

# **TRI-COUNTY YOUTH FOOTBALL**

## **RULES & BY-LAWS**

**REVISED August 4, 2019**

### **Introduction**

The following document is the mandatory form of rules and bylaws to be adopted by each team within its association and used in conjunction with the PIAA rules.

#### **Name**

This name of this organization shall be known as: Tri-County Youth Football League.

#### **Organization**

A voting representative shall be appointed by each member school by the member association directly responsible for supervision of youth football, and shall comprise the board of the TCYFL. This representative for each organization shall be identified by June of each calendar year, and shall not change during that season, except by direct notification to the commissioners, or TCYFL board in writing, or electronically, by the executive board of the organization responsible for youth football and wishing to make the change.

Three Commissioners shall be selected for a One year term. In the event that a commissioner leaves the organization for any reason, the remaining commissioners may choose to have a vote to fill the vacant position, or leave the position vacant until the next scheduled vote. Commissioners for the upcoming year will be voted on at the last annual meeting of the league each year, unless tabled due to uncertain leadership issues at individual organizations.

Commissioners shall have oversight of all league operations including but not limited to interpreting bylaw, collecting dues, setting schedules, receiving all correspondence, & directing it to the proper channels. In all matters Commissioners will review information and league guidelines, and make a recommendation to the league for a vote by member schools. Commissioner vote will break all ties.

#### **Jurisdiction**

This association shall encompass all school districts in Lawrence County and, or, any other school district or team approved on a yearly basis by the Association; They shall

include, but are not limited to the following Schools: Laurel, Mohawk, Neshannock, New Wilmington, Shenango and Union. Each member school shall appoint a representative responsible for communicating with the league and voting on league items. Each member school district shall have 1 vote on league items, with the exception of instances where that organization, its coaches, players or parents are subject to disciplinary action as decided by a majority of the remaining members of the league. Robert's Rules of Order shall be the official guidelines for conduction of league meetings & business.

## **Membership**

To be considered a member organization in good standing, each organization must meet the following criteria. Pay yearly membership dues of \$100, payable by August 1st prior to the start of the season. Any school with unpaid dues, or fines may not vote on league business. Attend a minimum of  $\frac{2}{3}$  of the announced meetings.

Any team wishing to join the TCYFL will be required to complete 1 season of competition as a probationary member with no membership privileges. New members shall be defined as teams who did not previously exist, or who played in a different league during the previous season. To become a probationary member, a school must be accepted by a 3/4 majority of the existing member schools and pay a one time membership fee of \$300 (existing member teams that were unable to field a team in prior years are not considered new teams and are exempt from this fee). Probationary members will pay dues, but have no voting privileges. Scheduling for probationary members is at the discretion of the league and may or may not include a similar number of home games as member schools. At the end of the completion of a probationary season, a prospective league member organization may then be considered for permanent membership by a  $\frac{3}{4}$  majority vote of the membership.

Any member organization may be placed on probation by a 3/4 vote of the eligible voting membership, for conduct detrimental to the TCYFL. Teams (member or non) on probation may not vote on league business.

Voting by electronic means shall be permitted providing that the following guidelines are followed. All voting member representatives must be contacted, the resolution must be clearly stated, and all voting members must have 48 hours to respond. In the event that any member needs more time to reach a decision, for any reason, the vote will be suspended until a live meeting can be held.

## **Nonprofit Corporation**

The association is organized as a nonprofit organization and operates consistent with the requirements of an organization classified as tax exempt under Section 501(c)3 of the Internal Revenue Code (IRC).

## **Purpose**

The purpose of the association which includes, but not limited to:

1. Providing equal opportunity for all in the sport of youth football without regard to race, religion, gender, disability or national origin.
2. Promoting the game of youth football.
3. Conducting and supporting youth football competition.
4. Providing a safe, fun and competitive environment for the youth of our member schools to develop their skills, compete & grow their respective programs and the sport of football.

## **Divisions**

### **Midget      5<sup>th</sup> & 6<sup>th</sup> grades**

Games played according to PIAA High School rules, excepting the guidelines within this document.

Gameplay may be modified on a trial basis year to year by a majority vote of the league.  
2 points for kicked extra points/1 point for any other.

6 Coaches, 1 Equipment Manager or Trainer and 1 Photographer.

8 minute quarters

5<sup>th</sup> quarter; 10 plays on Offense then 10 plays on Defense then 5 & 5

Every effort should be made to play the 5th quarter. Any cancellation of the 5th quarter must be discussed by head coaches prior to the game. Should the game outcome or circumstances prevent the playing of the 5th quarter, it should be for the following reasons only:

Safety. (differences in player skill levels make play unsafe)

Weather (Be mindful of the natural playing surfaces and the wear & tear on them)

Time Constraints. Weather or other unforeseen events have delayed play close to or beyond the scheduled usage window at the facility.

Member schools consistently refusing to play the 5th quarter without valid reasons may potentially be placed on probation.

### **Pee Wee      3<sup>rd</sup> & 4<sup>th</sup> grades**

Games played according to PIAA High School rules, excepting the guidelines within this document..

Gameplay may be modified on a trial basis year to year by a majority vote of the league.  
Score will be kept on scoreboard (maximum 28 pt. differential / no playoffs / no post season awards).

15 minute quarters

Running clock / using chains/clock will stop for touchdowns and injuries.

3 Coaches on field at one time.

Games are 4 quarters, however a scrimmage style 5th quarter is recommended either 30 min prior to, or for 30 min after the completion of play depending on scheduling.

Coaches should contact each other during the week prior to discuss plans.

A kickoff will begin each half. All other series following a score will begin on the 30 yd line.

Offensive series begins at 30 unless after a "punt"

"Punting" is a 30 yd advance of the ball-worst position for the offense is own 20 yd. line  
"Extra point" is the same scoring as Pop Warner

## **Field Goal / Extra point, No Rush**

No Lining up in the "A" gaps or Blitzing the A gap, however, a "football" play may be executed in the "A" gap, by a linebacker that was located 4 yards off the line of scrimmage prior to the ball being snapped.

## **Flag      K - 2nd Grade**

Games will be played according to the rules set forth in the TCYFL Flag Football Guidelines.

Gameplay may be modified on a trial basis yearly as deemed necessary, by a majority vote of the league.

All efforts will be made to schedule flag games alongside 3/4 & 5/6 grade games when possible.

## **Player Eligibility**

### **Age:**

(A player's age as of the school year will be his age for the season. A Pee Wee player cannot turn 12 before the last day of school. A Midget player cannot turn 14 before the last day of school.)

### **Weight:**

**Skilled Players must weigh 135.0 lbs. or less at the 5th & 6th grade level.**

**Skilled players must weigh 105.0 lbs. or less at the 3rd & 4th grade level.**

**There are no weight restrictions at the Flag level.**

Skilled players can be any position on Offense and

Defense. Skilled players are defined as the one able to handle the ball on Offense which include;

Quarterbacks, Running backs and Ends on a designed play. Defense shall be Linebackers, Corners, Safety and Ends. These positions shall not exceed the 135 lb. limit in 5/6th grade play and 105 in 3/4th grade play.

1. Players will be weighed in as little as shorts if necessary.
2. Weigh-ins will start 1 hour before and conclude 15 minutes prior to kickoff. All late players will be subject to weigh-ins upon arrival. Coaches should use common sense.
3. Any players not making weight should be noted to the game officials prior to the game.
4. Sweating down tactics such as steam rooms, rubber sweat suits, weight reducing drugs or diuretics are not permitted.
5. A player who is determined to be an x player by weighing 135.1 or more may have an x placed on their helmet and play in positions designated as such.

**Unlimited Maximum for “X” players.** X players may not carry the ball on designed play from scrimmage. If an X player intercepts or recovers a loose ball play will continue until tackle. On offense they may play tackle, guard or center. On defense they may play between the tight ends (not head up on a tight end, but inside or "C" gap is permissible).

X players may only play on the line of scrimmage, and in a down position. A down position is defined as with at least one hand on the ground on defense, or from a set hands/elbows on knees position on offense.

X players may not play kick-offs. Ok on punts / returns. May be the kicker on extra points. May be the punter. If any action other than a punt is attempted, the play is dead at the spot.

May be the Kick-Off kicker, but must play a safety position after the kick.

X players may play on kick off return, however the ball will be marked dead at the spot where it is fielded.

Penalty shall be unsportsmanlike (15 yards). **“X” players will have a large “x” placed on the back of their helmet in a contrasting color that is visible to the Officials.**

**Violations** of “X” player rules will be a 15 yard personal foul.

### **Residency & Transfers:**

A player must play for the school district where they reside. Any player who moves out of their district during the season may opt to stay with that team for the remainder of the season. This rule governs moves made from the official league start date, through the end of the season.

In the event that a player is home schooled, attends a cyber, parochial, tuition based, or other non traditional school, the player shall play in their district of residence.

Any youth meeting the age and grade requirements, who does not attend a member school as identified herein, may play for the member school of residence, upon providing proof of residency. Grade level requirements still apply, no player may play more than 2 years in TCYFL at the 5/6th grade level..

Players participating at member schools where numbers necessitate multiple teams, may not switch teams year to year unless, proof of a change of residence is provided.

### **Starting Dates**

1. The starting date for practice shall be determined each year but will

- generally be the first Monday of August. The first week of practice will be non contact. (Helmets & Shoulder pads, OK).
2. Teams may conduct 5 days of practice prior to the official start date in helmets only.
  3. Teams may practice 5 days per week maximum until school starts and shall limit the practice to four days per week at that time.
  4. The county will determine at the start of each season on how that current season is to be played. Meaning; play in divisions or play everyone. Divisions can be set up each year by geographical location or by other means as long as it is approved by this Association.
  5. All schools Athletic Directors shall be notified by mid-summer on decisions of the Tri-County Youth Football League for approval of game play.

### **General**

1. Midget starters may not play Pee Wee.
2. Pee Wee players may play "up".
3. Rosters are to be turned in to the Coordinator two weeks prior to the first game. .
4. The league will provide a common form for each team.
5. No additions may be made to the roster after the first weekend of games, without approval and majority vote of the league.
6. Associations must notify the league of any additions after roster submission and before the first league weekend.
7. League will set forth the amount of dues that need to be paid each year.
8. League's Board of Directors shall consist of (3) Directors with equal powers as described in the Tri-County Youth Football League Bylaws. (1) shall be appointed as coordinator.
9. Teams found to be playing an ineligible player for any reason, (knowingly or unknowingly) will forfeit any games for which the player dressed.
10. There is no number requirement by position, however, a eligible receiver wearing an ineligible number must report eligible to officials.

### **Game Day:**

1. Each game will be run according to the rules of that division.
2. The clock and the scoreboard are to be operated by adults.
3. Chains are to operate by adults.
4. Use of electronic devices such as headsets, walkie-talkies, or two-way radios on the sideline is not permitted. Cameras or camcorders are permitted.
5. Home team is responsible for providing a place for a visiting team cameraman in the press- box.
6. Visiting team **MUST** provide a spotter & roster to the home press box.
7. Teams shall be permitted to utilize their choice of ball. (peewees play with

peewee ball, Midget may play with Youth or Junior).

8. All games must be played as scheduled. Only exception is that the Home game School (AD) deems their playing field or facilities to be unable to host a scheduled game. Host team must contact league officers if this occurs and determine course of action. Hosting team will incur all cost (officials, ambulance, etc...) associated with the game.
9. Home teams shall furnish the visiting teams with facilities for shelter, equal to those in use by home team.

### **Host Site Responsibilities:**

1. Host team must provide pressbox space, with access to electricity, for visiting camera person.
2. Host site is responsible for all auxiliary personnel required to host game, including: Security & Emergency Medical service coverage, and any other personnel deemed necessary by the league
3. Host site is responsible for all costs incurred due to hosting game (officials, medical, security, site fees, etc...)
4. A host site must provide separate seating for home & visiting fans when the site permits. Teams should be placed on the sideline nearest their fans, cheerleaders should be stationed on the sideline associated with their team. In a case where opposite field seating is not available for home and visiting fans, a clear separation between home & visiting fans should be designated by the host school. Host schools should utilize both PA announcements & signage to identify home & visitors' sections.
5. Host school must provide adult volunteers to operate all three chain crew positions, as well as the scoreboard.

**Violations** of host site terms may result in loss of host privileges in current and/or subsequent games or seasons.

### **Playoffs:**

1. Playoffs will be held in the Midget Division only. Top four teams make the playoffs.
2. Week one of the playoffs will have 1 vs. 4 & 2 vs. 3.
3. Week two of the playoffs is the championship.
4. League weigh-in rules apply for the playoff or championship games. players

- must play in their weight class.
5. Overtime Rules for Playoffs. That the game can not end in a tie. High School (PIAA) Overtime rules apply until the 3rd overtime, where the teams must attempt a kick on the conversion.

### **Tie Breakers:**

1. Win/Loss/Ties
2. Head to Head
3. Record versus common opponent, beginning with higher placing teams, based on season ending records.
4. Coin Flip, or Play in Game (if mutually agreed).

### **Code of Conduct:**

All coaches will be required to sign a Code of Conduct developed by the league, in order to receive a league sanctioned badge. There is no limit as to the number of badges each team may request from the league, but the Head Coach is responsible to abide by league rules as to the number of badged coaches on the sideline during games. Should a team have 9 or more badged coaches or unbadged adults, on the sideline during a game, the violation will be a 1 game suspension. The suspension includes the remainder of the current game, plus the next regularly scheduled game.

**Ejection** - Any Coach ejected from a game must IMMEDIATELY surrender their field pass to the officiating staff, or another coach who may surrender it to the officiating staff. Any refusal to surrender a coaches badge, or post ejection activity requiring a security intervention, is subject to \$300 fine to be paid to the league before that organization may vote again on league matters.