

## 2018 BY-LAWS OF RIVER VALLEY YOUTH TACKLE FOOTBALL LEAGUE, INC.

Last Updated: May 10, 2018

### Article I

#### NAME

This organization shall be known as the *River Valley Youth Tackle Football League, Inc. ("RVYTFL")*

### Article II

#### OBJECTIVE

The objective of the RVYTFL is to exemplify, encourage, promote and teach sportsmanship, teamwork and the basic fundamentals of football. Ultimately, the goal is to stimulate the young person's interest in sports while providing constructive recreational use of leisure time.

### Article III

#### GOVERNMENT

**Section 1, MANAGEMENT:** The RVYTFL shall be governed and supervised by and through its Officers and Board of Directors.

**Section 2, COMPOSITION:** A Team shall be defined as a having multiple levels under the same Team name, i.e. Frankfort White. A level within a Team is an age/weight class, i.e. Lightweight or Varsity.

**Section 3 ATHLETIC BOARD OF DIRECTORS:** The Athletic Board of Directors for the RVYTFL shall consist of one (1) member from each Team. A quorum shall be 51% of the Athletic Board or one (1) more vote than 50% of the voting Board. The term of office for the Athletic Board of Directors shall expire December 31st of each calendar year. Each Team is responsible for designating a sitting board member as a back-up representative at the January meeting. Each Team shall provide written notification to the the League Board of Directors identifying the Team representative to serve on the board along with the alternate designee for each Team.

**Section 4, OFFICERS:** The Officers of the RVYTFL shall consist of a President, a First Vice President, a Second Vice-President, a Secretary and a Treasurer. These five (5) Officers shall also be members of the Board of Directors. Any officer appointed to fill a vacancy shall serve the remainder of that term. The Board of Directors shall make all appointments of Officers, Board Members and Committee Chairpersons. It is the responsibility of the Board of Directors to fill all vacancies by appointment.

**Section 5, OFFICER DUTIES:** The Officers shall perform the duties and exercise the powers prescribed by the Articles of Incorporation set forth in these By-Laws. These duties and powers shall include, but are not limited to the following:

**A. PRESIDENT:** Before any Member can serve as President, that Member must have first served at least (1) one year on the Board. The President's term of office shall consist of one (1) year periods. The President shall act as Chairperson of the Board of Directors and Ex-Officio Member of all committees. The President shall be responsible for conducting the affairs of the RVTFL and for executing and enforcing the policies established by the Board of Directors. In addition, the President shall be responsible for interpreting, applying and ensuring that all current League members are at all relevant times in compliance with these by-laws. The President shall have the authority to co-sign checks. The President is allowed to vote on all issues presented. During the season, it is the responsibility of the President to preliminarily rule on any issues involving the application of League Rules until the League Rules Committee can address said issue. The President's preliminary interpretation of the Leagues Rules shall control until the issue is further addressed by the League Rules Committee. The President is deemed to have a conflict of interest and is therefore disqualified from participating directly and/or indirectly in any issue involving rules where the President's Team or a parent, player, coach or administrator from the President's Team is either the subject of the rule's application or the party seeking the interpretation/application of a rule. If such a conflict of interest arises, the First Vice President shall assume the President's role herein. In the event the First Vice President is conflicted or otherwise is unable to assume this responsibility, the Second Vice President shall be assume the President's role as set forth herein.

**B. VICE-PRESIDENT (INTERNAL):** The First Vice President shall work with other Officers and Committee Members relating to internal affairs. The First Vice-President shall also assist with, and provide guidance to, the Registration Chairperson(s) in verifying registration requirements The First Vice-President shall preside in the absence of the President. The Second Vice President shall assume the duties of the First Vice President in his absence. Both Vice-Presidents shall carry out such assignments as may be delegated by the President

**C. SECRETARY:** The Secretary shall maintain a register of Members and Directors, record and prepare minutes of each meeting, inform members of said meetings, and maintain a record of the league's activities. The Secretary shall be responsible for Board correspondence.

**D. TREASURER:** The Treasurer has the authority to co-sign checks and disperse League funds as directed and approved by the Board of Directors. The Treasurer shall maintain financial records, prepare budgets, and present financial reports at each Board meeting, as well as an annual report at the January meeting.

No member shall receive any direct and/or indirect compensation or derivative benefit for serving on the Board. It is exclusively a volunteer position.

## **Article IV**

### **MEMBERSHIP**

**Section 1, ADULT MEMBERS:** Any person who has a child enrolled in the program or has an active interest shall be considered a Member of the RVTFL and therefore subject to and governed by its By-Laws.

**Section 2, YOUTH MEMBERS:** Any child meeting the requirements as set forth in the By-Laws of the RVTFL, shall be eligible for participation. If equipment is available, no child will be refused to participate provided that they conform to the team By-Laws and the River Valley Rules of Play.

**Section 3, DISQUALIFICATION:** Any member not conforming to the By-Laws of the RVTFL may be disqualified at the discretion of the Athletic Board of Directors.

## **ARTICLE V**

### **RIVER VALLEY YOUTH TACKLE FOOTBALL LEAGUE, INC. RULES OF PLAY**

#### **A. DIVISIONS / WEIGHTS**

1. Each Organization shall consist of four (4) teams, one (1) per division, limited by age and weight class. (See Attachment A – Weight & Age Matrix)
2. Any Player who turns six (6) or seven (7) on or before August 31<sup>st</sup> of that calendar year can only play at the Super Lightweight level. Any Player who turns eight (8) or nine (9) on or before August 31<sup>st</sup> of that calendar year and whose weight exceeds 110 pounds, can only play at the Lightweight level. Any Player who turns ten (10) on or before August 31<sup>st</sup> of that calendar year and whose weight exceeds 136 pounds can only play at the Junior Varsity level. Any Player playing down a level due to age, but who exceeds the permissible weight limit for that level, is permitted only to play on the offensive line between the offensive tackles. If any Player is playing at a lower level due to this age restriction, the opposing Athletic Director in any game may require that player be limited to five (5) plays or that the player be removed at any time from a game when, in that Athletic Director's exclusive opinion, the player is a safety threat or is having an unfair or inordinate impact on the game. An Athletic Director's decision to remove a player on this basis may not serve as a basis to appeal a game. Any player subject to this rule may request a waiver from the RVTFL to allow the player to play up a level. This request must be in writing from the player's parent (s)/legal guardian and the Athletic Director of the player's team concludes it would be in the player's best interest to play up a level.

#### **B. OLDER / LIGHTER RULES**

1. Older / Lighter players must have an "X" (4" x 4" minimum) on their helmet. The X must be clearly noticeable and the color as mandated by the RVTFL league.
2. Only two (2) Older / Lighter players are permitted on the playing field at any one time. (December 2015)
3. Older / Lighter players must get their minimum plays in the four (4) quarters of the regular game. Older / Lighters may play in the 5th quarter but they must still get five (5) plays in the four (4) quarters of the regular game.
4. There will be a 10 yard penalty assessed against any Team that exceeds the number of allowed older/lighter players on the field after the huddle breaks. The down will then be replayed.

5. Older/lighters can only play ineligible positions on offense across all levels. In addition, they are not allowed to return the ball on kick offs. However, they can play any position on defense including punt return. (November 2016)

### **C. STRIPER RULES**

1. Only three (3) striper players per Team are permitted on the playing field at a time. A double striper counts as one of the three (3) stripers allowed on the field at any time.

2. Single striper players must have a single team color stripe on helmet, front to back. The stripe must be clearly noticeable and easily distinguishable from the color of the helmet. Any team with a pre-stripped helmet must stripe their helmets in a manner perpendicular to the existing stripe. Double stripers must have two (2) distinguishable color stripes on the helmet, front to back.

3. Striper players are not permitted to play on the kick-off or kick-off receiving team.

4. Striper players are not permitted to handle the ball on offense. A striper may handle the ball on defense but only if it results from a turnover. In the course of play, if a striper, either on defense or offense, recovers a fumble or intercepts a pass, he may not advance the ball.

5. Offensive stripers must line up within three positions of the snapper. However, if a striper is lined up in the third position from the snapper, he may not be uncovered. In other words, another offensive player must be on the line located one yard or less outside of the striper. A striper may only be uncovered on the line of scrimmage if he is lined up within two (2) positions of the snapper. Any combination of three (3) single or one (1) double striper and two (2) single striper player can play on the defensive or offensive line between the offensive tackles. Single striper players can line up in any gaps between tackles on defense. Double stripers can only play on defense if a double striper is on the offensive line and the defensive double striper must line up head up on the offensive double striper. (May 2016)

**6. Defensive single stripers must be nose-to-nose inside or equal to (two positions from the snapper) the offensive tackle position. A single striper may be lined up over an offensive striper, if the offensive striper is lined up within three positions of the snapper. Initial contact must be made on the line of scrimmage, with the player moving in a forward motion. (NEED CLARIFICATION)**

7. All stripers are only permitted to play on the offensive line but are not permitted to pull. Positions on offense are down linemen. Stripers are not eligible receivers even if they are lined up on the end of the line.

8. If any striper plays out of position, an automatic ten (10) yard penalty will be assessed against the offending team.

9. A striper is permitted to kick the ball on a punt, extra point, and/or field goal. A striper may not, however, handle the ball or block from the kicking or punting position.

**10. . (NO NEED ALREADY COVERED. See Rules 1, 5)**

10. No more than one double striper per Team on the field at a time. If a team has four (4) or more double stripers, however, two (2) double stripers may be on the line at the same time. (See rule 5) They must line up at the 2 offensive tackle positions only. No Team shall have more than three (3) total stripers on the line at any one time. The double stripers will be put in at the start of the game and play five (5) plays in a row. The next double striper must then be substituted until all double stripers received their five (5) plays. Once each of the double Stripers has received five (5) plays, the original double striper rule (Rule 1) will be observed (only one (1) double striper on the field at a time).

11. On the Varsity level only, teams are permitted to line up a double striper on defense but only in circumstances where the offense is utilizing a double striper. The defensive double striper must line up directly across from the offensive double striper. All defensive single striper rules shall apply to the double striper. If a double striper plays out of position, an automatic ten (10) yard penalty will be assessed against offending team.

12. On SLW, LW, and JV levels, Teams are permitted to play one double striper on defense. A double striper must line up directly across from an offensive single striper or double striper. All defensive single striper rules remain in place. If a double striper plays out of position, an automatic 10-yard penalty will be assessed on the offending team. (May 2015)

**D. GENERAL RULES**

1. All teams must field eleven (11) players at the start of every game or that Team forfeits that game. Players may play in only one division on any scheduled date, unless that Player plays up a division to avoid a forfeit. A player may play up a level of play only to avoid a forfeit subject to the opposing Athletic Director's approval. This will not require the player moving up a level to play at that upper level for the remainder of that season. Said player(s) must play in both their regular game as well as their temporary game. No player shall be allowed to play up a level to gain an advantage for his Team. NOTE: Striper rules apply (refer to Striper Rule 1).

2. All games will be played under IHSA Rules subject to the following exceptions:

(A.) Extra points will be scored: One (1) point for run or pass, two (2) points for kick.

(B.) Super Light Field Goals: The ball will be moved ten (10) yards closer to goal post because of eighty (80) yard playing field. The goal line will then shift 10 yards as well.

(C.) Each Team will provide their own game ball for use on offense in each scheduled game. The same type of ball must be used throughout the entire game. The type of ball each team decides to use must be introduced at the beginning of the game at the time of the coin toss. Game Balls (to include those listed below, additions or changes by Athletic Board approval). Manufacturer and sizes are as follows:

(See attachment)

(D.) All scheduled Games shall consist of four (4) quarters with fifteen (15) minutes or less for Half-time. Referees in all Divisions will give a two (2) minute warning in the fourth quarter indicating two (2) minutes remaining in regulation but will not require a timeout.

1. Quarters will be as follows:

a. **Super Light and Light Weight Divisions:**

- Each quarter shall be Twelve (12) minutes with clock running continuously with the exceptions for time-outs, touchdowns and the final two (2) minutes of each half at which will be played by IHSA rules.
- There shall be a maximum of thirty (30) seconds between plays
- The playing field will be shortened to eighty (80) yards for Super Light.

b. **Junior Varsity and Varsity Divisions:**

- Each quarter shall be ten (10) minutes and played on a regulation field.
- There shall be a maximum of twenty-five (25) seconds between plays.

(E.) **5th Quarter Games**

A “5th Quarter” game shall be played PRIOR TO SLW, LW, JV, and Varsity games. If a team does not have sufficient players to field a 5th quarter team the opposing Athletic Director must be notified by the opposing Athletic Director on the Wednesday prior to the upcoming scheduled game. Starters in the regular game shall not play in the 5<sup>th</sup> Quarter. A team is only permitted to play a few starters only if it is to complete a 5th quarter team and, in that event, said starters shall be identified and it must be explained to the opposing Coach prior to the start of the 5th quarter. These players should play in positions that honor the spirit of this rule **The 5th quarter IS NOT a place to play players that did not make weight, older lighters, and/or starters playing in different positions. IT IS for development of non-starters and younger players only.**

(1.) 5th Quarter shall be a 25 minutes continuous clock at all levels.

(2.) Each team plays 12/10 minutes of Offense and 12/10 Minutes of Defense consecutively (split time equally for both teams). There are no first downs / no turnovers / no punting

(3.) Each drive will start at opponent's 30-yard line

(4.) If a team refuses to play a 5th quarter, then they remain obligated to follow the five (5) play rule during the regular game and their opponent is not. If both teams cannot play a 5th quarter, then the five (5) play rule is in effect for both teams. Home team shall announce their intentions first. (2015)

(5.) Each team is required to play eleven (11) players vs eleven (11) players or no fifth quarter is played. (June 2016)

(F.) Number of Officials: Games will be controlled by four (4) officials whenever possible. In order to maintain play, three (3) officials can be used if accepted by both teams involved. Official time will be kept on the playing field by the referees. (IS THIS RIGHT? 4?)

(G.) **ON FIELD COACHING RULE:**

**If a team desires, a coach may be on the playing field throughout all Super Lightweight and Light Weight (eliminated November 2016) Division games. This coach will be an advisor and instructor only, and will let the players make as many decisions as possible. Coaches must be at least (5) yards behind the deepest player on their team at the snap of the ball. There will be no coaching or moving players for either coach on the field after the break of the OFFENSIVE huddle. The play cannot be changed and no audible can be called by either field coach. A violation of this rule will be considered an "unsportsmanlike conduct" penalty. If there is an issue with coaching on the field, the Athletic Directors of those teams should discuss and handle the situation.**

(H.) **NO KICK-OFF RULE:**

1. In the Super Light and Lightweight divisions, when a team leads by twenty (20) or more points, the team down by twenty (20) or more points shall receive the ball on the 30-yard line of the team that has the lead of twenty (20) or more points until the point differential is below twenty (20) points.

2. In the Junior Varsity and Varsity Weight divisions, when a team is up by twenty-four (24) or more points, the team that has the twenty-four (24) or more point lead shall then kick off from their own twenty (20) yard line, until the point difference is less than twenty-four (24) points. 3. If in a Junior Varsity or Varsity game a team has a scoring advantage of twenty-four (24) or more points at the start of the second half or anytime thereafter, then the game clock shall run continuously except during timeouts, following a touchdown, during an extra point or during an injury. Once a clock is a "running clock" it will continue as a running clock even if the disadvantaged team closes the point differential to less than twenty-four (24) points.

4. Playoffs and Super Bowl - Regular kick-off rules will apply to all (4) level teams during the entire game, regardless of score during the playoffs and Super Bowl.

(I.) **STARTING BACKFIELD RULE:**

1. At the SLW and LW levels, if a team has a twenty (20) or more point lead at any time, the starting backfield\* of the leading team must be substituted and may not handle the ball on offense until the score is below twenty (20) points. This rule applies to the JV and Varsity levels at any time the lead is twenty-four (24) or more points. If substitute players are not available, positions of players must be changed to ensure compliance with this rule.

2. This rule is in effect for all playoffs and Super Bowl.

**\*The starting backfields are those players identified in General Rule No. 24. The exception to this will be a player who is listed in the starting backfield and assumes the position of the punter or kicker. This player may continue to perform these duties but at no time may he/she advance the ball, other than kicking.**

**(J.) THREE YARD RULE FOR TWO POINT STANCE:**

1. At the Super Light level, players are not permitted to line up on the line of scrimmage in a two-point stance within what is commonly known as the A, B or C gaps or in other words inside the defensive end position. Defensive ends can line up in a two-point stance. All other players lined up on the line must be in a three or four-point stance. Any player in a two-point stance in the box (positions from C gap on the defensive right to C gap on the defensive left) must be at least three yards off the line of scrimmage. No player in a two-point stance can advance to less than three yards from the line of scrimmage prior to the snap of the ball. Violation of these rules will result in a ten-yard penalty.

2. The above rule (J (1)) applies at the Light Weight level after a Team is leading by twenty (20) or more points. Violation of these rules will result in a fifteen (15) yard penalty.

**(K.) TIME-OUTS:**

1. Super Light and Light Weight Divisions shall have four (4) time-outs per half.

2. Junior Varsity and Varsity Divisions shall have three (3) time-outs per half.

3. ALL TIME OUTS shall be SIXTY (60) seconds.

4. A time-out may be called to challenge the number of stripers, double stripers and/or older/lighter players prior to the snap of the next play. If the challenge is upheld the time-out will not be charged however if the challenge is not upheld the Team will be charged a time-out.

**(L.) Kicking, Punting, Extra Points and Field Goals:**

1. **SLW & LW** – The punting team must inform the referee of their intent to punt the ball. If they are punting, the defensive team cannot rush the punter, and they must attempt the punt (No fake punts). The punter cannot move more than five yards from the right or left of the center to punt the ball. Punting teams are required to have a minimum of seven (7) players on the line of scrimmage and they must be within one yard of one another to facilitate the spirit of a punt formation. Receiving team is

required to have a minimum of five (5) players on the line of scrimmage within the span of the punting Team's ends. They are able to initiate contact only after the ball is punted.

2. There will be no kickoffs at the SLW level. The ball will simply be placed on the receiving team's 30-yard line. (November 2016)

3. Pop up kick offs will be blown dead by referee per NFHS/IHSA rules (May 2017) (ALL LEVELS?)

(M.) In the event the score is tied at the end of regulation of play, the overtime procedure shall be played per current IHSA Rules. At the Super Light and Light Weight Divisions only, the ball will be placed at the five (5) yard line in the event of a third over time.

(N.) All playing shoes (rubber cleats or tennis shoes) must be IHSA approved shoes. Screw-in spikes with metal tips are allowed. (?? NOT PERMITTED?)

(O.) The maximum penalty for any infraction at the Super Light Division shall not exceed ten (10) Yards.

(P.) Once a player has played in a league game, or a "5th Quarter" game, during the regular season, that player cannot move to a lower level to play during the regular season or for any playoff game.

(Q.) The delay of game penalty will be administered in accordance with the NFHS rules. If there is a delay of game infraction signaled by the Referees, the game clock shall continue to run unless it is apparent during the second or fourth quarter that a team is intentionally trying to run time off the game clock. The referee has the discretion as to when the game clock starts (either on the ready for play or on the snap of the ball in accordance with the NFHS rules). If there is repeated violations of delaying the game clock to run time off the clock by delay or other penalties, the head coach will be flagged for unsportsmanlike conduct and assessed a 15-yard penalty.

(R.) At all levels during kickoffs, at the time the ball is kicked, there must be at least four (4) players positioned to the left and four (4) players positioned to the right of the kicker.

3. **WEIGH-INS:** The weigh-in for the SLW game will be conducted prior to the start of the 5th Quarter game. All other level weigh-ins shall be held at half time of the preceding game.

(A.) Each team is requested to have their Athletic Director or designated coordinator to conduct weigh-ins and oversee disputes. No parents or assistant coaches shall be allowed at weigh-ins. The Athletic Director's from each team shall have the right to ask any non-player to leave the weigh-in area.

(B.) A balance beam or digital scale is the only scale approved by the League Athletic Directors. A fifty (50) pound metal weight will be used to check scale before weigh-ins. Each player must weigh in as outlined in the age and weight chart. There will be no rounding up or down of weights and therefore decimals **will not** be considered for purposes of a Player's weight. (May 2016)

(C.) Weigh-ins will be conducted without shoulder pads and helmets, except for SLW, which will weigh in with shoulder pads and no helmet. Non-SLW players may weigh without equipment, or wearing a

minimum of equipment consisting of girdle pads, kneepads, thigh pads, game jersey, game pants, game shoes, and socks. (Refer to weight chart).

(D.) Opposing Athletic Directors will have the right to inspect all equipment to assure that it is of the type used by the players in the game.

(E.) If a player is late for a game, they must sit out until halftime to be weighed-in. (**LATE FOR GAME OR WEIGH IN?**)

(F.) Junior Varsity and Varsity players must wear their game jersey at the time of the weigh-in.

(G.) If a player weighs in prior to his/her game and does not make weight, he/she has the option to weigh in again at half time of his/her game. If that Player satisfies the weight requirement, that Player is eligible to play in the second half of that game. The five (5) plays per game rule shall apply. At halftime, a striper, who played in the first half, may not re-weigh to make non-striper weight and play as a non-striper.

(H.) All stripers and Older/Lighters must bring their helmet to weigh-ins to validate correct markings.

(I) Early weigh-ins for Players are strictly prohibited at any level. (November 2016)

#### 4. ROSTERS

(A.) Teams shall provide a roster with jersey numbers of Players in each weight division to the League Athletic Directors and to all opponents no later than the Wednesday preceding the opening day of the season. The failure to do so will result in a \$25 fine. If Players' numbers change before the first game, new rosters must be supplied to the River Valley Athletic Director Bboard.

(B.) No new players may be added to a team roster after the second game of the season unless:

1. The team has less than 22 players at the level on which a player is proposed to be added; and
2. A majority of the RVTFL Board approves of the addition.
3. The RVTFL League President shall conduct the vote on whether to add a player by telephone or email, but must keep a written record of the vote on the issue including the name of the team; level sought; recording of the vote of each Team representative and the name of each representative voting. That record shall be read at the next regular monthly league meeting.

(C.) A minimum roster of thirty (30) players must be established before a waiting list may be started. A team may maintain a maximum roster of fifty (50) players. (eliminated November 2016) (IS THIS STILL RULE? See 8(D) below)

5. All games will be played on Saturdays or Sundays beginning no earlier than 11:00 a.m., except by the agreement of both teams. If a home team wishes, it may change the starting positions of a division game. The home team must notify the visiting team one week prior to the game. (LEVELS?)

6.[BLANK]

7. If two teams tie for first place, they will be considered co-champions. (WE HAVE SUPER BOWL??)

#### **8. REGISTRATION:**

(A.) Registration of players is allowed at any time. NO TRYOUTS are permitted under any circumstances. Any team that violates the registration process by selecting players based on ability rather than on a first come basis shall be placed on one (1) year probation and will not participate in that year's playoffs.

(B.) Practices will start no sooner than three (3) weeks prior to the first regular season game. No players will be allowed to practice without insurance and proof of age. All Super Light and Light Weight teams are permitted to conduct an informational classroom seminar one week prior to start of practice. No CONTACT IS PERMITTED during this week. All four (4) divisions: The first official week of practice is as follows: first 2 days is helmet only, the next 3 days is helmet and shoulder pads only. Beginning on day 6 teams can begin to practice in full pads. There must be 12 practices with full pads completed before the first game. (May 2017) If additional players are added to the roster, the player must follow the above guidelines before he can play in his first game. (May 2016) **(HOW DO YOU MEET THIS IF ONLY DO 5 DAYS A WEEK? We should reduce number of practices to 10 to comply with Rule 9 below)**

(C.) Returning players must register at returning player registration. Returning players are permitted to sign up until the day before open Player registration. If a Player fails to do so, he/she will forfeit their returning player status and go into the lottery as a new player. Siblings of returning Players must register with the returning Player prior to new Player registration. Once a Player is registered and assigned to a specific team, if that Player chooses to quit that Organization, he/she cannot return to the same Organization until the next calendar year.

(D.) There will be a lottery system used for all new players registering. All names will be placed in a lottery style drawing and drawn at the completion of the registration. A roster will consist of a minimum of thirty (30) players before a waiting list can be started. There is no maximum roster size (May 2017).(FURTHER DETAIL AND INCONSISTENT WITH RULE 4(C) ABOVE))

(E.) Returning players will start the roster. The number of available roster spots will then be filled by pulling names from the new player lottery until all the names are gone. Vacated roster spots will be filled by the waiting list in the order they were drawn. The 2nd V.P. will hold all rosters and waiting lists.

(F.) Players must show proof of legal guardianship when registering under the sibling guidelines. Appropriate legal documentation must be presented to the individual league secretary regarding name changes and legal guardianship.

(G.) An ad must be placed in the newspaper two weeks prior to registration. Copies of the ad must be given to the 1st V.P. (or designee) at the next RVTFL Board meeting.

(H.) Any new Organization starting a football program will have 16 roster slots designated for coaches or board members' children with a maximum of four (4) per level with the names to be given to the RVTFL prior to their registration.

9. Leagues will be allowed five (5) practices per week prior to September 1. After this date, the maximum number of practices per week will not exceed four (4) per week. A player must have one week of practice prior to participating in their first league game. The league requires all participants to have a sports physical. A copy of one taken for school will be accepted. Parents who refuse(?? SPORTS PHYSICAL?) must sign a waiver releasing league and organizations of any liabilities. **(RULE 8(B) requires 12 practices with pads before play). Need consistency here. It should be a total of 10 practices with full pads before eligible to play. )**

10. Referees and Organizations Representatives shall have full responsibility for maintaining discipline and control in all matters concerning the conduct of the coaches, players, fans, and their effect upon playing conditions.

(A.) Players, members, coaches, and/or team officials that are ejected from a game or are involved in fighting before, during or after a game in the area of play, or on the field will receive an automatic one (1) game suspension. Any second ejection during a season will result in an automatic full season suspension.

**(B.) Canceled Games Prior to Completion:**

1. Any game canceled any time prior to the start of fourth quarter are considered incomplete and will be continued on the home team's field at an agreed upon date and time.

2. Games cancelled after the start of the fourth (4<sup>th</sup>) quarter are considered complete.

**(C.) Game Delays:**

The League recommends delays to last one (1) hour prior to canceling a total game day or one game. The RVTFL also requires Referees to remain on the premises during any delays but the Referees will be reimbursed for their time. To minimize the backup of games, if able to continue, the following options should be followed:

1. Complete games in progress and cancel next game utilizing General Rule 10-B.

2. Cancel game in progress utilizing General Rule 10-B or 10-C and start the next game.

(D.) Referee fees will be = \$230 per day (regardless of number of 5th quarter games), or as previously agreed upon by the River Valley Athletic Board for a period of 3 years. (July 2016) **HOW REIMBURSE FOR DELAYS?)**

11. No advertising or soliciting is permitted by any organization during RVYFL events.
12. Should a team, for any reason, wish to protest a game, a written statement setting forth the basis for the protest must be made to the Officers (President, First Vice President, Second Vice President, and Secretary) of the League Athletic Board within seventy-two (72) hours of the completion of the protested game. The League President shall refer the matter to the League Rules Committee. The Rules Committee will initially investigate the basis for the protest, consider all of the relevant circumstances and then make recommendations to the League Athletic Board as to whether the protest is valid or invalid and, if necessary, recommend the appropriate penalty or adjustment. The League Athletic Board will then vote to accept or reject the Rules Committee's recommendations. . If accepted, the decision is final. If the League Athletic Board rejects the recommendation of the Rules Committee, then the League Athletic Board must, by majority vote, determine if the protest is valid and then determine by a majority vote the appropriate penalty or adjustment. A protest fee of fifty dollars (\$50) will be assessed to the protesting team, to be returned, if the protest is upheld. The losing team will pay a fine of two hundred fifty dollars (\$250). It is the River Valley League Athletic Board's exclusive discretion as to the outcome of the game that is under protest.
13. Any coaches or Team official found to have intentionally violated League rules or the generally accepted rules of fair play and sportsmanship, shall be placed on one (1) year probation. This rule will be strictly enforced by the Board of Directors.
14. All new member Teams are placed on a one (1) year probation period with no League voting rights.
15. [BLANK].
16. A list of all facilities at each home field and a map or directions to each home field shall be provided to League Directors at the time for Team roster submissions as provided for in General Rule 4(A).
17. Chains and down markers will be provided by the home team and placed on the home side of the field.
18. A River Valley player is prohibited from playing in any other tackle football league, during the River Valley season, defined as the team's first practice through the Super Bowl.
19. Each team must make available the player identification registration provided by the Teams on the playing field (includes copy of birth certificate and a recent picture).
20. A twenty-five dollar (\$25) fine will be assessed to any Team without a representative at a League meeting. A second violation will result in a fifty dollars (\$50) fine; a third violation will result in a one hundred dollars (\$100) fine; a fourth violation will result in a one (1) year probation and a fifth violation will result in the Team being dismissed from the League.
21. All Teams are required to have all helmets and facemasks re-certified every two (2) years or per manufacturer's recommendation. Proof of the re-certification shall be made available to the RVTFL upon request.

22. No high school students are permitted to play.

23. No alcoholic beverages are permitted at any practice or any games. Smoking is not allowed on sidelines of any League game. A no smoking ban is in place at many of the fields being played on (Illinois State Law prohibits smoking on any school property). Please observe these rules when posted. Cooking on grills (Tailgating) is prohibited.

24. Prior to the start of each game, the names of the "TRUE" starting backfield line-up will be exchanged between head coaches with a copy provided to the referees. The "TRUE" starting backfield will consist of the four (4) backs and the two (2) ends that will participate in a majority of the offensive plays. To avoid confusion, the five (5) positions not listed will be the two (2) tackles, two (2) guards and center. ANY VIOLATION OF THIS RULE WILL BE CONSIDERED A VIOLATION OF LEAGUE RULE 34 AND PENALIZED ACCORDINGLY.

25. Players are permitted to compete in a game while wearing a hard cast with a ½" padding subject only to referee approval. A player may play in a game while wearing a soft cast but must have a physician's release on physician letterhead available for referee review.

26. On offense, all initial contact below the waist is illegal. (PENALTY?)

27. Dues for membership to River Valley Youth Football League, Inc. are assessed yearly on a per TEAM basis. (Team defined in this situation as per four (4) Team group. Ex. Frankfort Falcons Blue is one team and Frankfort Falcons Black is another). (November 2015)

28. Voting procedures to amend or add to the By-Laws are as follows:

(A.) One vote per team (Team defined in this situation as per four (4) Team group. Ex. Frankfort Falcons Blue is one team and Frankfort Falcons Black is another) (see Rule 14 for exception). (November 2015)

(B.) Registered officer of each Team, or in their absence the listed alternate casts the vote.

(C.) A By-Law change must be discussed at the meeting directly preceding the meeting where the By-Law change vote takes place. A majority vote of those present is required to pass or amend a By-Law.

29. The League will establish a post-season tournament format separate from the regular season with Board of Director approval.

30. The League has established a team representative (members of the Athletic Board of Directors, coaches, statisticians, etc.) dress code. The representatives must wear a designated team shirt. Accessories such as bandannas, heavy jewelry, gloves, etc. are **NOT PERMITTED**. Caps may be worn with the bill pointing forward.

31. Rules for dual team alignment:

(A.) Players will remain on the same team if returning in the same division.

(B.) Once a player is selected by a team-designated color, that player will stay designated to that color.

(C.) Players who advance to the next weight division may opt to be placed in a draft pool and be divided one-by-one by the head coaches: Coaches, board members, and support staff (medical, equipment, etc.) will regulate family participants.

(D.) Newly registered players will be placed in a draft pool in the order that they were picked from the lottery (based on first, second, third, etc.). Coaches will pick one-by-one until each team is complete based on the teams maximum per team. Remaining players will be placed on a waiting list in the order they were selected from the lottery. When a position opens on a team, the next player at the top of the waiting list shall be taken.

(E.) Any new expansion team (second, third, fourth team) can have a one-day evaluation practice (of existing players, not new players) only if all players in the organization will be placed in a draft pool, prior to their draft, up to one month preceding the first scheduled day of practice. The draft shall be a one-by-one pick until all teams' rosters are achieved.

(F.) [BLANK]

### **32. Team Disciplinary Problems:**

All disciplinary matters shall be referred to the League Rules Committee and addressed in the same manner as team protests set forth in Section 12. The Rules Committee shall oversee the disciplinary hearing and conduct the investigation as follows:

(A.) Discuss the problem with the complaining and offending individuals.

(B.) Advise what penalties have been assessed by his/her Organization.

(C.) Advise what is being done to keep the problem from re-occurring. This step must be approved by a Majority of League representative.

(D.) A second offense of the same type violation in a one (1) calendar year period will result in a one (1) year probation.

(E.) A third offense of the same type violation in a one (1) calendar year period will result in ejection from the River Valley Youth Tackle Football League, Inc.

(F.) The team ejected from the League may be reinstated only if they agree to abide by all conditions set forth by the River Valley League Representatives (VOTE OF LEAGUE MEMBERS?)

33. Play -by-play announcing is not permitted while the play is actually taking place.

34. Any team that is found circumventing league rules in order to gain unfair advantage before or during the season shall forfeit any games already played, be placed on probation for one year, and will not participate in the playoffs. Definition of Probation: A team that is on probation will have no voting rights for one (1) year from the date of the infraction.

35. Any team that has violated rules regarding player registration or has been found to have cheated after the season, shall forfeit any games won, stripped of any super bowl wins, and will be banned from the upcoming Season's playoffs.

36. Teams that are found guilty of violating league rules shall have their registration process overseen by the League Rules Committee. The League Rules Committee will then draw the participant's tickets at random based on the roster size set by the offending team, the team rosters will then be given at the end of that night's registration to the disciplinary board.

37. If Necessary, the River Valley President may call for a vote on items that require board action prior to the next River Valley meeting. The vote can be conducted by phone or email. River Valley Athletic Director's shall have no more than 48 hours to respond. The issue shall be decided by a majority of votes received. The President must keep a written record of the vote on the issue, recording the vote of each Team representative and the name of each representative voting. This record shall be read at the next regular monthly league meeting.

### 38. Rules Committee

The Rules Committee exists to address and expedite the resolution of conflicts that occur throughout the year. The Rules Committee will oversee problems with officials, coaches, disciplinary matters and rules violations. The Rules Committee will investigate and if warranted, bring the problem to the RV Board for consideration. This Rule Committee will consist of three (3) River Valley Board Members, along with an alternate Member, in case of any conflicts of interest that may arise. Their duties shall include:

(A.) Gather any information needed regarding the conflict from any and all parties involved.

(B.) Discuss the matter amongst the Rules Committee members in person or by conference call. .

(C.) The Rules Committee will then make recommendations to the RV Athletic Board as to its findings as to whether the issue at hand is valid or invalid and recommend the appropriate resolution.

The League Athletic Board will then vote to accept or reject the recommendations of the Rules Committee. If accepted, the decision is final. If the RV Athletic Board rejects the recommendation of the Rules Committee, then the League Athletic Board must, by majority vote, determine if the conflict is valid. The League Athletic Board must then also determine by a majority vote the appropriate resolution. The RV Athletic Board decision will be considered final. **Boundaries** – if any Player was on a RYVFL roster the previous season, teams need written approval from both team's RV board representatives to switch organizations the following season. If you do not secure approval from both, that Player must stay with same organization or sits out for 1 year. If a Player was not on an RV roster, the Player is fair game for all RV Teams consideration. If a player moves their residency into the new town, approval is not needed but actual residency must be established. (December 2014)

40. The penalty for teams that fail to meet all four (4) levels (having only three (3) teams) will be assessed a fine each week of what is equivalent to one days (as current referee fee). This fine will be paid to the River Valley Youth Football League regardless if you were home or away. (April 2015)

41. Videotaping is restricted to the press box, end zones or the bleachers (if any). Any sideline video product i.e Hudl Sideline is not permitted. (May 2016)

42. All organizations will consist of four (4) teams, one (1) per level. If an organization wishes, you can petition for eight (8) teams, two (2) per level. This will need to occur on a yearly basis. If you petition for 8 teams, and approved, kids are placed on original rosters from previous year. (September 2016)