



2011 Season

Table of Contents

Article I: Football Rules of Competition	3
Section I: Team Structure	4
Section II: Registration	4
01: League Eligibility	4
02: Team Assignment	5
03: Transfer Participants	7
04: Out of AAYFDT Area Players	8
Section III: Practice.....	8
Section IV: League Pre-Season Play	9
Section V: League Regular Season.....	10
01: Pre-Game Weigh-In.....	10
02: Minimum Plays.....	11
03: Season Schedule	12
04: Rules of Play.....	13
Section VI: League Playoffs	16
01: Rankings	16
02: Brackets	17
03: Pre-Game Weigh-In.....	17
04: Minimum Plays.....	17
05: Game Times.....	18
06: Rules of Play.....	18
Section VII: Post Season Play.....	18
Section VIII: Out of League Play	18
Section IX: Equipment.....	18
Section X: Penalties	19
01: Authorities	19
02: Coaches Code of Conduct.....	20
Article III: Drill Team Rules of Competition	21
Section I: Team Structure/ Registration.....	22
Section II: Practice	23
Section III: League Regular Season.....	24
02: League Post Season	24
Section IV: Drill Team Competition.....	25
01: Categories	25
02: Props	26
03: Music	27
04: Costuming.....	27
05: Performance / Judging / Scoring / Penalties	28
06: Awards.....	28
Section VI: Code of Conduct	29

Article I: Football Rules of Competition

Section I: Team Structure

Section II: Registration

Section III: Practice

Section IV: League Pre-Season Play

Section V: League Regular Season

Section VI: League Playoff Season

Section VII: League Post Season Play

Section VIII: Out of League Post Season Play

Section IX: Equipment

Section X: Penalties

All American Youth Football and Drill Team Association

Football & Drill Team Rules of Competition

Section I: Team Structure

02.01.00.01

Each booster club will have four football teams (20 roster members per team minimum, 25 roster members per team maximum): Freshman, Sophomore, Junior and Senior. These numbers may be increased by Booster Club Board approval.

02.01.00.02

Each team within a booster club shall be limited to six coaches. The coaches shall be designated as Head Coach, Assistant Head Coach, and four Assistant Coaches. A coach must be actively involved with the team on a daily basis as of the first game to be included on the team roster. No coach may be added to the roster after the first game without a majority approval of the AAYFDT Board of Directors.

02.01.00.03

Upon completion of the following courses, each AD and coach will be considered approved for participation within the AAYFDT for that year. There should be training in the following areas:

- A. physical fitness training for children participating in contact sports
- B. recognition and prevention of child abuse
- C. basic first aid
- D. AAYFDT rules of play (behavior, minimum plays, maximum weights, deports and penalties).

Section II: Registration

01: League Eligibility

02.02.01.01

A participant's age on June 1 (of the current year) is their legal playing age for the purposes of our program. They must be at least 7*- 8 years of age on this date and not more than 12 by this date. They must be in the sixth grade or lower in the school year corresponding to the current playing season *There is a limit of five 7 year olds per Freshman roster with a minimum weight of 55 lbs. If after open registration is completed, clubs needing to fill Freshman rosters can allow more 7 year olds to register at club discretion.

02.02.01.02

Seven-year-olds is only eligible to play on freshmen level for 2 years or play senior level for 2 years. The head coach must advance to the sophomore level.

02.02.01.03

All participants must be in regular full-time school attendance or home schooled.

02.02.01.04 - Wording Change only moved to Rule 02.10.01.07 – 2008 season

02.02.01.05 - wording changed in 2009 season (minutes from Feb 2009 meeting)

A. All players who are legacy by playing on the prior year booster club team who turn 13 after June 1 of the current season will be eligible to play. All players must be presented on the roster at the League board meeting when legacy rosters are set.

B. Any new player on the senior team who signs up and turns 13 before December 31st of the current season (including the Super Bowl) are ineligible to play.

02: Team Assignment

02.02.02.01

Official weigh-in will be part of all registrations. Each individual and each booster club is responsible for ensuring that each participant conforms to the age/weight rules. Any participant that does not meet the age/weight rules is not eligible for practice or play, in any form. The booster club should attempt to reassign an ineligible participant immediately upon discovering that the participant does not meet the age/weight restrictions. If reassignment is not possible, then the matter should be immediately referred to the AAYFDT AD for resolution. Any booster club or official of the booster club, found in violation of this rule will be subject to discipline for playing with an ineligible participant. Coaches and teams may also be subject to discipline for playing with an ineligible participant.

These are also the playing weights for the Current Season.

Weights and Ages	
Freshman	Grade 2 or 3
7 & 8 yr old	129 lbs
9 yr old	65 lbs.
Sophomore	Grade 3 or 4
9 yr old	139 lbs
10 yr old	75 lbs
Junior*	Grade 4 or 5
10 yr old	155 lbs
11 yr old	100 lbs
Senior**	Grade 6
11 yr old	165 lbs
12 yr old	165 lbs

* Minimum weight for a first year junior participant is 70 lbs.

** Minimum weight for a first year senior participant is 80 lbs.

- A. All weights are to be determined by a balanced scale and witnessed by a booster club board member.
- B. Participants shall be assigned to team levels in accordance with age/weight limits described as follows.
- C. Any player that does not meet the minimum weight standard must sign a waiver to play.

02.02.02.02

The AAYFDT AD maintains a list of eligible football participants not selected or placed in the Lottery. This list shall be used for filling future openings should they occur. The AAYFDT Drill Team Director does the same for the drill team. They administer the assignment of applicants to teams. The waiting list will be cleared, (parents notified of no available positions), prior to the first regular season game. This process will occur after all open registration is complete.

02.02.02.03

No booster club or team may maintain a secret waiting list. Any child wishing to register must be immediately reported to the AAYFDT AD for football or the AAYFDT Drill Team Director for drill team. They will then assign the participant to the home team if a position exists or attempt to place the participant with another booster club. Should the parents decide not to have the participant placed on another club; the AAYFDT AD will then place the child on the AAYFDT waiting list.

All American Youth Football and Drill Team Association

Football & Drill Team Rules of Competition

02.02.02.04

Should a vacancy on a team occur following registration, it is filled according to the following priorities:

- A. children already in the booster club and who need to be reassigned to a higher or lower level have priority over all children on the waiting lists
- B. the first child on the AAYFDT waiting list for that booster club's team is placed on the team
- C. the first child on the AAYFDT waiting list for that team level is placed on the team based on close proximity
- D. if no waiting list for that club or level exists, a participant on the next lower team, qualified by ability may be reassigned to fill the vacancy. The vacancy resulting from this reassignment is filled using the identical criteria

02.02.02.05 – changed 2008

Participants may be reassigned up one level if it is determined by the AAYFDT AD, (after observation of a player under practice and/or game conditions), that a participant would more appropriately compete on the next higher level. Then, they may be reassigned with parent's permission. Reassignment is irrevocable and the participant may not return to the lower team. Should permission be denied and further participation on the lower level be considered hazardous to the safety of others, then dismissal from the program may be affected by action of the AAYFDT Board of Directors. If a returning participant exceeds the weight limit for a team, the participant can be reassigned to the next higher level age and weight requirements for that team are met. This does not need AAYFDT approval. The participant retains legacy rights within the booster club as long as there is an opening with the assigned team.

Any child playing down must have a legitimate reason to be playing in the younger age group, too small or low weight, no experience at a higher level/safety issue, etc. Any child playing down can play any position. Players are limited to 4 per Freshman, Sophomore, and Junior Level only.

2.02.02.06

All returning football participants must be re-assigned at least one team upward with the exception of returning Seniors who are assigned to the Senior Team.

- A. no football player may be moved up more than one level unless the age/weight qualification cannot be met
- B. no football player may be assigned to the same team as the previous year except as provided for in Section 5
- C. any player transferring from a league with experience (having played organized, contact football with any organization) to the AAYFDT, must advance as if the participant was an AAYFDT player during the previous year.

02.02.02.07

Following official registration, any person who wishes to register for football must, by prior appointment, be presented to a designated representative of the booster club for weigh-in.

02.02.02.08

Participants registering under 02.02.02.08 are eligible for participation in the first scheduled game following four full practices. The game is not to be the fourth practice.

02.02.02.09

Following the first scheduled scrimmage, approval by the Booster Club President and AD is required prior to the registration of any new participant. After completion of the first game of the season, no new sign-ups will be allowed unless the team has fallen below the minimum number of players required

All American Youth Football and Drill Team Association

Football & Drill Team Rules of Competition

02.02.02.10

Booster clubs must submit their rosters to the AAYFDT AD, or his designee, for approval prior to the first game.

- A. team rosters shall list children in alphabetical order by last name, showing the child's name, date of birth, age, weight, status, school, parent's name, address and phone number
- B. the rosters will be accompanied by the 'yellow' copy of the registration form or a copy of any electronic registrations
- C. whenever the status of a child changes, new rosters must be provided to the AAYFDT
 1. Injured or reassigned participants will be carried at the bottom of the roster showing status and date of change
 2. additions must be listed in alphabetical order with a note indicating the date of the addition

A player will not be added to a roster until all required paperwork has been received and validated by the AAYFDT AD.

02.02.02.11

All teams must make a team book that is to be carried with the team anytime they are at any AAYFDT function (such as practice or game). This book will be open to review by any AAYFDT representative or opposing team's AD, (or other designate), on game day. The team book will contain the following information as a minimum:

- A. Latest Signed AAYFDT approved team rosters, (previous copies must be kept in the book)
- B. Current Season AAYFDT Application, (properly completed)
- C. Copy of Birth Certificate (forms other than birth certificate must be approved by the AAYFDT)
- D. League Expectations Form for each participant/family
- E. Report Card for School verification
- F. Release forms: lottery, request, or medical (if desired by the booster club)
- G. Current copy and previous game weigh-in/monitor sheets
- H. AD Information Sheet
- I. Coach's applications
- J. Accident record form
- K. A current photo of the participant must be included in the team book.

03: Transfer Participants

02.02.03.01

Prior to the close of open registration, a player who participated in a booster club of the AAYFDT in the previous year and wishes to transfer to another club may apply to the recipient booster club for acceptance as a legacy player. Only those participants who meet the requirements of rule 02.02.03.03 should apply this way. All other reasons for a transfer to another booster club should be directed to the booster club president and require majority approval of the AAYFDT Board of Directors.

02.02.03.02

Participants desiring to switch booster clubs must receive approval, (Booster Club President's), from both the club that they are leaving and the club that they are joining. This must be in writing. A copy of said acceptance must be given to the AAYFDT AD and the original is to be included in their team book.

02.02.03.03

Legitimate reasons for transfer include, but are not limited to:

- A. relocation of residence to a different booster club's area
- B. the formation of a new booster club whose boundaries encompass the participants residence
- C. missing legacy registration and having no open positions on the team on which they played the previous year. These requires assignment by the AAYFDT AD

02.02.03.04

All requests for releases will first go through the AAYFDT AD for approval according to the rules to verify if a valid request. If the request is valid, the AAYFDT Board will vote for approval at the next board meeting. No online voting allowed for player release.

Any coach that chooses to leave a club who has a child playing for that club, either voluntary or involuntary may do so at any time. The child will be placed into a Lottery system if the parent no longer wants the child to play for that particular club.

04: Out of AAYFDT Area Players

02.02.04.01

Any player that is residing outside of the AAYFDT area (i.e. in an area outside the boundaries of any booster club) must be signed up through the AAYFDT AD. The player will then be placed on the team whose boundaries are closest to the player's residence. If that team is full, the player will then be placed on the next closest AAYFDT team.

Section III: Practice

02.03.00.01

Before a booster club is eligible to practice; the club must pay its insurance Liability and Assessment Fee for its participants. The booster club must be in good standing, i.e.: the club must be current with liability insurance premiums and have a current charter with the AAYFDT Board of Directors. These stipulations must be accomplished prior to the first practice session of the year.

02.03.00.02

A practice session is defined as any occasion when a participant or participants and one or more coaches assemble for scrimmages, practice, instructions, review of films and/or lectures. Said restriction does not include purely social activities or practice sessions between a parent-coach and only immediate family members. Once a practice reaches the 30 minute mark, it counts as a full practice. If the practice lasts less than 30 minutes, the club can make up to one hour on another day the same week.

02.03.00.03

The first three practices of the season are to be non-contact practices. This also applies to the return from extended absence (as in an injury). An extended absence is missing six or more straight practices for any reason.

02.03.00.04

No practice session is to exceed 1-1/2 hours on any given day. At least one member of the Booster Club Board of Directors must be present for all scheduled practices. Adequate water must be present and water breaks must be taken every 30 minutes as a minimum. Each practice field (practice, scrimmage and game) must have a First Aid Kit which will include as a minimum: gauze pads (assorted sizes or assorted sizes of bandages), athletic tape, antiseptic, splints, ace wraps, scissors and tweezers. Ice, reusable ice packs, or chemical ice packs must be available at all times.

02.03.00.05 – wording changed in 2009 season (Feb 2009 meeting minutes)

The number of practice sessions shall be limited to four per week prior to the week of the first regular season game. Beginning with the week of the first scheduled game, practices will be limited to three per week. There will be no practices on Sunday.

02.03.00.06

No player may participate while recuperating from an injury or illness until a written doctor's release is obtained.

02.03.00.07

No participant may practice or play while wearing a plaster cast or any hard-surfaced material that could be harmful to other participants, with or without a doctor's release.

02.03.00.08

Participants on AAYFDT waiting lists may not participate in practice sessions.

Section IV: League Pre-Season Play

02.04.00.01

Scrimmage games between the same level teams of two booster clubs, (of the AAYFDT), will be arbitrarily assigned by the AAYFDT Athletic Director as part of the season schedule. The AAYFDT AD must be notified of any additional scrimmage games.

02.04.00.02

Games or scrimmages with teams outside of the AAYFDT will not be permitted without majority approval of the AAYFDT Board of Directors.

02.04.00.03 – 2009 wording added to filming

Inner-team scrimmages are acceptable. Scrimmage or practice between any two squads not of the same age and weight bracket is strictly forbidden. Any coach or board member authorizing, conducting, or supervising any such activity is acting on their own. They are subject to any liability which might result and are subject to discipline or discharge.

Booster clubs are allowed to video their own practice / scrimmage games. No booster club is to scout (watch, video, attend) any practice or scrimmage of any other booster club.

Game day videoing is allowed but ONLY from the stands or from between the 20 yard markers with booster club approval.

02.04.00.04 - added 2009 season (Feb 2009 Meeting Minutes)

Scrimmages against other booster clubs are considered a practice and shall follow the guidelines below. Scrimmages will be 2 hours long

Breakdown example

9:00 - 9:15 - Warm up period

9:15 - 9:25 - Water break 9:25 -

10:10 - Run Plays

10:10 - 10:15 Water break

10:15 - 11:00 - Run Plays

Section V: League Regular Season

01: Pre-Game Weigh-In

02.05.01.01

A weigh-in/monitor sheet is required for monitoring all official games. The booster club will provide this form. The form must be a standard weigh-in/monitor sheet approved by the AAYFDT Board of Directors.

02.05.01.02 – changed 2008 season

Official weigh-in will be held each week during the half time of the preceding game, but no earlier than 8:15 a.m. for the Freshman game. A participant's official weight shall be their bare weight (T-shirt and a pair of Gym Shorts). The official weigh-in is a one-time opportunity to meet the necessary-requirements. Running or any other activity will not be condoned or tolerated.

- A. No team shall warm-up or practice prior to official weigh-in.
- B. The home team is responsible for providing an accurate scale for weigh-in purposes and is responsible for having a weight (60 lb) on hand for calibration purposes.
- C. The Booster Club AD, or designated alternate, shall authenticate the accuracy of the scale, witness the weight of each participant, and verify the accuracy of the weigh-in/monitor sheet that is provided by each team.
- D. The weigh-in/monitoring sheet shall list participants in numerical order without regard to age or position.
- E. Participants must wear their game jerseys to weigh-in and must be lined up by youngest age group first and numerical order within the two respective age groups.
- F. Any participant who exceeds the maximum weight after stripping of all desired clothing may not play and will be considered an ineligible player. The participant may complete the day by sitting on the sidelines wearing their game jersey, but without the shoulder pads and helmet. The matter will be referred to the AAYFDT AD for resolution.
- G. Any player that arrives after the coin toss will not be allowed to play in the game.
- H. All participants who are ineligible to play, all or part of a game, shall be noted on the weigh-in/monitor sheet by writing the reason over the appropriate number of play boxes. Such notations are to be initialed by the opposing team's representative at weigh-in.
- I. No child may be disciplined by not being able to participate in all or part of any activity without prior written notification to and signed approval of the appropriate AAYFDT AD or Drill Team Director. The exception to this is in circumstances of parental discipline, in which case the appropriate AAYFDT representative may subsequently contact the parents to confirm the decision. Waiver of minimum play privilege is considered discipline.
- J. Any player that is potentially close to the maximum weight may weigh in during the half time of an earlier game.
- K. Once weigh-in has been completed; the respective team representatives are to sign the weigh-in/monitor sheet.
- L. Any player that does not make weight during a game will be non-contact players until they make weight with the booster club AD at the next scheduled practice.

All American Youth Football and Drill Team Association

Football & Drill Team Rules of Competition

Freshman / Sophomore		Junior / Senior	
# of players present	# of plays required	# of players present	# of plays required
15	24	15	30
16	22	16	28
17	21	17	26
18	20	18	25
19	19	19	23
20	18	20	22
21*	16*	21*	20
22*	16*	22*	20
23*	16*	23*	20
24 / 25	14	24 / 25	18
26	13	26	17
27 28	12	27 / 28	16

02: Minimum Plays

02.05.02.01 – changed 2007 season

If the required number of practices has been attended, all football participants must participate in a minimum number of plays as outlined in the chart above. There is no requirement that the plays be consecutive or spaced in any way throughout the game.

- A. Only participants who will be playing in the game will be counted in determining the number of plays required.
- B. If there are three practices, each participant must attend at least two in order to be eligible to play. Missing one practice in consecutive weeks will result in the player being ineligible to play the following game. If a player is late to two practices in one week, this will count as 1 missed practice for that player.
- C. If there are two practices, each participant must attend at least one in order to be eligible to play. If there is only one practice, participants need not attend that practice to be eligible to play.
- D. A play is to be counted each time the ball is hiked and/or a down is counted, even though a penalty may be called after the ball is hiked and the down may be repeated.
- E. If a penalty is called prior to the ball being hiked, no down or play is counted.
- F. An automatic forfeiture of a game will occur if the minimum plays are not met during the game including regular season, play-offs, and Super Bowl.

02.05.02.02

The AAYFDT minimum play privilege shall not be abridged except for the following reasons:

- A. A participant is absent.
- B. A participant becomes ill or injured.
 - 1. The opposing team's monitor observer and AD, (or their representative), must be informed of any ill or injured participant's withdrawal. Should the participant re-enter the game, all remaining plays must be fulfilled. Shoulder pads and helmet are to be removed once the decision "not to continue playing" has been made and the jersey worn.

02.05.02.03

Each booster club will assign one Monitor and Monitor Observer to assist the head coaches of each team in abiding by the minimum play rule. Failure to provide a Monitor Observer for the opposing team will result in head coach being suspended for that game. The Monitor will inform a coach of any player who has not participated in the minimum required plays at the end of each quarter, or more often, if necessary. The head coach is ultimately responsible for every participant playing the minimum number of plays. Should a participant not meet the minimum play requirement, the head coach will be subject to disciplinary action as follows:

First offense: 1-week suspension

Habitual offenders (more than one): Appear before the rules enforcement committee (AAYFDT AD, AAYFDT President, AAYFDT VP) for disciplinary action that may include suspension for the season

02.05.02.04

Players not meeting minimum play requirements will receive additional plays in the next game to meet the minimum play requirements. For example, if the minimum play requirements are 20 plays and a player only receives 19 plays, that player's minimum play requirement for the next week will be 21 plays.

02.05.02.05

Each booster club will also assign one Monitor Observer to assist the opposing teams Monitor in recording the number of plays for each child. The Monitor Observer may not communicate with the game participants. A Monitor Observer or any other person will not, during the course of the game, relay any information back to his side of the field by verbal comment and/or signal concerning the play calling nor provide to a coach or other person the number of plays any participant needs. The penalty for this infraction is replacement of the Monitor Observer and suspension of Head Coach. Other persons will be asked to move back 15 yards from the bench area. However, at halftime, coaches may have access to both monitor sheets to review the number of plays needed by both teams.

02.05.02.06

Upon completion of all eligible participants attaining their minimum plays, the Monitor and Monitor Observer are to sign the weigh-in/monitor sheet. Any disagreements of accuracy shall be brought to the attention of the AAYFDT Field Director and both Booster Club AD, (or their representatives), as early in the game as possible. If a participant or participants do not attain all of their required plays, the Monitor will circle the names of each participant and the play squares that remain for each. These participants and the number of plays shorted will be listed on the back of the weigh-in/monitor sheet.

02.05.02.07

Completed weigh-in/monitor sheets shall be the responsibility of each Booster Club AD. Final game scores should be noted on the sheet with the winning team designated. All ejections and personal fouls will be listed on the back of the sheet at the end of each game, including the participant's name and number or coaches' name. All participants injured during a game that do not return to the game shall be listed with their suspected injury. Any complaints or objections over the officiating need to be listed along with the name/names of the officials. Failure to supply any of this information will result in a one week suspension for the Booster Club AD and the specific team's head coach.

02.05.02.08 – changed 2008 season

The weigh-in/monitor sheets are to be placed in the Team Book and shall be available for review upon request. Failure to produce the sheets will result in that club losing one day of practice the next week and a one week suspension of the Booster Club AD. The Booster Club AD is required to provide the AAYFDT with the game results by the end of the game day by posting on forums under the AD sections for that game day no later than 7pm.

03: Season Schedule

02.05.03.01

Scheduling of regular season play shall be the responsibility of the AAYFDT AD. Pre-season and post-season schedules must be approved by the AAYFDT Board of Directors. Scheduling of special events at any time shall be approved by the AAYFDT Board of Directors. Participation in special events shall be optional with each participant.

02.05.03.02

Each year at or before the first sign-up, the playing schedule will be set by the AAYFDT AD. Home field advantage will be reverted in the interim year where possible. Home field-advantage will be equal where possible. Regular season play will be conducted to determine the two division champions. Regular season play is designed to balance fun, learning and growth with competition.

02.05.03.03

Playing records are maintained through the season by the AAYFDT AD and provided to each Booster Club weekly.

All American Youth Football and Drill Team Association

Football & Drill Team Rules of Competition

02.05.03.04

Teams will be divided into two divisions every second year using the following:

- A Freshmen and Sophomores overall records from two years ago
- B Freshmen, Sophomores and Junior overall records for prior year
- C The records will be added together and divided by all the records to give overall ranking for the booster club
- D Booster Clubs will be ranked from 1 to 12 and odd will be placed in AFC and even will be placed in NFC

04: Rules of Play

02.05.04.01

The playing rules for AAYFDT shall be those rules as promulgated by the UIL and those special rules adopted by the AAYFDT Board.

02.05.04.02

All participants and teams in AAYFDT will be governed by the rules adopted and approved by the AAYFDT Board of Directors. Unless otherwise specified, all rules shall apply to all classifications.

02.05.04.03

Games shall be played under supervision of AAYFDT Referees. Four referees shall officiate each game with one referee being the off-field official timekeeper. Fields with accurate scoreboard clocks shall have the time displayed at all times.

02.05.04.04

The total playing time for Freshman and Sophomores shall be four eight minute quarters, or thirty-two minutes. The total playing time for Juniors and Seniors shall be four ten-minute quarters, or forty minutes.

02.05.04.05

The intermission between halves shall not exceed fifteen minutes. During half-time intermission of the Freshmen and Sophomore games, the Home Drill Team may perform. The Visiting Drill Team may perform during the half-time intermission of the Junior and Senior games. The maximum length of time of each performance should be approximately ten minutes. In any event, the football teams shall take the field so as to be ready to start the second half by the end of the intermission.

02.05.04.06 - changed 2008 season

The Freshman team only, may have one coach on the field (in the huddle) for their first two games. The coach will not hinder or slow play in any manner, but will assist the participants as they play their first two games. The Freshman coach will refrain from any instruction (verbal comment) and making major adjustment of player(s) after the play is called in the huddle, the coach will proceed to his team side hash mark to be out of the playing field. The coach may ensure that there are 7 players on the line of scrimmage and ensure player(s) are in proper stance. The coach will not move players to close a hole in the line (if the players do not line up properly) and will not move player(s) to block a defensive player not covered. Likewise, the defensive coach will not move player(s) after he sees the offensive formation. If the offense is ready to snap the ball and begin play, the defensive coach will not hold up the play while attempting to influence the defensive players to adjust to the formation. The penalty against a coach will result in the coach-leaving the field for the remaining portion of the game, but he may remain on the sidelines. The coach will be replaced on the field by another coach.

02.05.04.07

The following are rules to control the use of profanity, racial slurs, intimidation, and taunting.

- A. Any participant using profanity and/or making racial slurs shall be ejected from the game.
- B. Any participant being ejected from two games shall not be allowed to participate in the remainder of the season.
- C. If in the course of the game, three or more participants from the same team are ejected from the game, that team shall automatically forfeit the game.
- D. Coaches will be held accountable for the behavior and actions of their participants and are subject to suspension.

All American Youth Football and Drill Team Association

Football & Drill Team Rules of Competition

- E. A participant will be ejected for fighting. If a participant is ejected for fighting during the first half of a game, he will be eligible to play in the next game. If a participant is ejected for fighting during the second half of the game, he is not eligible to play in the first half of the next game, but will be eligible for the second half of the next game.

02.05.04.08

The extra point after touchdown awards shall be 1 point for a running play or a pass caught outside the end zone and then run into the end zone and 2 points for a forward pass caught inside the end zone. Extra point kick attempts will be awarded 2 points if successful. The offensive team must advise the referee of their intent to kick the extra point in order for the referee to notify the defensive team.

- A. Freshman level: there will be no rush and there will be no fake kick attempts. If the defensive team rushes, the down will be replayed and a 15-yard penalty assessed against the defensive team on the ensuing kickoff.
- B. Sophomore, Junior and Senior levels: there will be a six-man rush evenly dispersed between the A, B, and C Gaps. There will be no fake kick attempts. If the defensive team 'overloads' one side of the line, the down will be replayed and a 15-yard penalty assessed against the defensive team on the ensuing kickoff. The head coach in violation of the rule will be brought before the AAYFDT Rules Enforcement Committee if deemed necessary.
- C. At all levels the punt formation is a live ball and all participants may rush as according to the UIL rules of play.

02.05.04.09

Each participant eligible to receive a pass must wear a contrasting, brightly colored arm band and check in with the referee unless their jersey number falls within the following ranges: 1-49 or 80-89.

02.05.04.10

There shall be no Running of the Clock unless the two Head Coaches agree and have all of their plays in. The official time shall always be stopped when NCAA or AAYFDT rules so dictate and shall not run through time-outs, out-of-bounds, injuries and after scores, etc. Consequently, coaches must be very sensitive to good sportsmanship issues related to running up the score, calling last second time-outs to set up unnecessary scoring attempts, etc. Coaches who are not extremely sensitive to these issues of good sportsmanship will be held to the highest level of AAYFDT Board scrutiny. Previous complaints between clubs will have no bearing on justifying any current un-sportsmanship issues.

02.05.04.11

The 40 Point Rule - If one team defeats another team by 40 or more points, then the Head Coach, AD or President of the losing team must present written evidence within 48 hours to the AAYFDT AD why he believes that the Head Coach of the winning team should be suspended for one week (which includes practices and the game). If the AAYFDT AD has determined that there is a lack of evidence, then the Head Coach (winning team) will not be suspended. If, however, the AAYFDT AD feels that there is sufficient evidence to suspend the Head Coach. Defensive or special team touchdowns are not considered in calculating the 40 points.

02.05.04.12

A fifteen yard penalty will be assessed against any offensive player that is either in motion or stationary (but more than one yard from the last down lineman) who blocks a defensive player from behind or below the waist (either from the front, side or back). This penalty applies even within the normal three yards from the line of scrimmage exclusion zone for "blocking in the back".

02.05.04.13

A fifteen-yard penalty will be assessed (unsportsmanlike conduct), if in the judgment of the referee, any offensive or defensive player maliciously attacks the knees or ankles of another player.

02.05.04.14

Any team deciding to take a knee shall advise the referee - the player will be under center and shall take a knee immediately (a player will not be allowed to stand with the ball in order to run time off the clock). The referee shall notify the opposing team and there shall be no rush during the play. If the defensive team rushes, a 15 yard penalty will be assessed and the guilty coach will be ejected and may be suspended or removed from the league, if it can be proved it has on purpose. This will determined by the AAFYDT AD and the Refs.

02.05.04.15 – changed 2008

Headsets and other forms of electronic communication (Cell Phones) are not allowed on the sidelines on game days except for the AAYFDT Medic to call 911.

05: Game Operations

02.05.05.01

The starting time for the Freshman game, the first game of the day, shall be at 9:00 AM. The Sophomore game shall begin promptly following the completion of the Freshmen game, but not before 10:30 AM. The Junior game shall begin promptly following the Sophomore game, but not before 12:00 noon. The Senior game shall begin promptly following the Junior game, but not before 2:00 PM. There will be a minimum of ten minutes between games.

02.05.05.02

Automatic forfeiture is assessed to a team that fails to take the field within 15 minutes following its appointed time or following completion of the preceding game, whichever comes later.

02.05.05.03

The decision to suspend or postpone scheduled games due to hazardous weather, field, or other conditions, is made mutually by the opposing Booster Club Presidents. The decision to cancel games will be made by the AAYFDT AD. Failing agreement, the final decision is made by game referees.

02.05.05.04

The head referee, AAYFDT Field Director (Home Booster Club President), or an AAYFDT Board Member may stop or postpone games due to hazardous weather (heavy rain, lightning, tornadoes, etc.). The opposing Booster Club AD's may also agree to stop or postpone games. If a game does not start due to hazardous weather, then the game may be delayed a maximum of 2 hours if the field is playable. In no case will the games be delayed beyond the start of the next game. (For example, if lightning stops the Junior game at 1:10 then the game must restart by 2:00 - Senior games start at 2:00 normally.

- A. It is suggested that when hazardous weather occurs, teams seek shelter close-by so that they may return to the field when weather permits the continuation of the game.
- B. The following formula will be used in determining the need to reschedule cancelled games. If one team is clearly in control as listed below, then the games will not be rescheduled. Otherwise, the game(s) will be rescheduled by the AAYFDT AD as time permits.
 - 1. If rain stops a game at halftime or within 2 minutes of halftime and one team is ahead by 24 or more points; that team is declared the winner.
 - 2. If rain stops a game within 2 minutes of the end of the 3rd quarter and one team is ahead by 18 or more points; that team is declared the winner.
 - 3. If rain stops a game within 2 minutes of the end of the game and one team is ahead by 12 or more points; that team is declared the winner.

02.05.05.05

Preceding the first game, the American Flag will be raised and the National Anthem played.

02.05.05.06

Football participants will be announced prior to each game at the option of each booster club.

02.05.05.07

The home booster club is responsible for providing a press box announcer, down marker (1) and chain people (2) for the game. The down marker and chain is to be positioned on the home team side of the field. The visiting booster club will provide a spotter to assist the press box announcer.

02.05.05.08

The AAYFDT league board is required to provide a uniformed police officer, referees, and medics for each game day and handles the hiring and paying of the game day personnel.

02.05.05.09

Location of participants and spectators in each club's playing field layout must be approved by the Booster Club President.

02.05.05.10

During a game, the team, a maximum of six coaches, the Booster Club Board Members (or their representatives), a Team Mom/Dad, AAYFDT Officials and authorized game day workers shall be the only persons allowed on their respective sidelines. Each of the above individuals shall be readily identifiable by his hat, shirt, or other distinguishable paraphernalia

Each of the individuals below shall be readily identifiable by a badge that states them as game day workers or other distinguishable paraphernalia.

- A. Two people on chains for spotting the first downs, and one person on the down marker for spotting the line of scrimmage.
- B. Two water provides or three if only one team mom on the field.
- C. One Monitor for the home sideline.
- D. One Monitor observer for the visitor sideline.

All others including AAYFDT Board Members and AAYFDT Booster Club Members must remain a minimum of 15 yards from the sidelines and end zones. If a problem occurs on the field, the Booster Club AD and/or Booster Club President or VP may enter the playing area or field to take care of the problem or help out.

02.05.05.11

No individual associated with the AAYFDT, either as a parent or as an official, is permitted to carry concealed weapons to any AAYFDT function, including games. Anyone associated with the league, which has a weapon, will be asked to leave or the police officer shall handle the situation. The only exception to this rule is the uniformed police officer.

02.05.05.12

Use of air horns or any other electronic devices during game time are prohibited. Any device that causes a distraction of the snap of the game ball is also prohibited during game time. Any use of such device will result in the immediate removal of person or persons from the field.

Section VI: League Playoffs

02.06.00.01

There will be a post season playoff tournament culminating in a Super Bowl between the finalists. The tournament will be a single elimination type tournament.

01: Rankings

02.06.01.01 Rankings

The top eight teams in each age classification will be selected to compete in the tournament. The playoff pairings may be modified at any time by the AAYFDT AD in the event of removal or disqualification of a team. The selection process shall be in the following manner:

02.06.01.02

Points will be awarded based on regular season play.

- a) Two points will be awarded for each win
- b) One point will be awarded for each tie.
- c) Two points will also be awarded for being the conference champion.

02.06.01.03

The ranking will be from one to four within the respective conferences.

- a) The team with the most points will be ranked number one and the other teams ranked accordingly.
- b) Ties in placement will be resolved by the following:
 1. The team winning the most games in head-to-head competition with the tying teams.
 2. The team allowing the fewest points scored against them in the regular season.
 3. The team having scored the most points during the regular season.
 4. Any situation more complex than the above will be resolved by the AAYFDT Board of Directors.

2: Brackets

02.06.02.01

In Round One of the tournament, pairing will be as follows:

Game A: AFC #1 vs. AFC #4

Game B: AFC #2 vs. AFC #3

Game C: NFC #1 vs. NFC #4

Game D: NFC #2 vs. NFC#3

02.06.02.02

In Round Two of the tournament, pairing will be as follows:

Winner of game A vs. Winner of game B

Winner of game C vs. Winner of game D

02.06.02.03

Round Three will be the AAYFDT Super Bowl.

03: Playoffs Pre-Game Weigh-In

02.06.03.01

Weigh in for the playoff games will not be before 8:15 for the freshman and not before any game's half time. Due to the change in start times, some teams will opt to arrive later than half time of the previous game. Should this happen, any AAYFDT official may observe the weigh in of any team and the team arriving late will accept that individual's signature as that of their own weigh in representative. No team will be made to re-weigh to accommodate the team that is arriving late.

02.06.03.02

The AAYFDT AD will be responsible for the weighing of all teams at the Super Bowl games.

04: Minimum Plays

02.06.04.01

The AAYFDT will supply and pay the monitors for all playoff and Super Bowl games. The booster clubs will supply their own monitor observer to assist the AAYFDT monitor. These observers will remain on their team's sideline. No observers will be sent to the opposing team's sideline. These charges will be covered by the annual club assessments.

02.06.04.02

Automatic forfeiture of game will occur if the minimum plays are not met during the game including regular season, play-offs and Super Bowl.

05: Game Operations – Playoffs

02.06.05.01 - changed 2008 season - New Wording adding Weigh In times only

Post season games will start as follows and not before:

Freshman game	9:00 - Weigh In Time 8:15 am
Sophomore game	11:00- Weigh In Time 10:15 am
Junior game	1:00 - Weigh In Time 12:15 pm
Senior game	3:00 - Weigh In Time 2:15 pm

02.06.05.02

The AAYFDT will supply and pay the referees for all playoff and Super Bowl games. These charges will be collected weekly as the playoff teams are determined and shared equally among the clubs.

02.06.05.03

The AAYFDT will supply and pay for the security and medics at all playoff and Super Bowl games. These charges will be collected weekly as the playoff teams are determined and shared equally among the clubs.

02.06.05.04

The AAYFDT will supply the game balls for all playoff and Super Bowl games. These charges will be covered by the annual club assessments to the AAYFDT.

06: Rules of Play

02.06.06.01

During the playoffs, all games will be played to a winner. The college system of each team receiving the ball on the opponent's 25 yard line and trying to score will be used. This will continue until the tie is broken, after each team has had an equal number of attempts to score. If neither team scores after a round of attempts, the ball will be moved into the opponent's 15 yard line as the starting point. On any subsequent attempts, if neither team should score, the ball will be moved in an additional 5 yards each time, finally stopping at the opponent's 5 yard line. Play will continue from this point until there is a clear winner.

Round 1: if both teams score and the game are still tied the ball stays on the 25 yd line and play continues,

Round 2: if neither team scores in Round 1, the ball is moved to the 15 yd line and the rules for Round 1 apply

Round 3: if neither team scores in Round 2, the ball is moved to the 10 yd line and the rules for Round 1 apply

Round 4: if neither team scores in Round 3, the ball is moved to the 5 yd line and play is continued until there is a winner.

Section VII: Post Season Play

02.07.00.01

Scheduling of post-season activities (play-offs, tournaments, etc.) and the establishment of all criteria for participation shall be the responsibility of the AAYFDT AD. Scheduling shall be complete prior to the first practice of regular season and is to be ratified by the AAYFDT Board.

Section VIII: Out of League Play

02.08.00.01 No post-season participation by individuals or teams with organizations outside All American Youth Football, Inc. will be allowed without written consent from the AAYFDT Board of Directors

Section IX: Equipment

02.09.00.01

Safety shall not be compromised in the purchase of equipment.

02.09.00.02

Football participants shall be rented high quality equipment from a reliable athletic goods supplier. They must wear only that equipment supplied by the booster club with the exception of shoes and helmets. Helmets can be purchased by the parents provided they are of high quality and meet applicable Federal Safety Regulations, but the parents shall sign a release concerning the use of any such equipment. No equipment shall be issued prior to seven days before the first practice.

All American Youth Football and Drill Team Association

Football & Drill Team Rules of Competition

- A. Headgear - the helmet shall include a facemask or guard. Facemasks must be of non-breakable, molded plastic with rounded edges, or rubber covered wire. Single bar or tubular guards are prohibited. Chinstrap snaps must be plastic.
- B. Padding - shall include soft kneepads (at least 1/4" thick), approved shoulder pads, kidney, hip, and thigh pads.
- C. Jersey - the jersey color selected shall not conflict with other team colors. Arabic block or modern Gothic Numerals shall be worn on the front and the back. Numerals shall be of a single color, which may be bordered by a neutral color in sharp contrast with that of the jersey and shall be 4 to 8 inches in height and approximately 1" in width.
- D. Athletic Supporters- boys are strongly encouraged to wear athletic supporters.
- E. Footwear - rubber, molded cleats shall be worn. Participants must wear soccer or canvas type shoes at all times - screw type cleats are prohibited. Failure to adhere to this rule could result in removal of head coach from league
- F. Mouthpieces- will be worn at all times during practice and games, this includes the quarterback.
- G. Jewelry - is strictly prohibited and must not be worn at any time.
- H. Sponsorship advertising is optional with the booster club.

02.09.00.03 – The standard game ball shall be as follows:

Freshman – Leather Wilson K2

Sophomore – Leather Wilson TDJ

Junior – Leather Wilson TDJ

Senior – Leather Wilson TDY

Section X: Penalties

01: Authorities

02.10.01.01

The Booster Club President and/or AD have the authority to suspend any Coach. Notification of such suspension must be furnished to the AAYFDT AD within 48 hours.

02.10.01.02

Any recommendation for the dismissal of a Coach must be approved by the Booster Club Board of Directors. The Board will review all complaints lodged against a Coach and will have the authority to dismiss the Coach by a 2/3 vote of the Board. Recommendations for more severe disciplinary measures resulting from an investigation shall be presented to the AAYFDT AD. Any dismissal of a coach is permanent – not just for the remainder of the current season.

02.10.01.03

The AAYFDT AD has the right to suspend or dismiss a Coach for any reason.

02.10.01.04

Booster Club Board Members are responsible for the department of their own supporters. Should a fan or fans become unruly and refuse to settle down or leave after being asked by their own club's board members, the AAYFDT Field Representative has the legal right, as the representative of the field's contractual organization, to ask that the security officer remove said fans. This then becomes an issue between the officer and the fans.

02.10.01.05

Every Booster Club has the right by majority vote to dismiss a parent or child from their program for failing to abide by the league's rules of conduct. They also have the right to bar those individual's return in subsequent years.

02.10.01.06

Game Referees have the right to eject a participant from the game for persistent unsportsmanlike conduct.

02.10.01.07

The AAYFDT AD has the authority to make a ruling for the best interest of the league if a rule is NOT in our current rulebook.

- A. The AAYFDT AD will notify of ruling on our league website.

02.10.01.08 (Old Number 02.02.01.04) - Wording Change only

No Coach may participate in any other youth football program (Tackle or Flag) using the same age brackets while coaching for any Booster Club in the AAYFDT. Violation of this regulation shall cause the mandatory suspension of the individual from further competition in the AAYFDT for the remainder of the current season. If a coach is a paid position by a school this rule does not apply.

02: Coaches Code of Conduct

02.10.02.01

Coaches must display good conduct at all times in front of the participants. They must never argue between themselves or with other Officials in front of any participant or parent.

02.10.02.02

No Coach shall ever mistreat or abuse any child under his or her supervision. Touching any participant in anger, use of corporal punishment or excessive discipline of any type is prohibited.

02.10.02.03

No Coach shall use any derogatory remarks toward any child under his or her supervision. The use of profanity is strictly forbidden at all times.

02.10.02.04

No Coach shall badger, ridicule or harass any participant or official, nor shall any team member be permitted to do so.

02.10.02.05

No Coach shall accost any Referee during or following a game, or use derogatory or abusive language. Coaches may at any time during or after play request information relative to some infraction. The Head Coach may critique in writing a Referee or Referees after a game. Said critique is to be turned in to the Booster Club AD, who will in turn review the same with the AAYFDT Director of Referees.

02.10.02.05

No Coach shall purposely teach any child unethical practices.

02.10.02.06

No Coach may reward or offer improper incentives to participants to in any way act injurious to another participant.

02.10.02.07

No Coach may punish a participant in any way for inadvertently incurring a penalty.

02.10.02.08

Every Coach must instill the spirit to win, but above all, teach good sportsmanship, whether they win or lose.

02.10.02.09

A Coach who is guilty of improper field decorum to the extent that his team is penalized for his actions, or any Coach who is ejected from the game by a game Referee, must be reported to the AAYFDT AD by the Booster Club President within 24 hours

Article II: Drill Team Rules of Competition

Section I: Team Structure / Registration

Section II: Practice

Section III: League Regular & Post Season

Section IV: Drill Team Competition

Section V: Director Meeting Guidelines / Equipment

Section VI: Code of Conduct

Section I: Team Structure/ Registration

01: Team Structure

03.01.00.02

The ages for senior drill teams will be, 9 years old but not more than 12 years old by September 1st and in grade 6 or below. NOTE: upon Head Junior Instructor's discretion* and Director's concurrence, ** an 8 year old 3rd Grader dance up to Senior Level.

03.01.00.03

The junior drill team will be, 6,7 & 8 years of age and are at/or below grade 3. NOTE: upon Head Junior Instructor's discretion* and Director's** concurrence, a 5 year old may participate on the Junior Level.

03.01.00.04

In most circumstances a participant should only be a junior for 3 years, her advancement to the senior team is subject to her parent, Instructor and Directors approval.

03.01.00.05

Birth certificates must be presented at the time of registration for all new participants and verified by an AAYFDT Officer and corresponding booster club where participant registers.

*Instructor accepts responsibility of determining if child is mature (attention span, dance compatibility) enough to be an asset to the team.

**Director is prepared to defend the position.

03.01.00.06

Each club will have two Drill Team Squads (Junior, with 40 maximum and Senior with 60 maximum). These numbers may be increased by Booster Club Board approval.

***Depending on number of girls signed up, some teams may have to combine levels to make one squad.

03.01.00.07

Senior and Junior Drill Teams must be under the supervision of a Drill Team Director. Each Drill Team may have Head instructors and assistants as needed. The Drill Team Director is responsible for both levels of teams.

03.01.00.08

Student Instructors:

Students under the age of 18 who wish to assist with instructing may do so only in Conjunction with an AAYFDT approved coach/instructor.

No professional Coaches or Teachers are allowed to work with any Drill Team Participants.

03.01.00.09

Discipline problems should be handled by the Drill Team Director. If a Director has a continual problem after attempting the support of the child's parents, the issue should be taken to the Booster Club President and AAYFDT Drill Team Director.

03.01.00.10

Conduct/Policies at practice or performances will include the following:

- a) All members should have a parent or guardian at all functions except practice or as required by the Director.
- b) All members must abide by policies and rules governing their organization.

02: Registration

03.01.02.01

Parents must be members in good standing in a Booster Club for a child to be a member of a Senior or Junior Drill Team. A member may only dance on the junior team for three years and must move up to the senior team her fourth year, unless voted on by ALL Drill Team Directors and Approved.

All requests for release will go through the AAYFDT Drill Team Director for approval, to verify if it is a valid request. If request is valid, the AAYFDT Board will vote for approval at the next Board Meeting. No online voting.

Section II: Practice

03.02.00.01

Practices for all drill teams will begin on the date set by the AAYFDT.

03.02.00.02

Practice is defined as any occasion when five or more members and one or more Drill Instructors assemble for practice, instruction, or choreography review (not including purely social activities).

03.02.00.03

Senior practice level:

Game season – two times a week, or three times a week. Total practice time: 4 hours.

Non-game season – three times a week, or four times a week. Total practice time: 6 hours.

Excludes Sundays.

03.02.00.04

Junior level practice:

Game season – two one and a half hour practices or three one-hour practices per week. Total practice time: 3 hours. Non game season – three or four per week Total practice time: 4 ½ hours.

Excludes Sundays.

03.02.00.05

If a drill team practice is missed due to bad weather conditions, the practice may be carried to the following week, or no more than 30 minutes could be added to any scheduled practice day. This scheduled practice could be held on a separate non-scheduled practice day. Please notify League Director of any rescheduled practices.

03.02.00.06

If bad weather conditions occur, a Booster Club Drill Team director can cancel performances. The Booster Club Drill Team Director must be at the field until all members have been notified of the canceled performances or practices. The League Drill Team Director must also be notified of any canceled performances.

03.02.00.07

Absences from practices/performances (all absences-excused or unexcused)

- a) Missing two practices the week of the game results in not performing.
- b) Missing one-practice two weeks in a row results in not performing. Missing one practice the week of a game, if a team practices two times a week, will result in not performing on Saturday.
- c) Penalty for 2 tardies and/or leaving before practice ends will be treated as one absence.
- d) Missing two games, unless excused by the director, will result in forfeiting position on team (excused absences from a game are: death in family, illness with doctor's note as verification and prior approval for a religious obligation or a school sponsored function).
- e) Excessive absences could warrant dismissal from the team as per discretion of the Director with no refund.
- f.) Any member not eligible to perform on any given Saturday must attend the game in full uniform. Although the member may not perform during the half-time, she is still expected to cheer during the game.

03.02.00.08

For security and liability reasons, each member is required to be picked up at the end of the practice or game. No director is responsible for any member after 20 minutes of the practice or activity. A written warning will be issued upon the second incident, and the Constable will be called upon the third time.

Section III: League Regular & Post Season

01: League Regular Season

03.03.01.01

Saturday performances are limited to and must not exceed 20 minutes, including going on and off the field. A performance which exceeds the time limit could result in a penalty for delay of the game. This time includes both of the Senior and Junior teams. At no time can this time be used for one individual's performance.

03.03.01.02

The home team will cheer and perform for the first two scheduled games and the visiting team will cheer and perform for the last two scheduled games, unless an exception has been granted by the AAYFDT Drill Team Director. However, the drill team member may leave after the performance of the second game.

03.03.01.03

In excessive heat situations should a game be postponed more than 45 minutes, the drill team will be given an opportunity to perform at the halftime at first game and beginning of second. This will be up to the Director and President.

03.03.01.04

No member or group will be required to attend all games in any one day.

03.03.01.05

Uniforms should appear appropriate. Drill Team Directors must approve all uniform changes then the approvals will then be sent to the AAYFDT board for final approval. Total cost no more than \$160.00.

03.03.01.06

Cost of uniforms- and other necessities and incidentals should be kept reasonable. Props may be left to the discretion of the Booster Club Director/Instructor. All members should have equal time practices with any props used.

03.03.01.07

All snacks and drinks and other incidentals are the financial responsibility of the individual team at games.

03.03.01.08

Half time performances: Leaving the stands prior to the start of the 2nd quarter is not allowed. After the 2nd quarter has begun, DTD/coaches may take the girls down to practice prior to taking the field for halftime. Music may be used to warm up, as well as count out method.

02: League Post Season

03.03.02.01

Drill Team is not required to attend standard playoff games.

03.03.02.02

It is up to the discretion of the Drill Team Director whether or not to perform if any of their respective football teams make it to the Super Bowl Games. This information will need to be provided to League Director.

03.03.02.03

No out of League play unless approved by Presidents.

Section IV: Drill Team Competition

00: General Information

03.04.00.01

A meeting will take place between the AAYFDT Drill Team Director and the Booster Club Drill Team Directors no later than the March director's meeting to review judging sheets and rules for competition.

03.04.00.02

No director, asst. director, or instructors are permitted on the floor at competition during any team's performance. No help from the instructors or director is permitted while the team is performing.

03.04.00.03

All teams have a designated seating area at competition, depending on the venue and availability.

03.04.00.04

All Directors must turn in a team roster upon request for competition. Otherwise fine maybe imposed.

03.04.00.05

All teams must perform in the order in which were drawn, this drawing is held at the September's Directors Meeting, for both performance and prop drop off times.

03.04.00.06

All team members must participate in all routines performed at competition unless they have an excused absence.

03.04.00.07

All teams are to be ready two teams ahead of their performance in order to not interrupt the flow of competition.

Each Drill Team Director is responsible for turning in their team's competition ads in on the date assigned by the AAYFDT DTD. There will be a \$100 fine if not turned in on the designated date and \$50 each day until turned in.

Flag Corp- Must be any 6th year, 6th grader with the exception to a 6th year AAYFDT member. This must have the AAYFDT Drill Team Directors approval.

01: Categories

03.04.01.01

The categories will be Dance, Military, Prop, Novelty, and Pom. Senior Teams must compete in two (2) of these categories and Junior team will only compete in one (1) of the categories at Competition. All categories must be turned in no later than the Directors meeting in May.

***Each eligible Senior category must have at least 3 teams to participate in that category

***Each eligible Junior category must have at least 1 teams to participate in that category

***All competition routines must be performed throughout the season during a Half Time Performance

03.04.01.02

Teams not submitting their category by the May meeting will result in a fine of \$100 and \$50/per day thereafter until turned in, unless arrangement have been made with League Director due to extenuating circumstances.

There will be NO changes to category after once submitted.

Category Definitions:

MILITARY:

Overall emphasis is on precision; 75 % straight-arm sequences. Team uniform or costume may be worn. General emphasis is on clean, sharp movements. Backdrops may be used. ***No Tumbling allowed**

DANCE:

Any dance movement is accepted. Some formation changes are recommended for effect. The overall effect should be DANCE. Team uniforms or costumes may be worn for Seniors. Backdrops may be used. ***No Tumbling allowed***

PROP:

Costume, music, and prop should carry a theme. Backdrops can be used. The main focus must be on the manipulation of the prop. If stairs, ramps, etc. are used in this category, they must be used or manipulated in some form. Staging and backdrops are not props. Props must be manipulated at least 80%. Props must be of the size and nature that members can carry them on and off the floor. All members of the team must perform 90% of the routine. ***No Tumbling allowed***

NOVELTY:

(Novelty must tell a story) Costumes, music and props should carry a theme. Backdrops can be used. Props must be used less than 20%. All members of the team must perform 90% of the routine. *** No Tumbling allowed***

POM:

Poms must be used 90% of the routine. No costuming, accessorizing, or backdrops for senior routines. No costuming allowed for Senior Pom Routines , Game Day Uniforms MUST be worn. ***No Tumbling allowed***

FIELD ROUTINE/ PRE-GAME PERFORMANCE:

It is up to the discretion of each team whether or not they do a Field Routine/ Pre-Game Performance. All Field Routines/Pre-Game Performances are to be no longer than one minute and thirty seconds. ***Tumbling allowed***

DEFINITION OF TUMBLING:

If your feet leave the ground while your hands are touching the ground, is considered tumbling.

***Anything taught in a Dance Studio or Dance Class is allowed, Gymnastics are not allowed. This pertains to competition routines only. ***

THEMES:

Themes are required for prop and novelty categories. Themes must be specific in wording to avoid duplication. Numbers will be drawn for order of turning in music & categories if not turned in early or duplication occurs. Themes & music will be awarded on a 1st come 1st serve basis. There will be NO duplicate themes allowed.

02: Props

03.04.02.01

Backdrops and staging items may be used; for the Props and Novelty categories, however, all props or staging items used in such a way that may mark or damage the floor, must have rubber, carpet, foam, or padding that will protect from scarring the floor. This includes any section that is touching the floor in the choreography of the routine. The AAYFDT Board/Director will check props prior to performances. Coaches are responsible for having all props checked at drop off time. Any prop not in compliance must be corrected before the performance or the prop cannot be used.

03.04.02.02

Backdrops can be any size as long as they are set up and broken down within the allotted 5 minutes (total), no plug in electrical allowed. Must be battery powered.

Props must be the size and nature that team members can carry them on and off the floor, Props may be pre-set by set-up assistants during the set up period. Any pre-set props must be set with the overall 5 minute set up period. If necessary to be removed by set-up assistants, they must be removed in the overall 5 minute removal period.

Additional staging items may be used to highlight and accentuate the theme selected by the team. Staging must be of the size and nature that it can be set up and removed within the 5 minute period allowed for setup and removal given the limited number of set-up assistants allowed for each item. No members will be allowed to enter the floor before the Emcee says to do so. This includes being inside prior to any props being taken on the floor.

As soon as the music starts, no one will be allowed on the floor for support with holding or manipulating the props or assisting with special effects.

03: Music

03.04.03.01

No musicians may be used as musical accompaniment, not including musical props used by team members. No drums used on entrance or exit.

03.04.03.02

All music must be recorded on a good quality CD. Performing music should be recorded on the beginning of a CD with no other music preceding or following the music being used for the performance. CD's must be labeled with the team name and division entered. All CD's must be ready to play. All members of the team must perform 90% of the routine.

03.04.03.03

A representative of each team should be present in the announcer's table when his/her team is performing to cue the music. Sound crew takes no responsibility if no one is there.

03.04.03.04

Music/ CD, Song Title along with a print out of the words/lyrics must be turned in no earlier than March and no later than the July director's meeting. Music selections must be submitted at a monthly director's meeting. Numbers are drawn, the director drawing the number 1, will start off the music selection until all numbers have been used.

03.04.03.05

Teams not turning music in by the June meeting will result in a fine of \$100 and \$50/per day thereafter. Mix of various pieces of music is allowed. Should another team want the entire song, mix cannot include more than 15 seconds of that particular piece of music, MUST also have other teams approval to use in mix.

03.04.03.06

Introductions should include team name, category, division (i.e. Jr/Sr.), and song title.

No changes to music are allowed after submission, unless to change the speed of the music.

Final music/CD cut must be turned into AAYFDT Drill Team Director before first practice to ensure time for length and appropriateness of music.

03.04.03.07

If you use a mix of music, you must turn in all song titles used June meeting and lyrics in July along with a copy of your CD.

04: Costuming

03.04.04.01

The annual maximum fee is \$60 per dancer per level. This fee includes all cost for dressing the girl. Props and other items may be donated, use fundraising funds, or sponsorship funds for competition. All of these fees must be used for that squad level and may not be transferred to the other squad level.

03.04.04.02

Costumes: Uniforms and dress for performance is at the discretion of the team or coach as long as they comply with the category rules. Juniors may completely costume for any category. Costuming and accessories should be age appropriate.

All costumes are to be approved by all directors at the August Directors meeting to ensure no duplications and age appropriate.

05: Performance / Judging / Scoring / Penalties

03.04.05.01

There will be five judges; one will be designated as the Recorder Judge. The lowest and highest score will be dropped and the three remaining scores will be averaged. All teams must turn in their Digital Recorders in to League Director at October's meeting. All Digital Recorders must be in working condition and labeled. The judging sheets and Digital Recorder will be given to the Drill Team Directors at the end of competition.

03.04.05.02

The judge's decisions are final.

03.04.05.03

Scoring:

The ranking scoring system will be used at competition for the winner in each category.

Penalties:

A 2- point per routine judge penalty will be assessed to any team that disrupts the flow of the competition.

Length of the routine will be 1.5-3 minutes. There will be a .5 point penalty per routine judge for routines over three minutes or under 1.5 minutes. There is a 10 second lead way in both directions. Judging and timing will start with the first note of music. Entrances and exits are not judged unless they are to music and part of the 3 minute routines.

Timing will begin when the first child steps onto the floor and will stop when the last child steps off the floor. The team has 5 minutes for entrance, performance, and exit. There will be a 2-point penalty for teams going over this time limit. An AAYFDT official will time the set up and removal periods and notify judges of appropriate deductions if necessary. For Prop and Novelty, timing will be only for the 3-minute routine. Teams going over this will be assessed a 2 point deduction.

A 2 point deduction will be assessed to any team members that enter the floor before announced by the Emcee (example: being placed in staging and sets prior to the beginning of the dance)

06: Awards

03.04.06.01

There will be a participation trophy awarded to each drill team member.

03.04.06.02

Juniors will receive medallions and announced Line of Gold, Line of Silver, Line of Bronze.

Seniors will receive medallions and be announced for 1st, 2nd and 3rd place winners per category. All others not placing 1st, 2nd, or 3rd will only be announced Line of Gold, Line of Silver, Line of Bronze no medallions to be received.

Section V: Director Meeting Guidelines / Equipment

03.05.00.01

One representative from each team is to attend a monthly drill team director's meeting. Should a team not have representation, it is understood they forfeit any voting privileges at that particular meeting. Any and all issues voted upon during any DT director's meeting must be finalized and approved by the AAYFDT board. If the representative is other than the director, or a voting booster club member, a written proxy must be present at the meeting. There will be a \$100.00 fine assessed for each meeting missed.

03.05.00.02

All issues will be decided by a 2/3 majority vote. Teams not represented at the meeting shall lose their vote. At least 8 teams need to be present to vote on any issues.

03.05.00.04

The AAYFDT Drill Team Director and Assistant AAYFDT Drill Team Director, will vote in event of a tie.

03.05.00.05

Monthly minutes will be sent out to all Directors, Booster Club Presidents and Executive Members.

03.05.00.06

All decisions will be final, based on approval from the AAYFDT board of directors or presidents, pending upon whom is the voting party.

03.05.00.07

Equipment All equipment that is in each respective booster club belongs to the AAYFDT and must be inventoried every year for accounting purposes. Inventories are usually due by the January AAYFDT meeting. Each director should provide his/her Booster Club President with said inventory sheets.

Section VI: Code of Conduct

03.06.00.01

All Drill Team Volunteers must display good conduct at all times in front of the children. They must never argue between themselves or with other Officials in front of any child or parent.

03.06.00.02

No Drill Team Volunteer shall ever mistreat or abuse any member under supervision. Touching a participant in anger, use of corporal punishment or excessive discipline is prohibited.

03.06.00.03

No Drill Team Volunteer shall use any derogatory remarks toward any child under supervision. The use of profanity is strictly forbidden at all times.

03.06.00.04

No Drill Team Volunteer shall badger, ridicule or harass any official associated with AAYFDT programs, nor allow a team member to do so during a game.

03.06.00.05

No Drill Team Volunteer may punish a participant in any way for inadvertent errors in performing, including at practice.

03.06.00.06

Every Drill Team Volunteer must instill the spirit to achieve their personal best, but above all, teach good sportsmanship whether they win or lose.

03.06.00.07

Should a complaint be raised against any Drill Team Director or Instructor, the Booster Club President will review complaints with the AAYFDT Drill Team Director. The following process should be used.

Notification to Director/Instructor

Booster club Drill Team Director

Conference with AAYFDT Drill Team Director and the Booster Club President

AAYFDT president

03.06.00.08

Failure to abide by these policies could warrant not performing and excessive infractions will result in a member forfeiting their position on the team. Any persistent conduct problems or infractions of organizational policies may be suspended upon action of the Booster Club Board of Directors and the AAYFDT Drill Team Director. Should this occur, a notification of suspension must be furnished to the AAYFDT Board within 48 hours.

03.06.00.09

Within a Booster Club, any Drill Team Member who is punished in any way for failure to meet rule requirements must have the punishment lifted if any other member does not receive equal punishment for a similar violation.