**BEAVER COUNTY YOUTH FOOTBALL LEAGUE 2019 BY-LAWS**

**ARTICLE (I) LEAGUE OPERATIONS**

**Section (A) League Name**

1. Beaver County Youth Football League

**Section (B) Board of Directors**

Section (B) Executive Board of Directors

1. The Executive Board of Directors shall consist of a President, Vice-President, and Secretary. Treasurer and two (2) Trustees.
2. The Executive Board of Directors will hold two, (2) year terms, alternating President and Treasurer in odd numbered years, and Vice-President and Secretary in even numbered years.
3. Nominations for the Executive Board of Directors will take place during the November and December monthly meetings. Any person nominated for the Executive Board of Directors, must have attended a minimum of six (6) meetings during the course of the year. A sign in sheet will be used at each meeting to record an individual’s attendance.
4. An Executive Board Director must attend a minimum of six (6) meetings to maintain their Executive Board Director position.
5. Voting for the Executive Board of Directors will take place during the December monthly meeting.
6. Two Trustees will be elected in the 2008 season, one for a two (2) year term and one (1) for a one year term. Subsequent elections of Trustees will be annually consistent with Board elections.
7. Executive Board Directors can be from same organization or town (2 maximum).
8. Executive Board Directors attend all Board meetings and have one vote on the Executive Board.
9. Executive Board Directors must be a member in good standing in their own organization.
10. An Executive Board Director may resign at any given time by giving notice to the Board of Representatives.
11. An Executive Board Director may be removed from office when it is determined by two-thirds of the individual members of the Board of Representatives present at any meeting at which a quorum is present that it would be in the best interest of the BCYFL to remove such individual.
12. Vacancy of the EBD President’s position will be filled by the EBD Vice President. Vacancy of any other EBD position will be filled by appointment of the President.

**BCYFL Board of Representatives**

1. There shall be a Board of Representatives comprised of two representatives from each of the participating organizations.
2. Said Representatives will be elected to the BCYFL Board of Representatives by each participating organization according to its own procedures prior to the January meeting.
3. The Board of Representatives will serve a term of one (1) year, January through December.
4. There is no restriction on re-election/re-appointment to consecutive terms.
5. One of the two Board of Representatives from each participating organization must attend the BCYFL monthly meeting.
6. An Executive Board Director can serve as his/her organization’s Board of Representatives rep at a monthly meeting but he/she cannot cast a vote as an EBD & BOR rep on the same issue.
7. Any member of the Board of Representatives may be removed from office when it is determined by a two-thirds of the individual members of the Board of Representatives present at any meeting at which a quorum is present that it would be in the best interest of the BCYFL to remove such individual.
8. Board of Representatives vacancies shall be filled by another member of said organization whose previous member created the vacancy. The vacancy shall be filled per the organizations policy.

Duties of the Executive Board of Directors Shall Include But Not Limited To:

1. Overall responsibility for the administration of the Board of Representatives decisions regarding activities deemed important to the BCYFL.
2. Ensure the BCYFL is functioning in accordance to these Bylaws.
3. Schedule all meetings of the BCYFL.
4. Preside over all BCYFL meetings
5. Act as a liaison between the BCYFL participating organizations and prospective organizations considering entry into the BCYFL.
6. Develop annual schedule of games including playoff bracket
7. Schedule officials for all sites
8. Ensure all football and cheerleading coaches have completed the required clearances and certifications.
9. Determine Championship Game Day location prior to the start of the season
10. Maintain custody of all funds: keep a full and accurate account of receipts and expenditures
11. Maintain books of accounts and records
12. Keep full and accurate account of all assets and liabilities

**Section (C) Checking Account**

1. Checking account will be registered under three (3) signatures, those being the President, Vice- President, and the Treasurer. Two of the three signatures are necessary for a valid check.

**Section (D) Meeting Dates and Times**

1. Meetings will be held the second Monday of each month. The August meeting will be broadcast to membership as to the date, and time, and location.\*
2. Meeting times will be as follows. 9:00 pm September and October, 8:00 pm November through July, August date and time and location to be announced.
3. Meeting times can changed with 7 days notice
4. Any team missing monthly meeting will be fined fifty ($25) dollars.\*\*
5. Any team missing August meeting will be fined one-hundred ($100) dollars.
6. All fines are to be paid by the following meeting or team will forfeit their vote.
7. Any team missing a special meeting will be fined one hundred ($100)
8. Any organization that misses a meeting will be notified by phone from one of the League Board of Directors.

**Section (E) Meeting Operations and Quorum**

1. Nine (9) organizations shall constitute a quorum at any meeting with one (1) vote per organization; a majority of those teams present shall govern except where otherwise expressly provided for. Robert's rules of order shall govern the proceedings except where they conflict with these by-laws.
2. The B.C.Y.F.L will hold a fifty-fifty raffle at each monthly meeting, using the following format two dollars ($2.00) per ticket.
3. The fifty-fifty raffle tickets will be sold at said meeting by appointment of the League President. The League will accept all donations from the winner.

**Section (F) Entry Restrictions/Membership**

**1. Entry Restrictions**

A. Any organization wishing to join the BCYFL must submit a letter of interest to the BCYFL President, meet with the Board of Directors and the entire BCYFL membership before a vote to accept said organization can occur. New organizations may be added to the BCYFL, upon receiving a 2/3 vote of the League membership.

B. New organizations applying for admission must represent a specific high school district and geographically border an existing BCYFL member organization.

C. New organizations applying for admission will be permitted to have any players who played for the organization in the previous season, but live outside of the organizations school district, to have “grandfathered” eligibility into the BCYFL.

D. Any organization requesting to be admitted to the BCYFL is required to play their home games at either their respective high school stadium or a dedicated youth or middle school football facility.

E. Upon Acceptance, the new team shall be placed on probation for one (1) year. At the conclusion of the organization’s first season, a vote by the League membership will determine said team’s acceptance as a full voting, permanent member of the BCYFL.

F. The BCYFL new member entry fee is three hundred dollars ($300). The $300 entry fee is due the day of the acceptance vote.

G. During the probationary period, year (1), the new team will have no formal vote concerning league business.

H. Any organization on probation can **NOT** host BCYFL playoff games.

**2. League Membership**

A. The BCYFL yearly dues are $200 payable in January for permanent and probationary organizations.

B. Yearly dues and outstanding fines must be paid to vote.

C. Any organization found guilty of misconduct detrimental to the league by a 2/3 vote of the League membership will be subject to probation and loss of voting privileges for a period of one year. The probationary period will end one year from the date of the vote if no other infractions have occurred during the probationary period.

D. Any organization on probation can **NOT** host BCYFL playoff games.

E. An organization’s membership in the BCYFL can be terminated for just cause by a 2/3 vote of the permanent organizations with voting privileges. The organization in question will not be permitted to vote.

F. All BCYFL member organizations must submit confirmation of insurance coverage to the BCYFL. Insurance must cover all participants (players, cheerleaders, coaches, team moms, sponsors, etc.) for the entire season up to and including the playoff period and Senior Bowl game. If football and cheerleading insurance coverage is separate both must be submitted.

G. Proof of Insurance must be presented to the League on Card Day.

H. Organizations that do not provide proof of insurance will not participate in BCYFL sanctioned games.

**Section (G) By-Law Proposals , Amendments, and Violations**

1. Bylaw amendments regarding registration issues (weights, ages/grades, etc.) must be submitted in November and December to be voted on in January; all other amendments must be submitted in January, February and March to be voted on in April. If the board of representatives or executive board feels another amendment is needed to address safety concerns, it can be presented at any time and voted on a month later.
2. New amendments will be read and discussed.
3. All new amendments will take effect the same year they are accepted.
4. Amendments may be made by 2/3 majority vote of organizations present and qualified to vote. In order for qualification to vote an organization must have all dues and fines paid in full.
5. A by-law violation severe enough to reflect on the league in a negative way may constitute the League Board of Directors to impose a fine against the said organization, and the League Board of Directors may impose disciplinary action against the said person(s), and or organization.

**Section (H) Situations not Covered Under Bv-Laws**

1. Should a situation arise that is not covered by these By-Laws, the Board of Directors and League Membership will review and settle by way of League Membership Majority Vote. In the case of an emergency meeting, each organization will receive 48 hours notice of meeting date and time. Only votes of the organizations present at the emergency meeting will be acknowledged. There is “NO ABSENTEE VOTING.”

**Section (I) By-Law Violations**

1. The first By-Law violation will be a twenty five (S25) dollar fine to the offending organization, unless these by-laws state another dollar amount according to the specific by-law violation.
2. Escalation of fines, twenty five dollar ($25) increments, will be imposed for the same offense over the course of the year.

**ARTICLE (2) LEAGUE RULES FOR PARTICIPATING TEAMS Section (A) Age Limits**

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| --- | --- |
| **GRADE – AGE CHART** | |
| **GRADE LEVEL** | AGE |
| KINDERGARDEN | 5-6 yr olds |
| 1ST GRADE | 6-7 yr olds |
| 2nd GRADE | 7-8 yr olds |
| 3rd GRADE | 8-9 yr olds |
| 4th GRADE | 9-10 yr olds |
| 5th GRADE | 10-11 yr olds |
| 6th GRADE | 11-12 yr olds |
| 7th GRADE | 12-13 yr olds |
| 8th GRADE | 13-14 yr olds |

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| --- | --- |
| 1. | MIDGETS (7th - 8th) (12, 13 yr olds) \*14\* yr old \*14 YR OLD CANNOT BE IN 9th Grade. \*14 YR OLD CANNOT TURN 15 DURING THE SEASON\* |
| 2. | MITEY MITES (5th-6th) (10, 11 yr olds) \*12\* yr old \*12 YR OLD CANNOT BE IN 7th Grade. \*12 YR OLD CANNOT TURN 13 DURING CALENDER YEAR\* |
| 3. | TERMITE (3rd-4th) (8-9 yr olds) \*10\* yr old \*10 YR OLD CANNOT BE IN 5th Grade. 10 YR OLD CANNOT TURN 11 DURING CALENDER YEAR\* |
| 4 | TWERPS (K-2nd) (5,6,7 yr olds) \*8\* yr olds \*8 YR OLD CANNOT BE IN 3rd Grade. \*8 YR OLD CANNOT TURN 9 DURING CALENDER YEAR\* |

1. The provisions of Article (2) Section (A) subsections one through five will not prohibit any player from moving up in class due to weight or ability level.
2. BCYFL will determine method to confirm player grade level.

**Section (B) Weight Limits**

1. There is **no maximum weight limit** for participation in the BCYFL, however, there shall be weight limitations pertaining to all “skill” positions handling the ball (QB, RB, WR, TE).
2. Weight limitations are as follows:

A. Mitey Mites (5th & 6th Grade) – 130 lb

B. Termites (3rd & 4th Grade) – 105 lbs.

C. Twerps (K - 2nd Grade) – 85 lbs

1. No player shall be permitted to play in any BCYFL sanctioned contest without first being weighed-in.
2. Any player whose weight is above the designated non-ball handling/skill weight for their respective level must display a BCYFL provided sticker on the front and back of the player’s helmet. The referee and opposing coach must be notified of this before the game. It must contrast in color. A “BCYFL stickered” player while on offense:

A. May not play any skill position

B. May not line up in the backfield

C. May line up in any position on the line of scrimmage from tackle to tackle within the tackle box. In an unbalanced line they can be on the end of the line but are not an eligible receiver.

D. May not advance a fumble or deflected forward pass.

1. A BCYFL “stickered” player while on defense must be on the defensive line in a 3 or 4 point stance. “Stickered” players must line up within the “tackle box”. The stickered player may line up on the end player to the short side of the line if the offense is in an unbalanced line formation. The player can not line up on “air”. On an unbalanced line a stickered player can line up on the end man of the strong side if the offensive player is an ineligible stickered player.
2. “Stickered” players are permitted to advance any fumble or interception.
3. One warning per team per game for a “stickered” player lining up in a skill/ball handling position or outside of the defensive line as described in Section (B) #5. If there is a turnover on the play the offensive team will retain possession and the down will be replayed from the original LOS if it is “stickered” defensive player infraction. If the infraction involves an offensive player, the resulting turnover will stand.
4. 2nd & 3rd offense will result in a (15) yard unsportsmanlike penalty. Fourth infraction will result in a (15) yard penalty and the ejection of the head coach and the head coach will be subject to all fines and penalties associated with an ejection. If there is a turnover on the play the offensive team will retain possession and the down will be replayed from the original LOS if it is “stickered” defensive player infraction. If the infraction involves an offensive player, the resulting turnover will stand.

**Section (C) League Identification Card Day**

1. The official League identification card day will take place the weekend before the first scheduled regular season game. The alternate weigh-in will be the following week on a night to be determined by the League.
2. The following identification will be the only form accepted by the League. All first year players must have his/her original birth certificate or baptismal cards.
3. Previous year players may use League identification cards.
4. Teams not properly prepared for official League identification card day, such as no pictures, no id cards, will be asked to return on the following make-up day by officials working identification card day they will also be assessed a one hundred ($100) dollar fine.

**Section (D) Team Moves**

1. An organization can move a carded player up one level (twerp to termite, termite to mitey-mite) to provide roster depth and that player(s) can continue to play throughout the season at his/her carded level.
2. Teams moving players up cannot exceed 20 players available for play in any game.
3. The organization must present the player(s) card during the weigh in for the level in which the player will compete. If the player did not make weight for his carded level he/she must be presented at the weigh in.

**Section (E) – Eligible Participants in the BCYFL at the Mitey-Mite, Termite & Twerp Levels only**

1. The BCYFL will be represented by organizations that reside within a specific high school district. Only those children that reside in Districts that are represented in the BCYFL are eligible to participate in the BCYFL. All participants **MUST** play for the organization whose high school district their residence is located. **Report Cards or school confirmation is required to establish residency.**

A. Any child that attends a private or parochial school and resides in one of the participating organization’s school districts is eligible to participate in the BCYFL. The child **MUST** play for the organization whose school district their residence is located.

B. Any child attending cyber-school **MUST** play for the organization whose school district their residence is located.

C. The BCYFL has two community based organization (Brighton Township, Oakdale). Community based organizations must have a primary school district affiliation that does not conflict with an existing BCYFL member. Additional school district(s) must be agreed to prior to the 2018 bylaw voting meeting.

2. Any player who moves to a different school district, whether the new school district is or is not a member of the BCYFL, after week one (1) of the regular season may complete the season with the team they were originally registered. The organization must notify the BCYFL President in writing of a player who moves prior to the next scheduled contest.

3. Organizations can grandfather out of district players that played for them in 2017. If a grandfathered player leaves the out of district organization he must play for the school district organization where his residence is located. A grandfathered player cannot return to an out of district organization after leaving that program for one season.

4. Hardship waivers regarding a player’s eligibility to participate with an organization where the player does not attend school will be heard on case by case basis. Any hardship request must be presented in writing to the President and said organization must present its case for player “hardship to the Board of Directors. The “hardship” request can only be granted by a majority vote of approval of the BCYFL Board of Directors.

A. Any player who is granted a “hardship waiver” may continue to play for the organization until such time as the “hardship” no longer exists.

B. Any player who is granted a “hardship waiver” who quits or leaves the organization will not be granted any subsequent “hardship waivers”.

C. Member organization hardship waivers will also be reviewed and voted on by the BCYFL Board. This is directly related to ensuring member teams have the roster depth necessary to compete at each level. The membership will set the depth level player number.

5. Ineligible Player- An ineligible player is considered a player who is:

A. Any player who is overage for the respective division they participate in.

B. Any player who plays under an assumed name.

C. Any player who plays for one team but actually lives in the organizational boundaries of another member organization and said player did not have proper release.

D. Any player who lives outside of any member organizations boundaries but plays for a member organization without proper permission.

6. Penalties for playing an ineligible player:

A. Any player discovered to be ineligible will be disqualified from participating in any BCYFL contests for the remainder of the season.

B. The team whom the player played for will forfeit any game that said player participated in.

C. The Head Coach of the team who used the ineligible player will be permanently suspended from any coaching and/or on field position in the BCYFL.

D. The organization will be ineligible to compete in the BCYFL playoffs at **ALL LEVELS**for the current season.

E. The organization will be placed on probation for the remainder of the current season and the subsequent two seasons.

F. If the organization was a first year probationary member of the BCYFL said organization may be removed immediately from the league by a 75% vote of the permanent organizations with voting privileges.

G. The organization will also be penalized ***$1,000*** in accordance with the provisions afforded the Executive Board by the Code of Conduct Policy.

7. Protest of a Contest Based on Player Eligibility

A. Protest on eligibility of players will be submitted by the challenging coach within 24 hours to the BCYFL President. The President will present the protest to the BCYFL Board at which time a recommendation will be made to the President by the Board and a decision concerning player eligibility will be made. If an ineligible player was used, it will be recorded that the team whose player(s) were ineligible lost any and all game(s) said player(s) participated in. Any other applicable penalties as outlined in ***Article 2, Section E #’s 1-7*** of these Bylaws will be enforced.

B. If the protest involves a player that plays for an organization but is believed to attend school in another district school district or if the grade/age of a player is being challenged the following protocols will be used to determine eligibility.

C. Upon notification from the BCYFL President the organization for which the player participates will have 48 hours to submit a signed and dated letter from the principal from the school where the player participates stating age, grade and confirming he/she is currently enrolled in the school .

D. If the information is not submitted to the BCYFL President within 48 hours the player will be considered ineligible and the organization will be subject to all fines and penalties as outlined in ***Article 2 Section E #’s 1-7*** of these Bylaws.

E. If the principal’s letter confirms the eligibility of the player, the challenging coach will be suspended from his team’s next scheduled contest and his organization will be fined **$500** in accordance with the provisions afforded the Executive Board by the Code of Conduct Policy.

**Section (F) Roster Deadlines**

1. At the official league identification card day, each organization must present to the League Board of Directors, team rosters with player's names, jersey numbers, cheerleaders names, and or dance teams names, and all coaches names. These rosters are to be typed on your team’s letterhead. Player’s names will be in numerical order according to their jersey number.

**ARTICLE (3) EQUIPMENT**

**Section (A) Shoes, Mouth Pieces, and Helmets**

1. Football cleats can be molded or screw in cleats with screws attached to the cleat and not the shoe. Exposed screw or metal spike cleats a NOT permitted.
2. Infraction of the shoe rule Article (3) Section (A) Sub-Section (1) will result in players’ removal from the game by official until shoes meet League standards.
3. Mouth pieces must be worn at all times when in the game.
4. All B.C.Y.F.L. players must use plastic chinstrap helmet buckles.

**Section (B) Nothing Hard: Casts**

1. Nothing hard, such as a cast may be worn. A rubber orthopedic cast may be worn, at the discretion of the game officials and provided that cast is protected by sufficient padding, which will not cause injury to anyone.

**Section (C) Game Ball**

1. The home team will be responsible for providing a new game ball for each weekly game.
2. Teams can use any brand of leather football or composite as long as it is the proper size and weight for that team level. Same size and weight of K2 for twerps, same size and weight of TDJ for Termites and Mitey-Mites.

**ARTICLE (4) PRACTICE AND GAMES Section (A) Practice**

1. The Fourth Monday in July is the first day in full equipment. The preceding Monday is the first day of conditioning. Helmets are the only protective equipment permitted during conditioning week.\*
2. Early conditioning passed previously and needs to be redefined.
3. Any team caught practicing before the official starting date will be fined two-hundred dollars ($200). Practicing to be defined as having adult supervision, or footballs, and or football equipment. In addition to the League monetary penalty for any organization conditioning or practicing before the designated League starting date, there will be an automatic loss of their first divisional league game for all teams of the offending organization.

Coaches can participate in football camps if the camp involves more than their own organization.

**Section (B) Games**

1. The first official regular season games will be played the third weekend in August.
2. Any number of exhibition games allowed (organizations discretion )
3. The games will be played as scheduled unless agreed upon by both head coaches. All games must be started at specific times as scheduled or as agreed upon by both head coaches.
4. Mitey-Mite and Termite games must be scheduled a minimum of one and a half hours (1-1/2) hours.
5. The home team will be responsible for having adults eighteen (18) years of age or older, to hold down markers and chains for all games with the exception of the Twerp games where adults are not required.
6. If a game runs over its time limit, the following scheduled teams will be given a minimum ten (10) minute warm-up period.
7. All B.C.Y.F.L. home teams will display the Flag of the United States of America and play the National Anthem of the United States of America prior to the start of all Twerp, Termite, Mitey-Mite and Midget regular season games. The host team will display the Flag and play the National Anthem for Playoff and championship games. Any team that does not display the Flag and play the National Anthem will be fined Fifty Dollars ($50) for each game the Flag is not displayed and/or National Anthem is not played. Fines must be paid prior to the end of the regular season. If the fines are not paid by the end of the regular season, that team will not be permitted to participate in any post season play and/or vote at subsequent B.C.Y.F.L. meetings until such time that fines are paid.
8. All coaches’ hats and all player helmets must be removed for the playing of The National Anthem. If not, it will be $100.00 fine per game.
9. Any player or coach who is ejected from a game will serve a one (1) game suspension the following week. If the game is the last game of the regular season the one (1) game will carry over to the next seasons’ first regular season game, same rule will follow if it occurs during any playoff week. If an assistant coach is ejected, the head coach is also ejected for the remainder of the game in progress. Ejection fine is $300.00/Ejection.
10. Any incident that may arise during a game which involves bystanders rushing the field, would be subject to a forfeit. Only carded members are allowed on the playing field at all times, so any bystander who enters the playing area and causes any disruption, will cause a forfeit for the team in which they represent. No matter what the score of the game is at that point, the violating team will forfeit the game and play will stop. It will be a BCYFL Board Members decision on whether to continue further games if it happens and other games are still to be played. There will also be a fine imposed by the BCYFL Board, based solely on the severity of the incident.

**Section (C) Cancellation of Games**

1. Cancellation of games must be made four (4) hours before game time. It will be the hosts’ teams’ responsibility to notify their opponent and the officials of the cancellation.
2. Cancelled games should be played as soon as possible and there should be a minimum of four (4) days between games.

**Section (D) Officials**

1. The home team will pay three (3) PIAA officials for Mitey-Mite, Termite, and two (2) PIAA for Twerp games that will be supplied by the league scheduler.
2. Game Officials must complete a criminal record and child abuse clearance per PA Volunteer requirements.
3. If game officials do not arrive the two head coaches will make the decision to play or postpone the game within fifteen (15) minutes after the scheduled game time.
4. During the entirety of the playoffs, the home and visiting team will split the official’s cost up to and including the Championship Game.
5. The Semi-Final & Championship Games must have 4 officials.

**Section (E) Facilities For Shelter**

1. Home teams shall be required to furnish the visiting teams equal facilities for shelter if said home team uses such facilities (I.E. Locker rooms, tents, sheds) this should be done for all games during the season.
2. Failure to uphold this requirement could possibly result in the offending organization's forfeiture of hosting games.

**Section (F) Quarter Lengths**

1. Mitey-Mite, Termites & Twerps will play ten (10) minute quarters with three (3) time-outs per half.
2. Half time will be a maximum of ten (10) minutes unless otherwise agreed upon by both head coaches

**Section (G) Food and Drink**

1. After the game, a treat will be a cold sandwich or bag of chips or hot dog, along with a soft drink, to be furnished by the home team for all participants on the roster of the visiting squads SEE ARTICLE (2) SECTION (G) SUB-SECTION 2.
2. The exemption is the League Championships, where the league will be responsible.
3. Any team not attempting to take their treat after the game will be fined twenty-five ($25) dollars and fine will be turned over to the host team.

**Section (H) Scoring**

1. Teams will be awarded two (2) points after a touchdown if the team that scored kicks the ball and it is good. One (1) point will be awarded if they run the ball and it is good.
2. In the Twerp and Termite Division two (2) points will be awarded only if; the two-point conversion is good, either by running or passing the ball successfully from the eight (8) yard line; or by successfully kicking the ball from the two(2) yard line.
3. All extra point attempts are live in all levels.

**Section (I) Coaches and Game Rules**

1. Termite coaches should be on the sidelines as in all other games. Only one (l) coach per team will be permitted on the playing field during the game, to keep in order the offensive and defensive huddle.
2. Twerp coaches should be on the sidelines as in all games. Only two (2) coaches per team will be permitted on the playing field during the game, to keep order in the offensive and defensive huddle.
3. No coach of the two twerp teams playing shall be the referee of said game, unless agreed upon by both head coaches.
4. Punts for Twerps and Termites will not be live plays until the ball is kicked.
5. The B.C.Y.F.L. is to follow the P.I.A.A rule that allows the quarterback to stop the clock by spiking the ball. All four (4) teams may use this rule.
6. Score reporting is due no later than 12pm on the Monday following games. Teams not reporting scores by the deadline will be fined. It is the home teams’ responsibility to report scores.

**Section (J) Game Rules**

**Section (J) Game Rules-Kicking Game**

1. At the Twerp level there will be no kickoffs. The ball will be placed at the 35 yard line to start the game and after halftime to start the third quarter. After an offensive or defensive team scoring play the opposing team will take possession of the ball at their own 35 yard line.\*
2. At the Termite level there will be a kickoff to start the game and after halftime to start the third quarter. After an offensive, defensive or special team scoring play the opposing team will take possession of the ball at their own 35 yard line.
3. When a team has made the decision to punt at the Twerp and Termite level, and the ball is given to the punter he will have five (5) seconds to punt the ball. If the ball is not punted in the allotted five (5) seconds possession will be awarded to the receiving team, at the previous line of scrimmage. The Twerp or Termite Head Coach can choose to advance the ball 25 yards from the line of scrimmage. The ball cannot be advanced inside the opponents 20 yard line. Once change of possession has taken place the clock will start at the snap.
4. The Mitey-Mite level will compete in all special teams per the regulations outlined by the NFHS rules and regulations. \*\*
5. A “stickered” player may receive a kick (punt or kickoff) but cannot advance the kick. The play will become dead at the spot of the catch.
6. If the kicker/punter is a “stickered” player said player shall only be permitted to kick the ball. The player may not participate in any fake kick; if snap is fumbled the “stickered” player may not advance the fumbled snap - may only fall on the ball. This also applies to the holder on a PAT and/or field goal attempt if said player is a “stickered” player. \*\*\*
7. A 15 yard unsportsmanlike penalty will be assessed for any deliberate fake involving a “stickered” player.

**Section (J) Game Rules-Coaching Guidelines**

1. All Twerp and Termite coaches that are permitted on the playing field, during the game must be positioned at least ten (10) yards behind their teams’ deepest player, when the offensive team snaps the ball, and/or when the ball is kicked. Failure to uphold this requirement will result in a ten (10) yard penalty after one (1) team warning.

**Section (J) Game Rules-Blitz Restrictions**

1. **Twerps**

A. NO BLITZING

B. One (1) warning for blitz infraction

C. 2nd & 3rd offense will result in 10 yard penalty

D. 4th infraction will result in a ten (10) yard penalty and ejection of the head coach and the head coach will be subject to all fines and penalties associated with an ejection

E. Defense can implement a 4-man, 5-man or 6-man defensive front. *The defensive line formation is dependent on the offensive line formation being used.*

F*.* Teams cannot have any defensive player line up over the center or the “A” gap on either side of the center.

G. QB sneaks are prohibited when the QB is under center for the snap.

H. Interior Defensive line must be in either a 3-point or 4-point stance.

I. A defensive player may be in a 2-point stance when lined up over the last offensive player on the line of scrimmage.

J. Regardless of alignment, defensive linemen may slant in any direction.

1. **Termites**

A. Any upright defender must stay behind the heels of the defensive lineman and may not blitz the A, B, or C gap(s) until the ball is snapped.

B. If the “C” gap is outside of the last down offensive lineman on the line of scrimmage there are no blitzing restrictions for upright defenders.

C. If the offensive team is in an unbalanced formation upright defenders are allowed to blitz in any gap outside the third offensive lineman (D gap).

D. One warning per team per game. If there is a turnover on the play the offensive team will retain possession and the down will be replayed from the original LOS.

E. 2nd & 3rd offense will result in a ten (10) yard penalty. Fourth infraction will result in a ten (10) yard penalty and the ejection of the head coach and the head coach will be subject to all fines and penalties associated with an ejection.

F. All interior defensive linemen must be in either a 3-point or 4-point stance and have no restrictions in regards to positioning along the line of scrimmage. A defensive player may be in a 2-point stance when lined up over the last offensive player on the line of scrimmage unless the player is stickered which requires a 3 or 4 point stance. There shall be no restrictions on line slants, stunts or twists.

G. Defensive Formation Examples (legal, illegal) attachments

**Section (K) Coaches Identification Card**

1. Upon proof of clearances to the B.C.Y.F.L. Board of Directors, he/she will be issued a League identification card (which must be displayed) this identification card will be good for a period of three (4) years.
2. All organization members in the B.C.Y.F.L. eighteen years of age and older, who will be on the practice field, game field, and sideline, must complete a criminal record and child abuse clearance for four (4) years. At which time all members must reapply for above clearances.
3. Any member under Eighteen (18) years old must receive and display an identification card, but he/she does not need to complete the criminal check and child abuse clearances.
4. The League Board of Directors will validate identification cards every four(4) years Any lost cards will be replaced at a cost often ($10) dollars each.
5. The B.C.Y.F.L. Board of Directors has the right to ask a member for his/her card to be returned to the Board of Directors upon a Board vote.

**ARTICLE (5) GAME WEIGH-INS AND IDENTIFICATION CARDS**

**Section (A) Game Weigh-ins**

1. Weigh-ins for games shall be conducted as specified below:  
a) Twerps One half (1/2) hour prior to scheduled game time.  
b) Termites Immediately after half(1/2) time of Twerp game.  
c) Mitey-Mites Immediately after half (1/2) time of Termite game

1. Any late player must be weighed fifteen, (15) minutes before game time. Once a player weighs in and is determined to be overweight he/she may not participate in said game.
2. Any boy/girl that is disqualified because he/she has not met maximum weight allowed for any game and is found to be playing or played in said game, the organization will be fined one-hundred ($100) dollars by the League, and shall also forfeit said game.
3. Each organization will be responsible for having the accuracy of their weights certified by the B.C.Y.F.L. Board of Directors prior to the beginning of each season. These weights will be certified during the June and July monthly meetings. Certification papers will be assigned to all organizations and will be affixed and displayed with the B.C.Y.F.L. impression.
4. Each home organization will be responsible for providing their league certified weights, certified papers, and home team scale at games. Failure to provide these items can result in possible forfeiture of said game.
5. Players will only be permitted to strip to undergarments for weigh-ins.
6. A copy of team roster will be made available during league weigh in to verify uniform numbers and team count.
7. All scales being used for weighing in must be a digital scale or a doctor’s office scale. No rotary scales.
8. Weigh-ins for exhibition games and scrimmages shall be conducted with the allowance that a player may exceed the team's maximum weight limit by no more than five (5) pounds.
9. Any player from a later game who wishes to attend a prior game’s weigh in time may do so with the agreement of both coaches of the later game. All normal weigh in protocols will apply. Should a player make weight at prior weigh-in, he or she will be considered “Eligible” to play for the later game and will not be weighed in again at the later game’s weigh in time. Should a player not make weight, he or she may attend further weigh-ins throughout the day. Once a player fails to make weight at his or her prescribed game weigh-in, he or she will then be “Not Eligible” to participate in said game.

**Section (B) League Identification Cards**

1. If a Mitey-Mite, Termite, or Twerp team forgets to bring their identification cards to a game, the said team will have until half-time to present cards to opposing team. If this is not done, forfeiture and a one-hundred ($100) dollar fine will be imposed by the league, unless by an act of god, they are unable to fulfill.

**Section (C) Set Weights**

1. The scales weight will be set to the teams being weighed as set by ARTICLE (2) SECTION (C).

**ARTICLE (6) PARAMEDICS AND AMBULANCE**

**Section (A)**

1. A paramedic with communication (radio) will be at all home games. This will be the responsibility of the home organization.
2. Any home organization that fails to have a paramedic at games will be fined fifty ($50) dollars for each game he/she is not present.

**ARTICLE (7) League Schedule**

1. All organizations must establish their regular season home field and times by the August meeting.
2. In the event the home organization cannot play on that field, the visiting organization may host the games.
3. In the event neither organizations field can be used, both organizations must agree on a time, date, and location to play the game.
4. An eight (8) game Regular Season schedule dictates that each organization will have at least four (4) home games and four (4) away games.
5. League expansion will necessitate updating this by-law.

**ARTICLE (8) LEAGUE DIVISIONS AND TEAM COLORS. Section (A)**

1. The league will consist of one (1) division when there are (9) or fewer member organizations, two (2) divisions when there are (10) to (14) member organizations, three (3) divisions when there are (15) member organizations and four (4) divisions when there are (16) or more member organizations.
2. Division names shall be decided by the body of the league prior to scheduling.
3. Division members shall be drawn at random and a two (2) year schedule shall be established.
4. Upon completion of the two (2) year schedule, divisions shall be reset once again by random draw and the two year schedule cycle will again commence.
5. Divisions and/or schedules may and will need to be adjusted for organizations that leave the league or for any new organizations that enter the league after the 1st year of the (2) year schedule.
6. Organizational colors are determined by each organization and submitted to the league prior to the start of each season. The jersey colors for Midget teams only will be dictated as dark jerseys for the home team and light colored jerseys for the away team.
7. No two (2) teams sharing the same field will be assigned home games on the same date.

**ARTICLE (9) LEAGUE PLAYOFFS Section (A) Playoff Eligibility**

1. If 16 or fewer member organizations are in the league, all teams at all levels (Twerp, Termite, Mitey Mite,) from every organization will be seeded into the playoffs. If there are more than 16 member organizations, the body of the league will determine how many teams shall make the playoffs.
2. Team seeds will govern site for all playoff games except the Championship Game Day. The seed process will be on a three-year rotation to include all three levels (Twerp, Termite, Mitey-Mite). All seeds will play at the site dictated by their seed.
3. First & second round host teams will establish dates (Sat or Sun), game times, and locations of their games. To host a first or second round game the host site must have a scoreboard and a freshly lined regulation field. If the host site provides a locker room for their team, locker rooms must be provided for all teams competing at the host site.
4. The Semi-Final game sites locations must play on different weekend days (1 semi-final grouping on Saturday, the other on Sunday). Playing on different days should eliminate players, cheerleaders, parents and coaches from missing a game in which their sons, daughters or siblings are competing. The highest seeded team at the level whose year is in the rotation chooses which day to host. The other site falls to the opposite day. Ex. #1 seed picks Saturday to host results in #2 seed hosting Sunday. Semi-Final game sites must have a scoreboard, a freshly lined regulation field and locker rooms.
5. If a higher seeded playoff host site is unable to host a team or organization at their playoff site, the host team’s opponent will be given the opportunity to host the playoff game. If the higher seed’s opponent cannot host the playoff game the opportunity will be given to the next highest seeded team slated to play at the original location site.
6. Championship Day site is chosen by the BCYFL. The Championship site must have artificial turf & locker rooms. The Championship site must provide concession service. The Championship Day site will be chosen before the start of the season.
7. Every team not involved in a championship game must work championship game day. Teams can volunteer for working the gate, chain crew, or 50/50. Teams that do not volunteer will be assigned a game day job. Teams not showing up for a game day job will be fined.
8. Article (9) League Playoffs Section (A) Playoff Eligibility #’s 3, 4 & 6 are based on the current 12 team alignment. If the number of teams participating changes the BCYFL membership will vote to adjust those accordingly per A(9) Section A #1.
9. A paramedic with communication (radio) is to be provided at all playoff games and the host site must pay for the service. No games will be played without an identifiable paramedic on site.
10. During the entirety of the playoffs, the home and visiting teams will split the official’s cost up to and including the Championship Game.
11. Playoff site gate fees will be voted on by the BCYFL membership.

**Section (B) Playoff Seeding**

1. All regular season games shall count towards playoff seeding. In the event that the league has an odd number of organizations, regular season byes may be established. Teams that have byes, all games will count toward playoff seeding. Teams without byes, the 1st non-divisional game will not count toward playoff seeding.
2. The highest seeded Midget teams secure home playoff games. Home games will continue to be awarded to the highest remaining seeds.
3. Brackets shall be established prior to the 1st round of the playoffs based on the number of teams. Teams will not move from their side of the bracket as the playoffs progress regardless of what seeds are remaining.
4. Seeds will be aligned according to the best overall record. Division winners are not guaranteed top seeding.
5. If two (2) or more teams are tied, head to head will be the only tie breaker.
6. If a tie still exists, use Article (9), Section (C) Tie Breaking System.

**Section (C) Tie Breaking System**

1. The league shall utilize the Modified Gardner Point System as a tie breaking procedure. All regular season games counting toward playoff seeding will figure into this procedure.

(A) 100 points for a win  
(B) 50 points for a tie  
(C) 10 points for each win by a team it defeated  
(D) 5 points for each tie by a team it defeated  
(E) 5 points for each win by a team it tied  
(F) 2 1⁄2 points for each tie by a team it tied  
(G) If a tie persists, head to head competition will determine playoff seeding

**(H) Fewest points allowed through 2nd quarter will break tie**

**ARTICLE (10) LEAGUE TROPHIES Section (A)**

1. One (1) trophy will be given to the winning team and runner -up. A one-hundred ($100) dollar maximum will apply to each division. One (1) winning team trophy and one (1) runner-up trophy.
2. Players from each team will receive medallions in the championship game. Gold for champions and silver for runner-ups.