

Junior Football League Of Westerville (JFLW) Official League Manual and Rules

I. PREAMBLE

These By Laws and rules are established pursuant to the [League by-laws] by order of the original League of Trustees and are for the purpose of [amplifying] and clarifying the by-laws and rules of **Junior Football League of Westerville, hereinafter referred to as JFLW.**

The JFLW is an officially registered, not-for-profit, tax exempt corporation, duly filed with the Ohio Secretary of State on August 26, 1985. The papers of incorporation are kept in the files of the JFLW [president] Secretary.

Effective Date - January 2010

II. Purpose of the League

The purpose of the JFLW is to provide a safe, competitive learning environment for Westerville youths to learn the sport of football, and the opportunity to grow as responsible youths. Secondary objectives include providing the youth of Westerville with a feeling of pride and accomplishment for their excellence by providing awards at the year end banquet. The league operates within the Westerville school district and competes during the fall of each calendar year. Concluding with league championships in October or November. This can only be accomplished if all coaches, officials, and contestants display a high degree of sportsmanship and ethical practices

III. Organization

The JFLW shall be organized and governed by the Board of Trustees, herein referred to as the "Board". League rules and Ohio High School Athletic Association rules (O.H.S.A.A. rules) will be enforced as amended by the JFLW.

A. BOARD OF TRUSTEES

The Board of Trustees is composed of a Commissioner, Vice Commissioner, Secretary, Treasurer and Sergeant at Arms. The Board also will include a head coach, and not less than one parent or assistant coach from each team. Election to the Board shall be for a term of one year, with no limits on successive terms. All new officers and Board members (not to exceed 2 representatives per team) will be offered for approval as a slate. Opportunities for additions to the Board will be by nomination from the Board no later than the second monthly meeting of the calendar year or no later than March 1 of said year (with all remaining vacancies to be filled by July 1 of said year). In the event of resignation or other actions that reduce Board membership, replacement elections shall occur at the next Board meeting, or as soon thereafter as possible.

The Board of Trustees governs the JFLW, subject to the papers of incorporation, and League by-laws.

Following are powers reserved to the Board unless the Board properly delegates these responsibilities to its officers or others:

- a) Creating, enforcing, approving, or repealing JFLW rules and regulations.
- b) Providing for and approving the JFLW budget and all other financial matters.
- c) Entering into all contracts and agreements for the JFLW.
- d) Electing all coaches, assistant coaches, and other personnel involved with the JFLW and determining their duties, responsibilities and terms of office.

- e) Determining the eligibility requirements, fee requirements, age and weight requirements, equipment requirements, playing time and any exceptions thereto for all youth participants in the JFLW.
- f) Determining the calendar and location of all games of the JFLW.
- g) All other powers that may properly fall within the province of the Board.

B. MEETINGS

- a) During the calendar year the Board of Trustees shall meet once per month. In addition, special meetings of the Board shall take place either: a) upon the call of the Commissioner, or b) upon the call of no fewer than 25% of the eligible voting members of the Board.
- b) Meetings shall be conducted according to Board convention. In case of procedural disagreement, Robert’s Rules of Order shall be used.
- c) Each Board member from time to time may be delegated certain tasks to assist with the management and other operations of the JFLW.

C. QUORUM

A quorum for all meetings of the Board shall be by no less than seven (7) eligible voting members.

D. AMENDMENTS

Proposed changes to the rules of the Junior Football League of Westerville shall be reported to the full Board with recommendations. Proposed changes to existing rules and amendments shall be approved only by two-thirds vote of the Board members in attendance at a regular meeting, or special meeting called for this purpose. New rules can be adopted by a simple majority vote.

E. VOTING PROCEDURE

As proposed rule changes requiring a vote come before the Board, each team shall have no more than two votes on the proposals. For voting purposes, Officers of the Board are considered “at-large” or not representative of a single team. The Commissioner may only vote to break a tied vote. Voting via the Internet / email is allowed

F. BOARD OFFICERS

1. Commissioner

The Board shall elect the Commissioner for a term of Two years, with the possibility of successive terms. Election to this office shall occur no later than the last week in January. The Commissioner shall have all powers necessary for the effective performance of his/her responsibilities.

The Commissioner’s responsibilities shall include:

- a) Serving as chief executive officer of the Junior Football League of Westerville (JFLW).
- b) Promoting the general welfare of the JFLW and giving advice and guidance on all problems. The Commissioner has votes only to break a tie vote by the Board of Trustees.
- c) Shall set the agenda for and conduct all League meetings. They are responsible for the annual budget including operating costs. They call and preside over periodic meetings of the Board, not less than once every three months. Assigns and delegates necessary duties and responsibilities to Board members.
- d) Performing all other responsibilities as the Board may reasonably direct.
- e) Delegating activities as necessary, which are in keeping with the general welfare of the JFLW. Mediating disputes on the field of play, relating to JFLW rules and regulations, that cannot be settled by game officials.

2. Sergeant-At-Arms

The Board shall elect a Sergeant-At-Arms for a term of one year, with the possibility of successive one year terms. Election to this office should occur no later than the last week in January. The Sergeant-At-

Arms shall have all powers necessary for the effective performance of his/her responsibilities. The Sergeant-At-Arms responsibilities shall include

- a) Promoting the general welfare of the JFLW.
- b) Performing all other responsibilities as the Board may reasonably direct.
- c) Delegating activities as necessary which are in keeping with the general welfare of the JFLW.]
- d) The Sergeant-At-Arms has responsibility to investigate all complaints concerning the conduct of coaches, and report their findings to the Board. The Sergeant-At-Arms shall preside over any subcommittee as directed by the Board.

3. Assistant Commissioner

The Assistant Commissioner is responsible to the League and carries out the duties of the Commissioner in their absence.

4. Treasurer

The Treasurer shall, under the direction of the Board, receive, hold, expend, and account for all funds of the JFLW and render reports as requested by the Board. They are responsible for the inventory of the JFWL. They will advise the Commissioner on the preparation of the annual budget, and shall provide a financial report to the Board.

5. Secretary

The Secretary shall keep accurate written records of the proceedings of all meetings of the Board, or other meetings held for the purpose handling official League business. They shall prepare and distribute the minutes of the meetings to all members of the board. They shall read all motions to the board before a vote is taken, record the vote, and announce the results.

IV. JFLW ELIGIBILITY, ASSIGNMENT AND REGISTRATION RULES

A. PLAYER ELIGIBILITY - GENERAL CONDITIONS

Eligibility for participation in the JFLW is based on enrollment in the Westerville Public School System. Exceptions to this policy must be made in writing to the Board of Trustees. All players ages 8 (as of August 1st), through 12 (can not turn 13 before November 1st) of the current year are eligible, providing the following criteria are met:

1. All youth will compete with others of similar age, weight and experience.
2. All youth will learn football basics including safe techniques, concepts and skills.
3. JFLW Football Program teaches sportsmanship, develops overall athletic ability and team discipline.
4. Registration fee will include the basic equipment and game jersey.
5. Registrants must reside within the Westerville School District.
6. Returning players must be registered by the end of 'Early Registration', as defined by the Board in Schedule A, to assure playing with their teammates from the previous season.

B. PONY LEAGUE ELIGIBILITY INCLUDES THE FOLLOWING:

1. Youngster should be 8 years old by August 1, of the current year.
2. Youngster shall be entering the 3rd or 4th grade.
3. Youngster entering the 5th grade and weighing under 90lbs on the JFLW league scale at the time of registration.
4. Any youngster weighing over 149lbs on the JFLW league scale at the time of registration will play at the bronco level.

C. BRONCO LEAGUE ELIGIBILITY INCLUDES THE FOLLOWING:

1. Youngster should be 10 years old by August 1, of the current year.
2. Youngster shall be entering the 5th and 6th grade.
3. Youngster should not attain the age of 13 prior to November 1st, of the current year.
4. No seventh-grader, regardless of age, shall participate in the JFLW as a football player.

*** EXCEPTIONS TO THE ABOVE ELIGIBILITY REQUIREMENTS SHALL BE DECIDED BY THE JFLW BOARD (SEE # 7 BELOW)**

D. TEAM ASSIGNMENT

1. The scope of the geographic boundary for the JFLW shall be the Westerville School District.
2. All new players to the League will be placed into a pool for random distribution to teams in the appropriate division.
3. Players will be assigned randomly to teams based on the rules for the pool draw.
4. If a player has an older sibling that played for a certain team, every effort will be made to assign the player to his/her older sibling's team.
5. Team rosters in the Pony League will be limited to a maximum of 20 (twenty) players. Team rosters in the Bronco League will be limited to a maximum of 20 (twenty) players.
6. If either of these leagues fills to capacity, a waiting list will be started. Registrants on the waiting list may only be placed on a team if an earlier registrant withdraws from the league. No registrants on the waiting list will be placed on a team after the first day of "full pad" practice. Registrants on the waiting list are not guaranteed a place on any team.
7. Any request for placement on a team that a player would not originally be assigned to, pursuant to the rules outlined below, must be referred to the Exceptions Committee for approval. All recommendations of the Exceptions Committee must be ratified by a quorum of the Board.
8. Any returning player who wants to be placed into the "pool", must request this at the time of sign up.
9. No requests for movement from one team to another shall be granted, unless received by the Exceptions Committee prior to the first 'full pad' practice.
10. During registration, each player will be assigned a registration number. The registration numbers will be assigned in sequential order. The first player to register will be assigned number 1, the second player to register will be assigned number 2, the third, 3 and so on.
11. The rules for drawing from the "Pool" (i.e. assigning pool players to teams) are as follows:
 - a) The intent of the "Pool Draw" is to randomly distribute players, in the pool, to teams based on the players' ages. After the draw, each team should have approximately the same number of players in each age group appropriate to its league.
 - b) The average number of players per team in each age category will be determined. For the Bronco League this means that the average number of 12 year olds per team, and the average number of 11 year olds per team will be calculated. For the Pony League, the average number of 10 year olds per team, 9 year olds per team and 8 year olds per team will be calculated.
 - c) Each registrant in the "Pool" will have his or her name placed into a sealed envelope. Only his or her age will appear on the outside of the envelope. If there are any 11 year olds in the Pony League's "Pool", the age placed on the outside of their envelope(s) will be 10.

- d) Drawing from the "Pool" in the Bronco League will start with 12 year olds, and proceed down to 11 year olds. Drawing from the "Pool" in the Pony League will start with 10 year olds, proceed to the 9 year olds, and finish with the 8 year olds.
- e) Of the teams participating in the "Pool" draw, the one with the fewest number of 12 year olds in the Bronco League, and 10 year olds in the Pony League will draw first. In the event that two or more teams tie for this honor, the following tie-breaker criteria will be used to determine which team draws first;
 - (1) The team with the fewest players overall, will draw first.
 - (2) If there is still a tie, the team with the fewest players in the next lower age category will draw first.
 - (3) If there is still a tie, the team that hasn't drawn for the longest period of time will draw first.
 - (4) If there is still a tie, the team to draw first will be chosen randomly.
- f) The team drawing the first envelope from the "Pool", will continue to draw envelopes until one of the following conditions are met:
 - (1) The team reaches its capacity for players, in which case the team is permitted no further draws from the "Pool."
 - (2) The team reaches the league's average number of players for that age group.
 - (3) The team has as many players in the age group as the team with the next fewest players in the age group. For example if team A has 5 ten year olds, team B has 6 ten year olds and the league average for 10 year olds is 7, team A would only draw one envelope before team B began drawing envelopes too.
 - (4) There are no more registrants in the age category.
- g) Once two or more teams have an equal number of players in an age category, they will take turns drawing envelopes until they reach the league average number of players for that age category, they reach their capacity for players or there are no more registrants in the age category.
- h) In the event that there are not enough registrants in an age category to bring a team up to the league average for that age group, the next lowest age group will be substituted. For example, if there are not enough 10 year olds in the Pony "Pool" to bring a team up to the league average number of 10 year olds per team, the team would draw 9 year old envelopes, to fill out their quota of 10 year olds. For the purposes of drawing 9 year olds, the players in these envelopes will be counted as 10 year olds.
- i) The process described above, will be used to draw players for all age categories.

E. REGISTRATION AND REGISTRATION FEES

Each year, by the end of March, the Board shall determine the following items with regard to registration of players and cheerleaders:

1. Registration dates.
2. A cut-off date for early registration.
3. Registration fee for players
4. Family or quantity discounts for players
5. Family or quantity discounts for cheerleaders
6. Family or quantity discounts for families with both players and cheerleaders participating in the JFLW.

7. The Board's annual decisions pertaining to the above matters of registration shall be incorporated into these Rules as "**Schedule A, 20xx** JFLW Registration Dates and Fees.
8. No player or cheerleader may be registered for the JFLW after the start of full-pad practices.

F. FISCAL MATTERS

1. Player and cheerleader fees shall be paid in the form of a cashier's check, money order, personal check, or cash.
2. All fund raising shall be approved and coordinated by the Board and shall be limited to purposes which fall under the authority of the Board.

G. REFUND POLICY

1. A full refund will only be given prior to the first practice if a player's family relocates out of the area, or a physician deems the player physically unable to participate in the League. All equipment issued must be returned before a refund will be granted. A partial refund (minus \$30) is given if refund is requested before getting equipment.
2. No refund will be given after the first practice.

V. **REGULATIONS GOVERNING TEAM ACTIVITIES OF THE LEAGUE**

A. HEAD COACHES

The Board shall elect head coaches for a term of one year, with the possibility of successive one year terms. Election of head coaches should occur no later than the last week of January. Duties shall include:

1. Determining, organizing and coordinating all activities for his/her team.
2. Selecting all assistant coaching staff for his/her team.
3. Serving as liaison between the team and the JFLW.
4. Coordinating the activities associated with the team.
5. Accounting for JFLW funds, from any function, which comes into the coach's possession.
6. Producing an inventory and accounting for all JFLW equipment used by the team.
7. Serving as a role model for the JFLW and all members of his/her respective team as regarding sportsmanship, teamwork and good fundamental football.
8. Undertaking any training as prescribed by the Board.

B. ASSISTANT COACHES

1. Each head coach shall select his or her assistant coaches. Team activities engaged in shall be at the discretion of the Head Coach.
2. Assistant Coaches shall undertake any training as prescribed by the Board.

NOTE: THE USE OF PROFANITY, ALCOHOL, TOBACCO OR ILLEGAL SUBSTANCES BY ANY HEAD COACH, ASSISTANT COACH OR OTHER JFLW PERSONNEL, IS STRICTLY PROHIBITED DURING ANY PRACTICE, SCRIMMAGE, GAME OR OTHER TEAM ACTIVITY.

C. EQUIPMENT

1. It shall be the responsibility of the players (i.e. - parents or guardians) to furnish the following equipment:
 - a) Mouth guard (mandatory)
 - b) Athletic supporter with protective cup (mandatory)

- c) Practice football pants (mandatory)
 - d) Screw in or rubber cleated shoes (optional) are permitted
 - e) Athletic socks (optional)
2. The JFLW shall supply each player with the following equipment after the players' fees have been paid and the League has received the player's completed physical form:
- a) Helmet with facemask and chinstrap
 - b) Shoulder pads
 - c) Game pants with pads
 - d) Game jersey
3. The above listed equipment, except for the game jersey, shall remain the property of the JFLW. Each piece of equipment shall be numbered. The numbers shall be recorded as equipment is issued to the players. Parents or legal guardians of players shall be responsible for the equipment until it is returned.
4. Only equipment (helmet with facemask and chinstrap, shoulderpads and game pants with pads) that is the property of JFLW may be used by JFLW players during games and practices. During full-pad practices, players must wear their own practice pants.
5. Head coaches shall supervise the return of all equipment to the JFLW President or his/her designee. This will require notification to parents or guardians by phone, letter or personal contact. If the equipment is not returned at the end of the season, or if the parent or guardian chooses to keep the equipment, the parent or guardian shall immediately remit to the JFLW the sum set by the Board based on the current cost of equipment or the replacement cost of the equipment, whichever is greater. Parents who fail to return their player's equipment, and who do not pay for the equipment, shall be sent off for collection.

D. PRACTICES

1. Time
- a) Teams are allowed to meet for practice only once per day for a maximum of 2 hours. For in climate weather you can disperse and reconvene at a later time. The actual time you are practicing still may not exceed two hours.
2. Physicals
- a) Each player must have completed a physical and turned in the paperwork to his/her coach before they are allowed to practice.
3. Conditioning Practices
- a) All teams may allow players to wear helmets and cleats, but no other football equipment, during the required ten hours of coach supervised conditioning practice.
 - b) Each individual player shall complete ten hours of coach supervised conditioning prior to that player being allowed to practice in shoulder pads and football pants with pads. Coach supervised conditioning cannot begin prior to the league's designated first day of practice.
 - c) No team shall be allowed to practice in shoulder pads and or football pants with pads any earlier than the number of practices it takes for them to accumulate the required 10 hours of conditioning. Regardless of the date, and whether or not the remainder of the team is able to wear their shoulder pads and football pants with pads, each individual player must still complete ten hours of coach supervised conditioning before he or she is permitted to attend practice wearing football equipment other than cleats and a helmet.
 - d) One extra conditioning practice may be held to allow those who may be behind in getting their required 10 hours of conditioning. Regardless of this extra practice, no player is allowed to practice more than 5 times in any given week.

- e) The penalty for any team found to have violated this rule shall be as follows: The team's head coach shall be suspended for two consecutive weeks. During the head coach's suspension he or she will not be permitted to attend any of his or her team's practices or pre-game warm-ups, nor will the head coach be allowed to coach during any games while on suspension. The suspended head coach may attend the games, but may not watch the game from his or her team's sideline. If the Board finds a team in violation of this rule, prior to the first game of the season, the head coach's suspension shall be imposed during the weeks leading up to the first two games of the season. Otherwise, these penalties shall take effect immediately after a finding by the Board that a team has violated this rule.
- f) Any head coach found in violation of this rule during two or more seasons will be expelled from the Junior Football League of Westerville.

4. Full Pad Practices and Skill Sessions

- a) Full pad practice shall not begin prior to the date set forth by the Board, or until ten hours of coach supervised conditioning have been completed, whichever comes later. In these practices, no player shall participate in contact activities unless wearing JFLW issued equipment and the requisite mouth guard and athletic supporter with cup.
- b) No player shall be registered with the JFLW, nor shall any player on the waiting list be assigned to a team, after the start of full-pad practice.
- c) Five full pad practices per week are permitted prior to the first full week of school.
- d) Skill sessions shall be held in the same week as full pad practice. Skill sessions involve the teaching of football fundamentals and plays and are held with no equipment except helmets. No full contact of players shall be permitted in these sessions.
- e) Beginning with the first full week of school, no more than two full-pad practices and one skill session per calendar week shall be permitted.

E. SCRIMMAGES

- 1. A scrimmage shall be permitted in place of a full pad practice.
- 2. If the opposing team in a scrimmage is not affiliated with the JFLW, authorization for play must be received from the JFLW Commissioner.
- 3. No more than five scrimmages shall be permitted in a season. No more than three scrimmages shall occur with teams outside the League.

F. GAMES

- 1. Unless otherwise determined by the Board, all regular season games shall be played at Heritage Park in Westerville.
- 2. Unless otherwise determined, all games will be played on Sundays with the Board setting the starting times.
- 3. The home team of the first game is responsible for setting up the field. The home team shall also be responsible for cleaning up the field after the game. The home team of the last game played of the day shall also be responsible for returning all field equipment to the field shed.

G. END OF SEASON STANDINGS AND PLAYOFF SEEDING

- 1. If two teams finish the regular season with identical conference records, the team that won the "head-to-head" game during the regular season will get the higher seed during the playoffs.
 - a) If the two teams are still tied, then the team that gave up the fewest points in conference games during the regular season will get the higher seed.
 - b) If there is still a tie, the coaches of the two teams will flip a coin to determine the higher seed.
- 2. If three or more teams have identical records at the end of the season, the team with the best "head to head" conference record will be given the highest seed.

- a) If three or more teams are still tied, then the team that gave up the fewest points in conference games against “tied opponents” will be given the highest seed.
- b) If three or more teams are still tied, then the head coaches from those teams will draw randomly for the highest seed.
 - (1) Once a team has been seeded, they are no longer considered a “tied opponent.”
 - (2) Once the number of “tied opponents” has been reduced to 2, the rule above governing two teams with identical records will be used to determine which team gets the higher seed.

H. FILLING THE PLAYOFF BRACKETS

1. The highest remaining seed must be filled before moving on to the next line of the bracket. For example, if three teams are tied for third place, then the 3rd seed needs to be filled before moving onto the 4th seed and the 4th seed needs to be filled before moving onto the 5th seed.
2. Once a team has been seeded, they are no longer considered tied with other teams that finished the season with identical records. So if three teams finish the season identical conference records, one team will earn the highest seed. The other two teams would then go through the tie breaker rules again to determine which of them gets the next highest seed.
3. Every team in the Bronco and Pony Leagues will go to the playoffs.
4. Seeding for the playoffs will be as follows: **(Subject to change with the addition / deletion of teams.)**

I. LEAGUE PLAYOFF BRACKETS:

1. Playoff brackets will be determined by league turnout and the number of teams within each league.
2. Teams will be seeded according to regular season results.

J. ALL-STAR TEAM

All-star games will be played for both the Pony and the Bronco Leagues. Each All-Star team shall consist of players from each of the teams in the respective divisions. The Board shall establish the number of players selected from each team. The respective coaching staffs of each team shall select players.

All-Star head coaches shall be those who lose in the leagues semi-finals. All-Star assistant coaches (or head coach designees) shall be representative of each remaining team.

K. TEAM MOST VALUABLE PLAYER

There shall be no League sponsored competition for Most Valuable Player. However, individual teams may select such a person without Board sanction.

L. BANQUETS

There shall be no JFLW banquets. Teams will be given an amount (TBD each season) for which they can use towards an individual banquet.

V. **RULES OF PLAY**

The rules governing play of the JFLW in Pony and Bronco Divisions are in accordance with the official rules of the O.H.S.A.A., with the exceptions that the League, under its authority might apply.

A. BRONCO DIVISION

1. Fields

- a) The field shall be 100 yards long by 50 yards wide. Coaches and players not playing at the time shall be restricted to an area six (6) feet outside the sideline marker and between the twenty (25)

yard lines. The first violation of this restriction shall result in a warning, with additional violations garnering a ten (10) yard penalty.

- b) For the first two games of the season, one coach shall be permitted on the field behind his/her team. The coach shall be at least five (5) yards deeper than the deepest player at the time of the snap of the ball. After the second game, no coaches shall be permitted on the field during play.

2. Start of the Game

There shall be no kick-offs. The offensive team shall begin play on its 35 yard line.

3. Time

Each quarter shall be 8 minutes in length, based on a regulation clock.

4. Punts

- a) All punts in the Bronco League are considered live and governed by the OHSAA rules pertaining to punts.

5. Extra Points

- a) After scoring a touchdown, a team has the option of going for either a one point or a two point conversion.
- b) If the scoring team elects to go for a one point conversion, the ball will be placed on the 2 ½ yard line.
- c) If the scoring team elects to go for a two point conversion, the ball will be placed on the 5 yard line.

6. Penalties

All penalties shall be enforced according to O.H.S.A.A. rules

7. Ties

- a) Games ending in ties will go to overtime.
- b) Overtime is limited to two series of four (4) downs for each team. The first series of downs starts from the 20 yard line and each subsequent series of downs starts from the 10 yard line. The second series of downs shall only be played in the event that the teams are still tied after both have run their first series of downs. This will continue until a winner is determined.
- c) It is possible for the offense to get first downs by either gaining enough yardage for a first down (first series of downs only), or if the defense commits a penalty that results in an automatic first down (in any series of downs).
- d) A team remains on offense until it scores, turns the ball over on downs, or turns the ball over on a fumble or interception.
- e) If a team scores a touchdown, they have the opportunity to try for either a one or a two point conversion.
- f) Starting with the 3rd overtime, each team converting a touchdown MUST try for a two point conversion.
- g) If a team turns the ball over during overtime, the defensive team may not advance the football for a score.

8. Safeties

There shall be no "free kick." Instead, the ball shall be placed on the "kicking" team's 45 yard line.

B. PONY DIVISION

1. Fields

- a) The field shall be 80 yards long by 40 yards wide. Coaches and players not playing at the time shall be restricted to an area six (6) feet outside the sideline marker and between the twenty (20)

yard lines. The first violation of this restriction shall result in a warning, with additional violations garnering a ten (10) yard penalty.

- b) Two coaches shall be permitted on the field behind their team. The coaches shall be at least five (5) yards deeper than the deepest player at the time of the snap of the ball.

2. Start of the Game

There shall be no kick-offs. The offensive team shall begin play on the 30 yard line.

3. Time

Each quarter shall be 8 minutes in length, based on a regulation clock.

4. Punts

- a) On fourth down, the offensive team shall have the option to retain possession and attempt a first down or to inform the official of a punt. If the option is to punt, the official shall stop the clock, and move the ball forward twenty (20) yards, not to exceed one-half the distance to the goal. The clock shall resume when play begins after the change of possession.
- b) The offensive team also has the option of kicking the ball. If this option is chosen, the receiving team may put no more than two players back to "receive" the punt. There shall be no rush of the punter by the "receiving" team and the punting team shall not release from the line of scrimmage to "cover" the punt. The ball is down where it comes to rest, but cannot be advanced from the point where the receiving team first touches it. The clock will be stopped during the punt and shall resume when play begins after the change of possession.

5. Alignments

a) Defensive

- (1) After the offensive team's center has addressed the ball, and until the ball is snapped, no more than six (6) defensive players shall be permitted within two (2) yards of the line of scrimmage.
- (2) When the ball rests on or inside the defensive team's twenty (20) yard line, a maximum of eight (8) players shall be permitted within two (2) yards of the line of scrimmage.
- (3) Penalty for infraction of this defensive alignment shall be five yards, after one warning is given.

b) Offensive

- (1) At least two line players are required to position themselves on the short side of the line in an unbalanced formation.
- (2) Penalty for infraction of this offensive alignment shall be five yards after one warning is given.

6. Extra Points

- a) After scoring a touchdown, a team has the option of going for either a one point or a two point conversion.
- b) If the scoring team elects to go for a one point conversion, the ball will be placed on the 2 ½ yard line.
- c) If the scoring team elects to go for a two point conversion, the ball will be placed on the 5 yard line.

7. Penalties

- a) All penalties shall be enforced according to O.H.S.A.A. rules, except 15 yard penalties shall be assessed 10 yards
- b) Unsportsmanlike conduct will be assessed 15 yards.

8. Ties

- a) Games ending in ties will go to overtime.
- b) Overtime is limited to two series of four (4) downs for each team. The first series of downs starts from the 20 yard line and each subsequent series of downs starts from the 10 yard line. The

second series of downs shall only be played in the event that the teams are still tied after both have run their first series of downs. This will continue until a winner is determined.

- c) It is possible for the offense to get first downs by either gaining enough yardage for a first down (first series of downs only), or if the defense commits a penalty that results in an automatic first down (in any series of downs).
 - d) A team remains on offense until it scores, turns the ball over on downs, or turns the ball over on a fumble or interception.
 - e) If a team scores a touchdown, they have the opportunity to try for either a one or a two point conversion.
 - f) Starting with the 3rd overtime, each team converting a touchdown MUST try for a two point
 - g) If a team turns the ball over during overtime, the defensive team may not advance the football for a score.
9. Safeties

There shall be no "free kick." Instead, the ball shall be placed on the "kicking" team's 35 yard line.

C. BOTH DIVISIONS

1. Player Game Time

- a) **EACH ELIGIBLE PLAYER MUST PLAY A MINIMUM OF 4 DOWNS EACH HALF OF EACH GAME.** Punts in the Pony League are not considered in the "downs" count. Only live punts are considered toward the downs count in the Bronco League.
- b) Head coaches of each team must keep a record of each player's participation and must present such a record to the League upon request.
- c) A player is eligible if dressed and ready to play at the start of the game. A player may be declared ineligible if injured, ill or subject to disciplinary action by the team coaching staff. Head coaches must notify coaches of the opposing team of an ineligible player before the start of the game.
- d) Coaches must adhere to eligibility rules. A first infraction shall result in a one week suspension of the head coach. During the coaches' suspension, they shall not practice, nor be present during the game following the week of suspension. A second infraction, or participating in practice or the following week's game shall result in immediate and permanent dismissal from coaching in the JFLW.

2. Complaints

- a) If a player, parent, coach or any interested party files a complaint alleging a violation of these rules or of the by-laws of the JFLW, the League Sergeant-At-Arms shall investigate and make a determination of whether a hearing should be called of the full Board.
- b) If possible, the complaint should be settled by the Sergeant-At-Arms. If not, a due process hearing should be called where all parties shall be permitted to present testimony and evidence, and have the right of cross-examination.
- c) At the conclusion of the hearing, the Board shall go into executive session and make a decision. At any time the Board may postpone the proceedings, dismiss the proceedings, or, in the presence of the parties, rehear evidence or call for new evidence.
- d) The Board shall decide by majority vote the appropriate action to take.
- e) If a Board member is involved in the complaint, he/she shall not take part in any of the Board decisions during the proceedings.

3. Unsportmanlike Conduct By Fans

- a) Any fan entering the field of play during a game who attempts to, or does, assault, intimidate, confront or argue with a player, coach, game official or league official shall be immediately removed from the playing field and escorted to the parking lot by a league official. Said fan shall not be

allowed to return to any of the game fields for the remainder of the day. If the fan does come back to any of the game fields during the remainder of the day, it shall constitute a second infraction of this rule governing unsportsmanlike conduct by fans. Additionally, said fan shall be "suspended" and therefore banned from all games the following week. If the infraction occurs during the fan's team's last game of the season, the ban shall carry over to the following season. If the fan does attend any games during the suspension, their attendance shall be deemed a second infraction of this rule governing unsportsmanlike conduct by fans.

- b) Any fan who has been "suspended" may attend the next regularly scheduled, or emergency Board meeting, to explain their actions and appeal the suspension. When the Board is ready to vote on the appeal, it will go into closed session. Pursuant to league rules, a two-thirds vote is required to overturn a suspension.
- c) Any fan that commits a second violation of the rules concerning unsportsmanlike conduct by fans shall be permanently banned from attending any game or scrimmage involving any JFLW team.

Schedule A

2010 J.F.L.W. Registration Dates and Fees

Registration Dates:

JUNE 1ST, 2ND & 3RD from 5:30 – 8:00

Registrations will be held at: WESTERVILLE COMMUNITY CENTER

Registration Fee Period Ends: June 13, 2010
Registration for Team Assignment Ends: June 13, 2010
Registrations after June 13th will be considered late.

Fees:

	Registration Fee (if received by June 13 th)	Late Registration Fee (if received after June 13 th)
Players:		
1	\$ 180.00	\$ 210.00
2	\$ 90.00	\$ 105.00
3+	\$ 90.00 each	\$ 105.00 each

Schedule B

2010 JFLW Practice and Game Dates

First Conditioning Practice:

The first conditioning practice shall not occur before August 1, 2010

First Full Pad Practice:

The first full-pad practice shall occur no earlier than August 8, 2010. Any conditioning practice or practices canceled due to inclement weather must be made up before a coach can begin full-pad practices. Under no circumstances shall a coach begin full-pad practices before his team has completed ten hours of conditioning practices. Additionally, no individual player shall be permitted to participate in full-pad practices until he or she has completed 10 hours of conditioning practices. (Please review league bylaws section V – D)

Game Dates:

Week 1	August 22
Week 2	August 29
Week 3	September 5
Week 4	September 12
Week 5	September 19
Week 6	September 26
Week 7	October 3
Week 8	October 10
Week 9	October 17