

Buckeye Youth Football Conference 2024



ORGANIZATION STRUCTURE

O-1. The official name of the league will be Buckeye Youth Football Conference (BYFC)

O-2. No longer applicable. 2024

O-3. To be a member community of the BYFC it must field at least one team in each B & C Divisions

O-4. Communities that do not field a team in both the B&C Divisions will be classified as Class B members of the BYFC

O-5. The below "Division" structure will be used by BYFC

O-6. Tackle D; grade 2nd (Not eligible if turning 9 prior to Aug 1st)

O-7. Tackle C; grades 3rd & 4th (Not eligible if turning 11 prior to Aug 1st)

O-8. Tackle B; grades 5th & 6th (Not eligible if turning 13 prior to Aug 1st)

O-9. All participating communities must sign a participation agreement each year and agree to the following: • They are responsible for their own insurance and agree to hold the BYFC harmless from any claims or losses from league activities • Will pay league fees (per team) to cover referees and other league expenses as determined by the League Board

O-10. In January all participating communities must designate 3 representatives to be active on the League Board.

O-11. Each member must designate 1 of the (3) board representative to participate on the Executive Committee for the BYFC.

O-12. The Executive Committee is charged with facilitating the operations of the league and may hold organizational meetings at their convenience.

O-13. The Executive Committee shall select its own President, Vice President and Secretary in February to reside over the board meetings and the Executive Committee.

O-14. The Executive Committee shall form sub committees at their convenience for the purpose of organizing league activities.

O-15. Emergency meeting can be called by the President with a 3-day notice. (Rev. 2-21-10)

O-16. Official board meetings should be held monthly, if necessary, starting in March, ending in November. (REV 4/20/2021)

O-17. Only 3 representatives from each community are permitted to be at league meetings unless other visitors are approved by the Executive Committee beforehand

O-18. The governing documents for the BYFC will be the "Organizational Structure", "General Rules" and "Game Rules"

O-19. All "Organizational Structure" and "General Rules" changes will be voted on by the members on the League Board present at any given official meeting

O-20. A change in the "Organizational Structure" items needs at least 90% of the League Board present at any official meeting voting in favor of the change

O-21. A change in the "General Rules" needs at least 80% of the League Board present at any official meeting voting in favor of the change.

O-22. Members can vote on "Game Rules" changes in the division they are participating in.

O-23. A change in the "Game Rules" needs to have at least 70% of the authorized voters (see above) present at any official meeting voting in favor of the change.

O-24. To accept a new community into the BYFC at least 70% of the members of the League Board present at any official meeting must vote for the addition.

O-25. Communities who fail to abide by the Organizational Structure, General or Game Rules may be removed from participation in the BYFC (see below)

O-26. To remove a community from the BYFC at least 80% of the members of the League Board present at any official meeting must vote in favor of the removal.

O-27. Participation in BYFC is limited to children with primary residency within or is attending the same OHSA school district. (PUBLIC SCHOOL) (REV 4/20/2021) A 5% variance is added in 2024 to allow for approved exceptions.

O-32. No longer applicable.

O-33. Every team must field a squad for a JV and Varsity game each week (exceptions may be granted by a majority vote of the League Board) If no JV team there will be a 20 minute continuous clock 5th quarter to be played. This will not count towards the official score of the varsity game and will be in addition to supplement the loss of a "JV" game (2024).

O-34. There will be no restrictions for participation in the BYFC as far as individual players body weight is concerned.

O-35. Players may ONLY participate in BYFC during the League Season (July 1 through the end of their team's season, including playoffs). Any player determined to be competing in another tackle football league, practice or game(s) will lose BYFC eligibility for the remainder of that year. All BYFC games player participated in will be forfeited and BYFC team associated with player will be removed from playoffs for that season. (REV 7/14/2022)

GENERAL RULES

G-1. Each community must maintain a 100 x 53.3 yard field with goal post and scoreboard for hosting league games

G-2. League to dictate official start date of conditioning/practices each season.

G-3. Must have 3 days of conditioning (helmets only) and 1 day with pads (no contact) prior to full contact

G-4. No team can have more than 47 players on a roster.

G-5. Only one team at each division per league rules. Exceptions for D Division

G-6. Practicing with pads will be limited to 3 days per week after school starts.

G-7. Official league rosters completed in their entirety must be submitted to the League Secretary or Vice President within TWO days after the official league scrimmage. No team can add a player to their roster AFTER the official scrimmage has taken place. (REV 3/9/2023)

G-8. All weigh-ins to be held with participating Community Director or his/her representative from a different community present to sign off on official rosters with weights recorded individually. (REV 4/20/2021)

G-9. All stripe players helmets should have a stripe starting on the front of the helmet to the back of the helmet. The stripe must be easily visible and identifiable. (REV 7/14/2022)

G-10. C Division weight limit to play a position that can advance the ball is 105 lbs. Tight ends can be "striped" but are ineligible. (REV 4/20/2021)

G-11. B Division weight limit to play a position that can advance the ball is 125 lbs. Tight ends can be "striped" but are ineligible. (REV 4/20/2021)

G-12. Once a player has been given a "stripe" designation, they are required to play as a stripe the remainder of that season.

G-13. No Stripe player is allowed in the offensive backfield. This includes punt formation as well as punter. (REV 7/14/2022)

G-14. Weigh-ins of specific players may be requested by either team before any game (no weight challenges are allowed on the first week of games)

G-15. If a player is going to miss the official BYFC scrimmage and weigh-in, then that community has the option to arrange with the designated scrimmage opponent, or another BYFC organization, to weigh-in that player prior to the official scheduled BYFC scrimmage. If the player does not weigh-in prior to the scrimmage or on the day of the scrimmage, then they must be weighed in at the first game but must play that game as a stripe. (REV 7/14/2022)

G-16. Any player that does not play at least 1/2 of the varsity game must play at least 1/2 of the JV game.

G-17. If playing in both JV and Varsity games, players may not play the same position in both and Head Coaches of each team should address in advance of the JV Game. (REV 4/20/2021)

G-18. Two-way starters in the Varsity game cannot play in JV games (unless the opposing coach approves it before the game)

G-19. A community's failure to abide by the residency/school rules may subject them to forfeiture of playoff/championship contention and league expulsion.

G-20. Playoff seeding and tie breakers: (REV 3/9/2023) 1. Overall record 2. Head-to-head

G-21. Weight Challenges: A coach wanting to challenge a player's weight must notify the opposing team of the challenge at least 20 minutes prior to the start of the scheduled game. The player must be made available for the weigh-in prior to participating in the game no matter what time the player shows up for the game. If the player shows up after the game starts he must wait until halftime to be weighed in. He is not eligible to play the first half. Each community must have a certified scale available at all field locations. If the player fails to make weight, he will become a stripe player for that game and for the remainder of the season. It is the responsibility of the player's coach to notify the BYFC Vice President that the player is now a stripe. The opposing coach does not have the authority to waive the stripe designation of the player failing to pass the challenge. (6/29/2009)

G-22. Time between Varsity and JV games will be 5 minutes. Halftime will be 10 minutes for all levels.

G-23. Molded and screw in cleats are allowed. No metal or metal tipped cleats. Cleats must not exceed 1/2" in length. (Rev. 2-21-10)

G-24. Mouthpieces are mandatory for participation in league games but do not have to affix to facemask. (REV 4/20/2021)

G-25. Any game day complaint, grievance, player/coach ejection or referee problem must be reported to the Tackle Director and Referee Committee Chairperson by 10:00 PM on the Sunday following the game in question. (NEW 2/19/12)

G-26. The home team field administrator will have the final say on when a field becomes unplayable due to weather conditions. The makeup day for that game will be the next day, Sunday, at a location and time TBD by the two directors of the programs involved. The Referee Committee Chairperson will need to be alerted ASAP in order to arrange for officials for the makeup game. (NEW 2/19/12)

G-27. Scouting and trading of game film to other communities is prohibited. (NEW 2/13/17)

G-28. A striped player is allowed to line up as a place kicker to kick extra points or field goals. When the striped player is lined up as the kicker, there are no fakes. If it is bad snap and a kick is not possible, then it is a dead ball. (NEW 2/13/17)

G-29. Teams are allowed one additional scrimmage in-season if desired. Opponent may be within BYFC or outside of league. Scrimmages can ONLY be played during that team's bye week if applicable. Pre-season 7 on 7's are permitted as well. (REV 7/14/2022) COACHES • All head coaches in the BYFC will be required to attend league clinics and sign a coaches conduct agreement before the season starts. • Each community shall immediately report the name of a coach who is removed from a game by a referee. • A coach that is removed from a game by a referee must sit out the following game also. • Any coach who is removed from two games in one season will lose his ability to coach in the BYFC forever unless special approval is granted by the League Board.

B DIVISION GAME RULES

B-1. OHSAA rules apply unless noted

B-2. Playing 8-minute quarters for Varsity and 8-minute quarters for JV games. (REV 2/25/13)

B-3. Overtime format - Coin toss to determine possession. Ball set on 10-yard line, 1st and goal. Each team gets one possession each series. Alternate possessions until a winner is determined. (rev. 5/26/09)

B-4. No Overtime in JV game

B-5. No kick offs. Ball starts on offense own 35-yard line. (REV 4/20/2021)

B-6. After a safety the ball is spotted on the 50-yard line.

B-7. After a touchback, the ball is spotted on the 35-yard line. (REV 4/20/2021)

B-8. Extra points are counted: 2 points for successful kicks (ball spotted on three-yard line) or 2 points for successful attempts from the five-yard line. 1 point for successful attempts from the three-yard line. (REV 3/9/2023)

B-9. Kicking extra points is a live play.

B-10. Punts are a live play in the varsity game and an administrative punt in the JV game. (2024)

B-11. Punts: Are now a live play and fakes are allowed. The game clock will not be affected as this is a live play except at the JV level which will be a dead ball administrative play with NO clock run off (2024).

B-12. Any defensive alignment is allowed in B Division (Maximum of 6 linemen) Inside the 10 yard line, a 7 man front is permitted. (2024)

B-13. Linebackers and all secondary must stay 3 yards off the ball until the snap occurs and at least 1 safety 7 yards off the ball. No Stemming allowed. The defense allowed to shift to motion. Violations will result in a 15 yard unsportsman like penalty. After 3rd penalty head coach will be ejected.

B-14. Defensive players on the line (between Tackles) must be in the down position.

B-15. As long as a team has a lead of 24 points or more, all players in the starting backfield are prohibited from playing a position that is eligible to carry/catch the ball. The starting backfield can be left in the game for the conversion try following the touchdown that puts the team up by 24 points or more.

B-16. Tight Ends are optional for stripes. TE with stripe is ineligible and is not permitted down field (same as for a lineman) on pass plays.

B-17. TIME OUTS – Varsity - Each team will get 3 timeouts per half and one for each overtime.

B-18. TIME OUTS – JV - Each team will get 2 timeouts per half. (rev 1/15/12)

B-19. One coach is allowed on the field/huddle during the JV games.

B-20. Official Ball to be: TDJ Leather ball for B div. (rev 2/13/17)

B-21. Striped players cannot advance the ball. If a striped player intercepts a pass/lateral or recovers a fumble they are ruled automatically down.

B-22. Play clock is 25 seconds from the time the ball is officially spotted. (REV 4/20/2021)

C DIVISION GAME RULES

C-1. OHSAA rules apply unless noted.

C-2. Playing 7-minute quarters for Varsity and 7-minute quarters for JV games. (REV 2/25/13)

C-3. Overtime format- Coin toss to determine possession. Ball set on the 10-yard line 1st down and goal. Each team gets one possession each series. Alternate possessions until a winner is determined. (rev. 5/26/09)

C-4. No Overtime in JV game.

C-5. No kick offs. Ball starts on 35-yard line.

C-6. After a safety the ball is spotted on the 50-yard line.

C-7. After a touchback, the ball is spotted on the 35-yard line. (REV 4/20/2021)

C-8. Extra points are counted: 2 points for successful kicks (ball spotted on three-yard line) or 2 points for successful attempts from the five-yard line. 1 point for successful attempts from the three-yard line. (REV 3/9/2023)

C-9. Kicking extra points is a live play.

C-10. Punts: Coach must designate his intent to punt or not after 3rd down. If a punt is designated, the clock is stopped and the ball is advanced 20 yards. Offense has the full complement of the play clock prior to making decision to “punt” or attempt offensive play. If the offense on fourth down has possession on or inside the opponents 35-yard line, the offense must go for it. No “punting” allowed in this situation. (REV 3/9/2023)

C-11. Defense must run a BALANCED; 4 5 OR 6-man front unless the offense is unbalanced or motions/shifts to unbalanced formation. The defense must get set and stay in the same position unless the offense motions/shifts or shows an unbalanced line. (REV 2024)

C-12. Linebackers and all secondary must stay 3 yards off the ball until the snap occurs and at least 1 safety 7 yards off the ball. No Stemming allowed. Defense can shift to motion. Violations will result in a 15 yard un-sportsman like penalty. After 3rd penalty head coach will be ejected.

C-13. Defensive players on the line (between Tackles) must be in the down position.

C-14. As long as a team has a lead of 24 points or more, all players in the starting backfield are prohibited from playing a position that is eligible to carry/catch the ball. The starting backfield can be left in the game for the conversion try following the touchdown that puts the team up by 24 points or more.

C-15. Tight Ends are optional for stripes. TE with stripe is ineligible and is not permitted down field (same as for a linemen) on pass plays.

C-16. TIME OUTS – Varsity - Each team will get 3 timeouts per half and one for each overtime.

C-17. TIME OUTS – JV - Each team will get 2 timeouts per half. (rev 1/15/12)

C-18. TWO coaches are allowed on the field/huddle during the JV games. (REV 4/20/2021)

C-19. Official Ball is K2 Leather ball for C div. (rev 2/13/17)

C-20. Striped players cannot advance the ball. If a striped player intercepts a pass/lateral or recovers a fumble they are ruled automatically down.

C-21. Play clock is 25 seconds from the time the ball is officially spotted. (REV 4/20/2021) REV 3/9/2023 Page 5 of 5

D DIVISION GAME RULES

SEE ADDENDUM TO RULES, USA FOOTBALL ROOKIE TACKLE 7-PLAYER RULES ADOPTED 2020. Exceptions to official rules below:

- a. Composite Balls are acceptable at D Division Only
- b. 20-minute running clock half. Clock stops after scores only, remains stopped through the duration of the extra point try and winds on the snap of the ball on the next offensive possession. Clock does NOT stop on possession changes. (REV 7/14/2022)
- c. Each team will receive two timeouts per half

Points of Emphasis for Officials:

B Division

- 8 minute quarters
- Defensive alignment must be enforced
- corners/LBs 3 yards off ball safety at 7 yards. No stemming
- Punts are live play at varsity. Administrative actual punt (Untimed down) in JV Game
- No walking off

C Division

- 7 minute quarters
- Defensive alignment must be enforced
- corners/LBs 3 yards off ball safety at 7 yards. No stemming
- If a team violates
 - 15 yard un-sportsman like penalty. After 3 rd offense head coach is ejected.
- If no JV game a 20 minute continuous clock 5 th quarter for each B and C division teams

- NO Running clock in any actual game unless 30 point differential per OHSAA rules
- Any rule not defined in league rules reverts to OHSAA rules