

# **Lehigh Valley Youth Football League**

## **By-Laws**

**March 2015**

### **NAME**

The organization shall be known as the LEHIGH VALLEY YOUTH FOOTBALL LEAGUE (LVYFL).

### **PURPOSE**

The purpose of this organization shall be to promote and supervise competition among league members, With the mission that

“Our league allows all players regardless of size or ability to enjoy the sport and develop skills that will help them later in life.”

### **Article I**

#### **OFFICERS**

The organization shall consist of the following elected officers, who will also comprise the EXECUTIVE BOARD:

1. President
2. Vice-President
3. Secretary
4. Treasurer

Election of Officers will consist of two (2) consecutive years with President and Treasurer elections on even year increments and Vice President and Secretary elections on odd year increments. Nominations for Officers will take place during the November meeting prior to the January Election year.

### **Article II**

#### **MEMBERS**

1. The (4) founding teams are considered charter members and will maintain exclusive voting rights regarding all future teams accepted into the league. The charter teams listed in alphabetical order are:
  1. Bath (BA)
  2. Fullerton (FT)

3. Palmerton (PT)
4. Pleasant Valley (PV)

Teams already in the league shall submit a two hundred fifty dollar (\$250.00) non-refundable fee yearly by May meeting

### **Article III**

#### **New Membership**

1. Any new organization desiring membership into the league must be voted on by the charter members and will be decided by a simple majority. Applications must be submitted by the March League Meeting.
2. Each team desiring membership in the league must, upon acceptance, submit a two hundred and fifty dollar (\$250.00) non-refundable entry fee.
3. All new teams will be on probation for a period of three (3) years.
4. New teams will not attain voting rights on matters until their 2<sup>nd</sup> consecutive year of membership
5. New teams must field all levels of play from Flags, up to and including 130 lb. teams.
  - a. Any organizations that are unable to full all 4 teams must be approved by the league voting members
6. New teams entering the league will be added to the bottom of the list for playoffs after the attainment of general voting rights.
7. Probationary teams have no vote in matters involving other probationary teams.

### **Article IV**

#### **Criminal/Background Checks**

1. All Executive Board Members, Reps or anyone with access to the Administrative section on the league website will apply for Criminal Background Checks and Child Abuse History Clearances in accordance with current applicable state laws by May mtg annually.
2. In the case where a Criminal Background shows that a member has a criminal background, the Executive Board has the authority to suspend the individual's right to participate or terminate the individual's right to participate in the organization.
3. In the event a Child Abuse History Clearance reports that a member has a history of child abuse, that individual will be terminated from the Organization

### **Article V**

#### **Membership Requirements**

1. All members must participate in league functions as provided for in the by-laws. Failure to do so subjects a team to possible revocation of membership.
2. Any organization that does not field three (3) of the four (4) teams (**Flags, 85lb, 100lb, and 130lb**) for two (2) consecutive years must face a league vote to stay in the league.
3. All organizations are responsible for the actions of all players, coaches, and fans of their Organization.
  - a. Organization By-Laws/Code of Conduct may take precedence over League By-Laws for disciplinary measures.

4. Any team or organization acting in an unruly or unsportsmanlike manner may be placed on probation for a period of time designated by the membership.
5. Team information sheets for each organization in the league shall be submitted to the league secretary prior to the June meeting of the current year. Failure to do so will result in a monthly fine, of \$10.00, until it's completed. An email address and telephone numbers must be provided for the following individuals:
  - a. League and alternate league representative
  - b. Board members
  - c. Head coaches
6. Alcoholic beverages are not permitted at any game by any team.
7. The Executive Board will rule any rules not covered.
8. Team personnel consist of the Head Coach and his assistants listed on that team's roster and/or anyone that the Head Coach permits.
9. All Team Rosters, 100% accurate with Players name, Jersey #, & Date of Birth, must be entered into the league website by the Monday prior to the 1st game of the season. At the end of the season all player information will be deleted.

## **Article VI**

### **Complaints**

1. All complaints will be directed to the Executive Board via complaint online form by the League Rep
2. The Executive Board will investigate each complaint and report to the membership at the next meeting.

## **Article VII**

### **MEETINGS**

Regular monthly meetings will be held on the fourth (4) Wednesday of the month, except for December, which no meeting will take place.

1. The league secretary shall contact the league representatives of the date, time, and location of the next meeting at least five (5) days prior to the date of each league meeting. Meetings will start at 8:30 P.M. The Executive Board can change monthly meeting dates.
2. A centrally located meeting place shall be used for all league meetings
3. The league President shall be in charge of the league meetings at all times (in the President's absence, the Vice-President shall assume the duties of the President).
4. Only the league representative or the alternate representative will have the power to make a motion or to vote. The President shall have the tie-breaking vote.
5. A fifty percent (50%) quorum of the sponsoring organizations is required to transact business at all league meetings.

### **Missed Meetings**

1. A fine of ten dollars (\$10.00) shall be assessed to any member organization that misses a league meeting. If this fine is not paid at or before the next regularly scheduled meeting, the organization will lose its right to vote on all league business until such fines are paid.
2. Any organization missing two (2) consecutive meetings may be dropped from the league.
3. When any organization has missed a meeting, the league secretary shall promptly forward a letter to the listed team representative and to the president of the team's sponsoring organization advising

them that if they are not present at the next league meeting on (date, time, place), they may be dropped from the league membership

## Article VIII

### COMMITTEES

1. PLAY-OFF COMMITTEE. All teams shall be members. Failure to do so subjects a team to possible revocation of membership.
  - a. The executive board will prepare a schedule of team responsibilities and these teams are expected to be present. Failure to do so will result in fine, forfeit and/or revocation of membership.
2. PUBLICITY COMMITTEE. The President shall appoint one (1) representative for each division.
3. BY-LAW COMMITTEE. A committee shall be appointed by the President, as needed, to review the proposed By-Law changes prior to the February meeting.
  - a. Any new By-Law change proposal must be presented to the Executive Board, or a By-Law Committee Member, at the January meeting. Proposed By-Law change should be submitted by organizations, in writing, and read to the whole body present prior to submission as set forth herein.
  - b. Amendments to the by-laws may be made when, in accordance with Section 6(c), any of the organizations present in writing the proposed change. The proposed change will be accepted if a majority of the organizations approve them at two (2) consecutive meetings. (If proposed By-Law change does not receive a majority vote at the first meeting, then it is considered to be voted down.)
4. SCHEDULING COMMITTEE. The President at the March meeting shall appoint a committee. They are responsible to submit a schedule by the May meeting.
  - a. Schedules shall be prepared on a home and away basis whenever possible. For example, the team you played at home this year you will play away next year.
5. AUDITING COMMITTEE. The President, at the November meeting, shall appoint a committee. This committee shall meet for the sole purpose of auditing the treasurer's books and give a final report at the March meeting.
6. FUND RAISING COMMITTEE. The President, at the March meeting, shall appoint a committee. This committee shall have full responsibility of arranging and managing any and all fundraisers for the benefit of the league. The league treasurer shall be on this committee to assist in the handling of all money.
7. ADVISORY COMMITTEE. The Executive Board shall appoint this committee in a time of need. This committee shall be made up of five (5) people whom the Executive Board feels will take the best interest of the league and the youth into consideration when making a decision. These members can be, for example, past coaches, past officers, teachers, or other people of the community who are interested and involved with the youth in some way.

## Article IX

### ELIGIBILITY

1. All teams participating in league competition must select athletes from within the state of Pennsylvania.
2. No player competing in the Lehigh Valley Youth Football League may play for another football team.
3. Team weight classifications and specific regulations:
  - a. Flag, 85 lb., 100lb., and 130 lb. (Weights pertain to skilled players in each weight division only)
    - i. No Player at the **FLAG** level may attain his 7th birthday prior to September 1 of that year.

- ii. No player on the **85 lb.** team may attain his 9th birthday prior to September 1 of that year.
- iii. No player on the **100 lb.** team may attain his 11th birthday prior to September 1 of that year.
- iv. No player on the **130 lb.** team may attain his 14th birthday prior to December 31st of that year.
- v. No player on the **130 Lb.** team may play for the Middle School program or any other team.

## **Article X**

### **Weigh Ins/Heavies**

1. All players must present an ID card complete with a current picture at each weigh-in.
2. Picture cards will be displayed in a photo album and put in numerical order the way the players will be weighed in.
  - a. If a player plays on two teams, then he will have two picture cards.
  - b. Any team not having the picture cards at the time of weigh-in will forfeit that game. The game can still be played, but it will not count.
  - c. Any individual not having a picture card will not be allowed to play in that game.
3. Every player must weigh in before each game EXCEPT if a player makes weight to play at a lower level and is double rostered. The coaches should make a note of those players at the time of weigh-ins.
  - a. The home team shall supply a balanced scale for weigh-ins. The visiting team may bring a scale along for comparison. If there is a great difference, then a neutral scale will be used.
4. Each team shall have only two (2) representatives at the weigh-ins. The home team shall provide a suitable, enclosed building to have the weigh-ins.
5. A player may only undress down to their underwear.
  - a. In the case of a FEMALE player having to undress for weigh-in, a woman representative should be the only person, other than the parent or guardian, to be allowed in the weigh in room.
6. At NO TIME should a female and a male player be undressing in a weigh-in area at the same time.
7. All weigh-ins shall occur at the start of the previous game. A player has up to the start of the 2nd half of their game to weigh in to be eligible to play in the 2nd half.
8. Every player can play if they meet age requirements for respective weighted team.
  - a. Players that don't make weight for skilled positions can still play but will be considered a heavy and must wear a dot on their helmet.
    - i. Dots (stickers) will be provided by the league for the heavies to designate their weight. These dots will be colored by weight class and placed on the front and back of the player's helmet.
  - b. All skilled players must make weight at the designated level by the third game of the regular season, or move up to the next higher weight class or declare themselves a heavy.
  - c. Once the designated weight is achieved, the player may increase weight as covered in Article X Section 19.
9. If a player makes their designated weight for two weeks, but is over his/her designated weight on the third week, the player will have the option to declare himself a heavy or sit out a week.
  - a. No player, after week three (3), shall sit out more than one (1) additional week to make weight and must declare himself a heavy.
  - b. The player must make the designated weight for week three to be eligible to remain a skill player.
10. Once a player declares himself a heavy, he must remain a heavy for the remainder of the season.
11. There will be no exchanging of players that do not meet the designated weekly weight.
12. No heavies may advance the ball in any way.

13. NO MORE THAN 5 HEAVIES ON THE FIELD AT ALL TIMES.
  - a. Two Heavies on each side of the center.
    - i. The only exception would occur when in punt formation.
      1. Heavies may be punters and MUST kick the ball and may NOT advance the ball through fake or broken play.
14. Kick-Off alignment may include a maximum of five (5) heavies, 2 on either side of the kicker and including the kicker. Kick-Off Return alignment will allow a maximum of five (5) heavies on the front line only.
15. Defensive positioning for the heavies will be defined as:
  - a. Five heavies are permitted on the defensive line as long as they are not line up beyond head up on the offensive tackle and then in towards center.
  - b. Heavies are not permitted to be defensive ends.
16. Penalties for cheating with the heavies will consist of the following, upon review of Executive Board:
  - a. Forfeiture of the football game.
  - b. Two (2) game consecutive suspension. If offense occurs, at or near the end of the Teams season, suspension will carry over to the following season.
  - c. \$100 fine to the organization.
17. For the 130 lb. player that does not make the final roster, it is encouraged that these players be elevated to the local school programs (Junior High or Freshman).
18. If an athlete fails to make weight, she/he must remove their shoulder pads and helmet for the entirety of the game.
19. All teams will be allowed to add weight as outlined below. For the competitive teams, the designated weekly weight levels are as follows:

<b>85 lb. team</b>	<b>100 lb. team</b>	<b>130 lb. team</b>
<b>Week #1 85 lbs.</b>	<b>Week #1 100 lbs.</b>	<b>Week #1 130 lbs.</b>
<b>Week #2 86 lbs.</b>	<b>Week #2 101 lbs.</b>	<b>Week #2 131 lbs.</b>
<b>Week #3 87 lbs.</b>	<b>Week #3 102 lbs.</b>	<b>Week #3 132 lbs.</b>
<b>Week #4 88 lbs.</b>	<b>Week #4 103 lbs.</b>	<b>Week #4 133 lbs.</b>
<b>Week #5 89 lbs.</b>	<b>Week #5 104 lbs.</b>	<b>Week #5 134 lbs.</b>
<b>Week #6 90 lbs.</b>	<b>Week #6 105 lbs.</b>	<b>Week #6 135 lbs.</b>
<b>Week #7 91 lbs.</b>	<b>Week #7 106 lbs.</b>	<b>Week #7 136 lbs.</b>
<b>Week #8 91 lbs.</b>	<b>Week #8 106 lbs.</b>	<b>Week #8 136 lbs.</b>
<b>Week #9 91 lbs.</b>	<b>Week #9 106 lbs.</b>	<b>Week #9 136 lbs.</b>

### **Reporting Weights to the League**

1. All teams must have rosters signed by the opposing coach for the first three (3) games of the season to verify which players made weight and which did not. Any player that is not at weigh-in will be marked as DNP & must have reported weights for 3 consecutive games played
2. Each roster will be marked so that we know which players were present. Any player that is injured must weigh in at one of the first three (3) games in order to be eligible to play later that year.
3. Opposing coaches at all levels will be responsible for reporting players that did not make weight to the league officers, so that honesty can be maintained throughout the league.
4. Final determination will be reported at the monthly meeting of the league held Wednesday after the third game of the season.
5. All heavies must be reported to President by Monday Midnight after the game.

## **Article XI**

### **ROSTERS**

1. Players must be rostered for the Flags, 85 lb., 100lb., and 130 lb. team in order to be eligible to play.
2. A copy of each player's birth certificate must be maintained at the league level. Birth certificates copies must be available if needed. Only one (1) copy should be needed for the player's duration in the Lehigh Valley Youth Football League.
  - a. All birth certificates must be turned into the league before the 1st game of the season. All players added to the roster after that, must turn in birth certificates to the league by September 20th.
3. The penalty for any organization not complying with the above dates will be fined \$10.00 for each birth certificate not turned in, each day until they are turned in.
  - a. Any fines not paid will disqualify any team from that organization from the playoff games.
  - b. A member organization will be automatically placed on probation if any outstanding fines are not paid by the November meeting. The organization shall remain on probation until all fines are paid. If the organization is on probation and the outstanding fines are not paid in a timely manner, the organization may face expulsion from the league.
4. At the August meeting, all teams must turn in all completed rosters and field locations, with all teams, for games scheduled, and two (2) copies for the league.
  - a. Any rosters not turned in by this roster night will result in forfeit of all games played until those rosters are turned in.
  - b. The President shall be notified of all additions or changes to the team roster prior to the September 15th cut off.
  - c. No player shall be eligible to sign with a team after September 15th.
  - d. All final and updated rosters must be turned into the league by the scheduled September meeting.
5. The only acceptable roster is a league-supplied form, photocopy of that form, or a computer print out that follows the league-supplied form's format. ROSTERS MUST BE FILLED OUT IN THEIR ENTIRETY to be accepted by the league. Jersey numbers are required in numerical order for advance program printing.
6. Every player must sign a team contract form or agreement to play with a team. He/She must secure a written release from that team's head coach to play on another team that same season. Duplicate copy of a release must be presented to the league President before the player is eligible.

## **Article XII**

### **GAME TIMES**

1. The **Flag** game shall consist of two (2) – twenty five (25) minute halves with a ten (10) minute break at halftime. The clock shall run continuously.

2. The **Tackle** games shall consist of four (4) - ten (10) minute quarters with a ten (10) minute break at halftime with the clock running according to PIAA rules.

### **Article XIII**

#### **GAME OFFICIALS**

1. The league shall appoint an assignor, who shall assign two (2) P.I.A.A. officials for the Flags game and three (3) P.I.A.A. officials to the 85lb, 100lb and 130lb tackle games.
2. At least two (2) officials must be present before a game can start. No other officials are allowed. The Executive Board shall determine the fee for the assignor.
3. The league assignor shall assign three (3) officials for all Elimination and Play-off games. The fees for these officials shall be paid by the host team.
4. The league assignor shall assign four (4) officials for all Championship games. The host team shall pay the fees for these officials.
5. The league shall supply, in writing, a compensation scale for the officials.
6. The Officials' fees for season will be \$45.00 per official per game.
7. If an official is not given sufficient notification of a cancelled game, he/she will be paid half of regular pay. If the game cancellation is due to no-show on the part of one of the teams, then the no-show team will pay the official.

### **Article XIV**

#### **FIELD CONDITIONS/POSTPONEMENTS/FORFEIT**

##### Field Conditions:

1. Field conditions are up to the home team.
2. A regulation football field shall be used with goal line flags at each goal line.
  - a. Goal line flags must have flexible shafts.
3. Yards are marked every ten (10) yards.
4. Goal posts must be installed at each end of the playing field for field goal attempts.
5. Goal posts must be padded according to P.I.A.A. requirements.
6. Lining of the field is the responsibility of the home team.
7. Playing field on both sides should be roped off from goal line to goal line, ten (10) yards from the sidelines, the exception being any school or other field having the perimeter of the playing field enclosed.
  - a. Only team personnel are allowed within this confined area.

##### Postponements:

1. Home team coaches must advise visiting teams coaches at least two (2) hours before the game in regards to postponements.
  - i. If the visiting team is not so advised, they shall assume the game is to be played.
  - ii. The home team shall also advise the officials accordingly.
  - iii. Make-up games must be rescheduled within a two (2) week period.

##### Forfeit:

1. Teams or team representatives must commit each weight level to play or forfeit one week prior to its first scheduled league game. A change of any team's playing status without one (1) week's notice will subject the offending team a forfeit of the game plus a ten-dollar (\$10.00) fine.



## **Article XV**

### **REGULATION FOOTBALLS**

1. The following footballs shall be used for Flag games:
  - a. Wilson K-2, Nike Pee Wee, or ball of similar dimension
2. The footballs for the 85 lb. game shall be one of the following:
  - a. Wilson K-2, Nike Pee Wee, or ball of similar dimensions
  - b. Wilson TDJ, Spalding J5J, or ball of similar dimensions
3. The following footballs shall be used for the 100 lb. game:
  - a. Wilson TDJ, Spalding J5J, Baden 500JR, Nike 1000J or 2000J
4. The following football shall be used for the 130 lb. game:
  - a. Wilson TDY, Spalding J5Y, Baden 500Y, Nike 100Y or 200Y

## **Article XVI**

### **SHOES**

1. Only specified Ankle-hi football shoes are allowed to be used.
2. Any style cleat (screw-in or molded) with exposed metal may NOT be worn.

## **Article XVII**

### **Field Rules**

For the 85 lb, 100lb, and 130lb weight classes, no more than two (2) sanctioned league games may be played in one seven (7) day period under any circumstances.

**Any rules not covered by these by-laws shall be played according to P.I.A.A. playing rules.**

1. The "Mercy Rule", as it is known by the PIAA in this league, will take effect when there is 28-point difference in the score. When the "Mercy Rule" is in effect, the team that is ahead by 28 points cannot call any timeouts during the final five minutes of the game. Everything else will follow the PIAA guidelines.
2. ALL PLAYERS MUST WEAR MOUTH PIECES TO PLAY GAMES - Effective with the 1992 season, all players must use colored mouthpieces to play in the game.
3. No "Horse Collar" Rule (this rule should be discussed at the beginning of each game)
  - a. Tackle defined as the grabbing of the back of the collar of the shoulder pads or the side of the shoulder pads resulting on the runner immediately going down.
  - b. Will result in a penalty the same as a personal foul.
4. Teams must wear contrasting jersey colors whenever possible.
5. P.A.T. CONVERSION CHANGE (85's, 100's, & 130's) Two (2) points will be awarded to the team kicking a P.A.T. while running or passing for the conversion will still result in a one (1) point score. The intention of this is to stimulate interest in kicking and to award a team more points for a more difficult conversion.
6. All players and coaches must meet in the middle of the field to shake hands at the conclusion of the game to show good sportsmanship.
7. One official By Law Challenge, per half, per team, is available for all teams.

## Flag Rules

1. Use PIAA rules except as modified below.
2. As an important safety factor, it is optional for flag players to wear a soft shell (karate type) headgear for their own protection.
3. KICK-OFF: There will be no KICK-OFFS in the Flag Division.
  - a. The ball will be placed on the RECEIVING TEAMS 30 yard line to start a half and after a team scores.
4. FIRST DOWN: 10 yards from the line of scrimmage.
5. TURNOVERS
  - a. FUMBLE: QB/Center exchange - if the QB can recover quickly, there is no fumble. If not, loss of down. All other fumbles are loss of down and the ball is spotted at the point of fumble.
  - b. INTERCEPTION - will continue as a live play.
6. If a ball carrier's flag falls off at anytime, the play is dead. The ball is then spotted at the point where the flag fell.
7. Penalty: No distance, no loss of down except blatant off sides is five (5) yards. Unnecessary roughness; tackling, leaving feet on the block, forearming, stiff arming, blocks below the waist, etc. Tackle penalties-5 yard infraction from the spot of the foul resulting in automatic 1st down
8. NO SLAPPING THE HANDS FROM DEFENDERS BY THE BALL CARRIER. NO PUSHING OUT OF BOUNDS: MUST BE ATTEMPTING TO GRAB THE FLAGS ONE WARNING PER HALF, PER TEAM. Upon Defense, 1st down at the point of infraction. Upon Offense, Loss of down and loss of yardage on that play.
9. PUNT: Automatic punt at the option of the coach, 30 YARDS FROM THE LINE OF SCRIMMAGE. IF THE LINE OF SCRIMMAGE IS AT OR INSIDE THE 40 YARD LINE, THEN HALF THE DISTANCE TO THE GOAL.
10. CLOCK: Two 25-minute halves per game with continuous running clock, except each team shall be allowed two time-outs each half. The clock will be stopped for a downed injured player or By Law Challenge. There will be a 10-minute break at half time.
11. SCORING: Touchdowns are seven (7) points with no PAT. Safety is two (2) points.
12. DEFENSIVE SET BACK:
  - a. No defensive player shall set up closer than two (2) yards away from the line of scrimmage.
  - b. It is the Offensive coach's responsibility to NOT start a play if the defense is not properly set back.
  - c. NO MORE THAN six (6) PLAYERS ON THE LINE OF SCRIMMAGE.
13. DEFENSES: Defenses will be limited to either 5-4 or a 6-3 and no BLITZING will be permitted.
  - a. Inside the 10-yard line, you can use a goal line defense, but still no BLITZING.
  - b. All inter-linemen must be in a three or four point stance.
  - c. The 5-4 scheme & 6-3 scheme will consist of the following see addendum
14. DOUBLE ROSTER: No player that plays on a tackle team of any weight class may play on the Flag team.
15. EQUIPMENT:
  - a. All flags shall be at least fourteen (14) inches long and be of a bright color that is contrasting to the pants that the player is wearing.
  - b. The flag will be unobstructed from view and touch AND BE ATTACHED BY VELCRO ONLY.
16. COACHES/REFS:
  - a. Not more than three (3) coaches from each team shall be on the field at any time during the game. However, at least one (1) coach must remain with the bench at all times.
  - b. The head coach shall appoint a fourth coach to act as a referee during the game if a ref is not available.
  - c. The ref/coaches shall agree on all infractions.

- d. The Coaches and Ref/Coaches shall remain at least ten (10) yards away from the players in all directions and shall move away from the ball as the play progresses.
17. In order to maintain parity, the team that is ahead at any point in the game cannot allow any player who has already scored to carry or catch the ball beyond the line of scrimmage. If such a player does carry the ball beyond the line of scrimmage, the team will be penalized the yardage gained and will suffer loss of down. If the score is tied all players become eligible. If the score is tied all players become eligible to score again.
18. Playoff Play – If OVERTIME occurs, both teams MUST try an extra point attempt after scoring from the five (5) yard line.

## **85lb Rules**

During the **85 lb.** game, the following will apply:

1. 2 Coaches are allowed on the field up to and inclusive of LEAGUE week four (4). After the fourth week (4) of the season all coaches must coach from the sidelines.
2. The "On Field" Defensive coaches must be at least five (5) yards behind the deepest player.
3. Defenses will be limited to either 5-4 or 6-3 and no blitzing will be permitted.
  - a. During the 85 lb. game, interlinemen must be in a three or four point stance and all linebackers, (inside, outside, and cornerbacks) must be at least three (3) yards behind the line of scrimmage; safeties must be six (6) yards off the line.
    - i. The 5-4 scheme will consist of the following, see addendum.
    - ii. The 6-3 scheme will consist of the following, see addendum
4. You can use a goal line defense inside the 10-yard line but still no blitzing.
5. On-side kicks will not be permitted. If a football move is made the play is live.
6. The Offensive team, on fourth down, will have the option:
  - a. To have the official advance the line of scrimmage thirty (30) yards and turn the possession of the ball over to the other team except when possession is inside the 40-yard line. The ball will then be advanced only HALF the distance to the goal.
  - b. Punting will be allowed at the 85lb. level, but only for practice. The ball will still be advanced 30 yards.
7. During the 85 lb. game, any team that blitzes will be penalized five (5) yards for illegal procedure. This will be from the line of scrimmage.
8. During the 85 lb. game, a 45 second play clock will be utilized in order to keep the game moving.

## **100lb Rules**

During the 100lb game the following will apply

1. Extra point/punt is a LIVE PLAY

## **Article XVIII**

### **PROTESTS**

1. If any violation of the league by-laws is suspected, a protest may be submitted to the league President, along with a ten-dollar (\$10.00) protest fee to be refunded if the protest is upheld. The league representative or the head coach must submit this protest in writing within seventy-two (72) hours of the infraction. If it is the ruling of the league that a team has violated the league by-laws, the following penalties shall be imposed.
2. For a violation that affects a single game: loss of the game.
3. For a violation that affects more than one game: loss of each game in which the violation occurred. For example: ineligible players, incomplete rosters, etc.

4. If any team violates the league by-laws and loses its forfeit bond, an additional ten-dollar (\$10.00) bond must be posted before that team can play another league game.

## **Article XIX**

### **POST SEASON ELIMINATION, PLAYOFF, AND CHAMPIONSHIP GAMES**

Post-season playoffs will be for Flags, 85 lb, 100 lb, and 130 lb teams.

1. The playoffs will be for the top eight (8) teams. If there are eight (8) or fewer teams in the league in any one-year, then all teams will be included in post-season playoffs.
2. Teams are seeded by overall regular season record.
3. A first-round bye will be granted to the highest seeded team if there are seven (7) teams in the league and granted to the 2nd highest seeded team if there are six (6) teams in the league.

## **Article XX**

### **TROPHIES**

1. Trophies will be given to teams with the best regular season record, and to the post-season league playoff champions & runner-ups.
2. Trophies for the teams with the best regular season records will be presented at the November meeting.
3. Trophies for league playoff champions and runner-ups will be presented at the conclusion of the championship game.

## **Article XXI**

### **Disciplinary Actions**

1. Any Player, Coach, or Assistant Coach being ejected from a game for any reason:
  - a. First offense will be the removal of the offending Player, Coach, or Assistant Coach for the remainder of that game:
    - i. The Player will be suspended for the next scheduled game.
    - ii. The Coach or Assistant Coach will be suspended the next two (2) consecutive games, pending Board review.
  - b. Second offense will be the removal of the offending Player, Coach, or Assistant Coach for the remainder of that game:
    - i. The Player will be suspended for the next two (2) consecutive games.
    - ii. The Coach or Assistant Coach will be removed from the League, pending the Judgment Committee review. The Judgment Committee will consist of the Executive Board members and the assignor. A Coach that is removed from the League will need to petition the League for reinstatement for future coaching privileges.
2. Committee meeting on any dispute must be held and settled within the week prior to the next scheduled game.
3. The officials making the protest and the coach or coaches must attend. Two (2) witnesses from each side will be heard.
4. A "no show" on the part of either party will result in the following decisions by the committee:
  - a. Official "no show" will not be suspended nor will the team be fined

- b. Accused "no show" accused will be suspended from the next two (2) games and the team will be fined fifty dollars (\$50.00).

## **Article XXII**

### **DISBANDMENT**

1. Should the league ever disband, all money and property accumulated by the league, until that time, shall be held for a period of one (1) year.
2. If the league is not reorganized, this money and property shall be divided among the member organizations during the last year of operation.

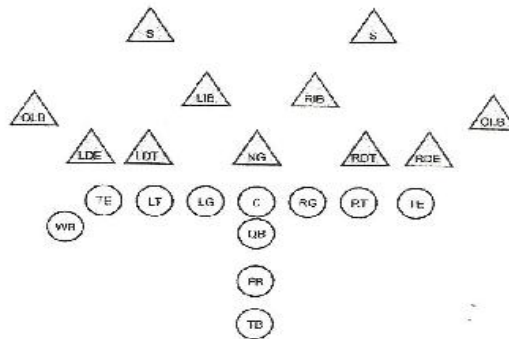
## **Article XXIII**

### **BY-LAWS**

1. The Executive Board, at its sole discretion, will decide on the course of action on any rules not covered by these by-laws.

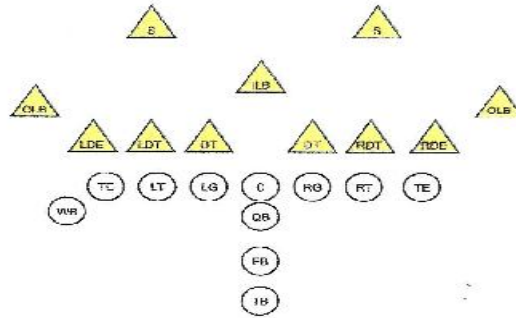
## **By Law AMENDMENT**

The 5-4 scheme will consist of the following



Player Assignments	
Player	Assignments
<b>NG</b>	HEAD UP ON THE CENTER
<b>LDT</b>	HEAD UP ON THE TACKLE
<b>RDT</b>	HEAD UP ON THE TACKLE
<b>LDE</b>	HEAD UP ON THE TIGHT END
<b>RDE</b>	HEAD UP ON THE TIGHT END
<b>OLB</b>	
<b>RIB</b>	HEAD UP ON THE GUARD
<b>S</b>	
<b>OLB</b>	
<b>S</b>	
<b>LTB</b>	HEAD UP ON THE GUARD

The 6-3 scheme will consist of the following



Player Assignments	
Player	Assignments
<b>DT</b>	HEAD UP ON THE GUARD
<b>LDT</b>	HEAD UP ON THE TACKLE
<b>RDT</b>	HEAD UP ON THE TACKLE
<b>LDE</b>	HEAD UP ON THE TIGHT END
<b>RDE</b>	HEAD UP ON THE TIGHT END
<b>OLB</b>	
<b>ILB</b>	HEAD UP ON THE CENTER
<b>S</b>	
<b>OLB</b>	
<b>S</b>	
<b>DT</b>	

By Law Adendum:

March 25, 2015

LVYFL Consent Form~Consent form will have a blanket statement that you child may possibility be pictured on the League Website and/or Facebook. Updated form posted on the League Website~Passed 8/0