to coach, managers to manage, and the committees to function as defined in these by-laws.

CYFA's mission to provide safe, organized, character-driven youth sports programming, football and cheerleading programs for boys and girls throughout Cherokee County.

In the event of any conflict or inconsistency, the Rules of the CHEROKEE YOUTH FOOTBALL LEAGUE, Inc. (CYFA) shall govern and shall take precedence over any rules, policies, or procedures adopted by individual member association

1.1 ACCOUNTABILITY

(a) Each member program shall be responsible for the conduct, compliance, and management of all team activities. Each Program Directors shall be the accountable party for any violations of CYFA rules, policies, or regulations committed by members of the team, including players, head coaches , assistant coaches, staff, or affiliated personnel.

(b) Upon confirmation of a first violation of these rules, the Head Coach may receive a written warning which shall be maintained in the official records of CYFA. Depending on the severity of the violation, disciplinary action may also include a one (1) game suspension. In cases of significant misconduct, the Board may impose additional penalties including fines, extended suspension, and/or forfeiture of the affected game.

(c) Upon confirmation of a second violation of these rules, the Head Coach shall be subject to a suspension of no less than two (2) games. If the violation is deemed severe, additional disciplinary measures may be imposed, including fines, extended suspension, and/or forfeiture of the affected game.

(d) Upon confirmation of a third violation of these rules, the Head Coach shall be subject to removal from coaching duties for the remainder of the season. In cases of serious violations, the Board may also impose additional penalties, including forfeiture of the affected game.

&\$'CYFA Organizational and Operational Plan

2'%Organizational Governance Structure

(a.) Establishment and Function

The affairs of the Corporation shall be controlled and administered by a governing body known as the "Executive Board of Directors." As used in these bylaws, a reference to the "board of directors" or "Directors" refers to the entire board collectively or to a member of the board generically. The board of directors conducts its proceedings as provided in the articles of incorporation, these bylaws and the Code.

(b) Executive Board Composition (Voting Authority):

- President
- Vice President of Football
- Vice President of Cheer
- League Administrator
- Equipment Director

(c) District-Based Leadership (; YbYfU `cUFX)

The District-Based Leadership Group shall consist of designated representatives from each participating school feeder program. This body shall serve as part of the CYFA Board of Directors and shall be responsible for reviewing, overseeing, and voting on matters specifically related to feeder program operations. Such matters may include, but are not limited to, rules of play, league regulations, scheduling logistics, eligibility standards, and other operational policies that directly impact school-affiliated feeder programs. The District-Based Leadership Group shall work collaboratively to ensure consistency, fairness, and alignment among all participating programs while operating within the authority and governance structure established by the CYFA bylaws.

CYFA will continue its district-based operational model, with each high school feeder

district (River Ridge, Sequoyah, North Cobb, Marietta) maintaining:

- District Football Director (voting)
- District Cheerleading Director (voting)
- Assistant Directors (voting)

Each feeder program retains two football votes and two cheer votes, preserving equity across the league regardless of program size or participation growth.

Affiliation of Feeder Programs

All high school feeder programs and their respective subsidiary programs shall be considered fully affiliated with the Cherokee Youth Football Association (CYFA) for so long as either the district football program or the district cheerleading program maintains official representation on the CYFA Board of Directors. Such affiliation shall insure feeder programs all rights and obligations as set forth in the CYFA governing documents, and shall remain in effect unless and until the program's representation on the Board is formally terminated in accordance with CYFA bylaws and procedures.

This structure allows CYFA to add or expand districts in the future without altering governance fundamentals, supporting growth beyond 2026.

CYFA Board Voting Roster

Position	Voting/Non-Voting Position	
President	Voting - In case of a tie ONLY	1
Equipment & Football Vice President	Voting	1
Cheer Vice President	Voting	1
League Administrator	Voting	1
Communications & Marketing Director	Voting	1
Competition Cheer Director	Voting	1
River Ridge Football Director	Voting	1
River Ridge Assistant Football Director	Voting	1
River Ridge Cheer Director	Voting	1
River Ridge Assistant Cheer Director	Voting	1
Sequoyah Football Director	Voting	1
Sequoyah Assistant Football Director	Voting	1
Sequoyah Cheer Director	Voting	1
Sequoyah Assistant Cheer Director	Voting	1
North Cobb Football Director	Voting	1
North Cobb Cheer Director	Voting	1

2.2 Voting; Quorum

All matters to be voted on must be first submitted to the President prior to the next board meeting and approved by the President or VP of Football in the absent of the President. Each director has one (1) vote on the board of directors. The President shall vote only when voting is conducted by ballot or in the event of a tie. A quorum, generally defined as the number of members required to be present for the legal transaction of business of the Board shall consist of those members in attendance of any regular or called meeting and will exist when a majority of the voting members of the board are present and 3 of 5 Executive Board are present. If a board position is considered vacant it will not count in the quorum required to hold an official meeting. No business of the Corporation shall be carried out without said quorum, unless voting is conducted via email.

For in person meetings, Once quorum is established, all matters put to a vote before the board of directors will require the affirmative vote of a majority of directors voting on the matter, in the presence of a quorum, unless a greater majority is required by the articles of incorporation, these bylaws or the Code. The participation of a majority of the directors, whether present in person or through an approved contemporaneous communications system, constitutes a quorum of the board of directors in order to conduct business.

Title 3. Conduct

3.1. Coaches and Parents

(a) Once the game begins, the officials are in total control of the game. Coaches are responsible for the conduct of players and their parents. Coaches must see that parents stay in the bleachers during the game and at half time. Parents are not allowed on or in the field area at any time during a game or halftime. All coaches are responsible for their own actions and the use of appropriate language. Coaches and parents will not argue with the officials during half-time or after a game, Georgia High School Rules govern play. Parents using foul language or causing a disruption during a game, the referees can issue a penalty against the team.

1 Offense- Warning

2nd Offense- Personal foul 15-yard penalty

3 Offense- Personal foul- Head Coach ejected from current game

If a referee ejects a coach or parent from a game, that coach or parent must leave the park immediately. The coach or parent will be suspended from the next team game and barred from the park for that game.

(b) Parents and coaches shall conduct themselves in such a manner as to set a positive example for the children. Participating children should not overhear any discussion about the ability of one child as opposed to another. The shouting and/or yelling of anything other than encouragement to the players, coaches, linesmen, cheerleaders or officials may constitute grounds for expulsion from the area by local law enforcement officers if required. The loss of a parent's temper or that of a coach's(es'), whether resulting in bodily contact or not, while on the practice field or playing

field during a competitive event and especially to be witnessed by the players and other children constitutes grounds for immediate expulsion from the current event.

The District Directors may submit request for a permanent expulsion and loss of privileges to be approved by the Executive board. All notifications will be in writing from the President.

(c) The head coach, assistant coaches and trainers are responsible for the behavior of the football players/cheerleaders while at practice or in a game situation. It is required that if a football player/cheerleader is unable to attend practice or games that the coach or assistant coach is informed before said practice or game.

(d) Parents are also required to treat the coaching staff with respect. The coaches and board members of the Corporation are **VOLUNTEERS** and are performing their duties w/o any compensation whatsoever. It takes a great deal of time and energy to perform these duties. Things are done behind the scenes that the parents and cheerleaders are unaware of, so please show them respect and courtesy when confronting them with a situation. If there is a situation on your team and satisfaction is not received by speaking with the coach, then the next contact should be the district director. After that step has been approached and satisfaction is still not achieved, the final contact should be the Vice President if the grievance is football related or Cheerleading Vice President of the Cherokee Youth Football Association if the grievance is cheer related. If your coach also holds one of the positions listed in the chain of command, then you should by-pass that step and move to the next one. If your coach is the Corporation Cheerleading Vice President, then you should contact the league Vice-President. If your coach is the league Vice-President, then you should contact the President. All grievances and complaints will be governed by Title 10.

(e) All League-issued badge holders must be in good standing. Individuals involved in ongoing legal matters that could reasonably affect the safety, integrity, or reputation of the League shall be ineligible to serve as badge holders until such matters are fully resolved, as determined by the Board of Directors.

(f) Use of noisemakers, EXCEPT cow bells, thunder sticks and shakers, are not allowed at CYFA games.(Shakers being described as empty plastic bottles, no larger than 20 ounces, filled with beans, rice, and/or glitter.) Use of powered speakers or bluetooth speakers by fans are not allowed. Teams may use them, but not be played while the football is play. A violation may result in a fine (\$50) to the offending team. Teams may not play in future games until fines are paid.

(g) Use oftobacco, alcohol and profanity will not be tolerated by coaches, parents or anyone else at the practice fields or game locations. Violations may result in a one game suspension. Players and Cheerleaders

3.2. Football Players and Cheerleaders

(a) Players and cheerleaders should pay close attention to the coaching staff during practice sessions or competitive events and refrain from comments other than those beneficial to the event. **The use of profanity and vulgarity can be grounds for expulsion from the team/squad.**

(b) Players and cheerleaders on the sidelines participating in an on-going game should not play amongst themselves by tossing balls, roughhousing, talking with parents or other participants and the like.

Football players/Cheerleaders are expected to treat their coaches and trainers as they would any other adult authority figure. Disrespect will not be tolerated. Parents are expected to attend practice sessions and games to monitor the behavior of their child. The coaches and trainers are not baby-sitters, nor should they have to contend with an unruly child who is disrupting the performance of the other team members.

- (d) All participants (football and cheer) **MUST** have a responsible party at all practices and games.
- (e) Any participant ejected from a game by the referees will be suspended from participating in the next game. That player/cheerleader may be on the sidelines, OUT of uniform, to assist his/her teammates.

Title 4. Disciplinary Action

- (a) Disciplinary action accepted by the Corporation includes, but is not limited to, running laps at practice, sitting out a portion or all of a game, or removal from a team/squad. If a coach chooses to use laps as a disciplinary action, the laps must be limited to 4 and suitable for weather conditions. A coach must monitor the player while running laps.
- (b) If a cheerleader has not attended practices or games and is deemed unprepared such as to place the other team members in an unsafe position during half-time that cheerleader, at the coach's discretion, may not be allowed to cheer during said half-time.
- (c) Disciplinary action such as striking a child will not be tolerated, and the Vice-President or Cheerleading Vice President of the Corporation should be notified immediately. The offending coach and/or trainer will be removed from their position and unable to coach with the Corporation again as outlined in Title 8.

Title 10. Protests, Complaints, and Grievances

4.1. Protests

- (a) During a game, the head coach or his designated assistant must inform the head referee that the game is being played under protest. After the game, the Director on Duty must be informed that the game was played under protest. The head coach must submit a \$50 fee to the league President within 48 hours of the expired game. If the above procedure is followed, the league president will call a meeting of the protest committee to consider the protest. All parties involved may be asked to attend the meeting. The decision of the protest committee will be closed and final. Directors, whose team is involved in the protest, may enter into the discussion, but are prohibited to participate in the closed meeting due to a conflict of interest. After a decision is reached, the league president will receive a report. If the coach initiating the appeal wins the protest, his \$50 will be returned.
- (b) All protests shall be filed with the President in writing within 48 hours. No protests will be acted upon without written support of allocations being filed with the President.
- (c) The Vice-President will prepare a written decision for all parties involved in the protest.
- (d) Should a coach have a question regarding a player's weight from an opposing team, he should approach the Director on Duty and the Director will check the roster book. No official protest is required.
- (e) No protest concerning the officiating of the game will be heard. If there is a complaint/problem

with the conduct of an official, that complaint should be reported to the Vice

President.

4.2. Grievances and Complaints

- (a) The Board shall decide all participation grievances and/or complaints, after investigation by the Vice-President in order that adequate records of such issues are maintained. All interpretations of the by-laws shall be in writing and shall be provided to the board of directors.
- (b) In the event a parent feels that his/her child is not being treated fairly or is the subject of biased treatment, the parent shall contact the Vice-President and discuss the problem.
- (c) The Vice-President will schedule a conference with the parent(s), the coach(es), the appropriate District Director and the Vice-President, who shall also act as the arbitrator.
- (d) In the event that a parent is not satisfied with the solution offered by the Vice-President or the coach(es) a written formal charge must be filed with the board of directors. The formal charge will be stated in writing to the parents and a copy of such writing will be filed with the Administrator.
- (e) Any incident from a game regarding a coach, parent, or participant that needs to be added to the agenda for the next scheduled Board meeting must be reported to the District Director AND the President prior to the next meeting. Failure to make proper notification will result in the incident being dismissed and not discussed until the next meeting.
- (f) The President shall immediately call a meeting with the board of directors, which shall act as a grievance committee. The President (or his assigned) shall act as the chairman of the grievance committee. In the event the President is a party to a grievance, the Vice-President shall act as the chairman of the grievance committee.
- (g) The Vice-President shall respond to any written complaints or other inquiries in writing in order that adequate records of such issues are maintained.
- (g) Violation of the bylaws, principles of good sportsmanship, or conduct may result in the suspension of privileges for a period. Any person suspended by the board of directors can only be reinstated by the board of directors. The decisions of the board of directors are final.
- (h) Any coach or parent accused of a violation resulting in a fine, suspension or forfeiture may request an immediate hearing by the grievance committee. All fines go into the CYFA scholarship fund.

Title 5. Practice Schedule, Rosters, Equipment, Equipment Draw and Turn-In, Uniforms, and Fees

5.1. Practice Schedule

(a) Spring Work Outs: Starting on the first day of registration, teams are allowed to have pre-season spring and summer workouts. All coaches who wish to conduct these pre-season work outs must notify the Vice President of football and follow these guidelines.

1. Work outs can be no more than two days.
2. Limited to 1.5 hours max.
3. Coach must provide adequate field and or practice facility.
4. Work outs must be open to all participants.
5. Each participants must complete the mandatory waiver which states they will be participating at their own risk.

Failure to adhere to these guidelines may result in disciplinary actions. These actions may include, but are not limited to, the termination of workouts and/or disciplinary measures imposed by Article 8.1 .

(b) Football. The first week of practice should be devoted to conditioning only, no pads are allowed. No child may practice in pads until that child has practiced at least 3 days without pads thus completing the acclimation period, as allowed by the Georgia High School Association. After the school year begins, teams are restricted to 2 practices a week (2) 2-hour practices and (1) walk-through (helmets only and 2 hours only.) Teams are only allowed to practice on their District specific practice day and approved fields. Teams are to have no more than 6 hrs. and a half of practice during the school week. (MonThurs). Any team caught practicing outside of normal practice times(scheduled per district) prior to the posted start date for practices will be subjected to loss of Head coach badge and \$100 fine. Coaches and directors are prohibited from canceling practice without the approval of the vice president and the administrator.

1) Full contact should be limited during games and practices as well as during activity outside of the traditional fall practice. When possible, an athletic trainer should be present at all practices and games. (Note: No limitation is placed on activities defined below as "AIR, BAGS or CONTROL" contact.

i) For purposes of this by-law, the following definitions shall apply:

- (a) **AIR** - Players run a drill unopposed without contact;
- (b) **BAGS** - Players run a drill against a bag or another soft-contact surface;
- (c) **CONTROL** - Players run a drill at assigned speed until the moment of contact and one player is pre-determined the "winner" by the coach. Contact remains above the waist and players stay on their feet;
- (d) **THUD** - Players run a drill at competitive speed through the moment of contact with no predetermined "winner." Contact remains above the waist, players stay on their feet and a quick whistle ends the drill;
- (e) **LIVE ACTION** - Players run a drill in game-like conditions and is the only time that players are taken to the ground;
- (f) **FULL CONTACT** - Contact which meets the definition of Live

1) Pre-season

- (a) Full contact shall be allowed in no more than 2 consecutive practice days per week;
- (b) Full contact during practice shall be limited to not more than 45 minutes per day;

(c) .Any incident from a game regarding a coach, parent, or participant that needs to

Regular season and postseason

- (a) Full contact shall be allowed in no more than three (3) practice days per week;
- (b) Full contact during practice shall not be allowed on more than two (2) consecutive days;
- (c) Full contact during practice shall be limited to not more than 30 minutes per day.
- (d) Full contact during practice shall be limited to not more than 90 minutes per week

Violations: The penalty to be imposed upon any member found to have violated this by law in any substantial manner shall be as follows:

a) 1st Offense- 2 game suspension of Head Coach

b) Cheerleading. Practice generally begins no earlier than the last week of July and will extend until the season ends which should be just before Thanksgiving. The usual practices will be 2 times/week lasting 1-2 hours per session. Many teams will go to one practice per week once the season gets into full swing. This is purely up to the discretion of the District Director, as she will be the best judge of how much practice each individual team needs. Just because one team in a district goes to one practice does not mean all the teams will go to one practice.

c) Rain or cancelled practice. If practice is cancelled due to inclement weather and/or CRPA staff, for one district, no other district will be allowed to practice. Failure to comply will result in a board investigation and head coach's suspension or fine.

5.2 CYFA Heat/Humidity Policy for Football and Cheerleading

CYFA Board reserves the right to cancel practice at any time.

Violations of this policy or CYFA practice cancellations may result in game forfeiture and/or Head Coach Removal.

The following guidelines are in compliance with the NFSA, ACSM, GHSA

A scientifically approved instrument that measures the Wet Bulb Globe Temperature must be utilized at each practice (prior to October 1) to ensure that the written policy is being followed properly. WBGT readings should be taken at a minimum of 2 times. 30 minutes prior to practice beginning and at the start of practice. All WBGT monitors shall be calibrated, at a minimum, every two (2) years or earlier if recommended by the manufacturer. Each Director will be in possession of a Wet Bulb thermometer.

WBGT ACTIVITY GUIDELINES AND REST BREAK GUIDELINES

Under 82.0 Normal Activities - Provide at least three separate rest breaks each hour with a minimum duration of 3 minutes each during the workout.

82.0-86.9 Use discretion for intense or prolonged exercise; watch at-risk players carefully. Provide at least three separate rest breaks each hour with a minimum duration of 4 minutes each.

87 - 89.9 Maximum practice time is 2 hours. players are restricted to helmet, shoulder

pads, and shorts during practice, and all protective equipment must be removed during conditioning activities. If the WBGT rises to this level during practice, players may continue to work out wearing football pants without changing to shorts. For both football and cheer: Provide at least four separate rest breaks each hour with a minimum duration of 4 minutes each.

90 - 92 Maximum practice time is 1 hour. For Football: no protective equipment may be worn during practice, and there may be no conditioning activities. For both football and cheer: There must be 20 minutes of rest breaks distributed throughout the hour of practice.

92- or above. No outdoor workouts. Delay practice until a cooler WBGT level is reached.

Readings may be different in each section of the county. Readings may also differ from the High Schools. Please be aware that the High School readings are taken in the afternoon, most initial CYFA readings will not be taken until 5:30. Once the sun begins to set, the Wet Bulb temperature drops quickly. It may be too hot at 6:00 but may be fine at 6:30. Follow the above guidelines.

This policy applies only to outdoor practice sessions (indoor practice locations must be approved by the Board). Games are not elements of the policy. The nature of football games allows for breaks in the competition; therefore, the policy will not apply to any regular season or post season games.

What is a wet bulb thermometer and why is it used?

When you are hot, you sweat, or perspire. As that perspiration evaporates into the air, it cools off the surface of your skin. But for the process to occur, the air around your body has to be able to receive the water vapor. When the humidity is high, more water vapor is present in the air. Therefore, less water can evaporate from your skin. This results in greater discomfort, even without a higher temperature.

The wet bulb temperature is a measure of the amount of moisture, in the form of invisible water vapor contained in the air. As the name implies it is measured by a standard thermometer whose bulb is covered by a muslin sleeve that has been moistened by pure water.

The principle of the wet bulb thermometer is as follows; Water evaporates from the muslin cover passing into the air in the form of invisible water vapor, contained in the air. In doing so it absorbs heat from the thermometer bulb and the mercury it contains. The thermometer therefore indicates a lower temperature than that of the dry bulb thermometer. The difference between the readings of the dry and the wet thermometers is called the depression of the wet bulb.

If the air contains nearly all the moisture it can possibly hold, evaporation from the muslin will be slight and the depression of the wet bulb will be small. However, if the air is very dry, containing little

moisture, evaporation will be quite rapid, and the depression of the wet bulb will be quite large. In hot dry desert climates depressions of over 25°C have been observed, but at sea the depression is seldom more than 5°C. If the air contains all the moisture it can possibly hold, there is no evaporation from the muslin, and the dry and wet bulb thermometers will read the same. When this condition exists the air is said to be saturated.

The more saturated the air, the harder it is to cool the body; therefore, if the wet bulb reading shows a high level of moisture, caution must be taken during outdoor activities.

5.3. Rosters

The league Vice President will maintain team rosters, which will consist of player's names, ages, birth dates, Jersey numbers and telephone numbers. The head coach is responsible for bringing his team's rosters to every game. (Note: rosters are checked at weigh-in. No CYFA player will be allowed on the roster, or play for another team, after opening day weigh-in. No jersey number may be changed after the number is recorded on the official league roster. If a position number must be changed, the Vice President must first approve such change. If a player's jersey is torn or blood stained during a game, the director on duty, head referee and opposing coach will be notified of the change. Once a team reaches 40 players for 3rd, 4th, and 5th grades or 32 players K thru 2nd, a new team will be formed. Once a team reaches 32 players, a new team MAY be formed at the discretion of the District Football Director. The District Football Director will evaluate player talent level, coach availability and skill, and discuss the decision with the district to your director. All teams exceeding 30 players will be required to submit a 6 play count sheet to the DOD table and to their District Football Director immediately following each game. Failure to do so will result in a forfeiture of the game period. If it is determined that a particular division will have enough players for two teams, the Vice President of football will notify the District Director that a draft will be needed. Drafting rules are contained in Title 15.5.

Penalty for changing teams, adding players, or changing numbers without the appropriate Board approval may result in forfeiture of first win and/or expulsion of the head coach.

5.4. Equipment

- (a) K-3rd Grades will utilize a Wilson football (identified as Pee Wee or K2). All other age divisions will utilize a Wilson football (identified as Junior or TDJ). CYFA will supply 1 leather football and 2 composite footballs. However, a team can provide their own footballs, but they must be inspected by the Director on Duty prior to the start of each game and it must be the correct size for that age group. Violation may result in the forfeit of games and possible suspension of the Head Coach .
- (b) Mouthpieces are mandatory for football players and must be worn during all games and practices. Mouthpieces may not be white or clear. They must be attached to the helmet and of a solid color so they are clearly visible to the referees.
- (c) Chin straps must be completely snapped during play.
- (d) No jewelry will be allowed to be worn by football players during games or practice.

5.5. Equipment Draw and Turn-In

Equipment directors will notify district directors when equipment draw will begin for each division. Equipment is serial-numbered and issued to each player. Players are responsible for proper care of equipment. Teams will be asked to turn the equipment in at their last scheduled game. If a player does not turn in his equipment after the last equipment turn in date held in December, the equipment deposit will not be refunded, and legal action may be taken.

Equipment issued to players by CYFA is to be solely used for the purposes of CYFA practices and games. Any other use is prohibited and subject to additional fines. Players and coaches must receive approval from the equipment manager to use the equipment for any other purposes.

5.6. Uniforms and Fees

REFUND POLICY: NO refunds on fees charged by CYFA.

(a) Football

- 1) The player registration fee consists of the cost of playing football in the league. For non-feeder participants the fee also includes one game jersey and pants for each player to keep at the end of each season. This does not include a separate deposit required for obtaining equipment.
- 2) For 5th Grade, Offensive substitutions to the end or backfield positions, intending to become an eligible receiver, must report to the head referee (white hat) before the snap of the ball EVERY PLAY. Failure to do so may result in a penalty.
- 3) Upon receiving an equipment deposit CYFA will provide 1 helmet; 1 set of shoulder pads; 2 hip, 2 thigh, 2 knee, 1 tail pad (these pads will be omitted when a player receives game pants with integrated pads); 1 chin strap; 2 helmet jaw pads, and 1 pair of games pants. Once equipment is returned in good condition, the equipment deposit will be returned.
- 4) Registration fees and equipment deposits do not include practice jerseys or pants, cleats, mouthpieces or any other pads unless described above. Game pants are to be returned with all other issued equipment.
- 5) In the event a jersey is lost or damaged for any reason, it is the parent's responsibility to replace the jersey in a timely manner. When available, the jersey can be replaced with a non-issued jersey for a fee set by the President and with the approval of the Vice President. The head coach would immediately submit a new Team Certification form showing the number change. The player's old number becomes an illegal jersey and can NOT be worn in subsequent games.
- 6) A player who has misplaced his jersey or who has bought the wrong jersey to the game may borrow the correct colored jersey from another player in his district for 1 game only.

The head coach must inform the opposing head coach as well as the officials BEFORE the start of the game. Failure to notify opposing coaches and/or referees may result in a \$100 fine and/or game forfeiture.

- 7) Illegal jerseys—Players participating (without above permission) in jerseys other than the jersey issued to the player during the current season may be fined \$100 and/or suspended from future game(s). If it is determined by the CYFA Board that the head coach knowingly allowed a player to participate in an illegal jersey, that coach may be fined, suspended and/or forfeit any game(s) in which the player participated.
- 8) Beginning in 2022, no player may play up on the 5th grade team. It will be for true 5th graders only.

(b) Cheerleading

- 1) The registration fee consists of the cost of cheering in the league as well as a uniform and pom-poms. **ALL cheerleaders must be sized by a CYFA volunteer or via the Varsity portal.**
Failure to do so by the end of the official registration period may result in no uniform.

- 2) **CYFA cannot and will not be held responsible for any alteration fees.**
- 3) **No cheerleader may cheer up on the 5th grade squad. Only true 5th graders will be able to be on the squad.**

The maximum roster size for each district shall be determined annually by that District Cheerleading Director. These decisions must be taken into consideration:

1. Available practice space within the district
2. Number of qualified volunteer coaches
3. Safety standards and coach-to-athlete ratios
4. Developmental needs of athletes, including preparation for middle school cheer programs

The District Cheerleading Director is responsible for submitting proposed roster caps for each grade level to the Cheer Vice President at the final board meeting prior to the opening of registration. No squad may exceed the approved roster cap without the express written recommendation of the District Cheerleading Director and the written approval of the Cheer Vice President and the CYFA President. All decisions must prioritize fairness, safety, and athlete development.

5.6. Sideline Rule

- a) Georgia High School Rules apply. Coaches and players may stand between the 25-yard markers. The only team member that is allowed past this point is the team statistician and medical person. They must occupy a non-coaching capacity. If it is determined that these individuals are coaching, a 10-yard penalty will be invoked.
- b) **All** sideline personnel must display a current badge provided by CYFA, including all coaches, statisticians, cheer coaches, team moms, and medical personnel. Failure to display proper credentials will result in that person being asked to leave the sidelines immediately.

c) Photographers and Videographers

The head coach is responsible for all photographers/videographers on his sideline. All

Photographers and Videographers must be approved by the head coach and are responsible for the non-refundable, nominal fee that will cover their background check and badge cost.

Submitting a background check and paying the fee DOES NOT guarantee that they will be given a badge or allowed on the sidelines. They MUST stay between the 20 yd line and the end zone

on their own sideline and give at least a 5 yd buffer to the cheerleaders. **CELL PHONES ARE ALLOWED, FOR RECORDING ONLY.** Cameras maybe mounted on stands but must attended to.

Any interference with the cheerleaders will be

handled by the DOD and his/her decision will be final. Failure to follow these rules will result in immediate and permanent removal from the field and/or game forfeiture and/or head coach suspension. One photographer and one videographer per team. Both must not be allowed to talk in a negative tone towards a player, coach or official at any point while on the sideline

5.7. Playoffs

The top 6 teams from K-2nd Grade -5th Grade will advance to the playoffs

Each team will be seeded by the following criteria:

1. Best Overall record
2. Head-to-Head Competition
4. Record against common opponents
5. Least points allowed
6. Playoff to be held during the week before the first playoff game.

In the event that each team does NOT play the same number of Division Games, “Best overall record” will be substituted for “Best Division Record” for determining playoff teams.

Once seeded, the games will be as follows:

Round One

Seed 1 and 2 are awarded a bye

Seed 3 vs Seed 6

Seed 4 vs Seed 5

Round Two

Seed 1 vs winner of 4 vs 5

Seed 2 vs winner of 3 vs 6

The highest-ranking seed will be considered the home team.

Title 6. Game Conduct

6.1. Game

A game will consist of four ten-minute quarters for all grades. The scoreboard will reflect as close as possible the official time. The official time will be kept on the field by the head referee. Officials will switch play at the end of the 1st and 3rd quarters. A 10-minute halftime period will be observed. Unless specified, Georgia High School Rules will govern game play. Jerseys or undershirts hanging below the belt must be tucked in per Georgia High School Rules.

The visiting team is responsible for finding people to work the chains.

K2 games will consist of only two kick off special team plays. One to start the game and one to start the second half.

6.2 Defensive Line-up

When the offense is using a shot-gun snap, the defensive linemen may not line up head-up on the center. They must be in either the A- or B-gaps. When the quarterback is under center, defensive linemen may line up head-up on the center.

6.3. Chain Crew

The chain crew is considered part of the officiating crew. There will be **NO CELL PHONES (or other communication devices) ALLOWED ON THE CHAIN CREW**. Talking on a cell phone, texting, or passing on information heard from opposing coaches on the sidelines will result in **FORFEITURE** of the game. The chain crew is to be silent: no interaction with opposing sideline, no cheering, and no talking with (at) officials unless spoken to. Failure to follow these rules will result in immediate removal from the chain crew and/or a 15 yd unsportsmanlike penalty for the visiting team. **This rule is enforced solely at the referee’s discretion**. If a parent is removed from the chain crew, that parent may not work the chains in another game for the rest of the season.

6.4. Radio Use

All radio use (walkie-talkies, 2-way radios, cell phones etc.) is banned on the sidelines and video booths, except by the CYFA Directors on Duty who are not coaching or involved in the games' play in any manner. Penalty may be **forfeiture** of the game and/or suspension of the head coach and/or \$100 fine.

6.5. 24-Point Rule

When a difference of 24 points between two teams occurs, the game clock will run continuously, except for called time outs. If the score drops below 24-point difference, the clock reverts back to regular time procedures.

6.6. Punting

All grade levels may develop a punter. If Grades K2nd – 4th grades decide to punt the ball a 20- yard mark off will be standard yardage when the head coach calls for a punt. However, if K2nd-4th graders decide to have a punter punt the ball and the ball fumbles on the snap, it is a dead ball. (Note: You cannot take a 20-yard mark off by a referee if you are inside the opponent's 40-yard line) 5thGrade must develop a punter. Referee mark-off is not allowed in 5thGrade. 5th Grade punts cannot be rushed. (Note: game clock runs during mark off.) Must have at least 7 on the line of scrimmage.

(a) Field Goal/Try

Red stripe players may kick the ball. Ball is NOT dead when the holder has a knee down holding the ball for the kick. For grades K2nd, 3rd, and 4th: any snap over the head of the holder that rolls more than 10 yards from the line of scrimmage will result in a dead ball and the play is unsuccessful. Play will be blown dead if a player tries to advance a mishandled snap. Attempts must be made

from the traditional placement of the ball. Once snapped, the ball must be lined up behind the center in the traditional placement. Ball may only move laterally a max of 3 yards from the original spot. Ball must be placed on a kicking block for all age groups. Kick attempt must be initiated within 10 seconds or as deemed appropriate by the official, or the play will be ruled unsuccessful. Field goal attempts CANNOT be rushed. If the field goal attempt is unsuccessful, the ball is dead. **Successful kick is worth 1 point.**

(b) Try (Kicking Extra Point)

1st-5th Grades all kicking trys the line of scrimmage will be the 3 yard line.

- 1) 1st-2nd Grade: Offense may NOT fake the kick. Defense may NOT rush the kicker. Defense may NOT distract the kicker. Distract is defined as "To cause to turn away from the original focus of attention or interest; divert". Ball may be placed on the kicking tee. No snap is necessary. Distracting penalty will be 5 yards or half the distance to the goal and is implemented at the

discretion of the officials.

- 2) 3rd & 4th Grade: Offense may NOT fake the kick. Defense may NOT rush the kicker. Defense may NOT distract the kicker. Distract is defined as “To cause to turn away from the original focus of attention or interest; divert”. Ball must be snapped. Snapper may roll the ball to the holder. **Successful kick is worth 1 point.** Distracting penalty will be 5 yards or half the distance to the goal and is implemented at the discretion of the officials
- 3) The kicking block will be placed at the 7 yard line.
- 4) 5th Grade: Offense may NOT fake and Defense may NOT rush the kicker. Both offense and defense must line up in a legal formation. Lines may not block each other. Ball must be snapped. Snapper may roll the ball to the holder. Defense may try to distract the kicker.

Successful kick is worth 1 point.

(c) **Field Goal**

- 1) 1st-2nd Grade: Offense may NOT fake the kick. Defense may NOT rush the kicker. Defense may NOT distract the kicker. Distract is defined as “To cause to turn away from the original focus of attention or interest; divert”. Ball may be placed on the kicking tee. No snap is necessary. **Successful kick is worth 3 points.** Distracting penalty will be 5 yards or half the distance to the goal and is implemented at the discretion of the officials.
- 2) 3rd and 4th Grades: Offense may NOT fake the kick. Defense may NOT rush the kicker. Defense may NOT distract the kicker. Distract is defined as “To cause to turn away from the original focus of attention or interest; divert”. Ball must be snapped. Snapper may roll the ball to the holder. **Successful kick is worth 3 points.** Distracting penalty will be 5 yards or half the distance to the goal and is implemented at the discretion of the officials.

- 3) 5th Grade: Offense may NOT fake and Defense may NOT rush the kicker. Both offense and defense must line up in a legal formation. Lines may not block each other. Ball must be snapped. Snapper may roll the ball to the holder. Defense may distract the kicker. Successful kick is worth 3 points.
- 4) **5th Grade is strongly encouraged to develop a kicker.**

(d) Overtime

- 1) There will be a 3-minute intermission between the end of regulation play and the coin toss to start the overtime procedure. For all grades K-2nd-5th.
- 2) The captains will meet for the coin toss, and the winner may choose one of the following:
 - a. Be on offense first
 - b. Be on defense first
 - c. Choose the end of the field on which to play
 - The ball is placed on the 10-yard line and the offense keeps the ball until:
 1. The ball is turned over on downs NOTE: The team on offense can gain a first down.
 2. The defense gains possession of the ball (ball is dead immediately)
 3. The offense scores a touchdown or field goal
 4. The offense misses a field goal
- 3) After the first offensive team completes its possession, the opposing team gets its opportunity from the 10-yard line.
- 4) If the game remains tied after each team has had an offensive possession, there will be a 2-minute intermission and the team that lost the first coin toss has the first option for the second possession.
- 5) For each additional overtime period (i.e., an offensive possession by each team) the coin toss options are alternated.
- 6) Beginning with the third overtime period, a team must attempt a 2-point conversion after a touchdown from the 5-yard line.
- 7) Each team is allowed one timeout per overtime period. No timeouts may be carried over from regulation play.
- 8) Penalty enforcement is handled the same way in overtime as in regulation play.

Title 7. Player/Cheerleader Participation and Eligibility

7.1. Participation

(a) Football Player. All players will play a minimum of 8 plays in regular season games and 6 plays in playoff games.

- 1) These plays can be earned on offense and/or defense and special teams
The ball must be snapped or kicked for it to count as a play. Dead ball fouls do not constitute as a live play therefore it doesn't count toward the minimum play total.
- 2) Each head coach is required to maintain proof throughout the season of each player receiving a minimum of 8 plays. Players must receive a minimum of 8 plays per game in the regular season and 6 plays during playoff games. If a team is found to be in violation of the play rule for their grade, a warning will be given for the first offense and the coach will have to submit, to the Director on Duty, his play sheet at the conclusion of each remaining game, including playoff games. A second offense may result in game forfeiture and/or head coach suspension. The investigation may include but is not limited to video tape evidence, parent/coach interviews and anonymous play counting by a board member. Under NO circumstances is a child to be penalized for reporting lack of playing time.
- 3) If a child may not receive the required number of plays due to discipline reasons or excessive absences at practice, the head coach must notify the parents and file a form with the Director on Duty signed by the parent indicating the reason BEFORE the game begins.
- 4) Six (6) Plays may be monitored during playoff and championship games. Failure to provide eight (6) plays in ANY playoff games will result in game forfeiture.

(b) Cheerleader. All cheerleaders will cheer at each game unless he/she is injured or under disciplinary status by the head coach. The coach also has the right to "bench" a cheerleader for all or a portion of a game for missing two or more practices prior to the game. The pregame practice set by the head coach is considered a mandatory practice and will be included in this rule. Especially early in the season it is imperative that the cheerleaders attend each and every practice as the coaching staff is attempting to coordinate enough cheers to last an entire game as well as a half-time routine.

7.2. Eligibility

- a) Football Player. Kindergarten players must be enrolled in Kindergarten for the current school year starting during the season of play. 1st grade players are enrolled in 1st grade for the current year during the season of play. 2nd grade players must be enrolled in 2nd grade for the current year during the season of play. 3rd grader players must be enrolled in 3rd grade for the current year during the season of play. 4th grade players must be enrolled in 4th grade for the current year during the season of play. 5th grade players must be enrolled in 5th grade for the current year during the season of play.

- b) Cheerleader. Kindergarten cheerleaders must be enrolled in Kindergarten for the current school year during the season of play. 1st grade cheerleaders are enrolled in 1st grade for the current year during the season of play. 2nd grade cheerleaders must be enrolled in 2nd grade for the current year during the season of play. 3rd grader cheerleaders must be enrolled in 3rd grade for the current year during the season of play. 4th grade cheerleaders must be enrolled in 4th grade for the current year during the season of play. 5th grade cheerleaders must be enrolled in 5th grade for the current year during the season of play.
- c) Cheerleaders may move up two grade levels with approval from the CYFA Board of Directors. **No cheerleaders will be allowed to cheer up to 5th grade for any reason.** Kindergarten cheerleaders may only cheer in the K-2nd grade. **No Kindergarten cheerleader may cheer up more than one age group without Board approval.** Any cheerleader in 1st-3rd grades cheering for a sibling may cheer up two grade levels.

13.3. Dual Participation Restriction

- a.) A player registered with the League may not participate in both travel football programs and CYFA programs during the same season. Violation of this policy may result in disciplinary action, including suspension or removal, as determined by the Board of Directors

Title 8. Team Sponsorships

8.1. Team Sponsorships

Outside team sponsorships will be limited to a maximum of \$500 per team. District sponsorships are not to exceed \$500 multiplied by the number of teams in the district. No cash gifts are allowed. Sponsors should issue a check to the League Administrator and then a check will be written to the team in that amount. All sponsorship paperwork must be filled and given to the League Administrator with the sponsorship check. Receipts from purchased items with the sponsorship funds should be turned into the Team Mom Coordinator.

Title 9. League Divisions, Football Weight Restrictions, League Districts, Drafting of Football Players and Cheerleaders, Playing Out of District/Division

9.1. Football and Cheerleading Divisions

Football Divisions Cheerleading Divisions

1. K-2ndGrade 2 - K-2ndGrade
2. 3rdGrade 3 - 3rdGrade
4. 4thGrade 4 - 4thGrade
5. 5thGrade 5 - 5thGrade

9.2 Football Weight Restrictions

Division	Weight Limit (Season weigh in)
Kindergarten*	60 pounds
K-2 nd Grade	85 pounds
3 rd Grade	110 pounds
4 th Grade	120 pounds
5 th Grade	135 pounds

*The Kindergarten weight limit is for when there is a Kindergarten Rookie Tackle Football league.

- (a) A player who is over the weight limit the league designates for his division will wear a red stripe on his helmet to indicate to the referee that he must play on the line of scrimmage in a 2-, 3-, or 4-point stance. If not in a stance, a 5-yard penalty will be called.
- (b) On offense, the red stripe means that the player must line up on the line of scrimmage from tackle to tackle in a 2-, or 3-point stance. If not in a 2- or 3-point stance, a 5-yard penalty will be called.
- (c) On defense, the red stripe means that the player must occupy the line of scrimmage between the outside shoulders of the offensive tackles. The red stripe player must start in a 3 or 4-point stance. In the case of an unbalanced line when there is no tackle on the weak side, the red stripe player may line up on the OUTSIDE shoulder of the outermost lineman. On the strong side the red stripe player may line up no further to the outside than the inside shoulder of the furthest tackle.
- (d) On special teams, the red stripe means the player can play on the kick return team.
- (e) No red stripe player is allowed to advance the ball in any way. Once controlled by a red stripe player, the ball is "dead".
- (f) Red striped players must play in the positions of tackle or inside the line of scrimmage.
- (g) Red striped players may kick the ball on the kick off team but must take a knee after the kick. Showing advancement or failing to take a knee will result in a 5-yd penalty
- (h) It is the responsibility of the head coach to maintain the weight restricted players' red stripe on their helmets. Removal of the red stripe without the approval of the CYFA board **may** result in forfeiture of ALL wins the player participated in without the red stripe and immediate expulsion of the head coach. In the event it cannot be determined how many games the red stripe player

participated in, the CYFA board will determine how many wins will be forfeited. The CYFA Board decision will be final.

- (i) The Red stripe must be two (2) inches in width and must run from front to back down the middle of the helmet. **The only stripe allowed on a player's helmet is a red stripe.** No other stripes are allowed. The red stripe may not be modified in any way.
- (j) **Only approved league personnel may issue or remove red stripes**
- (k) There will be an official weigh in (“First Official Weigh In”) for all players at Jamboree. Any player above their weight limit for their grade will receive a red stripe.
- (l) There will be a mid-season weigh in and a post season weigh. Any player that is within 10 lbs. of their respective weight limit for their grade at the time of the First Official Weigh In will be reweighed at the mid-season weigh in. This will occur the first weekend after Fall Break.
- (m) CYFA may red strip any player approved by formal petition to the board to play “down, out of grade” regardless of the player’s weight.

9.2 Districts

- (a) A participant's district is determined by the public high school in which the participant is zoned to attend.
- (b) The districts are as follows: Cherokee, Creekview, Etowah, River Ridge, Sequoyah, and Woodstock.
- (c) Any player who gives false information or otherwise tries to manipulate the registration process to play in a district other than that in which he/she lives will immediately be removed from the league and any registration fees will be forfeited. The Executive Board will call an emergency meeting to decide if any or all games in which he/she participated will be forfeited. The only players who may play out of district are those approved by the CYFA board.
- (d) A district director represents each district. They act as a liaison between the league officials, coaches and players.
- (e) Once a team reaches 40 players for 3rd, 4th, and 5th grades or 32 players K thru 2nd, a new team will be formed. Once a team reaches 32 players, a new team MAY be formed at the discretion of the District Football Director. The District Football Director will evaluate player talent level, coach availability and skill, and discuss the decision with the district to your director. All teams exceeding 30 players will be required to submit a 6 play count sheet to the DOD table and to their District Football Director immediately following each game. Failure to do so will result in a forfeiture of the game period. If it is determined that a particular division will have enough players for two teams, the Vice President of football will notify the District Director that a draft will be needed. Drafting rules are contained in Title 15.5.
- (f) A minimum of 12 football players must be maintained to constitute a team in the Corporation.
- (g) A minimum of 11 football players must be suited before taking the field or a forfeit will occur.

9.3. Playing Out of District/Division Football

- (a) Any football player who wishes to participate out of district or participate in another grade division other than the one to which they belong must appeal to the board in person with parents. For a child to be considered for playing out of district or division, there must be an opening in that district and grade division. No one will play up on the 5th grade team.
- (b) The absence of a petitioning child must not affect the minimum number to field a team in the district to which the petitioning child would normally belong, nor may their absence result in the minimum number being met to facilitate a draft, should the need arise
1. Each appeal will be taken by the Board case by case.
 2. Once a draft has taken place, no appeals will be heard.
 3. After all parties have been heard the Board will make a decision.

- (e) Any player approved by the CYFA Board to play down may be an automatic red stripe regardless of the player's weight. This will be evaluated by the board on a case-by-case basis and red stripes will be assigned at their discretion.**
- (f) Any player who tries to bypass the above procedure for playing out of district and gives false information or otherwise tries to manipulate the registration process in order to play in a district other than the one in which he/she lives will immediately be removed from the league and any registration fees will be forfeited. The Executive Board will call an emergency meeting to decide if any or all games in which he/she participated will be forfeited. **The only players who may play out of district are those approved by the CYFA board.**

ALL BOARDS DECISIONS WILL BE FINAL.

9.4 Drafting of Football Players

Each team may freeze up to 3 players (head coaches child, and ANY other two players they wish) All freezes must have a freeze protection form signed. Each player will be assessed during the 3-day conditioning period. Any player who has not been assessed or cannot attend the assessments during the conditioning week will become a hat pick in the draft. Each player must make 2 of the 3 assessments to avoid being a hat pick.

Each assessing coach will give each player a score of 1-10 on each drill. ALL coaches' assessments must be turned in to the President BEFORE the draft can occur. In the event the coaches do not agree on a player's score on a drill, the scores will be averaged, and the player will be given the closest score. i.e., A player receives two 10s and an 8. Player will be a "10". i.e., A player receives two 9s and a 5, player will be a 9. Players must attend at least 3 days of assessments in order to be assessed. Players will be scored on 10 drills then given an overall "grade" of A, B, C, or D. Any player who has not been assessed or cannot attend the assessments during the week, will be a hat pick.

Begin the draft: Head coaches will flip a coin to determine draft order. The coach with the most seniority will call the toss. Each coach will turn in his freezes and teams will be equalized based on the scores of the frozen players. Example: if Coach #1 freezes "A, B and C players", and Coach # 2 freezes "B, B , and C players," then Coach #1 will select a "B" player and Coach #2 will select a "A"

The coach drawing #1 will pick first and the coach with #2 will draw second starting with all “A or B” players. No “C” player may be picked until all “A” players have been chosen. Once all “A” players have been chosen, coaches may pick from remaining “B and C” players. No “D” player may be chosen until all “B” players have been chosen.

In the event there are more than 2 teams in the draft, the draw will go as follows, starting with the “A and B” players: #1 picks first, #2 second, #3 third (and so on) for the first round. For the second round, the pick order will be reversed, #3 will pick first (or the last team to pick if more than 3 teams) #2 second and #1 third. The rounds will continue reversing the pick order until all the players have been placed on a team.

Teams will be allowed to trade players at the end of the draft. The number of trades allowed will be limited to the lesser of 10% of the numbers of players in their draft (including hat picks), or the total number of hat picks. Meaning, if there are 52 players in the draft (including 7 hat picks), the number of trades allowed would be 5 (10% of 52 = 5.2 which is less than < 7 hat picks). If there are 62 players in the draft (including 5 hat picks), the number of trades allowed would be 5 (5 is < 10% of 62 or 6.2). Once the draft is finalized no more trades can occur.

Sibling Rule: When a player is chosen who has a sibling in the same grade level, the team selecting the first sibling must choose the 2nd sibling immediately when he becomes available (when there are no higher-ranking players left in the draft). I.e., Sibling 1 is an A player and Sibling 2 is a B player. The coach choosing Sibling 1 must choose Sibling 2 before he may choose any other B, C or D player. In the case of siblings not assessed closely, Sibling 1 is an A or B player, and Sibling 2 is a C (or D) player. The coach choosing Sibling 1 must choose Sibling 2 as soon as the C (or D) players may be chosen. In the case that a Sibling is a freeze, the remaining Sibling must be picked as soon as he becomes available when there are no higher-ranking players left in the draft.

9.6 Assessment Equalization Drills for the Draft:

Each district will run the same drills and record results on the provided Assessment template over the 3-day conditioning period. The Assessments will consist of both Objective and Subjective scoring drills. The player will be assessed over the 3-day conditioning period as follows:

Day 1 - Strength, Speed, Agility

Day 2 - Skill

Day 3 – Other

- The specific drills are:
 - Strength
- # of Pushups in 60 seconds
- # of Up downs in 60 seconds
- Broad Jump

- Speed
- 10 Yard Dash
- 20 Yard Shuttle • 20 Yard Dash
 - Agility
- Figure 8 drill
- Agility Drill 2 (Work with all FD to come up with these two additional agility drills)
- Agility Drill 3 (Work with all FD to come up with these two additional agility drills)
 - Skill
- Throwing Distance
- Throwing Form and Accuracy
- Catching Ability
- Route Running
- Punting
- Kicking
- Tackling Form
- Blocking
- Coachability

Assessments must be done by each team and each district and turned in to VP Football at the end of the

Conditioning week. Teams/Districts that do not complete the Assessment forms will not be allowed to move on to Full Pad practices until after the Assessments have been completed. The scores will be totaled and labeled as follows:

A score is top 10% of team

B score is top 60 – 89% of team

C score is top 20 – 59% of team

D score is bottom 20% of team

Player totals and grades will be calculated and placed on the spreadsheet.

- For each Subjective Drill the Assessing coaches will give a score from 1 – 5 where 5 is the highest.

9.7. **Drafting of Cheerleaders**

Once the football teams are drafted the cheer squads will be formed. The District Director and Cheer Vice President will supervise the drafting of cheer squads. The cheer draft is not a “performance draft” like the football draft. The purpose of the cheer draft is to try and create balanced squads.

Considerations when preparing to draft teams:

9.7.1 It's Recommended that no squad be less than 8 cheerleaders. The District Director and Cheer Vice President may choose to combine squads if there are not enough cheerleaders in a division to have a minimum of 8 cheerleaders per squad.

9.7.2 District Directors will submit the rosters of draft to the Cheer Vice President before notifying participants. If there are multiple squads per grade, they will be divided as evenly as possible.

9.7.3 Each squad can protect a maximum of 4 cheerleaders (including children of squad staff). The cheerleaders of Head Coaches, Assistant Coaches and Team Moms will not be part of the draft.

9.7.4 Directors will try to accommodate specific sibling requests, except if one sibling is in 5th grade. No one will cheer or play up on the 5th grade team.

9.8 Rotating of Sideline Cheer Teams

If a division in a district has more football teams than cheer squads then the Cheer Vice President may allow for the rotation of cheerleaders to cheer for the football teams within that division. This will mean there may be times that football teams will not have cheerleaders but will ensure each team will have cheerleaders for some of their games. The rotation must be approved by the Cheer Vice President before it is implemented.

In the event there is more than one football team in a grade level and there are enough girls to form cheer squads for those teams, it will be the Cheer Director's responsibility to find coaches for those cheer teams. If the Cheer Director is unable to find suitable coaches, then the Cheer Director will be responsible for head coaching that team (to a max of 2 teams) and overseeing any others even if she is already coaching another team.

All possible squad rotations must be reported to the Cheer Vice President as soon as the need is determined. The Cheer Vice President will report any conflicts to the President and/or Vice President before Jamboree so they can be considered for game scheduling.

Cheerleaders will not be "guaranteed" that they will cheer for a sibling every game of the season in the event the football teams outnumber the cheer teams.

9.10 Competition Cheer Teams

9.10.1 Cheer Vice President will select coaches for the competition teams. Coaches must be finalized by August 15th.

9.10.2 Competition rosters must be finalized by August 30th

Parents and cheerleaders interested in competition cheer will be required to sign a "Commitment agreement" that states practice attendance requirements for competition cheer requirements.

9.10.3 Competition practice will begin the same week as the beginning of sideline cheer and should be no more than 4 hours per week. The week prior to the competition the squad may practice up to 6 hours.

9.10.4 Gym fees are included in the registration price.

CHEROKEE YOUTH FOOTBALL ASSOCIATION

BYLAWS AMENDMENT – TITLE 10

Varsity Program Partnership and Support

10.1. Purpose

This partnership is designed to:

- (a) Strengthen collaboration and support between CYFA and high school football programs.
- (b) Build a culture of community and engagement through direct representation from high school programs.
- (c) Expand competitive opportunities.
- (d) Support long-term financial health through increased participation; and Reinforce our shared commitment to player safety and access to high-quality equipment.

10.2 Sponsorship

- (a) CYFA committs a \$10,000 per year to each high school football program as a sponsorship.
- (b) These funds are intended to directly benefit program participants and may include equipment purchases and related support through CYFA-approved vendors.
- (c) The high school coaches are committed to helping promote CYFA throughout the year—through campus signage, scoreboard commercials, and community engagement opportunities.
- (d) A three year sponsorship commitment would demonstrate mutual dedication to stability, growth, and the continued success of every athlete.

16.3 Combined Leadership

- (a) To foster collaborative decision-making and encourage volunteer engagement, each high school head coach will appoint a Football Director, Cheer Director, and Varsity Liaison.
- (b) Each of these representatives will hold full voting rights within CYFA, ensuring balanced representation and a unified voice for all programs.
- (c) Current CYFA directors or volunteers interested in these roles may express their interest to the respective head coach during an open application period.
- (d) The head coach will make the final appointment decisions.
- (e) The Varsity Liaison will serve as a direct communication link between the high school booster clubs, CYFA, and the head coaches—helping ensure clear and consistent collaboration across all levels.

10.4 Facility Access and Community Engagement

- (a) This initiative seeks to strengthen community bonds, provide greater facility access, and enhance connections between youth and high school programs.
- (b) Whenever feasible, CYFA games should be hosted on high school campuses, with additional access to practice fields, meeting rooms, or ceremonial spaces when available.
- (c) The high school programs also support joint camp, clinic, and community-building opportunities designed to grow both CYFA participants and coaches.

10.5 Program Expansion and Competitive Opportunities

- (a) To enhance the athlete experience, high school programs will assist CYFA in exploring team expansion and inter-county competition opportunities.
- (b) Coaches may leverage their existing professional relationships to help identify new programs and partners. All new member programs will be required to adhere to CYFA by-laws to maintain consistency, fairness, and organizational integrity.

10.6 Equipment Excellence and Player Safety

- (a) Recognizing the financial and logistical challenges of maintaining equipment, the high school programs are committed to assisting CYFA in identifying trusted vendors for reconditioning, maintenance, and replacement of gear.
- (b) This collaboration will involve certified equipment specialists and program directors to ensure safety standards remain current and are reviewed annually to uphold the highest levels of player protection.

The above Bylaws of this Corporation were adopted by the Board of Directors on the 14th day of November, 2025. (Signatures on file.)

President :
Tim Tippins

Football Vice President
Andrew Rettig

Cheer Vice President
Erin Magana

League Administrator
Mellisa Hillard

Corporate Seal