

2011

Deep Fork Valley Football Association



**2011 DEEP FORK VALLEY
FOOTBALL ASSOCIATION
RULEBOOK**

2011 DFFVFA Rulebook

Team Organization

- 1.1. Teams will consist of players that attend the school for which they play or live within the boundaries of that school district.
- 1.2. Teams whose high schools are class 4A and above cannot draw outside players other than those from within a co-op school.
 - 1.2.1. For the 2011 season the 4A and above associations are Blanchard, Choctaw Guthrie, Harrah, McLoud, Newcastle, Nicoma Park, Noble, and Tecumseh.
 - 1.2.2. For the 2011 Season the 3A and below schools are Bethel, Chandler, Jones, Luther, Meeker, Prague, and Seminole.
 - 1.2.2.1. Teams whose schools are class 3A and below can pickup players from adjoining communities without an existing football league.
 - 1.2.2.1.1. For the 2011 season Bethel is allowed to pickup players from Little Axe and the following Shawnee schools: Will Rogers, Jefferson, Sequoyah, Liberty Academy, and Horace Mann.
 - 1.2.2.1.2. For the 2011 season Prague and Meeker are allowed to pickup players from the following Shawnee schools: North Rock Creek, South Rock Creek, Grove and Pleasant Grove.
- 1.3. A special ruling may be made by the DFFVFA board to allow players to be picked up outside of an associations normal draw area regardless of their high school class ranking.
 - 1.3.1. The association must have a team suffering from low participation numbers which affects its ability to field a team.
- 1.4. New players cannot be added after 10 Sep 2011.
- 1.5. Teams will not begin practice of any kind before August 1st, 2011.

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2. Divisions

2.1. Teams will be organized into an East and a West division based on their geographical location.

2.1.1. The East division is comprised of Choctaw, McLoud, Bethel, Chandler, Meeker, Prague, Seminole, and Tecumseh.

2.1.2. The West division is comprised of Guthrie, CNP, Harrah, Jones, Luther, Noble, Newcastle, and Blanchard.

3. Player verification

3.1. Player verification will be done prior to the first game of the season.

3.2. The Secretary will make a blank form available to coordinators with columns for the following: name, date of birth, grade and verification of school enrollment.

3.2.1. Exceptions will be noted on this form such as home school, etc. This will be turned in with the birth certificates.

3.3. Coordinators are required to bring the following to the verification meeting:

3.3.1. Must furnish a roster.

3.3.2. A listing of each players address to include the school that they attend.

3.3.3. A legible birth certificate for each player in their association.

3.3.3.1. Failure to produce a legible birth certificate will result in that player being ineligible to play.

Note: School enrollment verification was not required in 2011 because several schools raised privacy act concerns. In 2012 associations will be required to have each player sign a privacy act waiver releasing this information to the coordinator.

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- 3.3.4. Coordinators must furnish proof of residency for home schooled players and players that live in their draw area but attend a school outside of their draw area.
- 3.3.5. An association verification review will be performed by another association coordinator.
- 3.3.6. The reviewing coordinator will review each player's birth certificate to ensure they meet the following age and grade requirements:
 - 3.3.6.1. 2nd grade players must not be 9 years old on or before September 1st and cannot be in a grade level higher than 2nd.
 - 3.3.6.2. 3rd grade players must not be 10 years old on or before September 1st and cannot be in a grade level higher than 3rd.
 - 3.3.6.3. 4th grade players must not be 11 years old on or before September 1st and cannot be in a grade level higher than 4th.
 - 3.3.6.4. 5th grade players must not be 12 years old on or before September 1st and cannot be in a grade level higher than 5th.
 - 3.3.6.5. 6th grade players must not be 13 years old on or before September 1st and cannot be in a grade level higher than 6th.
 - 3.3.6.6. The reviewing coordinator will also verify that each player lives or goes to school within the boundaries of the associations draw area.
 - 3.3.6.7. The reviewing coordinator will then initial each page of the association's roster.
- 3.4. The coordinator from the reviewed association will give a copy of their team rosters and player birth certificates to DFVFA.
- 3.5. Coordinators will give each head coach a copy of their teams initialed roster.

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3.5.1. Coaches will have a copy of the roster at all league and tournament games.

3.5.2. The roster will be produced, without delay, at the request of the opposing coach.

3.5.2.1. Any delay producing the roster will be considered an active violation of the rules.

4. Games

4.1. Players will be allowed to play up (in the event an Association cannot provide a game and this prevents an opposing team from having a bye.

4.1.1. Any deviation must be league approved.

4.2. DFVFA does not in any way encourage players to play up a grade level. However, if an association allows its players to play at the next grade level then DFV will honor that association's policy.

4.3. Players will never be allowed to play down a grade level without a ruling from the DFVFA board. No exceptions.

4.4. According to the National Federation rulebook players must wear clear eye shields during games.

4.4.1. The Federation Rules do not address whether or not you can wear tinted eyeglasses or sports goggles.

4.4.1.1. However the glasses and goggles, in and of themselves, cannot present a chance of injury.

4.5. OSSAA has no rule that says one team may not use their head sets if their opponent does not have any head sets.

4.5.1. The only exception would be if the headsets were part of the stadium equipment.

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- 4.5.2. The teams were not providing their own headsets but they were provided by the hosting stadium.
- 4.6. 2nd-6th grade games will consist of four (4) eight (8) minute quarters with a regular game clock.
 - 4.6.1. All grades can utilize a continuous clock as long as both head coaches agree.
 - 4.6.2. If both head coaches do not agree then the regular game clock will be used.
- 4.7. Starting and stopping the clock at will in order to expedite a lopsided score is not at the discretion of game officials.
- 4.8. Game start times will be as follows:
 - 4.8.1. 2nd Grade 9:30am
 - 4.8.2. 3rd Grade 11:00am
 - 4.8.3. 4th Grade 12:30pm
 - 4.8.4. 5th Grade 2:00pm
 - 4.8.5. 6th Grade 3:30pm
- 4.9. All games will be played as scheduled, if at all possible.
- 4.10. The last scheduled game for the day should start by 3:30 pm if possible.
- 4.11. Home team coaches will give opposing coaches a minimum of 48 hours notice of a game that must be rescheduled, excluding rainouts.
 - 4.11.1. If a game is cancelled by the home team because of field conditions the visiting team has the option to move/play the game at their field as a home game.

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- 4.11.1.1. There will be a \$150.00 fee if no notice is given.
- 4.12. Any team that does not arrive at a scheduled game within 30 minutes after the scheduled game time will forfeit that game plus pay \$150.00 fee.
- 4.13. The league & post-season tournament gate fee will be \$4.00 each for ages 13-61/62 & Older will be \$2.00 each.
- 4.14. Team drinks (12 oz.) will be provided at no charge for players & coaches upon completion of their game. (Excludes tournament play but is recommended).
- 4.15. The visiting team is responsible for color coordination of team uniforms.
 - 4.15.1. If determined by the game officials that a problem will exist in distinguishing players on each team the visiting team will be required to wear target jerseys or change colors.
- 4.16. Mighty Mite Rules (2nd Grade)
 - 4.16.1. These rules are in conjunction with 3rd-6th grade rules.
 - 4.16.2. 8 minute standard clock. Not a continuous clock.
 - 4.16.3. No kick-offs. Possessions will start on the 40 yard line.
 - 4.16.4. No punting. 4th down option is "Going for it" or "Automatic Punt" (20 yards and give up possession).
 - 4.16.5. All defensive linemen from tackle to tackle must be in a 3-point stance.
 - 4.16.6. No blitzing from inside guard gap to the inside of the other guard gap.
 - 4.16.6.1. This rule is needed to ensure that the quarterback / center exchange is executed.

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- 4.16.6.2. No defensive down linemen inside of Guards shoulders. (No true gap or Nose Guard).
- 4.16.6.3. Interior defensive lineman must lineup heads up or on the outside eye off the offensive guard and cannot penetrate through the "A" gap.
 - 4.16.6.3.1. If the defensive lineman makes legitimate contact with the offensive guard and is forced into the "A" gap then penetration will be allowed through the "A" gap.
 - 4.16.6.3.2. The offensive line must maintain reasonable splits between the center and each guard, not to take an unfair advantage of this rule.
 - 4.16.6.3.2.1. The center shall be able to touch the shoulder pads of each guard
- 4.16.6.4. Middle linebackers must be 3 yard minimum from LOS until the ball is snapped.
- 4.16.6.5. Middle linebacker is allowed to rush the QB from this position up the middle as long as he does not blitz until after the ball is snapped.
- 4.17. Mighty Might's will use a full size football field unless both coaches agree to move goal lines to the 20 yard line for that game.
- 4.18. Only one coach will be allowed on field unless both teams agree to have 2 coaches per team on the field. If one team does not agree then 1 coach per team are permitted on the field.
- 4.19. Ball handler weight limit 85lbs
- 4.20. No quarterback sneaks allowed from under center.

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4.20.1. If the quarterback is 3 yards deep in a shot-gun formation then he is considered a running back.

4.20.1.1. A QB in the shot-gun formation can run the ball up the middle.

4.20.1.2. This could be considered a QB sneak but as long as he is in the shot-gun formation (3 yards from line of scrimmage) it is allowed.

5. Post Season Tournaments

5.1. Playoff seeding will be determined after the final league game has been completed.

5.2. Brackets and tournament locations will be determined during the final meeting of the year (prior to the last regular season game).

5.3. Standardized brackets will be available on www.DeepForkValleyFootball.com.

5.4. It is the association coordinators and coaches responsibility to ensure all teams know their playoff game times (NO EXCEPTIONS)

5.5. If a team fails to show up for their playoff game they will forfeit and their Association will be responsible for fees.

5.5.1. Any team that fails to show up for a post-season tournament game, after committing to play will be fined a \$250.00 fee.

5.6. Play-off Seeding Tie Breakers:

5.6.1. Record

5.6.2. Head to Head Record

5.6.3. Point differential

5.6.4. Coin toss

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5.7. Post Season play:

5.7.1. For the purpose of seeding for post season play the divisions will be as follows:

5.7.1.1. East – District 1

5.7.1.2. West – District 2

5.7.2. According to the current year (odd or even) will determine which district will be #1 seed.

5.7.2.1. East – District 1 will be seed 1 during odd number years

5.7.2.2. West - District 2 will be seed 1 during even number years

6. Ball Handlers Requirements

6.1. League approved footballs.

6.1.1. 2nd, 3rd and 4th grades will use the Wilson PeeWee-5 (K-2) or Nike FT0141 – 1000K Spiral Tech youth football.

6.1.2. 5th and 6th grade will use the Wilson 500 JR or Nike FT0140 – 1000J Spiral Tech youth football.

6.1.3. Offensive team will furnish football.

6.2. A ball handler is defined as any offensive player who can legally attempt who an intended ball carrier is attempting to advance the ball.

6.2.1. All ball handlers will be weighed before each game or at half-time on the home scales.

6.2.1.1. Coaches will witness and verify weigh-ins.

6.2.1.1.1. A printed copy of the team roster (name & number) will be provided to the opposing coach for player weigh in.

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6.2.1.1.2. Coaches must notify opposing team if a player will arrive late and needs to weigh in at half-time prior to start of the game.

6.2.2. Players will be weighed in full equipment excluding helmet.

6.2.2.1. Changing or adding of equipment on the ball handlers after weigh in will not be allowed and will result in a team forfeit.

6.2.3. 2nd grade ball handlers may not weigh in excess of 85 lbs.

6.2.4. 3rd grade ball handlers may not weigh in excess of 100 lbs.

6.2.5. 4th grade ball handlers may not weigh in excess of 115 lbs.

6.2.6. 5th grade ball handlers may not weigh in excess of 130 lbs.

6.2.7. 6th grade ball handlers may not weigh in excess of 145 lbs.

6.2.7.1. Any player in excess of the ball handler weight limit cannot line up in the backfield (Fullback, Halfback, Flanker, etc.) to be used as a blocking back.

6.2.7.2. The Tight End is a ball carrier position and must comply with the weight limits set by DFV.

6.2.8. Not all facilities have access to digital scales. If the weight cutoff is 125lbs then anything less than 126lbs is acceptable.

6.2.8.1. It is unfair to compare digital vs. traditional scales and makes it unfair for players.

6.2.8.2. Traditional scales do not read weight in ounces and with no mandatory type of scales (currently) it is unfair to punish a ball carrier by reading ounces.

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6.3. If a coach requests to weigh “ALL” opposing team players then he must also weigh “ALL” of his players as well at the same time.

6.4. Defensive players may advance the ball on fumbles and interceptions regardless of weight.

7. Punts:

7.1. See Mighty Mite rules for 2nd grade.

7.2. 3rd grade

7.2.1. Punts are played no rush no return

7.2.2. Punt will take place within the “BOX”. The punter will not be permitted to place the ball outside the box on the ground to punt.

7.2.3. The defensive line is not required to ‘KNEEL’ down. They are allowed to stand and have arms extended in the air during the kicking process.

7.2.4. No fake punts.

7.3. Punts for 4th, 5th and 6th grades will be played under normal OSSA rules.

7.4. Any intentional attempt to violate the aforementioned rules will result in a forfeiture of the game in which the violation occurred.

8. Coaches / Fan Control

8.1. No cheer sponsors or cheer coordinator passes are issued by deep fork valley or accepted at any youth football games. Deep fork valley is not affiliated with cheer in any capacity.

8.2. Twenty three coaches’ passes will be given out to each association. Coordinators are to distribute to their association as they see fit.

8.2.1. Coaches without passes will have to pay.

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8.2.2. No other passes will be accepted.

8.3. Maximum of four (4) coaches per team per grade enforced by the Association

8.4. Any coach, coordinator or other member of the DFFVFA who commits an act of violence against an official, coach, player, parent, guardian or spectator will be banned from coaching in the DFFVFA for life.

8.4.1. Any coach or spectator who exhibits misconduct to officials will be ejected.

8.4.1.1. They will have two (2) minutes to leave the premises, which means retreating to a point where he/she can no longer have any influence on any coach, player or effect the outcome of the game.

8.4.2. Anyone ejected from a game and does not leave in the two (2) minute time limit, will cause his or her team to forfeit.

8.4.2.1. Coaches must do their best to control their fans.

8.5. Any player ejected for fighting will:

8.5.1. Leave the field for that game and will not return for the post game handshake.

8.5.2. Will serve a two (2) FULL game suspension.

8.5.3. Forfeits the privilege of playing in the All-Star game.

8.6. Any player ejected for any other reason from a game will:

8.6.1. Leave the field for that game and will not return for the post game handshake.

8.6.2. He will be suspended for one (1) FULL game.

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8.6.3. The game the player was ejected in plus the next game.

8.6.4. If the game the player was ejected in was the last game of the season the suspension will carry over to the first game of the next season.

9. Officials

9.1. Officials must be a minimum of 18 years old.

9.2. Officials must be certified

9.3. Official must have a current certification in their possession and will show their certification shown upon request.

9.4. It is the responsibility of the DFVFA to furnish certified officials.

9.4.1. Should they fail to do so; the visiting team will have the following option.

9.4.1.1. Reschedule the game.

9.4.1.2. Play the game with uncertified officials provided by the home team.
(The home team will abide by the visitors choice.)

9.5. Officials will be paid \$30.00 per game per official by the association hosting the game. In most cases three officials will be used in a game. I think we are only paying \$30.00 per official per game

10. Protest Procedures

10.1. The head coach will notify the league officials and the opposing head coach that the game is/or was being played under protest within 48 hours after the game.

10.1.1. A protest fee of \$100.00 cash will be given to a league official at the time the official is notified of the protest.

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10.2. If the protest is won the fee will be returned. If the protest is lost the fee will be forfeited and placed into the league treasury.

10.3. All protest involving tournament play will be settled by the league officials.

10.4. Judgment calls by officials cannot be protested.

11. Rules Enforcement

11.1. All subsidiary leagues adjoined to the association shall remain in strict compliance with all rules governing the DFVFA, the Secondary Schools Association and all agreements heretofore adopted by the DFVFA.

11.2. Failure on any subsidiary league or team to comply with said rules shall be brought forward through provisions in these rules and through a majority vote by a panel of coordinators, other than those involved in the protest and shall render a decision.

11.3. Any coach affiliated with the DFVFA may be subject to banishment if found to have engaged actively or passively in the violation of the rules embraced by the DFVFA.

11.4. Unless otherwise specified in these rules the DFVFA will follow the football rules laid down by the Oklahoma High School Secondary Association.

12. Trophies

12.1. Participation trophies will be given to all 2nd grade teams who do not finish 1st or 2nd place in league play, but are not mandatory for tournament play.

12.2. League trophies will be given for 1st & 2nd place division teams.

12.3. Tournament trophies will be given out for 1st, 2nd, 3rd and 4th place "A" bracket winners only.

12.4. Co-champ or co-place trophies will be awarded for ties.

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12.5. All tournament league trophies will be awarded as teams are eliminated from post-season tournament.

13. New Association Admittance

13.1. All new associations:

13.1.1. Must be approved by a majority vote of league officers and coordinators.

13.1.2. Will be on probation their first year which can be extended additional year(s).

13.1.3. Will pay a new association entry fee of \$8.00 per player.

14. *These rules cannot be changed without a majority vote of Deep Fork Valley Football Association officers and coordinators.*