

# WAYNE HOLMES COUNTY YOUTH FOOTBALL LEAGUE

## MISSION STATEMENT

The WHCL is a non profit organization whose main purpose is to foster the athletic and character development of our young student athletes in a competitive, instructional, and safe environment. This will be achieved by teaching the fundamentals of football, sportsmanship, good character, and lifelong values within each member community through the use of stewardship by our coaches, parents, officials, and administrators.

## 2011 Director/Committee Rules

- 1.) Each organization will have one Director (8 members who will be on the committee).
- 2.) Host Team rotation will continue as follows:  
2011 Triway  
2012 Millersburg  
2013 Dalton  
2014 Big Prairie / Lakeville  
2015 Chippewa  
2016 Waynedale  
2017 Tuslaw
- 3.) At the completion of the football season, but no more than two weeks after the last game, a “year end” meeting will be held. The purpose of this meeting is to review the season and discuss any issues or rules that may need addressed prior to the next season. At the conclusion of this meeting the current “host” community will relinquish their chair to the next “host” community, and a date, place and time will be set for the first meeting of the following season. Meetings can be held anywhere within the geographical boundaries of the league not necessarily in the “host” community’s area.
- 4.) The new host team director will contact everyone and come up with a meeting itinerary prior to the first meeting of the season to be held in January or February. If there are any issues that require a league vote a quorum must be present. To qualify for a quorum at least 75% of the active communities must be present to hold an official vote.
- 5.) Committee members will determine rules, rule changes, playing format, league structure, etc. as needed by a democratic process. (majority rules) **In case of a tie referee league representative will be the tie-breaking vote.** *All league meetings will follow the guidelines of parliamentary procedures in order to expedite the meetings and keep them on topic.*
- 6.) Committee will discuss and vote on issues as they come about.

## **LEAGUE / COMMITTEE RULES CONT.**

7.) Discipline procedures will be handled by each director and assistant coaches within their own organization. If a problem persists it may be brought to the attention of the league committee for comment / action.

8.) Committee will meet as necessary before league games start, and will meet once after the third game and before the playoffs *if required*. Any member community may ask for a meeting to be held, but it must be supported by a minimum of three communities (including the requesting community) for there to be an official meeting date set.

9.) If a director is leaving, it is their responsibility to inform the next host team director or directors, for the next season. If ample warning is not given, a successor cannot be found within a reasonable amount of time, or the director fails in his / her obligations to the league he or she may then be replaced by another member community at the Committee's discretion.

10.) Director can have a member of their organization such as a head coach, assistant coach, board member, etc. attend a committee meeting and vote in their absence.

11.) Member communities can have two individuals attend committee meetings however, that community still only gets one vote.

12.) No more than two members per community should attend a committee meeting. If a member community wishes to have more than two attendees they must first present the remainder of the committee with a reason for the additional attendees. Additional attendees may only be present with prior consent of the committee, and then ONLY by a unanimous vote from the other committee members.

*End of this section...*

# WAYNE HOLMES COUNTY YOUTH FOOTBALL LEAGUE

## REVISED RULES FOR 2011

1. All coaches, administrators, parents and referees must keep in mind that the **safety/welfare of the players is above winning.**

2. Athletes

**Fighting: OHSAA Rules to be strictly enforced. (NO WARNINGS)**

**Cursing: OHSAA Rules to be strictly enforced. (NO WARNINGS)**

**Parents:**

a. Any parent / adult performing any interference, cursing at referee, or coming onto the field except for an injury will be asked to leave the field area, and the team will be penalized 15 yards and a loss of down for unsportsmanlike conduct per OHSAA.

b. Each member community must create a “buffer zone” around their field to limit or eliminate fans from being on or directly near the field.

**Coaches:**

3. The teams Head coach or the coach on the field during play will act as the spokesman. He / she will be the only person that may question, complain, or negotiate with the head referee.

Any other coach that communicates with the referee during the game:

a. Team will be given a sideline warning for the first offense.

b. Coach will be removed from the game on second offense and the team penalized for unsportsmanlike conduct.

c. Coach will be removed from the league for the rest of the season on third offense.

4. **All players in the B division will be entering either the 3<sup>rd</sup> or 4<sup>th</sup> grade**

5. **All players in the A division will be entering either the 5<sup>th</sup> or 6<sup>th</sup> grade**

6. Girls will be permitted to play

7. No athletes are permitted to play if he is in the 7<sup>th</sup> grade. The athlete needs to be 12 years of age or younger. If the athlete’s birthday is on or before September 1<sup>st</sup>, and he or she is turning 13 years old the league committee needs to approve or not approve before the start of the season.

8. The athlete must be enrolled in the school district, live within the school district, be home schooled and/or still live within the school district in order to play. (Open enrollment can play). An athlete coming from outside the school district or from another member community may NOT participate without league committee approval.

9. The 2011 season will begin on the following date: 7/25/11 for conditioning.
10. Saturday games will be the following times: TBD 11:00, 12:30, 2:00, 3:30
11. Athletes that join the team after season opener must weigh in before playing in a league game. Coaches must retain a copy of the updated roster to be shared with all other teams prior to the games.
12. For all B division games there will be three referees per game each receiving \$45.00 per game.
13. For all A division games there will be four referees per game each receiving \$40.00 per game.
14. The host team will be responsible for paying the referee fees on game day.
15. Each team will play a minimum of 6 regular season games. In the case of identical records the tie breaker will consist of divisional records, head to head, and then a coin flip.
16. No team shall have more than 48 players. When a team has 49 players it must split into 2 teams of equal number of players by age and talent level (no loading of teams). If a team wishes to not split their team and have a roster of more than 48 players, it must be approved by league directors.
17. A mandatory weigh in date will be established prior to the beginning of the regular season. An official roster must be approved and signed by a member of another member community that was present at the time of the weigh in and witnessed the weigh in process. ALL rosters must be submitted to the league secretary and distributed to all member communities prior to the first game. If a player has not weighed in prior to the first game he / she will not be eligible to advance the football. They must weigh in prior to the game but cannot play in a "skilled position" for a period of one week.  
Roster will contain the following and be done in jersey's numerical order:  

<b>Jersey #</b>	<b>Name</b>	<b>Date of Birth</b>	<b>Age</b>	<b>Grade</b>	<b>Weight</b>
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18. Each team will have their own game ball. The ONLY ball to be used will be a Wilson TDJ or equivalent. Referees will check air pressure and size. The ball can be made of leather or composite material, no rubber or plastic balls are permitted.
20. All games will be 8 minute quarters. Clock runs in accordance with OHSAA rules. Each team will have 3 time-outs per half.

**21. In the event of a tie at the end of regulation the following format will be implemented...**

**- There will be a coin flip with the winning team given the choice to be on offense or defense first.**

**- The loser of the coin flip will determine which end of the field to use.**

**- Each team will be given the ball on the 10 yard line 1<sup>st</sup> and goal to go.**

**- Each team will be given one time out in overtime, no carrying over of time outs from regulation play.**

**- In the result of a tie at the completion of the overtime the game will result in a tie. During a playoff game the overtime format will continue until a winner is determined.**

**22. There will be no set offensive/defensive formations required or restricted by the league committee.**

**23. All penalties will be per OHSAA rules.**

**24. On defense in both divisions; anyone on the line of scrimmage between the tackles must be in the down position. Anyone in an upright position inside the "tackle box" must be at least three yards off the line of scrimmage.**

**25. No stemming or shifting of the Linebackers or defensive players in an upright position inside the tackle box once the offense addresses the ball. Any upright defensive player moving either laterally or vertically in the tackle box past this point will be penalized 5 yards for defensive off-sides.**

**26. All players must have a colored mouth piece **attached** to the facemask!**

**27. Any rule or regulation not covered herein will be subject to the OHSAA's football rules.**

***End of section...***

# WAYNE HOLMES COUNTY YOUTH FOOTBALL LEAGUE

## REVISED RULES FOR 2011

### “A” Team Official Rules

**1. No coaches will be permitted on the field during live play in the A varsity game. During the A division JV game ONE coach may be on field for offense, and one coach on the field for defense. The coaches must be at least 10 yards behind the deepest back on the field and may not “coach for advantage” once their team breaks the huddle. This will be flagged as an unsportsmanlike penalty by the official per OHSAA, and after 2 flags on same coach he will be removed from the field of play and must coach from the sidelines. That team will then lose their right to have a coach on the field.**

**2. The following weight limits will be required:**

**Offense:** backfield, wide receiver, tight end “A” team is 120 lbs (without gear).

**Defense:** players over 130lbs (without gear) must play between tackles in down position. There are no restrictions on defensive alignment except for the linebacker rule in the tackle box. LB’s in the tackle box must be at least 3 yards off of the LOS.

**3. Play clock shall be 35 seconds.**

**4. No kick-offs. The team starts on own 35 yard line at the start of each half and score.**

**5. All fumbles are live and can be advanced by both offense and defense. Interceptions can be returned as normal play. If a player runs into a coach and fumbles, the play is dead at that point and the ball cannot be advanced by either team.**

**6. Point after touchdown (PAT)**

a.) Rushing or passing: 2 points

b.) Kicking: 1 points, no fakes, no rush by defense, kicking team has 3 seconds after the snap to get the ball kicked. Kicker must use 3 yard or less approach and use kicking block. The kicking block must be paced at the 10 yard line In case of poor snap holder may not leave knee; or play will be considered dead.

**7. Field Goal: 3 points**

a.) If a field goal is not good, the opposite team takes possession at the point of the snap. No fakes by offense, no rush by defense, the kicking team must use 3 yard or less approach and use kicking block. In case of poor snap, holder may not leave knee; or play will be considered dead.

b.) There will be no rush on PAT kick or field goal attempts.

**8. Punts:** There will be no fake punts

a.) offense has the entire length of the play clock to determine if they are punting or going for it.

b.) If the play clock expires a 5 yard penalty will be assessed for delay of game and the offense will be forced to punt.

If a time out is called by the offense prior to the play clock expiring the offense will still have the choice of punting or going for it.

1.) If the offense decides to go for it they will have a normal play clock once the ball is spotted to get the play off but the game clock will not start until the ball is snapped.

2.) If the offense decides to punt the ball they will arrange in a normal punt formation and the referee will hand the ball to the punter. The opposing team will take over wherever the ball is touched by a player on the return team. If the punter punts the ball and the ball does not cross the line of scrimmage the ball is considered dead and the return team takes possession at the original line of scrimmage.

**9.** There will be no rush or return of a punted ball.

a.) Referee will get ball, check both teams for proper line-up and then hand the ball to the punter.

b.) No fake punts-punting team must have four players behind the line of scrimmage.

c.) Return team can't advance punt. Change of possession will be at spot of the receiving touching the ball. Return team can only have two players deeper than 5 yards off of the line of scrimmage to receive the punt. If return team has more than 2 players deeper than 5 yards when the ball is kicked an illegal procedure penalty will be assessed on the return team.

**10.** On turnovers team takes over at spot of possession.

*End of section...*

## 2011 "B" Team Official Rules

1. Two coaches on field for offense and two coaches on field for defense. All coaches need to be at least 10 yards behind the deepest back on the field. The coaches on the field are not permitted to *"coach for advantage"* once their team breaks the huddle. This will be flagged by the official as an unsportsmanlike penalty per OHSAA, and after 2 flags on same coach he will be ejected from the game.

2. The following weight limits will be required:

**Offense:** backfield, wide receiver, tight end "B" team is 100 lbs (without gear).

**Defense:** players over 110lbs (without gear) must play between tackles in a down position.

4. Point after touchdown (PAT)

- a.) rushing or passing: 1 point
- b.) Kicking 1 point, no fakes, no rush by defense, kicking team has 3 seconds after the snap to get the ball kicked. Kicker must use 3 yard or less approach and use kicking block. The kicking block must be placed at the 10 yard line. In case of poor snap holder may not leave knee; or ball will be considered dead.

5. Field Goal: 3 Points

- a.) A field goal that is not good, the opposite team takes possession from where the ball was snapped No fakes by offense, no rush by defense.

6. Offense has the entire length of the 40 second play clock to determine if they are punting or going for it.

- a.) If the play clock expires a 5 yard penalty will be assessed for delay of game and the offense will be forced to punt.
- b.) If a time out is called by the offense prior to the play clock expiring the offense will still have the choice of punting or going for it.
- c.) If the offense decides to go for it they will have a normal play clock once the ball is spotted to get the play off but the game clock will not start until the ball is snapped.
- d.) If the offense decides to punt the ball the referee will walk of a punt distance of 20 yards and spot the ball for the other team as a change of possession. No time shall expire from the game clock and the game clock will not start until the offense snaps the ball after the change of possession

7. On turnovers team takes over at spot of possession.

*End of Section...*