

BDYF JV DIVISION PLAYNG RULES

JV DIVISION RULES

- A valid Birth Certificate must be on file with the league upon registration in order for the player to be rostered and eligible for play. Each Head Coach is responsible to keep a book with a copy of the player's birth certificate and physical forms available on game day. Playing age will be determined by the player's age as of July 31 of that year. (i.e. a player that turns 10 on August 1 or later will be considered a 9 yr old for the entire season.) No players will be rostered or eligible to play unless they are registered and placed by the BDYF Board. Coaches are not allowed to self roster players.
- JV playing age will be 9 and 10 years of age on or before July 31st. Grade level will not be a factor in eligibility, only age and weight. Eight (8) year old players may "play up" on JV for various reasons such as weight and reward, but the coach must have approval from the player's parents. A player playing up may only record Two (2) quarters of play in the upper division game or Six (6) total quarters for the week's games. Participation in one (1) or every play in a quarter is considered a quarter of eligibility used. Coaches are responsible for keeping record of Quarters. Any player found playing more than the allowed six (6) quarters of game play will be deemed ineligible and both games they participated in will be forfeited. Any player playing football in another league is ineligible to participate in BDYF.
- Weight Restrictions. 9 and 10 year olds may weight up to 135 lb (this weight is considered with out equipment, just total body weight (TBW)). 110lbs will be set as the running ball weight. Any player weighing in over 110lb will not be allowed to advance a ball on either offense or defense. They will have their helmets marked with the leagues designated sticker to identify them to the referees and opposing coaches. These players will be relegated to play on the line on offence and not permitted to line up in a skilled players position i.e. backfield, receiver or end. They may however play any position on defense.
- All players will weigh in prior to their game. Weigh-ins will be done in the presence of a representative of each team. Each team will be responsible for presenting a copy of their current league roster to the opposing team. A player can only be certified once for each game. They can not be weighed in again after the game has started to change their eligibility (this includes running ball weight). If a player misses the weigh in, they must weigh in prior to participating in the game. The league will supply a certified scale for weigh-ins. There will be a 1lb tolerance on the scale (i.e. if a player weighs in at 111lb they will be deemed to make the 110lb limit) If the player exceeds the restriction they will be deemed ineligible for that weeks game. The ineligible player may stand on the sidelines but must remove their helmet and shoulder pads for the game. Any coach caught playing ineligible players will forfeit that game and face suspension for the next game.

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- Players may participate in early weigh-in certifications if they are close to the restricted weight. Early weigh-ins will take place at 10am (or near it) on game day. There must be a board member present to certify the player's weight. This weight will be good for the player's scheduled game time that day. Player's that do not make weight at early weigh-ins will not be able to re weigh at game time. A player has the ability to step on the scale twice (i.e if a player was to weigh in completely dressed and not make the restrictions they are allowed to undress to shorts and re weigh in. We will consider the 1 lb variance for the shorts. This does not mean they step on the scale once at early weigh-ins and leave to shed weight and step on at the game time for the second time. All players utilizing early weigh ins must report to the scale with their team prior to their game to verify they weighed in. They will not be required to step back on the scale.

CLOCK

1. JV Games will have four (4) eight (8) minute stop time quarters. This will be controlled by the officials on the field. There will be a one (1) minute break between quarters and a Ten (10) Minute Half Time. The referees will give the teams a two (2) minute warm up warning between halves.
2. The clock will stop during the game for the following reasons
 - Team Timeout (three (3) per half per team.
 - First Down
 - Penalty
 - Injury
 - Referee Decision
 - Out of Bounds
 - Incomplete Pass
 - Resetting the ball
 - Move Chain Gang
 - Measurement

GAMES

1. All games will start on time as scheduled. Please have your teams ready. Teams will be responsible for weight-ins no earlier than thirty (30) minutes prior to the scheduled start time of their game. If a game ahead runs over for any reason your game will start immediately following the end of that game.
2. Each team is responsible for providing their own game ball for offense. Game balls for the JV division will be as follows
 - Wilson TDJ
 - Nike 1000 Junior

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- MacGregor MXJ
 - Any junior size ball comparable to the brands mentioned above.
3. Team Captains will meet the Head Referee on the field before the game to discuss rules, game conditions and to do the coin toss. Home team will call the coin toss. Winner of the coin toss will have the following options
 - Offense (defense to start the second half)
 - Defense (offence to start the second half)
 - Defer the choice to the second half
 - Coin toss loser will choose which end zone to defend
 4. All games will be played as scheduled by the General Manager. Games will be played on a regulation size football field and follow the OHSAA rules except when a JV rule is stated that modifies the OHSAA rule.
 5. One (1) coach and one (1) player will be permitted down to the 10 yard line. All other players and coaches must stay inside the team box area between the 30 yard lines. It is the responsibility of the Head Coach to inform all assistants of all rules and expectations.

One (1) Coach is allowed to enter the field, but must not pass the hash marks, between plays in order to meet with a player to messenger plays into the huddle. The coach must be off the field before the next play starts. Coaches are not permitted in the huddle unless a time out is called.

Only coaches, players and cheerleaders are allowed along the sidelines during the games. The Visiting team is responsible for getting volunteers for the chain gang. People running the chains are to make sure they listen and respond the referees only. All Parents/Fans must remain behind the roped off areas or at least 8 yards from the side line if the ropes are not present. No parents/fans will be permitted on the edge of the field and if there is a problem with keeping them back the referee will issue a sideline warning for the first offense. On the second offense the team sideline will receive a 15 yard unsportsmanlike penalty and the parent/fan will be subject of removal from the field at the referee's discretion.

Coaches are responsible for cleaning the team box area up after the completion of the games.

6. The league will provide a head referee and two (2) other referees for every JV game.
7. A 15 yard unsportsmanlike penalty will be enforced for any coach coming onto the field to dispute a situation or for the use of foul language. The

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referee's will have the authority to eject any coach, player, parent or fan who can not maintain control during the game.

8. Players who receive an unsportsmanlike penalty must be removed from the game for a minimum of three (3) consecutive plays. A second such penalty will result in an ejection from the game and the player will be suspended from the next game as well. A second game ejection will result in the player's expulsion for the remainder of the season. If a coach is ejected from a game, they will be suspended from the next week of practice and the next scheduled game. All unsportsmanlike penalties will be reported to the BDYF General Manager by the referee of the game in which the penalty occurred.
9. A player must play a minimum of ten (10) plays per game. Each Player must be given the opportunity to start on either offense or defense. Punts do not count as a play in this total.
10. Player's mouth pieces will be solid color and must be attached to the face mask and inserted in the player's mouth during play. Teams will be penalized five (5) yards for players who do not have their mouth pieces properly in their mouths during play.

OFFENSE

1. Points will be scored as follows
 - Touchdown = 6 points
 - Safety = 2 points
 - PAT from 3 yard line Run/Pass = 1
 - PAT from 5 yard line Run/Pass = 2
 - PAT kick from the 3 yard line = 2 (only 1 point awarded for muffed kick attempt that is run or passed in)
2. If a team takes an eighteen (18) point lead during a game they will be required to change their entire primary backfield (quarter back and running backs) until such time that the point differential is less then eighteen (18) points then the primary backfield will be allowed to re-enter the game. The primary backfield will be considered all of the players that start and/or play in the first 3 possessions of the game (there may be more than 3). A primary running back may be used as a secondary quarterback but will not be permitted to advance the ball via run or forward pass.
3. There will be no kick-offs at any point of the game. The ball will be placed on the offences 35 yard line at the start of the game, 2nd half and after a touchdown.
4. When a defense scores a safety they will be awarded the points associated with the score and awarded the ball at the 50 yard line.

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5. Offense will have a thirty (30) second play clock to run a play.
6. Offense is allowed to run any formation as long as it is a legal football formation by OHSAA rule standards. There are no restrictions to offensive play calls as long as they are legal by OHSAA rule standards. The legality of any play deemed “deceptive” will be at the discretion of the referee and it is the responsibility of the head coach to discuss and or tell the referee about the play.
7. All fumbles and interceptions are considered live balls and can be advanced. (Exception: If the ball is recovered or intercepted by a player deemed ineligible to advance the ball (over 110lbs), the ball will be declared dead at the point of recovery.
8. A player is considered down when they have possession of the ball and their knee/elbow touches the ground whether by contact or not.
9. JV football will have an un-timed, dead ball punt. A team will have to declare their intention to kick. Only players deemed eligible to advance a ball (110lbs or under) will be permitted to receive a kick. All offensive and Defensive linemen will take a knee. The punter will have an opportunity to reset them selves upon a muffed snap and then continue to kick the ball away. The ball will be down at the point where the receiving player catches or downs the ball.

DEFENSE

1. Defensive formations that are legal by OHSAA rules will be allowed to be run as long as it conforms to the following exceptions (see inserted diagram for reference)
 - JV defensive lines are restricted to a four (4) or five (5) man line of scrimmage and must start each play lining heads up to the offensive lineman in front of them. (i.e. if you run a 5 man line you are able to line up a man on the center and one on the guards or tackles just as long as they are head up) Defensive ends are included in the count of linemen but will be permitted to line up heads up or on the outside shoulder of the last linemen on the interior line (if the end is split out the defensive tackle must move down one man. You can not line up two d-linemen up over one o-lineman).
 - A restricted zone will be established as a box starting on the outside shoulder of the offensive tackle and extend into the defense three(3) yards.
 - Anyone lined up in the restricted zone must be on the line of scrimmage and in a three (3) or four (4) point stance.
 - Linebackers must start the play outside of the restricted zones 3 yard limit. **Until the snap of the ball if anyone is caught standing in or if**

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a linebacker is moving forward through the zone it will be considered a live ball infraction. The offense will have the opportunity to take the result of the play of be rewarded a five yard penalty and automatic first down.

- There is a 3yard by 3yard zone starting and the end of the offensive line and extending out three (3) yards by three (3) yards deep into the defense. A corner back or line backer must not line up inside this box. A corner back is allowed to line up on the line of scrimmage as long as he is past the three (3) yard extension from the end of the offensive line (whether it is a tackle or a tight end depending on the offensive formation) and they will not be considered in the linemen count.
- Defensive stunting is allowed.
- You must have at least one safety staring at least 7 yards from the line of scrimmage.
- Defensive line restrictions are lifted inside the 10 yard line, with the exception that the defensive linemen must still line up heads up on offensive linemen.
- **Any player leading with their head and tackling with helmet to helmet or helmet to back contact will be penalized with an unsportsmanlike conduct penalty (please see previous rule for handling the player). This will result in a 15 yard penalty added to the end of the play and an automatic first down awarded. Incidental helmet to helmet contact will be flagged at the discretion of the referee. A lesser 5 yard penalty may be awarded for helmet to helmet contact deemed unintentional but worthy of a flag.**

OVERTIME, SCORES AND STANDINGS

1. If a game is tied at the end of regulation play, overtime will follow. The ball will be placed at the 10 yard line and OHSAA rules will apply. In the first series if a touchdown is scored the team will have an option to attempt a 1 or 2 point PAT. In the second series if a touchdown is scored the team must go for a 2 point PAT (Kick from the 2 yard line or Run/Pass from the 5 yard line). If the game is tied after two (2) overtime periods the game will end and be considered a tie. (Exception will be in a playoff or championship game. These games will continue until a winner can be determined)
2. All score must be reported to the President or General Manager for record keeping. Standings will be made available on the BDYF Website.
3. A Playoff will be held at the end of the season with a JV Division Champion and Runner-up Trophy being awarded.

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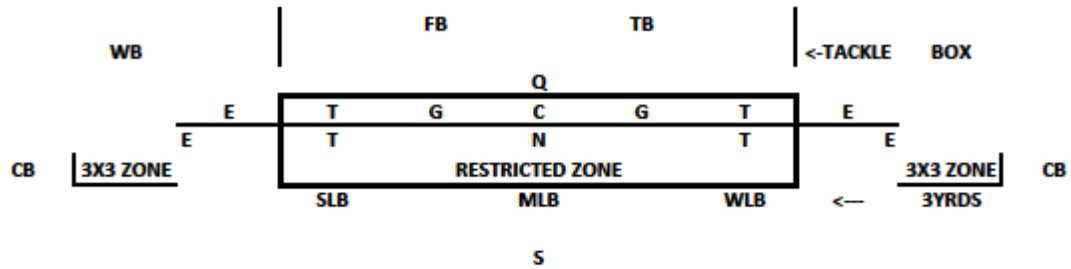
4. For playoff ranking purposes each team will receive 2 points for a win, 1 point for a tie and 0 points for a loss. If teams are tied for seeding we will go to playoff seeding tie breakers to complete playoff seeding. First will be Head to Head. Second will be total points allowed. Third will be total points scored. If teams are still tied a coin flip will determine seeding.



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JV LEVEL ALIGNMENT DIAGRAM

5 MAN LINE



4 MAN LINE

