



BUCKEYE YOUTH FOOTBALL CONFERENCE

Governing League Documents

ORGANIZATION STRUCTURE

- O-1. The official name of the league will be Buckeye Youth Football Conference (BYFC)
- O-2. There will be two types of membership for participating communities in the BYFC (Class A & Class B)
- O-3. To be a Class A member community of the BYFC it must field at least one team in each B & C Divisions
- O-4. Communities that do not field a team in both the B&C Divisions are will be classified as Class B members of the BYFC
- O-5. The below "Division" structure will be used by BYFC
- O-6. Tackle D; grade 2nd (Not eligible if turning 9 prior to Aug 1st)
- O-7. Tackle C; grades 3rd & 4th (Not eligible if turning 11 prior to Aug 1st)
- O-8. Tackle B; grades 5th & 6th (Not eligible if turning 13 prior to Aug 1st)
- O-9. Tackle A; 7th Grade (Not eligible if turning 14 prior to Aug 1st)
- O-10. All participating communities must sign a participation agreement each year and agree to the following
- O-11. They are responsible for their own insurances and agree to hold the BYFC harmless from any claims or losses from league activities
- O-12. Will pay league fees (per team) to cover referees and other league expenses as determined by the League Board
- O-13. In January all Class A & B participating communities must designated 3 representatives to be active on the League Board
- O-14. Each Class A member must designated 1 of the (3) board representative to participate on the Executive Committee for the BYFC
- O-15. The Executive Committee is charged with facilitating the operations of the league and may hold organizational meetings at their convenience
- O-16. The Executive Committee shall select its own President, Vice President and Secretary in February to reside over board meetings and the executive committee
- O-17. The Executive Committee shall form sub committees at their convenience for the purpose of organizing league activities.
- O-18. To be considered an official league meeting a notice must be sent out to full League Board at least 2 weeks prior to the date of the meeting.
- O-19. Emergency meeting can be called by the President with a 3 day notice. (Rev. 2-21-10)
- O-20. Official board meetings must be held at least once a month starting in March and running through November.
- O-21. Only 3 representatives from each community are permitted to be at league meetings unless other visitors are approved by the Executive committee before hand
- O-22. The governing documents for the BYFC will be the "Organizational Structure", General Rules" and "Game Rules"
- O-23. A proposed change to any of the governing documents or the status of a participating community must be included in the 2 week notification of an official meeting.
- O-24. All "Organizational Structure" and "General Rules" changes will be voted on by the Class A members on the League Board present at any given official meeting
- O-25. A change in the "Organizational Structure" items needs at least 90% of the League Board (Class A) present at any official meeting voting in favor of the change
- O-26. A change in the "General Rules" needs at least 80% of the League Board (Class A) present at any official meeting voting in favor of the change.
- O-27. Both Class A and Class B members can vote on "Game Rules" changes in the division they are participating in
- O-28. A change in the "Game Rules" needs to have at least 70% of the authorized voters (see above) present at any official meeting voting in favor of the change.
- O-29. To accept a new community into the BYFC at least 70% of the Class A members of the League Board present at any official meeting must vote for the addition.
- O-30. Communities who fail to abide by the Organizational Structure, General or Game Rules may be removed from participation in the BYFC(see below)
- O-31. To remove a community from the BYFC at least 80% of the Class A members of the League Board present at any official meeting must vote in favor of the removal.



- O-32. Participation in BYFC is limited to kids with primary residency within or is attending the same OHSAA school district.
- O-33 and O-34 "EXCEPTION RULES" have been eliminated (REV 5/17/15) – players that played under the "EXCEPTION RULE" during the 2014 season will be grandfathered in and can finish through their 6th grade year
- O-35. All communities to hold an official draft or equivalent selection process each year to **ensure equally split teams** within their communities
- O-36. Every team must field a squad for a JV and Varsity game each week (exceptions may be granted by a majority vote of the League Board)
- O-37. There will be no restrictions for participation in the BYFC as far as individual players body weight is concerned

GENERAL RULES

- G-1. Each community must maintain a 100 x 52 yard field with goal post and scoreboard for hosting league games
- G-2. League to dictate official start date of conditioning / practices each season
- G-3. Must have 3 days of conditioning (helmets only) and 1 day with pads (no contact) prior to full contact
- G-4. No team can have more than 47 players on a roster.
- G-5. A community cannot split a team until they reach 48 players on the roster unless they have league approval. (Rev. 2-21-10)
- G-6. Practicing with pads will be limited to 3 days per week after school starts
- G-7. Official league rosters must be submitted to the League Vice president by July 31st, 2011
- G-8. All weigh-ins to be held with league representation present to **sign off on** official rosters with weights recorded individually
- G-9. D Division weight limit to play a position that can advance the ball is 90 lbs. **(REV 4/19/2015)**. Tight ends can be "striped" but are ineligible
- G-10. C Division weight limit to play a position that can advance the ball is 100lbs. Tight ends can be "striped" but are ineligible
- G-11. B Division weight limit to play a position that can advance the ball is 120lbs. Tight ends can be "striped" but are ineligible
- G-12. A Division weight limit to play a position that can advance the ball is **137lbs (REV 1/15/2012)**. Tight ends can be "striped" but are ineligible
- G-13. After Oct 1st an addition 3 lbs will be added to the pre-season limits for each division when challenging weights.
- G-14. Once a player has been given a "stripe" designation they are required to play as a stripe the whole year. The only exception to be Rule #15.
- G-15. No Stripe player is allowed in the offensive backfield.
- G-16. Weigh-ins of specific players may be requested by either team before any game (no weight challenges are allowed on the first week of games)
- G-17. If a player is going to miss the official BYFC scrimmage and weigh-in, than that community has the option to make arrangements with the designated scrimmage opponent to weigh-in that player 9 days prior to the official scheduled BYFC scrimmage. If the player does not weigh-in 9 days prior to the scrimmage or on the day of the scrimmage, then they must be weighed in at the first game. However, they must play the first game as a stripe. (REV 2/25/13)
- G-18. Any player that does not play at least 1/2 of the varsity game must play at least 1/2 of the JV game.
- G-19. If playing in both JV and Varsity games, players may not play the same position in both.
- G-20. Two way starters in the Varsity game cannot play in JV games (unless the opposing coach approves it before the game)
- G-21. Play-off tie breakers:
- o 1 - Overall record
 - o 2 – Head-to-head record
 - o 3 – Record against playoff teams
 - o 4 – Wildcard game with coin toss to determine home field
- G-22. A communities failure to abide by the residency / school rules may subject them to forfeiture of play-off / championship contention and league expulsion
- G-23. Weight Challenges: A coach wanting to challenge a player's weight must notify the opposing team of the challenge at least 20 minutes prior to the start of the scheduled game. The player must be made available for the



weigh-in prior to participating in the game no matter what time the player shows up for the game. If the player shows up after the game starts he must wait until halftime to be weighed in. He is not eligible to play the first half. Each community must have a certified scale available at all field locations. If the player fails to make weight he will become a stripe player for that game and for the remainder of the season. It is the responsibility of the players coach to notify the BYFC Vice President that the player is now a stripe. The opposing coach does not have the authority to waive the stripe designation of the player failing to pass the challenge. 6/29/2009

- G-24. Time between Varsity and JV games will be 5 minutes (Rev. 2/19/12). Halftime will be 10 minutes. If a team has less than 24 players the time between games can be extended to 20 minutes if both coaches agree. 6/29/09
- G-25. Molded and screw in cleats are allowed. No metal or metal tipped cleats. Cleats must not exceed 1/2" in length. (Rev. 2-21-10)
- G-26. Mouth pieces are mandatory for participation in league games. OHSAA - must fasten to face mask and not be clear material (Rev. 2-21-10)
- G-27. Any game day complaint, grievance, player/coach ejection or referee problem must be reported to the Tackle Director and Referee Committee Chairperson by 10:00 PM on the Sunday following the game in question. (NEW 2/19/12)
- G-28. The home team field administrator will have the final say on when a field becomes unplayable due to weather conditions. The MAKEUP day for that game will be the next day, Sunday, at a location and time TBD by the two directors of the programs involved. The Referee Committee Chairperson will need to be alerted ASAP in order to arrange for officials for the makeup game. (NEW 2/19/12)
- G-29. Scouting and trading of game film to other communities is prohibited. (NEW 2/13/17)**
- G-30. A striped player is allowed to line up as a place kicker to kick extra points or field goals. When the striped player is lined up as the kicker, there are no fakes. If it is bad snap and a kick is not possible, then it is a dead ball. (NEW 2/13/17)**

COACHES

- All head coaches in the BYFC will be required to attend league clinics and sign a coaches conduct agreement before the season starts
- Each community shall immediately report the name of a coach who is removed from a game by a referee
- A coach that is removed from a game by a referee must sit out the following week / game also.
- Any coach who is removed from two games in one season will lose his ability to coach in the BYFC forever unless special approval is granted by the League Board.

A DIVISION GAME RULES

- A-1. OHSAA rules apply unless noted
- A-2. Playing 9 minute quarters Varsity and 8 minute quarters for JV games. (rev 5/26/09)
- A-3. Overtime format - Coin toss to determine possession. Ball set on 10 yard line 1st and goal.
Each team gets one possession each series. Alternate possessions until a winner is determined. (rev. 5/26/09)
- A-4. No Overtime in JV game
- A-5. No kick offs. Ball starts on 35 yard line
- A-6. After a safety the ball is spotted on the 50 yard line.
- A-7. Extra points are counted; 2 pts for kicks and pass's when the ball is caught in the end zone, 1 pt for runs or pass's caught outside the end zone.
- A-8. Kicking extra points are live play.
- A-9. Punts are live plays
- A-10. Any defensive alignment is allowed in A Division
- A-11. As long as a team has a lead of 24 points or more, all players in the starting backfield are prohibited from playing a position that is eligible to carry/catch the ball. (rev2 - 6-6-12) REV 2/25/13 – The starting backfield can be left in the game for the conversion try following the touchdown that puts the team up by 24 points or more. The conversion must be a 1pt conversion attempt.
- A-12. Tight Ends are optional for stripes. TE with stripes is ineligible and is not permitted down field (same as for a lineman) on pass plays.
- A-13. TIME OUTS – Varsity - Each team will get 3 time outs per half and allowed only one for each overtime.
- A-14. TIME OUTS – JV - Each team will get 2 time outs per half. (rev 1/15/12)
- A-15. Official Ball to be: TDY Leather ball for A div.



- A-16. Striped players cannot advance the ball. If a striped player intercepts a pass/lateral or recovers a fumble they are ruled automatically down.

B DIVISION GAME RULES

- B-1. OHSAA rules apply unless noted
- B-2. Playing 8 minute quarters for Varsity and 8 minute quarters for JV games. (REV 2/25/13)
- B-3. Overtime format - Coin toss to determine possession. Ball set on 10 yard line 1st and goal.
Each team gets one possession each series. Alternate possessions until a winner are determined. (rev. 5/26/09)
- B-4. No Overtime in JV game
- B-5. No kick offs. Ball starts on 35 yard line
- B-6. After a safety the ball is spotted on the 50 yard line.
- B-7. Extra points are counted; 2 pts for kicks and pass's when the ball is caught in the end zone, 1 pt for runs or pass's caught outside the end zone.
- B-8. Kicking extra points are live play.
- B-9. Punts are live plays for varsity. SEE RULE B-22 for JV level.
- B-10. Any defensive alignment is allowed in B Division (Maximum of 6 lineman) (Rev. 2-21-10)
- B-11. Linebackers and all secondary must stay 3 yards off the ball until the snap occurs and at least 1 safety 7 yards off the ball. No Stemming allowed! (Rev. 2-21-10)
- B-12. Any defensive alignment is allowed inside the 15 yard line or 4th downs
- B-13. The defense must get set and stay in the same position unless the offense goes in motion or shows an unbalanced line.
- B-14. Defensive players on the line (between Tackles) must be in the down position
- B-15. As long as a team has a lead of 24 points or more, all players in the starting backfield are prohibited from playing a position that is eligible to carry/catch the ball. (rev2 6-6-12) REV 2/25/13 – The starting backfield can be left in the game for the conversion try following the touchdown that puts the team up by 24 points or more. The conversion must be a 1pt conversion attempt.
- B-16. Tight Ends are optional for stripes. TE with stripes is ineligible and is not permitted down field (same as for a lineman) on pass plays.
- B-17. TIME OUTS – Varsity - Each team will get 3 time outs per half and allowed only one for each overtime.
- B-18. TIME OUTS – JV - Each team will get 2 time outs per half. (rev 1/15/12)
- B-19. One coach is allowed on the field/huddle during the JV games.
- B-20. Official Ball to be: TDJ Leather ball for B div. (rev 2/13/17)**
- B-21. Striped players cannot advance the ball. If a striped player intercepts a pass/lateral or recovers a fumble they are ruled automatically down.
- B-22. B DIVISION JUNIOR VARSITY ONLY – punts will be a dead ball play. The ball will be snapped to the punter, the defense WILL NOT RUSH the punter. Once punted, the ball will be spotted where the punt returner catches the ball, or where it rolls to a stop. No player on the return team may bat the ball to advance the spot, if this happens, it will be spotted where it was touched by the player that batted the ball. (NEW 2/13/17)**

C DIVISION GAME RULES

- C-1. OHSAA rules apply unless noted
- C-2. Playing 7 minute quarters for Varsity and 7 minute quarters for JV games. (REV 2/25/13)
- C-3. Overtime format- Coin toss to determine possession. Ball set on the 10 yard line 1st down and goal. Each team gets one possession each series. Alternate possessions until a winner are determined. (rev. 5/26/09)
- C-4. No Overtime in JV game.
- C-5. No kick offs. Ball starts on 35 yard line
- C-6. If the offense on fourth down has possession inside the opponents 35 yard line the offense must go for a first down. No punting allowed in this situation. (rev.5/26/090)
- C-7. After a safety the ball is spotted on the 50 yard line.
- C-8. Extra points are counted; 2 pts for kicks and pass's when the ball is caught in the end zone, 1 pt for runs or pass's caught outside the end zone.
- C-9. Kicking extra points are live play.



- C-10. Coach must designate his intent to punt or not after 3rd down. If a punt is designated, the ball is automatically advanced 20 yards with no clock runoff.
- C-11. Run either a base 50 or 60 Defense (Rev. 2-21-10)
- C-12. Linebackers and all secondary must stay 3 yards off the ball until the snap occurs and at least 1 safety 7 yards off the ball. No Stemming allowed! (Rev. 2-21-10)
- C-13. The defense must get set and stay in the same position unless the offense goes in motion or shows an unbalanced line.
- C-14. Defensive players on the line (between Tackles) must be in the down position
- C-15. As long as a team has a lead of 24 points or more, all players in the starting backfield are prohibited from playing a position that is eligible to carry/catch the ball. (rev2 6-6-12) REV 2/25/13 – The starting backfield can be left in the game for the conversion try following the touchdown that puts the team up by 24 points or more. The conversion must be a 1pt conversion attempt.
- C-16. Tight Ends are optional for stripes. TE with stripes is ineligible and is not permitted down field (same as for a lineman) on pass plays.
- C-17. TIME OUTS – Varsity - Each team will get 3 time outs per half and allowed only one for each overtime.
- C-18. TIME OUTS – JV - Each team will get 2 time outs per half. (rev 1/15/12)
- C-19. One coach is allowed on the field/huddle during the JV games.
- C-20. Official Ball to be: K2 Leather ball for C div. (rev 2/13/17)**
- C-21. Striped players cannot advance the ball. If a striped player intercepts a pass/lateral or recovers a fumble they are ruled automatically down.

D DIVISION GAME RULES

- D-1. OHSAA rules apply unless noted
- D-2. Playing 9 minute quarters for Varsity (there is only a varsity game)
- D-3. There is no overtime.
- D-4. No kick offs. Ball starts on 35 yard line
- D-5. If the offense on fourth down has possession inside the opponents 35 yard line the offense must go for a first down. No punting allowed in this situation. (rev.5/26/09)
- D-6. After a safety the ball is spotted on the 50 yard line.
- D-7. Extra points are counted; 2 pts for kicks and pass's when the ball is caught in the end zone, 1 pt for runs or pass's caught outside the end zone.
- D-8. Coach must immediately designate his intent to punt or not after 3rd down. If a punt is designated, the ball is automatically advanced 20 yards.
- D-9. Run a 6-2 Defense
- D-10. Linebackers and all secondary must stay 3 yards off the ball until the snap occurs and at least 1 safety 7 yards off the ball. No Stemming allowed!
- D-11. No motion on offense.
- D-12. The defense must get set and stay in the same position.
- D-13. Defensive players on the line (between Tackles) must be in the down position
- D-14. As long as a team has a lead of 24 points or more, all players in the starting backfield are prohibited from playing a position that is eligible to carry/catch the ball. (rev2 6-6-12) REV 2/25/13 – The starting backfield can be left in the game for the conversion try following the touchdown that puts the team up by 24 points or more. The conversion must be a 1pt conversion attempt.
- D-15. Tight Ends are optional for stripes. TE with stripes is ineligible and is not permitted down field (same as for a lineman) on pass plays.
- D-16. Each team will get 3 time outs per half
- D-17. One coach is allowed on the field/huddle during game.
- D-18. Official Ball to be K2 Leather ball.
- D-19. Striped players cannot advance the ball. If a striped player intercepts a pass/lateral or recovers a fumble they are ruled automatically down.
- D-20. There are not playoffs for D Division
- D-21. D Division offense MUST have a balanced 7-man line with a minimum of 1 running back in the backfield with the quarterback. (NEW 2/13/17)**