



**GOLDEN EMPIRE  
YOUTH TACKLE FOOTBALL**

5650 District Blvd. Ste. 107 Bakersfield, CA 93313 - P.O. Box 20472 Bakersfield, CA 93390  
Office phone 661 837-4393 Office Fax 661 837- 4393  
A 501C3 NONPROFIT ORGANIZATION

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## **2024 GEYF ALL - DIVISION GAME RULE MODIFICATIONS**

These Golden Empire Game Rule Modifications are to be used in conjunction with all NHSF Game Rules

### **Freshmen Division:**

1. No kick – Off. Ball placed at the 30-yard line.
2. No rush on punts. Offense must declare if they are punting or not.
3. Extra Point – 1 point from the 1 ½ yard line and 2 points from the 3-yard line.
4. **Quarters** – 10 - minute quarters are utilized and **4-time** outs are issued at the freshmen level only. (Old Timing Rules will be utilized for all GEYF Divisions).
5. No team leading by **32 points** may throw the ball. Passes thrown behind the line of scrimmage are legal. Any team leading by **32 points** attempting to throw the ball beyond the line of scrimmage will immediately turn the ball over.
6. **Excessive Point Margin (32) Point Rule.** Once any prospective GEYF Freshmen team falls behind by **32 points** or more, the following rules apply.

The team trailing by **32 points** will have the ball placed at the 50 - yard line following the opponent's score. The leading team will continue to have the ball placed at its own 30 - yard line during the 32 Point Mercy Rule just as in regular play.

7. The "Mercy Rule" or otherwise known as the "32 Point Rule"

- Automatic trigger of a running clock once the mercy rule is in effect no coach approval needed in this automatic process.

Once the running clock is triggered, it will continue through the entirety of the game. If the disparity in score drops below the 32- point threshold, the running clock will continue to remain in place.

8. Each team will continue to have their full complement of timeouts during this time - period.

Mandatory 2 - point PAT for both teams while in the “32 Point Mercy Rule”

After a Safety, the ball will now be placed on the 40-yard line for Freshmen Division.

**9. Equipment and adornments – Clear face shields** only can be worn, no documentation needed. There is no “adornment” policy in place. Players can wear “**sweat arm band**” type attire without violating league rules. Plastic friendship type bands as well as all jewelry cannot be worn at any time unless further directed by the league.

10. Players can wear Skull Caps under the helmet, but “Skull Cap” must not protrude from the helmet nor be visible outside the helmet at any time. (Bandannas or similar non - Skull Caps are not allowed). Guardian Caps with league approval may be worn over a player’s league issued or approved helmet. “Q” Collars can be worn by GEYF Players. Mouth Guards must be in alignment with NFHS as to type and application.

11. **Football spats** are currently legal and considered to be part of the approved GEYF league uniform.

12. **Overtime** “No games will end in a tie, GEYF will utilize the 10 - yard tie – breaker process to determine the outcome of games that end in a tie score at the end of regulation play. In an extended Overtime situation both teams must go for a 2-point PAT.

13. **Game Ball Requirements** – GEYF Freshmen Division will utilize a Pee Wee Ball, Sophomore Divisions will utilize a leather or composite “Junior” Size Game Ball only. GEYF Junior Varsity & Varsity Divisions will utilize a leather or composite “Youth/Intermediate” Size Game Ball only. Point of emphasis.

14. **Ejections** – Any time a player or coach is ejected for any reason, a written report of that ejection must be submitted by the issuing official to the league office within 24 hours and same day verbal notification must be given to our Head of Officials or League Director.

15. GEYF has **no designated numbering rule**. GEYF players may line up and play any position regardless of number or sequence.

16. **Pre-Game** - All GEYF Teams are both allowed and encouraged to hold hands and walk out to the numbers prior to the coin toss. Only Captains and head coach will have the ability to advance to midfield for the coin toss.

17. **Game Day Reports/Evaluations: Evaluations** – All GEYF Officiating Site Managers will submit Coaches evaluations to the league office no later than the first Monday by 5:00pm following the last game or games assigned.

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**Soph. J.V. & Varsity Division:**

1. Live kick – off from the 40-yard line.

2. Live punts.

3. **(Sophomore Division)** Extra Point – 1 point from the 1 ½ yard line and 2 points from the 3-yard line. **(J.V. & Varsity Division)** -Extra Point 2 Points for PAT KICK, 1 Point from the 3 Yard Line.

4. **Quarters** – 10 minutes quarters are utilized, and 3-time outs are issued at the sophomore level and above. (Old Timing Rules will be utilized by all GEYF Divisions).

5. No team leading by **32 points** may throw the ball except for the Varsity Division will be able to run or pass. Passes thrown behind the line of scrimmage are legal. Any team leading by **32 points** attempting to throw the ball beyond the line of scrimmage will immediately turn the ball over excluding the Varsity Division. The Varsity Division will be the only division that will be able to throw the ball during the 32 Point Excessive Margin Rule.

6. **Excessive Point Margin (32) Point Rule.** Once any prospective GEYF Sophomore/J.V./Varsity team falls behind by **32 points** or more, the following rules apply.

7. Automatic trigger of a running clock once the “mercy rule” is in effect no coach approval needed in this automatic process.

*Once the running clock is triggered, it will continue through the entirety of the game. If the disparity in score drops below the 32- point threshold, the running clock will continue to remain in place.*

a. The team trailing by 32 Points or more, will have the ball placed on its own 40-yard line after leading team scores.

b. The team leading by 32 points or more will have the ball placed on its own 20-yard line after score.

There will no longer be kick-offs by either team during the “Mercy rule” period. Mandatory 2- point PAT for both teams while in the “32 Point Mercy Rule”. If the team does not have the ability to kick, it must be declared to the White Hat Official prior.

The 20/40 ball placement rule will also apply post Safety during the “32 Point Mercy Period”.

8. Each team will continue to have their full complement of timeouts during this time - period.

9. **Equipment and adornments** – **Clear face shields** only, can be worn, no documentation needed. There is no “adornment” policy in place. Players can wear “**sweat arm band**” type

attire without violating league rules. Plastic friendship type bands as well as all jewelry cannot be worn at any time unless further directed by the league

10. Players can wear Skull Caps under the helmet, but “Skull Cap” must not protrude from the helmet nor be visible outside the helmet at any time. (Bandannas or similar non - Skull Caps are not allowed). Guardian Caps with league approval may be worn over a player’s league issued or approved helmet. “Q” Collars can be worn by GEYF Players. Mouth Guards must be in alignment with NFHS as to type and application.

11. **Football spats** are currently legal and considered to be part of the approved GEYF league uniform.

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13. **Game Ball Requirements** – GEYF Freshmen will utilize a Pee Wee Ball, Sophomore Division will utilize a leather or composite “Junior” Size Game Ball only. GEYF Junior Varsity & Varsity Divisions will utilize a leather or composite “Youth/Intermediate” Size Game Ball only. Point of emphasis.

14. **Ejections** – Any time a player or coach is ejected for any reason, a written report of that ejection must be submitted by the issuing official to the league office within 24 hours and same day verbal notification must be given to our Head of Officials or League Director.

15. GEYF has **no designated numbering rule**. GEYF players may line up and play any position regardless of number or sequence.

16. **Pre-Game** - All GEYF Teams are both allowed and encouraged to hold hands and walk out to the numbers prior to the coin toss. Only Captains and head coach will have the ability to advance to midfield for the coin toss.

17. **Game Day Reports/Evaluations: Evaluations** – All GEYF Officiating Site Managers will submit Coaches evaluations to the league office no later than the first Monday by 5:00pm following the last game or games assigned.

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### Game Day Minimum Roster Policy & Procedure:

- Any GEYF Team whose game day roster falls below sixteen (16) game eligible participants prior to the start of any one league sanctioned regular season and or post season game will automatically forfeit said game.
- Furthermore, it is the responsibility of each head coach to ensure his or her roster meets the league required minimum and immediately (prior to the start of

each game) notify his or her Area Representative or GEYF Executive Board Member and opposing head coach of his or her roster not meeting the required roster minimum sixteen (16) game eligible participants.

- It is the responsibility of the head coach to identify his or her game eligible participants before the start of each game. Game eligible participants must be clearly identified and be separated from players who are not eligible for game play to ensure a proper minimum is verified by the game's head official prior to the start of each game. All game eligible participants may be asked to step onto the field for proper pregame count by the games head official.
- In the event a GEYF Team who has already began "game play" with the league required game day roster minimum of sixteen (16) game eligible participants has its roster drop below the required (16) due to injury, ejection, etc., said team will be allowed to continue with a roster of no less than fourteen (14) game eligible participants with the approval of a GEYF Executive Board Member and the Game Site Area Rep Supervisor.
- Any game day roster that drops below fourteen (14) game day eligible participants after start of play will result in both an immediate forfeit of said team and an option of participating in a scrimmage type format below will be made available.
- In the event a GEYF Team regardless of division falls below the pre-game required sixteen (16) eligible game day participants and or fourteen (14) post start game day participants will automatically forfeit said game and be afforded the opportunity and encouraged to participate to the following scrimmage type format.
- Game Day Scrimmage Format:
  - Head Game Official, Area Representative and or Executive Board Member will be notified immediately of said forfeit and desire to participate in game day scrimmage format.
  - Both head coaches will meet at midfield to be given scrimmage instructions from the Head Game official.
  - Scrimmage play will commence under the following guidelines.
    - ❖ Continuous running clock.
    - ❖ Due to game time reduction, MPR will not be in effect but encouraged.
    - ❖ No live kick - offs.

- ❖ Due to a forfeit being awarded, game points will not be calculated and used for post season seeding criteria if forfeit occurs prior to the start of the game in question.
- ❖ Teams will substitute players to provide playing time for all involved with a focus on second and third tier participants in the spirit of making this less of a competitive scenario and more of a developmental opportunity for all.
- ❖ An extremely high level of sportsmanship and team cooperation will be expected in this format.
- ❖ The Head Game official in conjunction with the on-Site Area Representative and or Executive Board Member will as always stop play if believed it is not in the best interest of either or both teams and or becomes a safety issue.

GEYF Executive Board of Directors reserves the right to stop game play at any time as it relates to game safety and will do so at its sole discretion.

R, White  
GEYF/GEYC

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## **Golden Empire Public- Address Announcer Policy.**

Affective 8/1/18

1. ***Work with the officials.*** Communicate with the officials before the game regarding plans for the pre-competition, during competition and post-competition announcements and ask for their feedback. Make sure the final plan works for all involved.
2. ***Promote sportsmanship.*** Create a positive competitive environment through non-biased promotion of fair play. This may be in the form of a scripted pledge of sportsmanship and/or in the vocal display of respect for all participants (players, coaches and officials).
3. ***Stick to the basics.*** Deliver pertinent information while avoiding the use of play-by-play and “over the top” antics.
4. ***Be accurate.*** Understand the proper terminology used for the sport and avoid the use of slang terms. Wait until officials complete their call(s) before reporting to the spectators.

5. **Never talk over the action.** Understand the appropriate information to be announced and the proper time in which to announce for each sport.
6. **Be professional.** Take your job seriously by addressing coaches, officials, administrators and athletes with respect regardless of team affiliation.

Be properly dressed and exhibit professional behavior by respecting all Golden Empire Policies.

### **Game Announcer & Press Box Personnel Section:**

- A. Announcers shall understand that their role is to provide pertinent information in a timely manner and to do so professionally and not attempt to be bigger than the game or event by doing play-by-play or by providing commentary to entertain or to draw attention to himself or herself.
- B. Announcers shall understand that because they have a tremendous influence on the crowd and that antics designed to incite the crowd for gaining an advantage for their team is inappropriate.
- C. Announcers shall promote good sportsmanship and a positive environment by what they say and how they act.
- D. Announcers shall treat the opponents and their fans as guests, not the enemy.
- E. Announcers shall respect the individuals who are responsible for the conduct and administration of athletic games and events, such as coaches, officials and administrators, and avoid making any comments that reflect positively or negatively on them.
- F. Announcers shall respect the participants of all teams and remain neutral when introducing the starting participants, announcing substitutions and the outcome of plays or performances of the participants.

- G. Announcers shall be prepared, such as being familiar with the correct pronunciations of the participants' names, knowing the rules of the sport, the officials' signals and how the game is played.
- H. Announcers shall exhibit professional behavior and represent their organization or program with respect and dignity always by what they say, how they act and how they appear.
- I. Announcers and Press Box Personnel shall avoid using alcohol and tobacco products at the venue.
- J. Announcers and "Press Box" personnel must be of adult age (18 yrs. or older) unless preapproved by the league.
- K. Only Authorized Game Announcers, preapproved Press Box Personnel, and or Golden Empire League Officials will be allowed in the Press Box.
- L. Announcers and Press Box Personnel will be respectful of and ultimately responsible for all "Press Box" electronics.
- M. Announcers and or Press Box Personnel will not use profane and or abusive language.
- N. Announcers and or Press Box Personnel will refrain from the playing of profane, offensive, and or abusive music.
- O. Announcers and Press Box Personnel will always conduct themselves as professionals.
- P. Failure to adhere to the Golden Empire Game Announcer and Press Box Personnel Policy, may result in immediate and permanent removal from such positions.

Respectfully

Golden Empire



Board of Directors