

AYFL 2009 Tackle Football Rules – Second Quarter Rule Annex

Coaches are encouraged to not only follow the letter of this rule, but the spirit of the rule as well. The spirit of this rule is to remove high-impact players from the equation in 2Q, allow average players the opportunity to compete amongst players of similar caliber, and ensure all players are included throughout the game and not simply in the second quarter.

League Specific Rules:

A League

A Division Rosters will identify the following:

- 11 non-2Q eligible players (aka Blue Dots)
- Minimum 9/Maximum 11 Full 2Q players (cannot leave field in 2Q unless due to injury)
- 3-5 Swing Players

Coaches only need to count the plays of the Swing players since Blue Dots are primary starters and full 2Q players will get all of the 2Q plays. Further, it is expected/encouraged that coaches find at least 12-13 starters (consisting of the Blue Dots and Swing players).

Swing players must play a minimum of 16 plays in the game, of which a minimum of 4 plays must be in the second half. Full 2Q players can play at any time and any amount of plays in the second half.

3Q Kickoff and Kickoff Returns:

In the 3rd quarter, kickoff and kickoff return teams will consist of all Full 2Q players and no Blue Dots.

Rosters:

Coaches will submit a roster each week identifying the Blue Dot players, Full 2Q players, and Swing players.

**In addition see The following Rules Apply to all leagues on the last page*

B League

B Division Rosters will identify the following:

- 9 non-2Q eligible players (aka Blue Dots)
- Minimum 8/Maximum 11 Full 2Q players (cannot leave field in 2Q unless due to injury)
- 3-6 Swing Players

Coaches only need to count the plays of the Swing players since Blue Dots are primary starters and full 2Q players will get all of the 2Q plays. Further, it is expected/encouraged that coaches find at least 12-13 starters (consisting of the Blue Dots and Swing players).

Swing players must play a minimum of 16 plays in the game, of which a minimum of 4 plays must be in the second half. Full 2Q players can play at any time and any amount of plays in the second half.

3Q Kickoff and Kickoff Returns:

In the 3rd quarter, kickoff and kickoff return teams will consist of all Full 2Q players and no Blue Dots.

Rosters:

Coaches will submit a roster each week identifying the Blue Dot players, Full 2Q players, and Swing players.

**In addition see The following Rules Apply to all leagues on the last page*

C League

League roster size minus 14 will be the number of kids referred to as Non-2Q players.

- The final league roster size will be determined for each league after all try-outs are complete and before the start of the season.

A Non-2Q players list will be submitted by the head coach and approved by the player director associated with that league and that league's director prior to the first game.

- These players cannot play in the 2nd quarter.
- This list is player specific, not by position. However, starting/full-time DEs, LBs, QBs and RBs are expected to be on the list - coaches must explain exceptions.
- Any changes to this list must be submitted by noon on Friday prior to the next game.
- If you cannot field a team in the 2nd quarter without using Non-2Q players - the opposing coach will decide who may play.
 - An explanation should be sent to the league director as soon as possible explaining the reason for not being unable to field a team of Non-2Q players.
- Non-2Q players not available for a game DO NOT need to be replaced, unless a single player is replacing them on both sides of the ball (i.e. becoming a full time starter).

Every player should participate in at least 15 plays per game.

- Each player must participate in at least 4 plays per half
 - OT is considered part of the 2nd half
- Coaches are encouraged to include all players during each quarter of play.

Starters will be removed from the field at the beginning of the 2nd quarter and replaced by 2Q players, Non-2Q players should not be on the field in the 2nd quarter.

- A "starter" is considered a player that played the majority of the snaps on offense or defense in the 1st quarter. If a team does not get more than 3 plays on O or D during Q1, past games are the benchmark for who is a "starter".

Special teams play is not considered when making determination as a "starter" for this purpose.

**In addition see The following Rules Apply to all leagues on the last page*

The following Rules Apply to all leagues:

Scoring in the 2nd Quarter – In any game, an individual player in any division may score two (2) times and two (2) times only in the second quarter, as an offensive player (this includes touching the ball during punt and kick-off returns). Point after touchdown attempts is excluded. Once a player has scored two (2) times he may not advance ball beyond the line of scrimmage on offense or return kick-offs or punts.

- For example – if the QB of the offense in the 2Q scores a touchdown as a member of the kick-off return team and then scores again on a QB draw, he would be ineligible to advance the ball again on the offense or run back a kick-off. He would be limited to handing off the ball. The same would be true of a RB.
- The exception would be if one of the touchdowns was scored on defense as a result of an interception or fumble recovery.

Any coach found to be in deliberate violation of these rules will be subject to disciplinary action at the discretion of the Board.