

TRI-COUNTY YOUTH FOOTBALL

RULES & BY-LAWS

REVISED August 09, 2012

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.

Jurisdiction

This association shall encompass all school districts in Lawrence County; They shall include the following Schools: Ellwood City, Laurel, Mohawk, Neshannock, New Castle, New Wilmington, Shenango and Union.

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.

Divisions:

Midget 5th & 6th grades

Games played according to PIAA High School rules.

2 points for kicked extra points/1 point for any other.

6 Coaches and Equipment/Trainer.

8 minute quarters

5th quarter; 10 plays on Offense then 10 plays on Defense then 5 & 5

Coaches need to discuss prior to the start of the game.

Pee Wee 3rd & 4th grades

Games played according to PIAA High School rules.

NO Score kept / no playoffs / no season awards.

15 minute quarters

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

3 Coaches on field at one time.

Quarters 1, 3, & 5 are to be for "first group"

Quarters 2 & 4 are for reserves

No kick-offs or returns.

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 / 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.

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:

135 lbs. Maximum for skill position players. 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.

145 lb. 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. X players may only play on the line of scrimmage, tackle to tackle and in a down position. Tackle to tackle is defined as nose to nose or heads up. Penalty shall be unsportsmanlike (15 yards). **"X" players will have (1) American Flag placed on the back of their helmet in a**

location that is visible to the Officials.

Unlimited – Teams may field two (2) unlimited weight players on the line at any one time. On offense they may play tackle, guard or center. On defense they may play between the Offensive tackles only. Same rules regarding ball handling as X players. Unlimited players will wear number's 65 – 79 inclusive. Unlimited players may not play kick-offs or kick returns. Ok on punts / returns. May be the kicker on extra points. May be the punter. May be the Kick-Off kicker, but must play a safety position after the kick. **All Unlimited players will have (2) American Flags placed on the back of their helmet in a location that is visible to the Officials.**

Violations of "X" or "unlimited" player rules will be a 15 yard personal foul.

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. Teams found to be playing an ineligible player will forfeit the game.
4. Sweating down tactics such as steam rooms, rubber sweat suites, weight reducing drugs or diuretics are not permitted.

Starting Dates:

1. The starting date for practice shall be determined each year but will generally be the first week of August. The first week of practices will be without pads. (Helmets OK).
2. Teams may practice 5 days per week maximum until school starts and shall limit the practice to four days per week at that time.
3. 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. 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.
6. Associations must notify the league of any additions after preview 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.

Transfers:

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 time practice begins through the end of the season.

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 in the press box.
7. Home team shall be responsible for game ball.
(*Midget; Nike 1000J , Pee Wee; K2 or similar*)
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 occur all cost (officials, ambulance, etc...) associated with the game.

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 as the teams must attempt a kick on the conversion.

Tie Breakers:

1. Head to Head
2. Record versus common opponent, beginning with higher placing teams, based on season ending records.

3. Coin Flip.

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 8 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.