

TRI-COUNTY JUNIOR FOOTBALL CONFERENCE

STANDING RULES

As Amended

September 2007

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ARTICLE 1 – NEW MEMBERSHIP

DOCUMENTATION - All documents must be presented to the Growth and Development Committee prior to Board consideration.

1. Sponsorship by a member organization
2. Must provide a bank statement (in the organization's name) verifying a minimum balance of \$1,000.00
3. Organizational list of officers and board members
4. Copy of minutes from most recent meeting
5. Copy of organizational by laws
6. Written letter of proof that they have home field available
7. The field must meet the approval of the Growth and Development Committee
8. Organization must be chartered with the State of Illinois or Missouri with sixty (60) days of acceptance into the Tri County Junior Football Conference

ARTICLE 2 – DUES AND FEES

- A. All dues and fees are due on the date specified in the By Laws, these Standing Rules, or as specified by the league president subject to board approval. Any organization owing money to Tri County Junior Football Conference is a member not in good standing.
- B. All fines are due by the next regular meeting.
- C. All fees or fines must be paid prior to any refunds given.
- D. Any organization owing money to another organization as determined by the League will pay the debt through the Tri County Junior Football Conference by check. All debts, fees, penalties owed by a member organization to another member organization must be paid through the Tri-County Treasurer.
- E. All fines and fees not paid by due date are subject to a twenty-five dollar (\$25.00) late charge per month unless specified otherwise.

ARTICLE 3 – SCHEDULING

- A. SCHEDULE TIMEFRAME - The schedule shall run from the first weekend after Labor Day, to conclude no later than the weekend prior to Thanksgiving, and shall include play-offs, if a play-off format is adopted.
- B. GAMES - A minimum of six (6) regular season games shall be played (a forfeit is considered a game played). However, the Scheduling Committee shall attempt to schedule a minimum of eight (8) regular season games.
- C. FIELD AVAILABILITY - Field availability forms must be submitted to the Scheduling Committee no later than the August regular meeting.
- D. SHARING FIELDS - If you share a field with a high school or other activity, you must submit a copy of schedules for all teams that play on that field no later than the August regular meeting, to the Scheduling Committee.

- E. FINAL COMMITMENT OF TEAMS – All organizations will inform the Chairman of the Scheduling Committee, no later than 7:00 pm eighteen (18) days after the first Saturday of August, the number of teams and their prospective divisions. This must be submitted in writing, email, or fax.
- F. TEAM ADDITIONS/WITHDRAWALS - Adding or withdrawing a team or teams after the declaration date shall result in a fine of \$100.00 per team. This fine must be paid at the Scheduling Meeting. No games will be played by any team of an organization that fails to pay this fine prior to the start of the season and all scheduled games shall result in forfeit until payment has been made. Requests for the addition of a team or teams are not automatically guaranteed. The scheduling committee shall immediately review any request to determine if any additions can be incorporated into the schedule without the need for a major overhaul of an already completed schedule. The committee's decision will be final. A \$100.00 fine per team will be assessed only in the event the request is met.
- G. PRESENTING SCHEDULES - Schedules will be presented at a special rules meeting [Rules Interpretation Meeting, during the week prior to week one (1) of the schedule] as announced by the President.
- H. SCRIMMAGES - Beginning March 1st of the fiscal year through the conclusion of a team's scheduled games (including play-offs), permission must be secured from the Tri County Junior Football Conference Executive Board or the unanimous consent of Executive Committee before games, exhibitions, controlled scrimmages, etc., (other than league games or controlled scrimmages with another Tri County Junior Football Conference member organization held on or after the first Saturday in August) can be scheduled with an organization which is not affiliated with the Tri County Junior football Conference. Failure to comply shall result in the forfeiture of a victory for each violation. No team(s) from any member organization shall participate in any function as a representative of the Tri County Junior Football Conference, whether it is a game, exhibition, controlled scrimmage, etc., at any time throughout the fiscal year without first securing permission from the Executive Board or the unanimous consent of the Executive Committee. A \$1,000.00 fine will be assessed against any member organization that fails to comply.
- I. FIELD PERMISSIONS - A written statement confirming field usage must be presented to the Board by the June meeting. This statement shall require the signature of the individual(s) having authority to grant such usage.

- J. **SCHEDULE REVIEW MEETING** - The special schedule meeting (Scheduling Meeting) will be held by Labor Day weekend at a time and place as directed by the Chairman of the Scheduling Committee. This meeting is a required league meeting and only two representatives from each member organization may attend, as well as the Executive Committee.
- K. **GAMES** - Regular scheduled home games shall be at least two hours (2) between start of games, with fifteen (15) minutes allowance for game starting time. In the event of a serious injury, teams will be allowed to continue up to fifteen (15) minutes beyond the next game's scheduled start time [example: if a game is scheduled to start at two o'clock (2:00) p.m., the previous game's participants will be allowed to play until two fifteen (2:15) p.m. if needed as a result of an extended delay for injury]. It is the responsibility of the home team to clear the field if a game is running long. The field should be cleared no later than the next game's scheduled start time, with the exception of Article 7, Section A.(7) of the Standing Rules. The score at the time the game is called is considered final. Failure to do so will result in forfeit of the next game by the home team. The head referee's watch is official. The only exception is, if a game is running late, and it is mutually agreed upon by the head coaches of the succeeding game to allow their game to start late. It should, however, be understood by both parties, that the head coaches of yet another succeeding game may not agree to start late, thus creating the possibility of their game being halted due to time constraints. Beginning with Central Standard Time, no game will be scheduled to start later than three o'clock (3:00) p.m. unless mutually agreed upon by both clubs and the facility has access to the usage of lights.
- L. **GAME TIME FRAMES** - All league games will be played on Saturday or Sunday. Start times for games will be scheduled within the following time frames:
- D.S.T. - 10:00 am thru 4:00 pm**
C.S.T. - 9:00 am thru 3:00 pm
- Any scheduled game times outside these parameters shall require mutual agreement between the two organizations involved.
- M. **TYKES GAMES** - The scheduled start times for any game succeeding a Tyke contest may begin no sooner than one (1) hour and forty-five (45) minutes after the scheduled start time of any such Tyke contest.

N. SCHEDULING GUIDELINES

1. Eleven (11) to twenty (20) teams are required to split into two (2) divisions to be identified as North and South. Twenty-one (21) to thirty (30) teams are required to split into three (3) divisions to be identified as North, South, and Central. Thirty-one (31) to forty (40) teams are required to split into four (4) divisions to be identified as North, South, East, and West. Forty-one (41) to fifty (50) teams are required to split into five divisions to be identified as North, South, East, West, and Central.
2. A rotation number shall be drawn randomly for every team in each division. This process shall be repeated for every division within each age/weight classification until all teams have been assigned a rotation number.
3. When two (2) or more divisions are required for a particular age/weight classification, a team's geographical location shall be considered in determining placement.
4. Age/weight classifications having multiple divisions shall not have a plus/minus margin of teams per division exceeding one.
5. Organizations having multiple teams in a particular age/weight classification which has multiple divisions shall be separated by division whenever possible. The Scheduling Committee shall determine placement of an organization into a division within a particular age/weight classification. However, it shall be the decision of the organization to determine in which division a specific team will compete. The Scheduling Committee shall be informed by the Monday following commitment of teams.
6. Individual teams shall not have a plus/minus margin for home and away games exceeding one unless field availability dictates otherwise.
7. Individual organizations shall have a plus/minus margin for home and away games as close to zero as possible unless field availability dictates otherwise. Furthermore, this statistic shall be documented and filed annually by the Scheduling Committee for future reference.
8. Each organization should consider scheduling Jr Midget, Midget, and Junior division games on Sundays to avoid scheduling conflicts with school activities.
9. The Scheduling Committee will submit to each organization a weekly home schedule after complete review of an organization's field availability, in addition to, consideration of any special scheduling requests. This weekly home schedule shall not have specific dates or times. It is the responsibility of the home team to return the weekly home schedule with specific dates and times within five (5) days from which it was received. It shall then become the responsibility of the Scheduling Committee to review the completed home schedule, to ensure it complies with the organization's governing documents, work in cooperation with the home team to correct any inaccuracies, and ultimately approve it.

10. The Vice President and Regional Athletic Director must be notified by the home team regarding postponements due to lightning no later than the Monday following the postponement. Failure to do so will result in a forfeit for the home team. The postponed game must be re-scheduled no later than 10 days following the postponement. Failure to do so by either team will result in a forfeit.

O. PLAY-OFF SCHEDULING GUIDELINES

1. Play-off teams, whose organization serves as a host site, shall be given consideration for participating at such site. If opponents' organizations are both play-off hosts, the team determined to have the higher ranking shall be given first consideration for playing at their home site. Other considerations, such as the total number of teams an organization has eligible to participate at their home site, may be a deciding factor for the committee to schedule a lower ranking opponent an opportunity to participate at their home field when opponents' organizations each serve as host sites. The advantage of home field at this level of competition is minimal at best, especially with league appointed game officials, and not nearly as important as allowing host sites to host their own team(s), which provides those host organizations with additional volunteer help.
2. Play-off teams determined to have a higher ranking than their opponent shall have the right to choose their jersey color. Whenever their opponent's jersey color is of a contrasting color, opponents may wear the jersey color of their choice.
3. The play-off team determined to have a higher ranking than their opponent shall have the right to designate the sideline for which their team box will be located whenever both teams are competing at a neutral site. Play-off teams competing at their home site shall always have the right to designate the sideline for which their team box will be located, regardless of team rankings. In the event opponents are both competing at their home site, the team determined to be of a higher rank shall designate the sideline of their choice.

P. **PLAY-OFF FORMAT** - The following guidelines shall be used in determining the format for post season play. It is the general consensus of the league that playoffs shall be reserved for teams that attain a level of success during the regular season that shall qualify them for the post season. Every team in a particular age/weight classification will be ranked from highest to lowest using a predetermined criterion as outlined in Article 5 of the Standing Rules. Teams must qualify in accordance with the standards set forth in the respective age/weight classifications for which they compete as determined by their ranking.

1. **Juniors** – Postseason play shall consist of a maximum of two (2) games, which must be contested on consecutive weekends. Start times for semifinal games will be scheduled between 10:00 am and 3:00 pm on Saturday or 10:00 am and 3:00 pm on Sunday of the week following the conclusion of the regular season. Start time for the final contest will be scheduled between 10:00 am and 3:00 pm on Saturday or 10:00 am and 3:00 pm on Sunday of the week following the semi-final contests. However, in this division, the Executive committee should consider those organizations that have Sunday field availability when assigning host sites, as Sunday games in this division will minimize the possibility of a conflict with a school activity such as basketball.
 - a) Whenever the age weight classification consists of fifteen (15) teams or less, only the top four (4) ranked teams shall qualify for playoffs with “1 versus 4” and “2 versus 3” as opponents in the semi-final contests with the winners advancing to the final.
 - b) Whenever the age weight classification consists of sixteen (16) or more teams, the top eight (8) ranked teams shall qualify for playoffs. Teams ranked 1 thru 4 shall compete in the “*Gold Division*” with “1 versus 4” and “2 versus 3” as opponents in the semi-final contests with the winners advancing to the final. Teams ranked 5 thru 8 shall compete in the “*Silver Division*” with “5 versus 8” and “6 versus 7” as opponents in the semi-final contests with the winners advancing to the final.
2. **Midgets** – Postseason play shall consist of a maximum of two (2) games, which must be contested on consecutive weekends. Start times for semifinal games will be scheduled between 10:00 am and 3:00 pm on Saturday or 10:00 am and 3:00 pm on Sunday of the week following the conclusion of the regular season. Start time for the final contest will be scheduled between 10:00 am and 3:00 pm on Saturday or 10:00 am and 3:00 pm on Sunday of the week following the semi-final contests. However, in this division, the Executive committee should consider those organizations that have Sunday field availability when assigning host sites, as Sunday games in this division will minimize the possibility of a conflict with a school activity such as basketball.

- a) Whenever the age weight classification consists of fifteen (15) teams or less, only the top four (4) ranked teams shall qualify for playoffs with “1 versus 4” and “2 versus 3” as opponents in the semi-final contests with the winners advancing to the final.
 - b) Whenever the age weight classification consists of sixteen (16) or more teams, the top eight (8) ranked teams shall qualify for playoffs. Teams ranked 1 thru 4 shall compete in the “*Gold Division*” with “1 versus 4” and “2 versus 3” as opponents in the semi-final contests with the winners advancing to the final. Teams ranked 5 thru 8 shall compete in the “*Silver Division*” with “5 versus 8” and “6 versus 7” as opponents in the semi-final contests with the winners advancing to the final.
3. **Jr. Midgets** – Postseason play shall consist of a maximum of two (2) games, which must be contested on consecutive weekends. Start times for semi-final games will be scheduled between 10:00 am and 3:00 pm on Saturday or 10:00 am and 3:00 pm on Sunday of the week following the conclusion of the regular season. Start time for the final contest will be scheduled between 10:00 am and 3:00 pm on Saturday or 10:00 am and 3:00 pm on Sunday of the week following the semi-final contests. However, in this division, the Executive committee should consider those organizations that have Sunday field availability when assigning host sites, as Sunday games in this division will minimize the possibility of a conflict with a school activity such as basketball.
- a) Whenever the age weight classification consists of fifteen (15) teams or less, only the top four (4) ranked teams shall qualify for playoffs with “1 versus 4” and “2 versus 3” as opponents in the semi-final contests with the winners advancing to the final.
 - b) Whenever the age weight classification consists of sixteen (16) or more teams, the top eight (8) ranked teams shall qualify for playoffs. Teams ranked 1 thru 4 shall compete in the “*Gold Division*” with “1 versus 4” and “2 versus 3” as opponents in the semi-final contests with the winners advancing to the final. Teams ranked 5 thru 8 shall compete in the “*Silver Division*” with “5 versus 8” and “6 versus 7” as opponents in the semi-final contests with the winners advancing to the final.

4. **Pee Wees** – Postseason play shall consist of a maximum of two (2) games, which must be contested on consecutive weekends. Start times for the semi-final contest will be scheduled between 10:00 am and 3:00 pm on Sunday of the week following the conclusion of the regular season. Start time for the final contest will be scheduled between 10:00 am and 3:00 pm on Saturday or 10:00 am and 3:00 pm on Sunday of the week following the semi-final contests. However, in this division, the Executive Committee should consider those organizations that have Sunday field availability when assigning host sites, as Sunday games in this division will minimize the possibility of conflict with a school activity such as basketball.
 - a) Whenever the age weight classification consists of fifteen (15) teams or less, only the top four (4) ranked teams shall qualify for playoffs with “1 versus 4” and “2 versus 3” as opponents in the semi-final contests with the winners advancing to the final.
 - b) Whenever the age weight classification consists of sixteen (16) or more teams, the top eight (8) ranked teams shall qualify for playoffs. Teams ranked 1 thru 4 shall compete in the “*Gold Division*” with 1 versus 4 and 2 versus 3 as opponents in the semi-final contests with the winners advancing to the final. Semi-final winners will advance as opponents in the final. Teams ranked 5 thru 8 shall compete in the “*Silver Division*” with 5 versus 8 and 6 versus 7 as opponents in the semi-final contests with the winners advancing to the final.

5. **Jr. Pee Wees** – Postseason play shall consist of a maximum of two (2) games, which must be contested on consecutive weekends. Start times for the semi-final contest will be scheduled between 10:00 am and 3:00 pm on Saturday or 10:00 am and 3:00 pm on Sunday of the week following the conclusion of the regular season. Start time for the final contest will be scheduled between 10:00 am and 3:00 pm on Saturday or 10:00 am and 3:00 pm on Sunday of the week following the semi-final contests.

However, in this division, the Executive Committee should consider those organizations that have Sunday field availability when assigning host sites, as Sunday games in this division will minimize the possibility of conflict with a school activity such as basketball.

a) Whenever the age weight classification consists of fifteen (15) teams or less, only the top four (4) ranked teams shall qualify for playoffs with “1 versus 4” and “2 versus 3” as opponents in the semi-final contests with the winners advancing to the final.

b) Whenever the age weight classification consists of sixteen (16) or more teams, the top eight (8) ranked teams shall qualify for playoffs. Teams ranked 1 thru 4 shall compete in the “*Gold Division*” with 1 versus 4 and 2 versus 3 as opponents in the semi-final contests with the winners advancing to the final. Semi-final winners will advance as opponents in the final. Teams ranked 5 thru 8 shall compete in the “*Silver Division*” with 5 versus 8 and 6 versus 7 as opponents in the semi-final contests with the winners advancing to the final.

6. The Executive committee shall assign host playoff sites and have the authority to schedule games later that the aforementioned time frames at lighted.

ARTICLE 4 – LEAGUE STANDINGS

- A. The following format will be used to calculate league standings: two (2) points for a win; one (1) point for a tie; and zero (0) points for a loss.
- B. Standings and weekly game results will be maintained by the Vice President on the Tri-County web site each week.
- C. All weekly game results must be reported to each team’s assigned Athletic Director either by phone, fax or e-mail (as designated by each respective A.D.) no later than 12:00pm (Noon) on the following Tuesday.

ARTICLE 5 – MEETINGS

- A. **REGULAR MEETINGS** – All TC monthly meetings are to be held on the second (2nd) Tuesday of each month at eight o’clock PM (8:00PM), except for the months

of September and October, which will be held on the second (2nd) and fourth (4th) Tuesdays at eight o'clock PM (8:00PM).

ARTICLE 6 – PLAY-OFFS

- A. Play-off seeding will be determined as follows:
1. Total league standing points earned
 2. Head to head play
 3. Strength of schedule (add league standing points earned by opponents)
 4. If a tie still exists between two (2) or more teams those teams involved will draw for the remaining seed(s). The order of the draw will be determined by the order in which the organizations are listed in the By Laws.

ARTICLE 7 – PLAYER ELIGIBILITY

- A. JUNIOR DIVISION RULES FOR UNLIMITED WEIGHT PLAYERS
1. KICK-OFF – Maximum of five (5) unlimited weight players may participate on the kick-off team at any position.
 2. RECEIVING – Maximum of five (5) unlimited weight players may participate on the receiving team, any and all of which must be positioned in the area extending ten (10) to fifteen (15) yards beyond K's free kick line and between the side lines at the time of the kick.
 3. OFFENSE – Maximum of five (5) unlimited weight players may participate on the offensive line of scrimmage, any and all of which must be positioned as an interior lineman at the snap.

4. DEFENSE – Maximum of five (5) unlimited weight players may participate on the defensive line of scrimmage, any and all of which must be positioned within the lateral parameters of the free blocking zone at the snap.
 - a. EXCEPTION – Defensive unlimited weight player(s) may be positioned outside the lateral parameters of the free blocking zone to cover an offensive interior lineman, which may or may not be an unlimited weight player. However, any and all defensive unlimited weight player(s) positioned outside the lateral parameters of the free blocking zone must remain on the defensive line of scrimmage and shall be positioned no further from the ball than the outside shoulder of the offensive interior lineman furthest from the ball at the time of the snap.
 - b. EXCEPTION – In the event the offensive unit shifts after initially positioning themselves at the line of scrimmage, the only restriction that will then apply to the defensive unlimited weight player(s) is the requirement to be positioned on the defensive line of scrimmage at the snap.
5. Unlimited weight players are not allowed to advance the ball, except under the following situations:
 1. Interceptions
 2. Fumbles, provided the recovered fumble results in a change of team possession
 3. Scrimmage kicks by unlimited weight player R1, provided the kick ends when R1 gains possession in or behind the expanded neutral zone.
 4. Free kicks by unlimited weight player R1, provided R1 is the only player of R to have touched the ball and the ball is not first touched by R1 more than fifteen (15) yards in advance of K's free kick line.

It is also permissible for unlimited K1 to put the ball in play with a free kick, attempt a try or a field goal with a scrimmage kick or punt the ball from a scrimmage kick formation, which requires K1 to be positioned directly behind the center to receive a snap other than a direct hand to hand exchange.

Whenever unlimited weight player K1 is designated by position as the kicker for a try or field goal attempt, the ball shall become dead immediately should K1 retrieve a mishandled or errant snap. However, K1 may retrieve an errant snap and scramble to elude opponents in an attempt to successfully complete a punt attempt. Passing or handing the ball is considered advancing the ball and is not allowed. Any unlimited weight player advancing the ball will be ruled down at the spot.

6. Any player wishing to participate as a non striper must make current week's weight (example: week two (2) must weigh 161 pounds or under, regardless of initial weigh in weight).

7. Unlimited weight players shall wear a minimum one (1) inch stripe of a contrasting color on helmet running from ear hole to ear hole across the top of the helmet. Penalty for violation of this rule will be illegal participation.
8. Violation of any of the aforementioned position restrictions by an unlimited weight player shall result in an illegal participation infraction if flagged during a live ball and shall be penalized accordingly. Officials should attempt to recognize illegal formations and flag them during the dead ball prior to a snap that is eminent and therefore penalize the offending team for illegal procedure.

B. TYKE DIVISION RULES: THE SOLE PURPOSE OF THIS DIVISION IS PURELY INSTRUCTIONAL

1. Unlimited weight players must play by Junior Division rules for unlimited weight players.
2. Any player wishing to participate, as a non striper, must make current week's weight [example: week two (2) must weight sixty-six (66) pounds or under, regardless of initial weigh in weight].
3. Unlimited weight players shall wear a minimum one (1) inch stripe of a contrasting color on helmet running from ear hole to ear hole across the top of the helmet. Penalty for violation of this rule will be illegal participation.
4. GAME CARDS – Game cards will be filled out completely, including sportsmanship points, but no score shall be recorded.
5. A maximum of two (2) coaches from each team is allowed on the playing field. Once the offense is set no instructions from coaches on the field at this time. Penalty for this violation will be illegal participation.
6. The defense will consist of a maximum of six (6) players on their line of scrimmage at the time of snap. All other players must be at least two (2) yards behind the defensive line of scrimmage. Only defensive players positioned on their line of scrimmage within the free blocking zone may enter the neutral zone and cross the offensive scrimmage line at the snap. However, once a play has developed to the degree in which the ball advanced beyond the offensive line of scrimmage or outside an imaginary line that runs parallel to the sidelines and through the point at the lateral end of the free blocking zone, only those restrictions that are I.H.S.A. rule book defined will apply to the defense. In this particular division, the intent of this rule is not to disallow the defense from tackling the offense behind the line the scrimmage, but rather to provide the offense an opportunity for a play to develop. Unsportsmanlike conduct will be assessed for violation of this rule.
7. The offensive center is not to be hit by the defense, unless he moves to become a blocker. This situation is to be controlled by the referee. A repeated infraction will result in a fifteen (15) yard unsportsmanlike conduct penalty.
8. There shall be no rushing the punter by the defense. If the offense elects to punt the ball, they must be allowed to punt. As we have allowed the offense the free kick, in order to be fair, no offensive player may leave the line of scrimmage before the ball is kicked. The offense must punt the ball (no fake

punts). The penalty for both the defense and offense shall be encroachment/illegal procedure, respectively. As this is a Tyke Division, the expanded neutral zone shall be used for enforcement of the penalty. In addition, the punting team shall have the option to move the ball twenty (20) yards up field. However, this option cannot be exercised once the offensive team has crossed mid field.

9. After the offense has declared their intent to punt, the defense must have a minimum of six players on their line of scrimmage and no more than three players more than 10 yards beyond the neutral zone to their goal line at the time of the free kick.
10. The game will consist of two (2) thirty-five (35) minute halves, with a ten (10) minute half time. The clock will run continuously. It will be the duty of the referee to try to speed up the offensive call.
11. The game will have two (2) kick-offs. A coin toss will take place. Team choosing to be R at the start of the first (1st) half will be K at the start of the second (2nd) half.
12. After A has crossed B's goal line the ball will be placed on the fifty (50) yard line for a change of possession. There will be no extra point attempt.
13. No score shall be posted on any scoreboard, announced, or displayed in any other manner.
14. The offensive center may turn the football parallel to the line of scrimmage in order to initiate a snap.

C. JR PEE WEE DIVISION RULES

1. Unlimited weight players must play by Junior Division rules for unlimited weight players.
2. Any player wishing to participate, as a non-striper, must make current week's weight [example: week two (2) must weigh eighty-six (86) pounds or under, regardless of initial weigh in weight].
3. Unlimited weight players shall wear a minimum one (1) inch stripe of a contrasting color on helmet running ear hole to ear hole across the top of the helmet. Penalty for violation of this rule will be illegal participation.
4. There shall be NO rushing the punter by the defense, if the offense elects to punt the ball (they must be allowed to punt). As we have allowed the offense the free kick, in order to be fair, no offensive player may leave the line of scrimmage before the ball is punted. The offense must punt the ball (no fake punts). The penalty for both defense and the offense shall be encroachment/illegal procedure, respectively. As this is a Jr Pee Wee Division, the expanded neutral zone shall be used for enforcement of the penalty.
5. After the offense has declared their intent to punt, the defense must have a minimum of six players on their line of scrimmage and no more than three players more than 10 yards beyond the neutral zone to their goal line at the time of the free kick.
6. No more than two (2) players may blitz. These blitzing players include all linebackers, corner backs, and defensive backs. Penalty for this live ball

infraction will be five (5) yards from the previous spot and replay of down if accepted by the offense.

ARTICLE 8 – GENERAL LEAGUE RULES

- A. All games shall be played under Illinois High School Association playing rules with the following exceptions:
1. All games shall consist of four (4) ten (10) minute periods.
 2. There shall be free substitution
 3. Rest intervals between second (2nd) and third (3rd) quarters shall be ten (10) minutes.

4. All eligible players on the squad must participate in the game a mandatory eight (8) plays (unless injured and cannot return). If a player is weighed in a half time they must play a mandatory of four (4) plays in the second (2nd) half (unless injured and cannot return). A player that has not weighed in, is overweight, or injured, must remove their helmet and shoulder pads to remain in the player's box. During regular season if a request is made by either team a play monitor, from each organization is to keep track of the opposing team's plays. The play monitors are to stand together in the designated area, and report their findings at the end of the second (2nd) quarter and the beginning of the fourth (4th) quarter to the officials who notify each head coach. All league play-off games will be monitored.
5. All League games will be played on Saturday or Sunday. The home organization is to notify the Tri County Junior Football Conference Scheduling Committee of field availability for Saturday and/or Sunday games by the August meeting. Opposing teams will be notified no later than Tuesday midnight of that week for changes in time and/or date due to the lack of field availability as confirmed by the president of the League. Any rescheduling of games as confirmed by the President must be rescheduled between the hours of nine o'clock (9:00) a.m. and four o'clock (4:00) p.m. on Saturday or Sunday unless mutually agreed upon.
6. Points after touch down shall be two (2) points for a kick and one (1) point for a run or pass.
7. All games shall consist of four (4) quarters. In the event of a tie, over-time will be played in accordance with IHSA rules. During the regular season only, no over-time period will be started after the scheduled start time of the succeeding game. Post season play-off games will play over-time, if needed, until a winner is determined.
8. In the second (2nd) half only, when one team secures a twenty-five (25) point lead, the game clock will run continuously, except for a called time out, an injury time out, an officials time out for time needed to assess a penalty following a live ball foul, or the time between a score and the ensuing kick-off, including any un-timed down. In the fourth (4th) quarter the team winning by twenty-five (25) or more points will not be allowed to call a time out. Penalty for this infraction will be an unsportsmanlike conduct, which is a fifteen (15) yard penalty.
9. When a quarterback is not under center it will be considered a long snap. Center cannot be hit while snapping the ball.

- B. PROTEST – No protest will be allowed if a game is played (game meaning a point in time when games start). A protest must be made at game time to the referee and the opposing coach. The coach making the protest must write a brief summary on the back of the game card. The protest must be followed up in writing to the Secretary of Tri County Junior Football Conference within seventy-two (72) hours after the scheduled game time. A twenty-five (\$25.00) dollar deposit fee must accompany the written protest. If the protest is upheld, the twenty-five (\$25.00) dollar deposit will be returned. If denied, the deposit will be placed in the League treasury. Any protest issued at game time must be filed with the League as spelled out above. If this action is not taken, the Organization failing to do so will forfeit the initial deposit of twenty-five dollars (\$25.00). A note outlining the above should be written on the back of the game card.
- C. Equipment shall be as follows:
1. A durable helmet approved by NOCSAE with an approved face guard (not comprised of or containing exposed metal), shoulder pads, pants, thigh pads, knee pads, mouth pieces and shoes, which meet the requirements as outlined in the National Federation of State High School Associations rule book and adopted by the Illinois High School Association. Stockings, a cup, kidney pads and supporters are optional.
 2. Special protection devices may be used only when the team coach or a physician attests to the need and approved by the game officials.
 3. Two (2) game jerseys are required. A colored one (1) for home games and a white one (1) for away games. The front and the back of jersey shall be reserved for the numbers, team name, and player name only. Numbers shall be a minimum of six (6) inches on the front and eight (8) inches on the back. The offensive jersey number systems of the I.H.S.A. shall be disregarded and any number can be used.
 4. A team should wear no duplicate numbers. Violation of this rule shall be illegal participation. The player shall not be allowed to remain in the player's box.
 5. Any player wearing an "eye shield" is only permitted to wear a "clear, molded and rigid" eye shield. Although a doctor's letter is not required, this rule cannot be altered by a doctor's letter. Meaning, a doctor's letter DOES NOT take precedent over this rule. A player can wear tinted eye glasses under a clear eye shield.

D. PRACTICE – Fall practice may not begin before the first (1st) Saturday of August that year. Any TC member organization hosting a football camp must conclude said camp by the last weekend in June. Organizations wishing to hold camp(s) shall be limited to ten (10) hours. Camps shall be limited to the instruction of basic fundamentals of the game and/or the advanced technique(s) related to those fundamentals listed hereafter: Running, passing, catching, kicking, blocking, tackling, and defending. Camps shall be of a non-contact nature, and therefore any issuance of any of the following equipment shall be prohibited unless otherwise instructed by a physician; helmet, shoulder pads, thigh pads, knee pads, football jersey, or football pants that would otherwise be worn by a participant of a member organization at an organized practice or game. Camps shall be open to all interested parties that meet the age requirements as outlined by the host organization. These rules are intended to prevent a team within a member organization from gaining an early season advantage by engaging in an organized team practice, which may be held under the false pretense of a camp. Any person(s), which shall include but not limited to; Coaches, members, Directors, parents, etc. associated with a member organization found to be guilty of engaging in an organized team practice or attempting to circumvent the rule(s) that pertain to this policy, based on the fact that a specific circumstance is not addressed within the League’s governing documents, whereas the end result is considered to be an early practice as determined by the Executive Board of the TC prior to the first practice date set forth by the League in their governing documents. The team which has been determined to have practiced early shall be required to fulfill their schedule to the League, with the understanding that all games shall result in forfeiture.

E. PLAYING FIELD

1. The playing field shall be of regulation size with the opposing team benches on the opposite side of the field. Goal posts and a working game clock will be required. Time and score must be legible on the game clock.
2. Each team will control fans and keep them at least five (5) yards behind the boundary lines. Each home team shall provide a restraining line behind the benches. The restraining line is defined as a visible barrier, portable or permanent, at least two (2) feet off the ground, running the length of the field, End line to end line, on both sides of the field. Only the following may be within those above mentioned boundaries: players, coaches, game officials, Tri County Junior Football Conference representatives, athletic directors, chain gang, stats person, and emergency personnel.
 - a. The Head Coach is responsible for the conduct of his assistants, players, and sideline conduct of parents and spectators. All Head Coaches, for each level, must take an IHSA rules test with Tri-County rules filtered in. This test will be will be open book and administered by Regional Athletic Director through the direction of the Executive Committee of the league.

3. All team personnel, including a maximum of six (6) coaches and one (1) statistician, shall stay in a designated box as defined by I.H.S.A. rules during the game time. Coaches and statisticians shall wear some kind of visible organizational identification at all games. If not in compliance the referee shall ask you to leave the field.
4. Copy of the Tri County Junior Football Conference By-Laws and Standing Rules will be available at all games at all playing fields. Failure shall result in a twenty-five dollar (\$25.00) fine.
5. All fields are subject to inspection and approval by Tri County Junior Football Conference Executive Committee at any time.

F. GAME EQUIPMENT – The home team shall furnish all the following equipment:

1. GAME BALL SPECIFICATIONS – Tyke, Jr Pee Wee, and Pee Wee Divisions must use a ball with a width circumference measuring approximately eighteen (18) inches and a length circumference measuring twenty-four (24) inches (example: Wilson F1382 and/or the K-2 balls). The Jr Midget, Midget, and Junior Divisions must use a ball with a width circumference measuring approximately nineteen (19) inches and a length circumference measuring approximately twenty-six (26) inches [example: Rawlings KRB and/or the Pro 5 Jr balls (the Pee Wee Division has the option to use either size ball)]. The offensive team in any division has the option to use any ball meeting the above specifications and as outlined in the I.H.S.A. rules.
2. WEIGH IN SCALES – Scales must be a balance type, no spring type. Scales must be certified every two (2) years and proof must be visibly displayed for the opposing team.
3. YARD MARKERS – All yard markers must meet I.H.S.A. safety requirements.
4. OFFICIAL TIME – When the official time is kept on the field, the procedure will be the same as I.H.S.A. rules.
5. PENALTIES – All preliminary and final penalty reports will be given to both team benches by the referee.

G. OFFICIALS

1. Each home team will provide at least three (3) officials for each game; at least two (2) of these officials must be licensed and in uniform; and all officials must be at least eighteen (18) years of age as required by N.F.H.S. A game may start with two (2) licensed officials if mutually agreed upon by the opposing coaches. If the third (3rd) official is not present by the start of the third (3rd) quarter, the game is over and the result is a forfeit by the home team. A thirty-five dollar (\$35.00) fine shall be imposed and paid to the League by the home team in addition to any other fines/penalties that are applicable.
2. A minimum of two (2) N.F.H.S. licensed officials is all that is required for Tykes' games.

3. All chain gang members must be sixteen (16) years of age or older. Minimum age of eleven (11) years of age or older is all that is required for the Tykes games.
4. The referee shall be required to provide each head coach with the Tri County Junior Football Conference "Officials Card" at the pre game conference. This card shall contain the following information: printed names of all game officials, position they will be working for that game, state association identification number and classification. If the third (3rd) game official is not licensed, enter "none" in the space provided for official identification number and "trainee" in the space provided for classification. This card shall include "Coach Behavior Expectations" and additionally provide a space for the coaches to rate officials.
5. The pre game conference, which shall be conducted by the referee, will include opposing head coaches, team captains, and all other game officials. The referee shall present each opposing coach with and "Officials Card" of which all information regarding the game officials shall be completed. The opposing coaches shall be required to read, complete, and then sign the section of the card relative to "Coach Behavior Expectations" at the time of the pre game conference. The section reserved for the coaches to rate the game officials shall be completed at the conclusion of the game, free from scrutiny and without repercussion for an honest evaluation of all game officials. The coach shall rate an officials' on field performance as satisfactory or unsatisfactory, with reference to their ability for consideration to work play-off games. It shall be mandatory for all coaches to complete and send this card to the league's official recorder (Vice President) bearing postmark no later than the MONDAY following the Saturday or Sunday game played. This requirement may be met by sending the "Officials Card(s)" to the vice president along with the Game Card(s). Visiting coaches, likewise, may send their "Officials Cards(s)" to the vice president with their organization's home game cards. If this is not a viable option, it shall be the responsibility of the coach to meet the deadline requirement previously stated.
6. Officials will not record sportsmanship ratings until the opposing coaches have signed the Game Card verifying the score.
7. No coaches, parent, or siblings may officiate a game in which their team and/or family member participates. This rule is to avoid a possible conflict of interest.

H. TEAM ROSTERS AND GAME CARDS

1. Each team shall register a maximum of thirty five (35) players, in addition to the team coaches and be ready for competition by the second (2nd) Tuesday of September, after which time, three (3) copies of the roster will be provided to the Tri-County Junior Football Conference Secretary. The roster will include name, address, game card number, date of birth (NO numbers may be used for the month of birth), age and weight. Rosters shall be completed in an ascending card number order. A team forfeit shall be imposed for each week any documented card violations are discovered. A one time \$50.00 fine will be imposed against the club that stamps or approves any documented card violations.
2. All Weigh-In Cards will be laminated by the second (2nd) Tuesday of September. A twenty-five dollar (\$25.00) fine per team per week will be imposed for this violation.
3. If a loss of card(s) occurs, the member organization will notify the President of the Tri County Junior Football Conference, prepare a new card(s) and have it authenticated by the President of the Tri County Junior Football Conference or next ranking Officer available, using the President of Tri County Junior Football Conference stamp.

ARTICLE 9 – AWARDS

- A. Awards will be presented at the League's discretion. Trophies and plaques will be of approximately equal monetary value.
- B. A sportsmanship plaque is awarded for sportsmanship demonstrated by spectators, coaches, and players. Organizations must attain ninety percent (90%) approval rating to earn a sportsmanship award.

ARTICLE 10 – RECORDING PROCEDURES FOR SCORES

- A. Game Cards & Officials Cards for all football games must be completed correctly and must be received by the official recorder (Tri County Junior Football Conference Vice President), emailed by eight o'clock (8:00) p.m. and bearing postmark no later than the MONDAY following the Saturday or Sunday game played. A five dollar (\$5.00) fine will be assessed to the home team per game for violation. The fine will be strictly enforced, with no exceptions. Conference standings will be determined by awarding two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
- B. If a player is ejected from a game, the name(s) shall be listed on the back of the game card and given to the Vice President. The Vice President will notify offending team and next scheduled opponent of the suspension.

ARTICLE 11 – OFFICERS OF THE LEAGUE

A. President

1. Shall preside at all meetings
2. Shall co-sign all checks
3. Has the power to levy fines and/or penalties as outlined in the by laws and these standing rules
4. Shall be an ex officio member of all committees except for the Nominating Committee
5. Shall observe and assume all other duties applicable to the office as prescribed by the parliamentary authority adopted by the League.

B. Vice President

1. Shall preside in the absence of the President
2. Shall be in charge of league standings, weekly results, weigh in stamps, sportsmanship standings, and league awards
3. Shall observe and assume all other duties applicable to the office as prescribed by the parliamentary authority adopted by the league.

C. Secretary

1. Shall keep minutes of all regular and special meetings
2. Shall distribute minutes for approval at next regular scheduled meeting
3. Shall be responsible for reporting on all organizations not in good standing due to attendance
4. Shall distribute a current list of eligible representatives and alternates with telephone numbers to each organization
5. Shall observe and assume all other duties applicable to the office as prescribed by the parliamentary authority adopted by the League

D. Treasurer

1. Shall receive all moneys for the League
2. Shall pay bills by check
3. Shall be bonded with an amount to be determined on a yearly basis
4. Shall provide monthly report for approval of all League funds
5. Is responsible for reporting all organizations not in good standing for dollar amounts owed to the League
6. Shall observe and assume all other duties applicable to the office as prescribed by the parliamentary authority adopted by the League

ARTICLE 12 – INITIAL WEIGH IN RULES

- A. An initial League Weigh In must be held for all participants in the League
- B. All participants must weigh in for the official weigh in wearing only shorts, shirt, and socks
- C. Each weighing team must consist of at least one (1) current year Tri County Junior Football Conference representative, alternate representative or Tri County Junior Football Conference officer.

- D. Tri County Junior Football Conference representative, alternate representative, or Tri County Junior Football Conference officer will record weight as accurately as possible on ID cards at initial weigh in. Age is to be verified by birth certificate, baptismal record, military ID, passport, or Tri County Junior Football Conference ID card from one year previous.
- E. ALL cards must be filled out in advance with the exception of weight and sequence number. The month of birth MUST be written in full or abbreviated, NO numbers shall be used for month of birth (example: Sept 10, 2007 or 10 Sept 2007 NOT 09/10/2007). Each player's picture [not more than two (2) years old] is to be glued or stapled to the card. ALL cards are to be filled out in ink or typed. Do not glue picture to card until card is filled out correctly, as spoiled cards must be rewritten. Polaroid pictures are not to be used.
- F. Representatives doing the weigh in will number each card in the upper right hand corner with year and numerical sequence as the players are weighed in (example: 2007-01, 2007-02, up to and including 2007-35). The weigh in team is to retain the number of players weighed in on each team. If the maximum number of players [thirty-five (35)] is reached, no other player may be weighed in on that team unless a "Voided" card is given to the weigh in team (example: card 2007-13 is voided and given to the weigh in team, the applicant will then be assigned the voided number 2007-13).
- G. Representatives performing the initial weigh in, after seeing proof of age and verifying each player's weight, shall initial and date in the space provided on the lower portion of each card.
- H. ALL cards are to be stamped with the weigh in teams stamp. An unstamped picture is to be used. Stamp is to partially cover picture and card. A red stamp is to be used ONLY on cards for play-down players.
- I. Additional weigh in dates are to be mutually agreed upon between the weigh in teams. The final weigh in date is the second (2nd) Tuesday in September. All stamps are to be returned to the League at the second (2nd) Tuesday regular September meeting.
- J. No bathroom scales will be used for the initial weigh in.

- K. Weigh In Teams are as follows:
Alton – Bethalto - Edwardsville
Cahokia – Dupo
Centreville – O’Fallon
Columbia — Waterloo
Collinsville – Jackie Joyner Kersee
Highland – Troy
Little Devils – Little Knights
Red Bud - Pinckneyville

ARTICLE 13 – GAME WEIGH IN RULES

- A. No bathroom scale will be used
- B. Home teams will provide a shielded and covered area for players to weigh in
- C. At game weigh-ins the scale should be set at the maximum weight of the division being weighed. At that time the player hands his ID card to the weigh in team for approval. After the balance arm has come to a stop and is not being stopped by the retention bar scale the player shall be said to have passed the weight requirements for the game.
- D. Game weigh-ins are to be conducted by a Tri County Junior Football Conference representative, alternate representative, or Tri County Junior Football Conference officer when possible. Home management shall conduct weigh-ins. Coaches are only to witness weigh in. Coaches will weigh in each other only if there is no Tri County Junior Football Conference representative present.
- E. Each team shall be required to have three (3) rosters available at weigh in time. Rosters are to be in numerical order and have the number listed first then the player’s name. Rosters are to be typed or printed legibly. The penalty for this violation will be a Twenty-Five Dollar (\$25.00) fine.
- F. The team coach must have League identification cards available at all times. All cards must be completed for the player to be eligible for that game
- G. The MANDATORY weigh in will commence no earlier than one (1) hour prior to the scheduled starting time of the game and no later than fifteen (15) minutes prior to the scheduled starting time of the game. Teams arriving later than one (1) hour prior to scheduled starting time of game shall forfeit their privilege to witness the weigh in. League identification cards will be presented to the opposing coach at that time. In addition, the identification cards will be provided at the time of a protest or forfeit.
- H. An additional weigh in will be provided at half time of each game [example: scheduled game time is one o’clock (1:00) p.m., any player arriving or overweight after twelve forty-five (12:45) p.m., must weigh in at half time and is ineligible for the first (1st) half].
- I. If a player weighs in before a game begins and is designated as not meeting that division’s weight requirements and is marked as a striper for that game, that player will not be allowed to then re-weigh at halftime and subsequently play the second half of the same game as a non-striped player. Once a stripe is applied to a player for a specific game, they are a striped player for the entire game.

ARTICLE 14 – INSURANCE

- A. First payment will be due at the regular July meeting. Payment will be half of previous year's payment per organization. Organizations failing to make payment by the first (1st) installment deadline will be required to provide their own insurance and therefore be subject to the rules under Article 14, Section D.
- B. Final installment will be due at the regular September meeting [fourth (4th) Tuesday of September]. Total cost to be figured by each club per team roster(s). The result of an organization that fails to provide final installment by the designated deadline, shall forfeit their right to practice and/or participate in games until final payment is made. If a team is scheduled a "Bye" during a week in which payment is overdue, the result shall be a forfeit.
- C. Liability payment as well as any additionally insured must also be paid at the regular September meeting.
- D. Those member organizations choosing to purchase insurance individually rather than through the Tri County Junior Football Conference designated insurance company must furnish, from their insurance company, a certificate in writing to the Tri County Junior Football Conference Secretary no later than the regular July meeting. No practice or games shall begin until this certificate is received.
- E. The Insurance Committee is to furnish the name of the Tri County Junior Football Conference designated insurance company, its agent and policy number, plus all information for claims handling at the regular July meeting.
- F. The Secretary of Tri County Junior Football Conference must receive the final weigh-in roster (initialed by last entry per team) at the regular September meeting [fourth (4th) Tuesday of the month]. Any team whose final weigh in roster and game stamp are not received by this date will be fined fifty dollars (\$50.00) for each violation. An additional ten dollars (\$10.00) per day will be assessed for each day thereafter. If not received prior to the start of the next scheduled game, forfeiture of that game by team in violation will occur and continue until the rosters and/or stamps are submitted. Any roster found to be filled out incorrectly must be corrected and received by the Secretary prior to the next scheduled game. Failure to do so results in the same repercussions as stated earlier in this paragraph.
- G. It shall be the responsibility of the Insurance Committee to negotiate with insurance companies to obtain the best coverage for the best premium for its member organizations and bring forward their recommendation at the regular April meeting for discussion and to be voted on at the regular May meeting.
- H. In order to avoid a possible conflict of interest, no member of the Insurance Committee shall be employed by or act as an agent for the Tri County Junior Football Conference designated insurance company used in that fiscal year, but may act as an advisor only.

ARTICLE 15 – FORFEITS

- A. In the event that a visiting team forfeits a game, they will be responsible to reimburse the home field forty dollars (\$40.00) per official for the three (3) officials the home field was required to hire. In addition to, the highest officer whose team is not involved will appoint a three (3) person committee to consider the reason for the forfeit and determine the amount of restitution to be paid to the home field for lost concessions, not to exceed \$350.00. The committee shall consist of three (3) members from different organizations not involved in the forfeit. In the event all Executive Officers are affiliated with the teams involved in the protest, power to appoint the committee reverts back to the President. This committee will meet within two (2) weeks and their findings will be final.