

QUAD COUNTY

JUNIOR FOOTBALL LEAGUE

2013 RULES

Lisbon



Little Blue Devils

Leetonia



Little Bears

South Range



Little Raiders

Mineral Ridge



Little Rams

East Palestine



Little Bulldogs

Southern Local



Little Indians

East Canton



Little Hornets

United



Little Eagles

1. ORGANIZATION OVERVIEW

1.01 Purpose

- 1.01.01 The Quad County Jr. Football League (QCJFL) provides an organized, full contact football program for the youth of small schools, Divisions 5 and 6 in sizes (Club/Team size status changing after acceptance or becoming a member will be exempt) and located in the counties of Mahoning, Columbiana, Trumbull, and Eastern Stark counties.
- 1.01.02 The Quad County Jr. Football League (QCJFL) will follow the Rules and Regulations as set forth in accordance with the Ohio High School Athletic Association (OHSAA), the Ohio Revised Code (ORC) and along with any additional Rules & Regulations as described herein.

1.02 Organization Outline

- 1.02.01 The League is an association of individual football teams / clubs bound together with common rules of conduct and play. It is governed by a Board of Commissioners (Board).

1.03 Membership

- 1.03.01 Recognized organizations with-in the outlined Counties are eligible to petition for membership.
- 1.03.02 Prospective members must demonstrate and maintain an organizational framework with an elective board, internal policies & rules that are consistent with the QCJFL, and include a commitment to uphold the rules & standards of the QCJFL.
- 1.03.03 Acceptance is contingent on a 2/3 majority vote by current members in good standings.
- 1.03.04 New prospective members must apply in writing to the Board no later than February 1st of the current year. Applications after that date will be held until the end of the regular season and are the first order of business of the Board.
- 1.03.05 All new clubs shall enter a probation period of not less than 1 year and not more than 3 years (by majority vote) prior to receiving full membership and voting rights on the Board.

2. LEAGUE STRUCTURE & MANAGEMENT

2.01 Board of Commissioners

- 2.01.01 The Board will consist of one (1) representative of each member organization (club) and members of the Executive Committee. Each team / club will appoint a Club Commissioner and up to 4 assistants (identified in writing to the Board). Only the Club Commissioner OR one of the designated assistants shall vote on matter paced before the Board.
- 2.01.02 The Board establishes, oversees and enforces the rules & policies of the League.
- 2.01.03 The Board elects the Executive Committee.
- 2.01.04 The Board governs League membership.
- 2.01.05 *Amendment 2012* All regularly stated meetings are to be held on the 3rd Tuesday of each month, excluding September, November and December. The September meeting will be held at the mandatory roster turn and the November meeting will be held at the trophy presentation banquet. Both dates will be determined by the board of trustees on an annual basis.

2.02 Executive Committee

- 2.02.01 The Executive Committee (EC) consists of Board elected members (League Commissioner, Vice Commissioner, Secretary and Treasurer).
- 2.02.02 The EC will have and exercise the authority of the Board in between meetings, in the best interest of the League.
- 2.02.03 Authority shall include the interpretation and enforcement of the League rules & policies, the imposing of penalties for rule infractions and other incidental matters not requiring full Board action.
- 2.02.04 The EC shall report any and all actions under the provisions of this authority at the next regularly scheduled meeting of the Board of Commissioners.

- 2.02.05 The EC establishes and collects fees from member clubs for expenses & maintaining a stable financial position.
- 2.02.06 The EC governs League operations and game play.
- 2.02.07 *Added* members of the same school (team) cannot serve at the same time on the Executive Board.

2.03 Voting Privileges

- 2.03.01 Only organizations in good standings as described herein shall have voting privileges.
- 2.03.02 Each organization shall be allowed one vote only, on matters brought before the Board.
- 2.03.03 In the event of a tie vote, the League Commissioner or the next highest ranking official (without vote representation), shall cast the tie breaking vote.

2.04 Committees

- 2.04.01 As needs arise the League Commissioner or designate shall appoint Committees.

2.05 Meetings

- 2.05.01 Will be held at regular intervals, monthly with the exception of December.
- 2.05.02 Meeting places will be established by the Board at the discretion of the Board.
- 2.05.03 Special meetings shall be called by any member of the Board or Executive Committee should the need arise.

2.06 Finance

- 2.06.01 The Executive Committee through the League Treasurer shall establish a yearly budget based upon anticipated expenses and revenues. Based upon this budget, membership dues and other fees to cover League expenses shall be developed and presented to the Board

2.07 Scheduling

- 2.07.01 Schedules will be prepared by the Board and/or the Executive Committee.
- 2.07.02 All schedules will be prepared in accordance with the criteria set out in these rules.
- 2.07.03 Any changes or rescheduling will be forwarded or posted by the Board and/or Executive Committee.

2.08 Conduct

- 2.08.01 The Leagues integrity and stature is dependent on all its members upholding the highest level of character and decency.
- 2.08.02 Any member determined to be acting contrary to the "ideals" of the League may be sanctioned.
- 2.08.03 Sanctions may include reprimands, fines, probation, suspensions, or expulsions as deemed necessary and determined by the Board and/or Executive Committee.
- 2.08.04 Appeals to any judgment or ruling may be made within 48 hours, submitted in writing and directed to the full Board of Commissioners.

3. MEMBERSHIP RULES & REGULATIONS

3.01 Organizations

- 3.01.01 All Clubs must demonstrate and maintain an organizational framework with an elective board, internal policies & rules.
- 3.01.02 All Clubs must accept the League Insurance Requirement & Policies.

3.02 Representative to the Board of Commissioners and Attendance

- 3.02.01 Each team / club will appoint a Club Commissioner and up to 4 assistants (identified in writing to the Board).
- 3.02.02 Only the Club Commissioner OR one of the designated assistants shall vote on matter placed before the Board.
- 3.02.03 Attendance is mandatory for each Club Commissioner OR one of the designated assistants.
- 3.02.04 Each club must be represented at ALL scheduled meetings

- 3.02.05 Failure to comply with required attendance will result in a Club fine of \$50.00 per meeting missed.
- 3.02.06 Clubs failing to attend three or more consecutive meetings will be subject to forfeiture of League voting privileges for a twelve (12) month period.
- 3.02.07 Multiple consecutive meetings missed may be subject to removal from the League by the voting Board.

3.03 Team / Club Boundaries

- 3.03.01 Teams / Clubs are expected to draw players from their respective school district ONLY.
- 3.03.02 Acceptance of any players from outside of the team / club area must be approved by the voting Board.

3.04 Team Colors

- 3.04.01 Each team / club shall maintain a consistent set of colors for its team.
- 3.04.02 Teams / Clubs wishing to change their colors must submit in writing, and be approved by the voting Board prior to purchase or use.
- 3.04.03 New membership applicants must submit in writing the proposed teams / clubs colors and be approved by the voting Board prior to purchase or use.

3.05 Registrations

- 3.05.01 Team / Club registration or sign-ups shall be open to all applicants meeting the Leagues eligibility requirements and living in the team / club boundaries established herein.
- 3.05.02 Team / Club shall promote registration for all eligible players ages (6 thru 12).

3.06 Conduct

- 3.06.01 The conduct of each team / club's players, coaches, and spectators will be the responsibility of that team / club.
- 3.06.02 Each team / club shall establish System plans to maintain and enforce proper conduct of its members.
- 3.06.03 The League reserves the right to impose additional sanctions as it deems appropriate in the best interest of the League.
- 3.06.04 Failure to maintain appropriate conduct or react to unacceptable conduct will be considered a breach of membership and subject to sanctions on the said team / club by the voting Board.

3.07 Fees, Dues and Fines

- 3.07.01 Each team / club is required to pay all fees, dues and fine assessed by the League.
- 3.07.02 All specified fees and dues shall be paid on or before February 1st of the current year.
- 3.07.03 All other debts and fines must be paid within 30 days of invoice.
- 3.07.04 Nonpayment will result in team / club suspension including voting privileges until the debt is paid.

3.08 Documentation

- 3.08.01 Each club shall provide updated organizational information required by the League by February 1st of each calendar year.
- 3.08.02 Contact information shall include Club Commissioner and assistants' telephone numbers, cell phone numbers and valid e-mail addresses for contact by the League.

4 . TEAM POLICIES

4.01 Bracket Levels & Outline

- 4.01.01 All players will be placed into Bracket Level in accordance with the players GRADE (primary) and AGE as of August 1st (secondary) as described herein:
 - Varsity Squad – Grades 5-6 (10, 11 and 12 years of age).
 - Junior Varsity Squad – Grades 3-4 (8, 9 and 10 years of age).
 - Bantam Squad – Grades K-2 (6 to 8 years of age).

4.01.02 Team rosters (10 copies) will be turned into the League Commissioner no later than 1 week prior to the start of the season and will include: Team/club name with each player's name, grade, date of birth, age, jersey number, bracket level of play, if required to wear/display an "X" due to weight limits, and certification date.

4.01.03 Changes (new player addition or a player requiring a change in bracket level of play) to the roster after roster deadline must be approved by majority vote by the Board Commissioners.

4.01.04 A younger (advanced) player only may advance up one (1) bracket level of play with compliance of the roster rules described herein. This player will not be permitted to be moved back without a special conditions request made to the Commissioner and the Board prior to the change.

4.01.05 An older player will NOT be permitted to move or be adjusted down to play with a younger age group.

4.01.06 A player will NOT be permitted to participate in more than one (1) game at any bracket level per day (1 down equals 1 game).

4.02 Age and Weight for Bracket Level of Play

4.02.01 Varsity (Grades 5-6) Bracket Level Outline - Any player weighing in excess of 125 lbs. as of weigh-in day, WILL BE MARKED WITH A Lime green X, 5" in size on the BACK of their helmet and in plain view. (All X's are purchased through an approved QCJFL vendor) An X'd player will NOT be permitted to play in the Offensive or Defensive backfield. They will be permitted to play at any position on the Offensive Line from tackle to tackle and/or Defensive Line from end to end. An X'd player must be in a 3 or 4 point stance in ALL positions. Upon an interception by any X'd player, the ball must be downed immediately and will be ruled so. An X'd player will NOT be permitted to advance to ball in any way, nor can they punt during the game. On extra point and field goals an X'd player may attempt the kick of the ball, if they handle the ball in any other way the play will be stopped and ruled dead. An Offensive X'd player must be covered by either a Tight End or Split End.

4.02.02 Junior Varsity (Grades 3-4) Bracket Level Outline - Any player weighing in excess of 105 lbs. as of weigh-in day, WILL BE MARKED WITH A Lime Green X, 5" in size on the BACK of their helmet in plain view. (All X's are purchased through an approved QCJFL vendor) An X'd player will NOT be permitted to play in the Offensive or Defensive backfield. They will be permitted to play at any position on the Offensive Line from tackle to tackle and / or Defensive line from end to end. An X'd player must be in a 3 or 4 point stance in ALL positions. Upon an interception by any X'd player, the ball must be downed immediately and will be ruled so. An X'd player will NOT be permitted to advance to ball in any way, nor can they punt during the game. On extra point and field goals an X'd player may attempt the kick of the ball, if they handle the ball in any other way the play will be stopped and ruled dead. An Offensive X'd player must be covered by either a Tight End or Split End.

4.02.03 Bantam (Grades K-2) Bracket Level Outline - Any player weighing in excess of 85 lbs. as of weigh-in day, WILL BE MARKED WITH A Lime Green X, 5" in size on the BACK of their helmet in plain view. (All X's are purchased through an approved QCJFL vendor) An X'd player will NOT be permitted to play in the Offensive or Defensive backfield. They will be permitted to play at any position on the Offensive Line from tackle to tackle and/or Defensive Line from end to end. An X'd player must be in a 3 or 4 point stance in ALL positions. Upon an interception by any X'd player, the ball must be downed immediately and will be ruled so. An X'd player will NOT be permitted to advance to ball in any way. An Offensive X'd player must be covered by either a Tight End or Split End. The Bantam Level will declare punts as described herein and will NOT attempt punts or field goals.

4.03 Player Participation

4.03.01 Every available player should have the opportunity to participate in the game as a player.

5. PLAYER POLICIES

5.01 Eligibility

5.01.01 All players must reside and attend the teams / clubs respective school district ONLY,

5.01.02 A player turning the age of thirteen (13) before August 1st of the current year, will be considered as NOT eligible.

- 5.01.03 All players must be between the ages of (6 thru 12).
- 5.01.04 Players NOT turning the age of thirteen (13) before August 1st but entering the 7th grade and NOT accepted and/or NOT eligible for their respective schools football program OR, players who DO NOT have football programs in their home school district, must be submitted to the Board in writing (with explanations and reasoning) and must be accepted by majority vote and will be placed under STRICT POLICIES to be set by the Board at time of acceptance.
- 5.01.04.01 * AMENDMENT 2009* A deadline DATE for submittals of outside district player; will be set on a yearly basis by the Executive Board (this date will be set in the week prior to the start of player certifications as scheduled). All player submittals must be received by this deadline or the players in question will be deemed NOT eligible.
- 5.01.04.02 * AMENDMENT 2009* Teams / Clubs that roster 22 respective school district players in a specific bracket level of play, will NOT be permitted to accept outside district players in that specific bracket level of play. Effective for each and all 3 bracket levels.
- 5.01.05 Players will be allowed to play with ONLY one organization and on ONLY one team
- 5.01.06 All players must attend and/or be enrolled in their respective school district to be eligible.
- 5.01.07 All outside players who do not meet the eligibility standards of section 5 in the QCJFL by laws will be placed with an X for their entire time in the league.

5.02 Physical Examinations

- 5.02.01 The QCJFL Board recommends that all players be given a physical examination by his/her personal physician before participating in football practice and/or games.
- 5.02.02 No player shall be allowed to participate in the QCJFL if non-play is recommended by a physician.
- 5.02.03 It is the responsibility of the parents and each respective organization to determine and monitor the health of individual players.

5.03 Player Certification

- 5.03.01 Player certifications will be prepared by their respective member team/club on official QCJFL forms as provided. Forms must be complete for each player.
- 5.03.02 Each player must have a player certification record approved and signed by the certifying Board member not affiliated with their home club/team.
- 5.03.03 Player certifications must be established, prepared, maintained and on-file in a bound folder kept by their respective Club.
- 5.03.04 Verification of Certification information will be the responsibility of each Club/Team
- 5.03.05 Certifications must be readily available for inspection at all times.

5.04 Max Weight Gains

- 5.04.01 After the original weigh-ins as described herein, a NON X'd or Specialty Position player will be allowed a weight gain of 5 lbs. maximum during the season.
- 5.04.02 If a player is found to exceed the weight parameters they will be marked as an X'd player and will be ONLY eligible for player positions as described herein. Once the player has been marked with an X they will remain an X for the remainder of the season.

5.05 Penalties

- 5.05.01 Any violations of the outlined rules & policies (fraudulent or forged of any kind) will be subject to penalties.
- 5.05.02 Penalties for not following these rules & policies as described herein, will result in game forfeitures, fines and possible sanctions issued as deemed necessary and determined by the EC and/or Board against Clubs/Teams found supporting the violations.

6. WEIGH-IN POLICIES

6.01 Procedures

6.01.01 Each player will be weighed-in at the beginning of each season as part of the certification process and will be weighed on an official League scale, signed and documented by the certifying Board member not affiliated with their home club/team.

6.01.02 During the season, at each game, a Gentleman's line-up with both participating teams will be conducted & formed by the Club Commissioners and/or Head Coaches for weight approval for game play. It will be at the discretion of the two teams' representatives to come to a competent agreement. The home club/team will provide the scales for this process.

6.02 Dates and Times

6.02.01 Weigh-in & Certification Dates and Times for each Club/Team will be determined and scheduled by the certifying Board member not affiliated with their home club/team with at least 1 week advance notice. At this time all players must be present on those scheduled Dates and Times. (Saturday scheduling may be required depending on number or size of Club/Team).

6.02.02 It will be the responsibility of each club/team to reschedule (with an active Board member not affiliated with the said players club/team) the certification any players missing the scheduled Weigh-in & Certification Dates and Times.

6.02.03 All player certifications and re-certifications must be completed prior to the roster turn-in deadline as stated herein.

6.02.04 Any player not completing certification and weigh-in by the roster deadline will play the entire season as an X'd player as described herein. Certification of said player will still be REQUIRED to become eligible for game play.

6.02.05 Special conditions may apply for new or late player additions to the rosters. Additions & Acceptance will be at the discretion of the Board and must be submitted to the Board in writing (with explanations and reasoning) and must be accepted by majority vote.

6.03 Allowable Attire

6.03.01 During the weigh-in procedure, players may wear standard street attire. At a minimum, players may wear gym shorts or a swimsuit.

7. EQUIPMENT POLICIES

7.01 Equipment Standards

7.01.01 Equipment used by Clubs/Teams and Players shall meet the standards of the OHSAA

7.01.02 It will be the responsibility of each Club/Team to provide equipment in good repair and properly fitted to each player.

7.02 Mandatory Player Equipment

7.02.01 All Players must be completely uniformed to be eligible to compete in League games. Mandatory equipment includes:

- Helmet (with approved facemask and chin strap)
- Mouth pieces (can NOT be clear in color and must have a strap, string, or tether attached to facemask)
- Shoulder Pads
- Football pants (with thigh pads & knee pads)
- Hip pads and Tail pad
- Jersey (with number front & back)
- *Amended 2011* Rubber molded or screw in cleat shoes (NO steel tipped cleats) Cleats cannot exceed ½ inch in length.

7.02.02 Athletic supporters and other personal protection devices are strongly recommended.

7.03 Optional Player Equipment

7.03.01 Additional Player equipment is allowed providing it meets the standards established in section 7.01.01 and does not pose a threat or safety concern for the Player, Other Players, or Officials.

7.04 Illegal Player Equipment

7.04.01 No player shall participate in League practices or games with illegal equipment. This equipment includes but is not limited to items identified in the OHSAA rules and anything deemed unsafe by the presiding Officials. Tinted visors are not permitted outside OHSAA guidelines.

7.05 Game Uniforms

7.05.01 All Club/Teams are required to have one consistent, approved, uniform color combination scheme as approved prior.

7.05.02 Players shall maintain the same jersey number throughout the season. Jersey numbers shall NOT be reassigned after the official Rosters have been turned in.

7.05.03 Some circumstances may arise that a player may have to borrow a jersey with a different number for that particular game. Under this issue, the Player will be permitted (one time / one game only) to use another player's jersey & number as long as both sidelines have been notified and in are in agreement. (These issues should be recorded by both Clubs/Teams).

7.06 Game Balls

7.06.01 *Amended 2011* Official game balls will be supplied for all teams by the QCJFL. Brand and style of balls shall be determined by the board of trustees at the March meeting.

7.06.02 Game balls will be made of leather or composite leather types.

7.06.03 Game ball sizes: Bantam and Junior Varsity Levels will use a K2 or comparable. Varsity will use a TDJ or comparable.

7.07 First Aid Kits

7.07.01 Each Club/Team must furnish and maintain its own First Aid Kit at all practices and games. The kits at a minimum shall include: items to stem and control bleeding of minor cuts/abrasions and reduce the possibility of infection.

8. GAME PLAY & PRACTICE POLICIES

8.01 Practice Standards

8.01.01 No practice or Team meetings shall commence prior to the date established by the League each year.

8.01.02 *Amended 2011* No physical contact will be permitted the first 2 weeks of Club/Team practice. Conditioning only 1st week. Helmets are permitted during the 2nd week of conditioning.

8.01.03 *Amended 2012* The QCJFL mandates the following

- Practices shall not exceed one 2 hour period per day, five days a week until school starts.
- Beginning the first week of school, the number of practices shall not exceed 4 per week.
- Practice areas shall be kept in clean, safe and in good repair.
- Full contact scrimmages shall be limited to only 2 prior to season start.

8.01.04 Scrimmages shall be considered practices.

8.02 Safety / Cancellations / Modified Practices

8.02.01 Safety of the Players, Coaches and spectators is paramount. No practices or games shall be held if dangerous or hazardous conditions exist at the site. Such conditions may include, but are not limited to, extreme heat, storms, lightning, dangerous winds and others.

8.02.02 Practice cancellations/postponements will be at the discretion of the Club Commissioner and/or Club/Team Officials.

8.02.03 Game cancellations/postponements will be at the discretion of the presiding Officials and/or Board members.

8.02.04 Each Club/Team should develop and be familiar with written Club/Team safety & emergency procedures at their practice fields and home games.

8.02.05 The home club/team will be responsible for re-scheduling of canceled games and will have 1 week to do so, or the game will result as a forfeit for the home club/team

8.03 Game Play Standards

8.03.01 All games will be played under the Rules & Regulations of the Ohio High School Athletic Association (OHSAA) along with any additional or amended Rules & Regulations as described herein. Any conflict not subject to protest shall be decided by the QCJFL Board of Commissioners.

8.03.02 Gate Donations will be permitted as stated: \$2.00 Adults, \$1.00 Students and \$5.00 Entire Family.

8.03.03 It is the responsibility of the home team to provide a properly lined field for game use, a designated spectator area and crowd control, and any field announcements. If at any time the presiding Officials and/or League Representative determine or declare the field or the spectators to be a safety or risk factor the game will be canceled and the home team will forfeit the game.

8.03.04 There will be NO drugs or alcoholic beverages at any game at any time. Violations should be dealt with through contact of the local authorities.

8.03.05 At least three (3) Officials will be required for each game and will be paid (amount to be established by the League each year) by the Home team. If only two (2) Officials are available and both teams' representatives agree, the game may be played. Less than 2 Officials will result in a game postponement or game to be rescheduled.

8.03.06 The games will consist of/in this order:

- Bantam Squad - Four (4) eight (8) minute quarters. (1 Bantam coach will be permitted on the field during the game to expedite game play, no coaching will be permitted by said coach after cadence commencement and will NOT be permitted to have contact of any sort with the Officials). *Add 2012*.. all coaches that engage with players after cadence has begun will receive: 1st offense - warning from referees, 2nd offense - 15-yard unsportsmanlike penalty at the discretion of the referees.
- Junior Varsity Squad - Four (4) eight (8) minute quarters.
- Varsity Squad - Four (4) eight (8) minute quarters.
- Each game will have a 10 minute half time and 10 minute intermission between games.
- Referees will maintain and enforce a 40 second play clock at their discretion.

8.03.07 Coaches and players must remain on their own sidelines between the 25 yard lines. Each team will be allowed three timeouts per half at which time the on-field players will proceed to the sidelines and maybe met by two (2) coaches for discussions (this will also be allowed at the change of quarters).

8.03.07.01 *Added* Both team trustees must be present at all games at all times to handle all situations that arise according to the by-laws and standards of the QCJFL or face fines or suspension. Trustees must carry a current copy of the QCJFL by laws at all times.

8.03.08 Blocking Rule: All points of contact will be above the waist for all ages. NO chop blocking will be permitted.

8.03.08.01 *AMENDMENT 2008* Intentional = 15 yard penalty / UN-intentional = 5 yard penalty (Referee's discretion)

8.03.09 There will be NO kick-offs. The ball will be placed 25 yards from the free kick line. In the case of a safety, the ball will be placed on the 45 yard line.

8.03.10 Any player on the Defensive line END to END must be in a 3 or 4 point stance. The Linebackers must remain behind the Defensive line players prior to the start of play. Defensive ends are NOT permitted to stand upright.

8.03.10.01 *AMENDMENT 2010* All X'd players must be in a 3 or 4 point stance. X'd players may play in the Defensive End position but must be in a 3 or 4 point stance. Any player not in a three or four point stance must be lined up behind the heels of the down lineman and remain behind until the snap of the ball, or in a 3 or 4 point stance. (The offenders of this rule will be charged an unsportsmanlike penalty and result of a loss of 15 yards and their opponents receiving an automatic 1st down).

8.03.11 In punting/field goal situations, a Defensive player is NOT permitted to line-up over or make contact with the center/snapper after snapping the ball until he moves from his stance. The punter and snapper can NOT be touched with-in 3 yards after the punt.

8.03.12 Bantam and Junior Varsity : In fourth down punting situations, the Offensive team in their own territory, up to & including the 40 yard line, may elect to actually punt or declare an automatic punt (the ball moved down the field 25 yards from the spot of the ball, NO time will be taken off the clock). Beyond the 40 yard line the Offensive team must actually punt or go for the first down. (THERE WILL BE NO PUNTING AT THE BANTAM LEVEL, WITH THE SAME YARDAGE GUIDELINES, THE TEAM MUST GO FOR THE FIRST DOWN OR DECLARE A PUNT). Varsity : Must punt or go for first down (no free punt).

8.03.13 For tie-breakers during the regular season, each team will have one (1) attempt to score on four (4) downs from the 10 yard line. Extra points will be attempted following a touchdown. The team who wins the OT coin toss will have the choice to start on offense or defense. If no one wins the first overtime, a second series will be played. After the second series and no one has been determined the winner, the game will end a tie.

8.03.14 Mercy Rule: At anytime during the game, the losing team's Head Coach or Athletic Director may request the game clock be run continuous to expedite the game.

8.03.14.01 * AMENDMENT 2008* TERRY McDADE GENTLEMAN'S MERCY RULE: Any team leading by a score of 21 points or more at any point of the game, will pull starters from the field of play (if possible) and replace those players with developmental players. During this time the teams are NOT permitted to run trick plays or pass the football. If and when the lead falls to less than 21 points, the coaches may return their starters to the field of play. Any team or coach that violates this agreement will be subject to appear in front of the Quad County Junior Football League Executive Board of Trustees to explain their action and intentions. The Executive Board of Trustees will make Judgments and enforce Penalties upon the violators as RULED and VOTED.

8.03.15 All X'd players on the offensive line must be covered at both ends by a non-X'd player. (The offenders of this rule will be charged an unsportsmanlike penalty and results of a loss of 15 yards).

8.03.16 Protective mouth pieces must be in place at all times during game play. Bantam Level violators will be warned with no penalty enforced. JV and Varsity Level violators will receive a team penalty of 5 yards.

8.03.17 *Amended 2011* Number of coaches allowed on sidelines during game play Bantam Level will be allowed 5 coaches, 1 bench coach, and 1 press box coach. JV and Varsity Level will be allowed 4 coaches, 1 bench coach and 1 press box coach. (A bench coach is for sideline player coordination only and is NOT permitted to actively coach players during game play. The bench coach must remain in the bench area).

8.03.18 Electronic surveillance will NOT be permitted unless the Field or Coaches Boxes are OPEN to both teams. In this case both teams will be permitted to USE such equipment.

8.03.19 *Add 2012* Touchdowns will be worth 6 points. Field goals are worth 3 points. Extra point conversions are worth 2 points. Point after touchdown (PAT kick) is worth 3 points. Bantams are not permitted to kick a PAT.