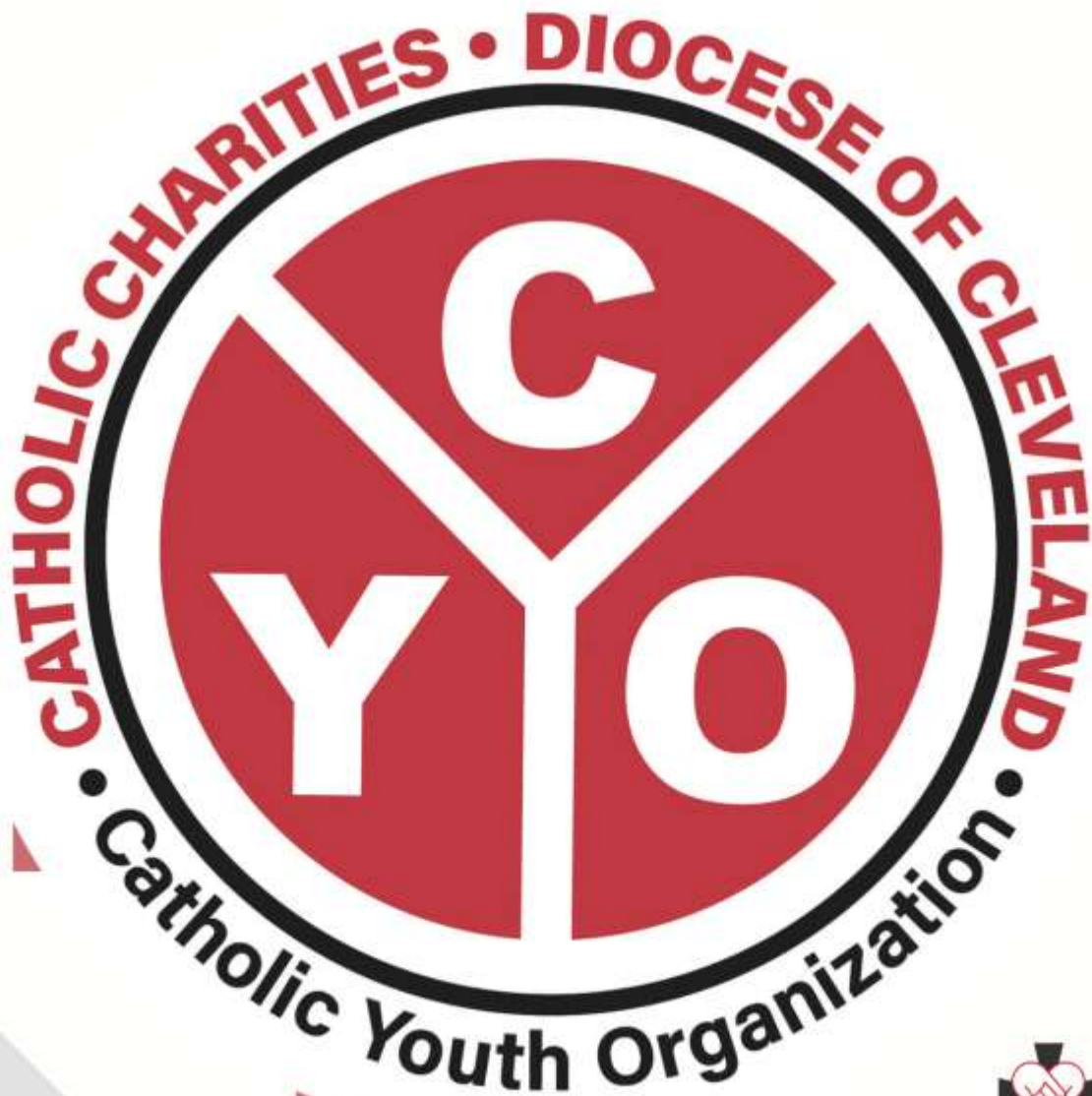


1st - 4th Grade Flag Football Rules

FALL 2026

The Way We do Things Here



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Table of Contents

SECTION 1 - OFFICIAL TEAM	PAGE 3
SECTION 2 - OFFICIALS	PAGE 3
SECTION 3 - EQUIPMENT & UNIFORMS	PAGE 3
SECTION 4 - PRE-CONTEST COACHES RESPONSIBILITIES	PAGES 3-4
SECTION 5 - PARTICIPATION	PAGE 4
SECTION 6 - GAME & TIME LIMITATION	PAGES 4-5
SECTION 7 - PRACTICE AND COACHING GUIDELINE	PAGE 5
SECTION 8 - FIELD SIZE AND LAYOUT	PAGE 5
SECTION 9 - TIMING & OVERTIME	PAGES 5-6
SECTION 10 - SCORING/BALL PLACEMENT/FIRST DOWNS	PAGE 6
SECTION 11 - LIVE BALL VS. DEAD BALL	PAGES 6-7
SECTION 12 - FORMATIONS	PAGE 7
SECTION 13 - RUNNING	PAGE 7
SECTION 14 - PASSING	PAGES 7-8
SECTION 15 - RECEIVING	PAGE 8
SECTION 16 - DEFENSIVE RUSH	PAGE 8
SECTION 17 - FLAG PULLING	PAGE 8
SECTION 18 – MERCY RULE	PAGE 9
SECTION 19 - PENALTIES	PAGE 9
SECTION 20 - LIGHTNING & INCLEMENT WEATHER	PAGE 10
SECTION 21 - CAUTION AND DISQUALIFICATION	PAGE 10



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The collaboration of NFL Flag rules and USA Flag rules were used as a guide to construct this set of rules for consistency and fair play. CYO game rules may not be altered. Only the CYO Administration may authorize changes.

SECTION 1 - OFFICIAL TEAM

- A. Defined as an individual or group of children from one or more Members listed on the team roster that meet the eligibility rules and are approved by the member athletic director, member administrator, and diocesan athletic office.
- B. A CYO team refusing to continue playing a scheduled game for any reason without the consent of the game official or CYO representative may be subject to penalties outlined in Bylaw 10. This also applies to CYO Sanctioned Events.
- C. Flag football is open to boys and girls in grades 1-4. Kindergartners are **NOT** eligible.
- D. An official game will consist of seven (7) players on the field. A game may begin or finish with five (5) players.
- E. The maximum number of athletes on a roster is 18.
- F. A partial roster or combined roster cannot be entered into any tournament or sanctioned event.

SECTION 2 - OFFICIALS

- A. Officials that are approved and registered with the Diocese of Cleveland CYO will be assigned to each game.
- B. Jurisdiction of Officials - The officials' jurisdiction begins when they arrive on the field and ends when they exit the field.
- C. Officials have the power to warn or disqualify from the competition anyone who commits acts which intend to influence their decisions.
- D. Officials have the authority to call or suspend a game if conditions warrant.
- E. One official will be used for all games including sanctioned events.
- F. The head coach is the only person that should speak to the officials before, during or after the game.
- G. All individuals responsible for a team and all spectators shall support the referee. Failure to do so will undermine the official's authority and has the potential of creating a hostile environment for the players, the official, and all the other participants and spectators.
 - 1. Absolutely no disputing calls, during or after the game, no remarks to the official to watch certain players or attend to rough play. NO YELLING at the official, EVER, and no criticism, sarcasm, harassment, intimidation, or feedback of any kind during or after the game.
 - 2. Violators may be ejected and are subject to disciplinary action by the CYO Charter & Bylaws.

SECTION 3 - EQUIPMENT & UNIFORMS

- A. Game Ball:
 - 1. **All levels will use the Pee Wee size ball.**
 - 2. Teams are permitted to use either a composite or leather ball.
- B. All athletes are required to wear member issued uniforms.
- C. Numbers on the jersey are MANDATORY. A number shall be printed on the front and back of each jersey. The jerseys must be tucked in.
- D. Pants cannot have pockets, exposed drawstrings, or belt loops.
- E. Football gloves are legal.
- F. **Each player must wear a flag belt around the waist with a minimum of two "Popper Style" flags. Flags must be a different color than the players' pants. Flags must be positioned on the hips of the player. Flags must be at least two (2) inches wide and a minimum of twelve inches long. Flags cannot be attached to the pants. Each team must provide its own flags.**
- G. All players must have the CYO Emblem on their uniform either sewn or stenciled.
- H. Helmets, shoulder pads and other football pads are not permitted.
- I. A maximum of 3/4 inch rubber or plastic cleats are permitted. Cleats may screw-on or be molded into the shoe.
- J. Metal cleats are illegal.
- K. All players must wear mouth guards while on the playing field.
- L. A mouthpiece cannot be white or clear in color.
- M. Chains, earrings, other jewelry, glitter, face paint, or other inappropriate items may not be worn during the game.

SECTION 4 - PRE-CONTEST COACHES RESPONSIBILITIES

- A. All coaches must be CYO certified.
- B. CYO Credentials are to be always worn and visible.
 - 1. Credentials cannot be given to another coach at any time.
 - 2. Coaches who give their credentials to another coach, even for one game, will have their coaching privileges revoked for one year.

3. If a coach has lost or forgotten their credential, they must inform the Site Director and show proof of certification with a photo ID and either the photo of the credential or the coach's name on the certification list.
- C. Coaches are responsible for the supervision of their team before and after the game.
- D. At each game and practice, coaches are to have in their possession: an official team roster, a copy of each athlete's Pre-participation Form and Emergency Medical Authorization Form and a first aid kit.
- E. Each coach must submit their official participation form to the site director before the game.
- F. Bench personnel are limited to:
 1. Three credentialed coaches
 2. Players listed on the eligibility roster, two (2) water personnel under the age of 16 and six (6) non-players (coaches).
 3. Non-players 16 years of age or older must be CYO certified.
 4. Non-players under the age of 9 are not allowed in the bench area.
- G. The bench area will be from the twenty (20) yard line to the opposite twenty (20) yard line.

SECTION 5 - PARTICIPATION

- A. Each athlete must be treated with dignity regardless of his or her ability.
- B. A player on a CYO team **MAY** participate in two different leagues during the CYO season; however a player **MAY NOT** be registered on two CYO Flag Football rosters during the same season.
- C. To promote a player learning both offense and defense, each member of the team must play a minimum of half of the game; twelve consecutive minutes in the first half and twelve consecutive minutes in the second half.
- D. Only one player can play all of the offensive plays during a 12-minute segment.
 1. A team must play a minimum of two quarterbacks during the game.
 - a. If a team plays only 2 quarterbacks, each quarterback must play one 12-minute segment in each half of the game.
 - b. If a team plays more than 2 (3+) quarterbacks, each quarterback must play a minimum of one 12-minute segment per game.
 2. It is recommended that each team play more than two QB's in each game, to give every opportunity to have all players experience every position in the game.
 3. If a quarterback is injured during their segment of play and can return to the game in the segment, they are allowed to do so.
- E. Substitutions: Substitutions may be made in a timely manner. (Clock is continuously running).
- F. If a coach will not play a player because of missed practice, unsportsmanlike conduct, academics or injury, the coach must inform the official before the game begins and mark the player as 'not participating' on the official participation sheet.
- G. When subbing into the game, the athletes must know exactly who they are going in for to limit down time for subs.
- H. Late Arriving Players: If a player arrives late, it is the coach's discretion to play the athlete. If the athlete is permitted to play, they must play half of the participation requirements.
- I. Guest Player Rule: If a team has less than 8 athletes at a game, a guest player may be moved from the member's other CYO flag football team(s) to fill the positions at the start of a game under the following restrictions:
 1. The athlete meets the age/grade restrictions of the squad they will assist.
 2. The guest player is reported by means of the button on the Coaches Information website page of <https://ccdogle.org/cyo> before the game in which they will be used.
 3. The same individual may be moved as a guest player for no more than two (2) games during the season.
 4. The athlete complies with the number of games per day competition limits as outlined in Section 6.
 5. The guest player(s) must meet the minimum participation requirement.
 6. Guest player must be reported on the participation form before the competition begins by listing the guest player's name after all the original team's athletes are listed and place "GP" next to their name.
 7. Guest players cannot be used if the team has more than 9 players available.
 8. Guest players are not allowed for sanctioned events.

SECTION 6 - GAME & TIME LIMITATION

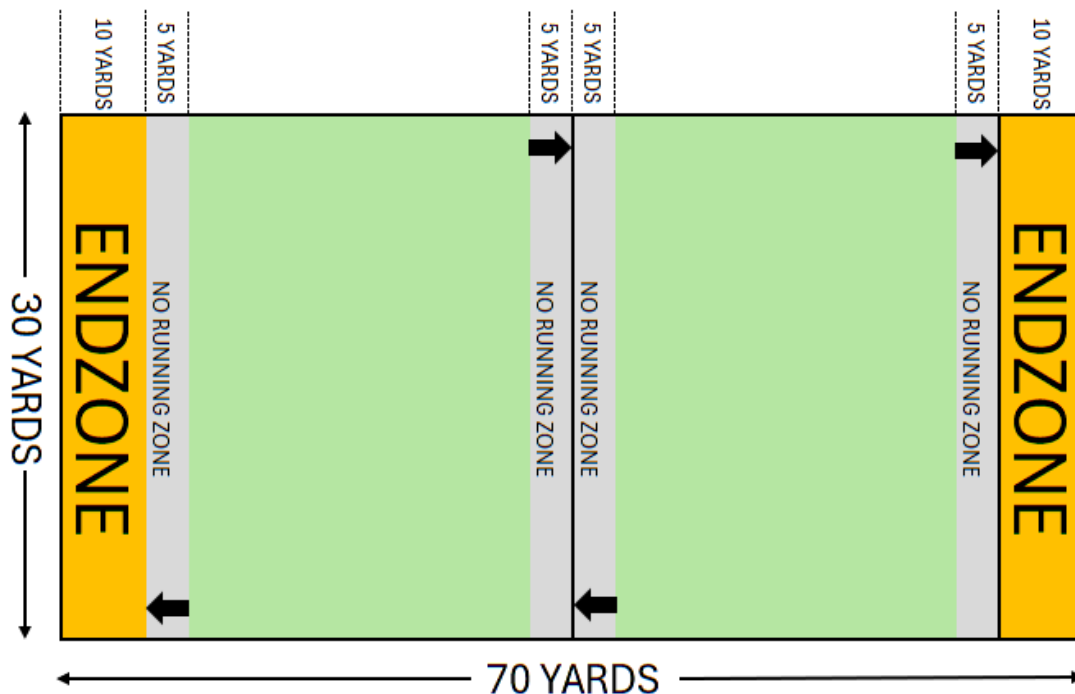
- A. No team or player is permitted to play more than 14 games in a season.
- B. A team is permitted to play a maximum of two (2) games per day.
- C. No team or player may play more than 4 games per week.
- D. Events on Sunday cannot begin until 1:00 PM.
- E. Events cannot start after 8:00 PM.
- F. Practice sessions must be completed by 9:00 PM.

SECTION 7 - PRACTICE AND COACHING GUIDELINE

- A. Practice or any organized team conditioning cannot start prior to the CYO published first day of practice.
- B. Practice sessions shall be limited to one (1) session per day not to exceed 90 minutes in duration.
- C. Uniforms and equipment may be distributed one (1) week prior to the official first day of practice.
- D. Scrimmages
 - 1. Three (3) pre-season scrimmages are permitted.
 - 2. During the regular season one (1) practice session per week is permitted with a CYO registered team of another member.
 - 3. Officials may be used during scrimmages provided both sets of coaches remain on the field. No score or time limits will be kept. Use of officials is the decision and cost of the teams involved.
- E. One (1) coach may be in the team huddle or offensive & defensive backfield during the game. Coaches must move to a safe distance to the plays completion.

SECTION 8 - FIELD SIZE & LAYOUT

- A. The field dimensions are 30 yards by 70 yards with two 10-yard end zones.
- B. 'NO RUN ZONES' are located 5 yards prior to midfield and 5 yards prior to the opponents endzone.
 - 1. 'NO RUN ZONES' are in place to prevent teams from conducting run plays. While in the "NO RUN ZONES, teams cannot run the ball across the line of scrimmage. All plays must result in a forward pass across the line of scrimmage.
 - 2. 'NO RUN ZONES' are not enforced for the 1st & 2nd grade divisions.



SECTION 9 - TIMING & OVERTIME

- A. Game Clock
 - 1. The length of the game will be two (24) minute halves. 48 minutes total with a continuous clock.
 - 2. Clock will be continuous and will stop:
 - a. Timeouts
 - b. Player injury
 - c. The twelve-minute segment of each half for substitutions.
 - 3. Half time will be five (5) minutes in length.
 - 4. If there is no scoreboard, it is the responsibility of the officials to notify each head coach when there are four minutes (4:00) remaining in the first half and 2nd half of the game.
 - 5. There are no overtime periods except if needed in sanction events.
 - 6. A forty (40) second play clock will be kept by the referee. The clock will begin from when the subsequent play ends and the ball is spotted.
- B. Overtime - Sanctioned Events Only
 - 1. When the score is tied at the end of regulation time, each team has an opportunity to score.

2. One minute after the conclusion of the second half, the game officials will conduct a coin toss with the team captains to determine positions and field use.
 3. To start the overtime, the offensive team chose to go from the 10-yard line (2 points) or 5 yard line (1 point).
 4. Subsequent overtimes will rotate who is on offense first, based on the first overtime.
 5. At the start of the 3rd Overtime, teams must go for two starting from the 10 yard line.
- C. Time Outs
1. Each team will be allowed two (2) thirty (30) second time-out per half.
 2. Unused time-outs do not carry over to the second half.
 3. A coach or player on the field may call a time-out.

SECTION 10 - SCORING/BALL PLACEMENT/FIRST DOWNS

- A. Scoring
1. Touchdown will be awarded 6 points.
 2. PAT-Run/Pass will award 1 point from the 5-yard line. 'NO RUN ZONES' RULES apply for 3rd & 4th grade divisions.
 3. PAT-Run/Pass will be awarded 2 points from the 10-yard line.
 4. Safety will be awarded 2 points.
 5. A turnover on an attempted extra point immediately ends the play.
- B. Placement of the ball
1. At the start of the game, or half the ball will be put in play on the 5-yard line.
 2. After a touchdown the ball will be put in play on the 5-yard line or 10-yard line for extra point based on coach's decision. After a coach declares to go for 1pt or 2 pt, any changes to that decision will require the use of a timeout.
 3. After a safety the ball will be put in play at the 5-yard line.
 4. The ball is spotted where the ball carrier's feet is when the flag is pulled, not where the ball is.
 5. After each play, the ball will be placed in the middle of the field.
- C. First down
1. The offensive team takes possession at the 5-yard line and has four (4) plays to cross midfield. Once a team crossed midfield, it has four (4) plays to score a touchdown.
 2. If the offense fails to score, the ball changes into possession and the new offensive team starts its drive on its own 5-yard line.
- D. Special teams are **NOT** permitted. NO Punting.

SECTION 11 - LIVE BALL VS. DEAD BALL

- A. The ball is live at the snap of the ball and remains live until the official whistles the ball dead.
- B. The official will indicate the neutral zone and line of scrimmage.
- C. A player who gains possession in the air is considered inbounds as long as one foot comes down in the field of play.
- D. The defense may not mimic the offensive team signals by trying to confuse the offensive players, while the quarterback is calling out signals to start the play. This will result in an unsportsmanlike conduct penalty.
- E. Any official can whistle the play dead.
- F. Play is ruled "dead" when:
1. The ball hits the ground.
 2. Bad Snap fumbles
 - a. 1st & 2nd Grade - If the ball hits the ground because of a bad snap the play will be replayed. If it happens a second consecutive time, the ball is dead and the next down is played.
 - b. 3rd & 4th Grade - If the ball hits the ground because of a bad snap, the ball is dead and the next down is played.
 3. Fumbles during hand off exchanges, or past the line of scrimmage will be blown dead and the ball is spotted where the ball carriers feet were at the time of fumble.
 4. The ball-carrier's flag is pulled.
 5. The ball-carrier steps out of bounds.
 6. A touchdown, PAT or safety is scored.
 7. The ball-carrier's knee or arm hits the ground.
 8. The ball-carrier's flag falls out.
 9. The receiver catches the ball while in possession of one or no flag(s).
 10. If an inadvertent whistle occurs the offense has two options:
 - a. take the ball where the whistle blew and the down is consumed
 - b. replay the down from the original line of scrimmage.

- c. If it occurs on the last play of the half of the game, the offense will be awarded one untimed down and given those two options.

SECTION 12 - FORMATIONS

- A. Offenses must have a minimum of one player on the line of scrimmage (the center) and up to four players on the line of scrimmage. The quarterback must be off the line of scrimmage.
- B. Teams may shift formations prior to the snap as long as they are set for at least 1 second before the ball is snapped.
- C. Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.
- D. The center must snap the ball with a rapid and continuous motion between their legs or sideways to a player in the backfield, and the ball must completely leave their hands.

SECTION 13 - RUNNING

- A. The ball is spotted where the ball is when the flag is pulled.
- B. The quarterback cannot directly run with the ball across the Line of Scrimmage. The quarterback is the offensive player who receives the snap under center directly or in shotgun formation.
- C. Direct handoffs, pitches, and laterals are permitted behind the line of scrimmage only. If this takes place, after the ball carrier crosses the line of scrimmage, the play is to be blown dead by the official. The ball shall be placed at the spot possession was lost for the next play.
 - 1. "Center sneak" play is NOT allowed. The QB may NOT handoff, pitch or lateral the ball first to the center.
 - 2. Any player who receives a handoff, backward pass, pitch or lateral can throw the ball from behind the line of scrimmage.
 - 3. Once the ball has been handed off, in front, behind or to the side of the quarterback, or a backward pass, pitch or lateral has occurred, the 7-second passing clock is eliminated and all defensive players are eligible to rush.
- D. Definition of a "Legal Handoff" - Total loss of possession directly from 1 offensive play to another.
- E. Teams are not allowed to run in the 'NO RUN ZONES' - (Reminder: Each offensive team approaches only TWO no-run zones in each drive – one 5 yards from midfield to gain the first down and one 5 yards from the goal line to score a TD). **Not applicable in 1st-2nd grade divisions.**
- F. Runners are not permitted to jump, leap or hurdle, in the officials' judgement, while advancing the ball. The play is to be blown dead and the ball spotted where the jump, leap or hurdle occurred.
- G. Ball carriers may leave their feet and the play will continue for spinning, jump cuts, QB's passing or if there is a clear indication that he/she has done so to avoid a collision with another player. The play will continue without stoppage. However, if while leaving the ground, illegal contact is made, a penalty may be enforced by the official.
- H. **No blocking or "screening" is allowed at any time.**
- I. Offensive players in close proximity of the ball carrier must stop their motion once the ball has crossed the line of scrimmage. No running with the ball carrier.
- J. Flag obstruction – All jerseys MUST be tucked in before play begins. The flags must be on the player's hips and free from obstruction. Deliberately obstructed flags will be considered flag guarding.
- K. Once the ball is advanced beyond the LOS, the current ball carrier is the only player allowed to have possession of the ball until the play is dead

SECTION 14 – PASSING

- A. Only 1 forward pass, thrown from behind the line of scrimmage, is permitted each offensive play. The ball must be released prior to crossing the line of scrimmage. There can be unlimited backward passes behind the line of scrimmage.
 - 1. There is no intentional grounding. The quarterback may throw the ball anywhere across the line of scrimmage to avoid a sack.
 - 2. All forward passes that do not cross the line of scrimmage are illegal forward passes, unless touched by a defender. All forward passes must go beyond the line of scrimmage.
- B. Shovel passes are allowed and must be a forward pass, from behind the line of scrimmage, and received beyond the line of scrimmage.
- C. The quarterback has a 7 second "pass clock." If a pass is not thrown within 7 seconds, the play is dead, the down counts and the ball is returned to the line of scrimmage. Once the ball is handed off, pitched or lateraled behind the line of scrimmage, the 7 second rule is no longer in effect.
 - 1. If the QB is standing in the end zone at the end of the 7 second clock, the ball is returned to the line of scrimmage (LOS) and it will be the next down.

2. If the quarterback throws the ball and then catches it, the play is dead and treated like an incomplete pass.

SECTION 15 - RECEIVING

- A. All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).
- B. A player must have at least one foot inbounds when making a legal reception.
- C. In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.
- D. Interceptions are returnable but not on conversions after touchdowns.

SECTION 16 - DEFENSIVE RUSH

- A. All players who rush the passer must be a minimum of 7 yards from the line of scrimmage when the ball is snapped. Up to two (2) players can rush the quarterback. Rushers MUST identify themselves by raising their hand before the snap. Rushers MUST rush the passer immediately after the snap. Delayed rush is NOT permitted. Players not rushing the quarterback can defend the line of scrimmage. **1st & 2nd Grade Divisions – Defensive rushers are not permitted.**
- B. Once the ball is handed off, pitched or lateraled backwards behind the line of scrimmage, all defenders may cross the line of scrimmage to defend and pull the flag.
- C. A special marker, or the game official, will designate a rush line 7 yards from the line of scrimmage. Defensive players should verify they are in the correct position with the official on every play.

A legal rush is:

1. Any rush by the 1 or 2 designated rushers, 7 yards from the line of scrimmage.
2. A rush from anywhere on the field AFTER the ball has been handed off, pitched or thrown backwards by the player receiving the snap.

A penalty may be called if:

1. The rusher leaves the rush line before the snap and crosses the line of scrimmage before a handoff, pitch, lateral or pass – Illegal rush (5-yards from the line of scrimmage and first down).
 2. Any defensive player crosses the line of scrimmage before the ball is snapped – Encroachment (5-yards from line of scrimmage and first down).
 3. Any defensive player not lined up at the rush line crosses the line of scrimmage before the ball is passed, pitched, lateraled or handed off – Illegal rush (5-yards from the line of scrimmage and first down).
 4. If the offense draws the identified rusher(s) across the 7 yard marker prior to the snap of the ball, the rusher(s) CANNOT legally rush. Jumping the rush is not a penalty until the rusher crosses the line of scrimmage prior to a handoff, pitch, lateral or forward pass.
- D. Players rushing the quarterback may attempt to block a pass; however, contact to the QB, unless ruled incidental by the official, would result in roughing the passer penalty
 - E. The offense cannot impede the rusher's PATH to the quarterback, regardless of where they line up prior to the snap. The PATH is set pre-snap from the rusher or rushers directly to the QB. PATH does not move once the quarterback moves. If the "path or line" is occupied by a moving offensive player, then it is the offense's responsibility to avoid the rusher. Any disruption to the rusher's path and/or contact will result in an 'Impeding the Rusher' penalty. If the offensive player does not move after the snap, then it is the rusher(s) responsibility to go around the offensive player and avoid contact.
 - F. A sack occurs if the quarterback's flags are pulled behind the line of scrimmage. The ball will be spotted where possession of the ball is when the flag is pulled.
 1. A 2-point Safety is awarded if a flag pull takes place in the offensive team's end zone

SECTION 17 - FLAG PULLING

- A. A legal flag pull takes place when the ball-carrier is in full possession of the ball.
- B. Defenders can dive to pull flags but cannot tackle, hold or run through the ball carrier when pulling flags.
- C. It is illegal to attempt to strip or pull the ball from the ball carrier's possession at any time.
- D. If a player's flag inadvertently falls off during a play while that player has possession, the player is down immediately and the play ends. The ball is placed where the flag lands.
- E. If a player who has one or no flags on their belt takes possession of the ball, the play is dead at that spot on the field.
- F. A defensive player may not intentionally pull the flag(s) off a player who is not in possession of the ball.
- G. Flag guarding is an attempt by the ball carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, ball, arm or shoulder or intentionally covering the flags with the football jersey

SECTION 18 - MERCY RULE

- A. When a team reaches an 18-point spread differential over their opponents, the team is expected to conduct itself in a manner that the game officials and CYO administration feel show respect and dignity towards its opponent. Player/position rotation is highly encouraged.
- B. The winning team will have 3 downs to cross midfield. Once the ball crosses midfield, the winning team will have 3 downs to score instead of 4.
- C. The losing team will start possession at midfield.
- D. After one team is leading by 30 points or more, no PATs are attempted. The final score will be listed as 30 points for the final score for the winning team.
- E. Penalty for Violation of the Mercy Rule
 - 1. **First Offense** – Warning. **Second Offense** - Unsportsmanlike conduct penalty on the head coach
 - 2. **Third Offense** - Unsportsmanlike conduct penalty and ejection on the head coach. **Fourth Offense** – Coach will be suspended for the remainder of the season.

SECTION 19 - PENALTIES

- A. The game officials' will administer all penalties.
- B. The officials will determine incidental contact that may result from the normal run of play.
- C. All penalties will be assessed from the line of scrimmage, except as noted. (Spot fouls)
- D. Only the team captain or head coach may ask the referee questions about rule clarification and interpretations.
- E. Games or halves may not end on a defensive penalty unless the offense declines it.
- F. Penalties are assessed live ball then dead ball. Live ball penalties must be assessed before play is considered complete.
- G. Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.
- H. Spot fouls administered in the end zone: Defensive (Ball on one-yard line, first down) / Offensive (Safety)

Defensive Spot Fouls

Defensive Pass Interference	Automatic first down
Holding/Illegal Contact	+5 yards & Automatic first down
Stripping	+5 yards & Automatic first down

Offensive Spot Fouls

Screening or blocking	-5 yards & loss of down
Charging	-5 yards & loss of down
Flag Guarding	-5 yards & loss of down
Holding/Illegal Contact	-5 yards & loss of down

Defensive Penalties

Defensive unnecessary roughness	+10 yards & Automatic first down
Defensive unsportsmanlike conduct	+10 yards & Automatic first down
Offside / Illegal substitution	+5 yards from the line of scrimmage & Automatic first down
Illegal rush (Starting from inside the 7 yard marker)	+5 yards from the line of scrimmage & Automatic first down
Illegal flag pull (Before the receiver has the ball)	+5 yards from the line of scrimmage & Automatic first down
Roughing the Passer	+5 yards from the line of scrimmage & Automatic first down
Taunting	+10 yards from the line of scrimmage & Automatic first down

Offensive Penalties

Offensive unnecessary roughness	-10 yards & Loss of down
Offensive unsportsmanlike conduct	-10 yards & Loss of down
Offside / False Start / Illegal substitution	-5 yards from line of scrimmage & Loss of down
Illegal Forward Pass	-5 yards from line of scrimmage & Loss of down
Offensive Pass Interference	-5 yards from line of scrimmage & Loss of down
Illegal Motion	-5 yards from line of scrimmage & Loss of down
Delay of Game	-5 yards from line of scrimmage & Loss of down
Impeding the rusher	-5 yards from line of scrimmage & Loss of down
Illegal Procedure	-5 yards from line of scrimmage & Loss of down
Taunting	-10 yards from the line of scrimmage & Loss of down

SECTION 20 - LIGHTNING & INCLEMENT WEATHER

- A. The OHSAA lightning & inclement weather policy is in effect.
- B. When thunder is heard or a lightning bolt is seen at a practice or competition, the teams must suspend play and take shelter immediately. Once play has been suspended, a period of at least 30 minutes after the last thunder heard or lightning flash is witnessed must be honored prior to resuming play/practice.
- C. Contest or CYO officials assume authority for competitions when they arrive on the field. When the officials recognize inclement weather, they are bound to suspend the game. Coaches and member athletic directors are responsible for applying this policy at practice.
- D. Announcements related to the status of competitions will be posted on the main page of the schedule website, telephone announcement lines, and media as needed.
- E. **Weather Statement**
 - 1. Weather conditions are continuously monitored by CYO staff and weather professionals.
 - 2. Weather delays or cancelation decisions will be made ONLY BY CYO STAFF and communicated promptly.
 - 3. Official contest delays or cancellations re weather is available on the scheduling page of the CYO website.
 - 4. When lightning is detected within a 10-mile radius, all outdoor activities will be suspended immediately.
 - 5. When heat index thresholds become too high, outdoor events may be delayed or canceled.
 - 6. Events may be delayed, relocated, or rescheduled due to field or facility conditions.

SECTION 21 - CAUTION AND DISQUALIFICATION

- A. Teams are expected to conduct themselves in a manner that the game officials and CYO administration feel shows respect and dignity towards its opponent.
- B. CYO is dedicated to the safety of every child, parent and adult. We will not tolerate any form of aggressive or abusive behavior in the CYO community. Examples include: yelling at officials or site personnel; physical intimidation or threatening behavior; verbal or physical harassment; and any disruptive behaviors. If any of these behaviors occur, consequences will be assessed as outlined in **Bylaw 9** of the CYO Charter & Bylaws. <https://www.ccdocle.org/files/assets/2025-26charterandbylawsfinal.pdf>

(July 15, 2026)

CYO inspires young people to know God, to love God, and to serve God through athletics.