



BIG YOUTH SPORTS LEAGUE (BYSL)

2026 FALL SEASON PLAYING RULES

Fine Schedule

Violation	Penalty
No Book Check/ Game day report	\$50 per level
Coach/Staff Member Ejected	\$100 fine and 2-game suspension
Coach/Staff Member — Second Offense	\$200 fine and suspension of at least 2 games, up to the remainder of the season
Bench-Clearing Incident Resulting in Game Suspension	\$100 fine per organization (regardless of who initiated the incident). Applies only if both teams cannot be brought under control and the game cannot continue.
No security	\$250 fine (Home team responsibility.)

Weekly Game Day Report Must Include:

- Final score
- Book check report
- Any on-field incidents involving officials or coaches
- Any incidents requiring security involvement

General Playing Rules

- All games will be played under NCAA/UIL Football Rules except where modified below.
- Cut blocking and chop blocking are prohibited. This includes any block below the waist where the player leads with the head, face, or shoulders.
- Player celebrations are permitted provided they are not excessive or directed toward taunting an opponent. Only players participating in the play may be involved in the celebration.

Overtime Rules

Regular Season

- Each team receives one possession beginning at the opponent's 10-yard line.
- If neither team scores, a second overtime period will be played.
- Beginning with the third overtime, each team will receive one play from the 10-yard line.
- The winner will be determined by greatest yardage (penetration).

Playoffs

- Each team receives one possession from the 10-yard line.
- If both teams score, additional overtime periods will continue until a winner is determined.
- First possession alternates each overtime period.

Extra Point Rules

- All extra-point attempts will be snapped from the 3-yard line.
- Run = 1 Point
- Forward pass beyond the line of scrimmage = 2 Points

5U–6U Flag Football

Game Format

- Four (4) 10-minute running clock quarters
- 5-minute halftime
- Regulation clock during the final 2 minutes of the 4th quarter
- Clock stops for PAT attempts and restarts immediately after the attempt is completed.

General Rules

- Mouthpieces are mandatory. No exceptions.
- 40-second play clock.
- Drives begin at the 25-yard line.
- Declared punts are a 30-yard walk-off and cannot be placed inside the opponent's 20-yard line.
- Fake punts are prohibited.
- 6U plays on a full 100-yard field.
- 5U plays on an 80-yard field.

Players

- Games are played with 11 players.
- A game may begin with 8 players.
- If a team falls below 8 players during the game, the game is forfeited.
- If one team has fewer than 11 players, the opposing team is not required to match player numbers.

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Defensive Rules

- Defensive line must align one yard off the football.
Defensive players may not line up over the center or in either A-gap.
- Defensive linemen must align head-up over the guards.
- Linebackers must align at least 3 yards off the line of scrimmage and may not creep forward before the snap.

Offensive Rules

- Quarterbacks taking the snap under center must take one full step backward before attempting to run through the A-gap.
- All offensive linemen inside the tackle box must use either a two-point ready stance or a three-point stance.
- Runner stances are prohibited.

Flag Requirements

- Any player considered a runner before the snap must have both flags positioned on the hips.
- If the flags shift during the play, play continues.
- The tail of the flag belt must be tucked into the player's pants.
- If the defense pulls the belt tail while attempting to remove the flag, it will be considered a legal flag pull and the play is dead.

Equipment Violation

If a team's flags are altered, modified, or changed in any way that results in an equipment violation, the offending team will forfeit the game and be assessed a **\$200 fine**.

Additional Rules

- Jerseys must remain tucked in at all times.
- Two coaches are permitted on the field.
- Once the offense breaks the huddle:
 - Defensive coaches must move at least 10 yards behind the deepest defender.
 - Offensive coaches must remain behind the referee wearing the white hat.
- Ball: Wilson K2 (Pee Wee) or approved equivalent.

7U Tackle

Game Format

- Four (4) 10-minute amended running clock quarters.

Rules

- Live kickoffs are required.
- Mouthpieces are mandatory.
- 40-second play clock.
- Declared punts are a 30-yard walk-off and cannot be placed inside the opponent's 20-yard line.
- Fake punts are prohibited.

- One coach is permitted on the field.
- Once the offense breaks the huddle:
 - Defensive coach must remain at least 10 yards behind the deepest defender.
 - Offensive coach must remain behind the referee.

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- Linebackers must remain 3 yards off the ball until the snap.
- Defensive linemen may not line up directly over the center.
- Defensive linemen may align in the A-gap using either a two-point or three-point stance.
- Ball: Wilson K2 (Pee Wee) or approved equivalent.

8U Tackle

Game Format

- Four (4) 10-minute amended running clock quarters.
- Regulation timing during the final 2 minutes of the 4th quarter.

Rules

- No coaches are permitted on the field.
- Mouthpieces are mandatory.
- Any defensive alignment is legal.
- 40-second play clock.
- Live kickoffs.
- Punts and field goals are protected.
- The kicker may receive the snap under center and step back before kicking.
- The punt must be kicked while remaining inside the tackle box.
- No players may move until the ball is kicked.
- Once kicked, the ball is live.
- No rushing on punts or field goals.
- Fake punts and fake field goals are prohibited.
- The kicker has up to 10 seconds after the ball is placed to complete the kick.
- Ball: Wilson K2 (Pee Wee) or approved equivalent.

10U–13U Tackle

Ball Sizes

- 10U: Wilson TDJ (Junior) or approved equivalent
- 12U–13U: Wilson TDY (Youth) or approved equivalent

Game Format

- Four (4) 10-minute amended clock quarters
- 5-minute halftime
- Regulation timing during the final 2 minutes of the 4th quarter

These divisions will play standard tackle football under NCAA/UIL rules with no additional age-level modifications.

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Mercy Rule

- A running clock will begin once a team leads by 20 points after halftime.
- If the score differential falls below 20 points, the clock returns to amended timing.

During the running clock:

- If the winning team calls a timeout, play will stop but the clock will continue running.
- If the losing team calls a timeout, the game clock will stop.

Game Completion Policy

Teams are expected to be prepared to complete every scheduled game.

Games will not be stopped or ended early due to a lopsided score or competitive imbalance. The only exception is when multiple injuries reduce a team below the minimum number of players required to continue.

BYSL expects every game to be played to completion. Any team that refuses to complete a game or leaves the field without league approval will forfeit the game and be assessed a **\$180 fine**, payable immediately.

Revised July 2, 2026