

Varsity Rules

The following rules will apply the Varsity Division.

- A valid birth certificate for each player must be on file with the League GM or the player cannot be on the roster. Playing age will be determined by player's age as of June 30th (i.e. a player who turns ten (10) on or after July 1st would play as a nine (9) year old). All rosters must match registrations and be turned into League GM prior to the first game. Each team will get a copy of all team rosters. No registrations will be accepted after the 1st game.
- Only eleven (11), twelve (12) and thirteen (13) year olds may play at the Varsity level. A player cannot turn fourteen (14) before June 30th. Eleven (11) year olds cannot be moved down to JV, NO EXCEPTIONS.
- Eleven (11) and twelve (12) year olds must weigh no more than (135) pounds throughout the season.
- Eleven (11) and twelve (12) year olds who are over (135) pounds, but less than (150) pounds can play but are restricted to just offensive or defensive line positions. (Example: Center, Guard, & Tackle on offense and nose or tackle on defense) Those players will also have a mark put on their helmet to identify them to the referees and opposing coaches.
- All (13) year olds must not weigh more than (135) pounds throughout the season.
- All players will weigh in prior to the 1st game of the season. After the initial weigh-ins, only players weighing (128) pounds or more will be required to weigh in prior to each game. Weigh-ins must be done in the presence of a representative of the opposing team. If a player missed the team weigh-in they cannot participate in the game until they have been certified by the opposing team. A player can only be certified once for each game, they cannot be weighed again after the game has started in an effort change their eligibility. Players may weigh-in without equipment. If the player exceeds the restrictions he is ineligible for that week's game. The player may remain on the sideline, but must remove his helmet and shoulder pads.
- For playoff ranking purposes, each team will receive two (2) points for each victory and one (1) point for each tie. (Other tiebreaker provisions will be discussed once the total number of teams and divisions has been determined, if deemed necessary by the boards.)
- For all rule changes, each team will have one voting right. A team is considered a group of squads. (Example: The Jaguars Pee Wee, JV and Varsity squads are one team.)
- No player is permitted to play on a youth team if they are on the Junior High team.

Clock

1. Varsity games will have four (4) eight (8) minute quarters, controlled only by the Official's clock on the field. A one (1) minute time out will occur between quarters, with a ten (10) minute half time break plus a two (2) minute warm up period.

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2. The clock will stop during the game for the following reasons:

- ✓ Team Timeout (Three (3) per half for each team)
- ✓ First Down
- ✓ Penalty
- ✓ Player Injury
- ✓ Referee Decision
- ✓ Out of Bounds
- ✓ Incomplete Pass
- ✓ Reset the Ball
- ✓ Move the Chain Gang
- ✓ Measurement

Games

1. All games will start on time as scheduled. Please have your team ready.

2. Each team is responsible for providing their own Game Ball at every game. The Game Ball in the Varsity Division will be:

- 🏈 Wilson TDY
- 🏈 Nike 1000 Youth
- 🏈 MacGregor MXY
- 🏈 A JV Size Ball of a Brand not mentioned above

3. Team Captains will meet the Head Referee on the field before the game to discuss rules, game conditions and to do the 'Coin Toss'. Home team calls the coin in the air and has the following options:

- 🏈 Offense (Defense to start 2nd Half)
- 🏈 Defense (Offense to start 2nd Half)
- 🏈 The Coin Toss loser decides on which End Zone they will defend.

4. All games will be played as scheduled by the General Manager. Games will be controlled by Ohio High School Athletic Association (OHSAA) Rules except when a Varsity rule is stated that modifies the OHSAA rule.

5. Varsity games will be played on a regulation field.

One (1) coach and one (1) player will be permitted down to the 10-yard-line. All players and coaches must not cross the 30-yard-lines. (Except for the above noted.) Only coaches, players and cheerleaders are allowed along the sidelines during games, along with the chain gang.

6. The League will provide a Head Referee and two (2) other Referees for every Varsity game.

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7. A 15-yard Unsportsmanlike penalty will be enforced for any Coach coming onto the field to dispute a situation or for the use of foul language. The Referees will have the authority to eject any coach or player who cannot maintain control during the game.

Players who receive an unsportsmanlike penalty must be removed from the game for a minimum of three (3) consecutive plays. A second such penalty will result in ejection from the game, and the player must also sit out the next game. A second game ejection during the remainder of the season will result in the player's expulsion for the remainder of the season. If a coach is ejected he must sit out the entire week of practice along with the next game.

8. Player mouth pieces will be of a solid color and must be attached to the face mask and inserted in the player's mouth during play. Teams will be penalized five (5) yards for players that do not have their mouthpiece in on plays.
9. Each team has three (3) timeouts per half.
10. The team from the community where the game is being played will recruit people to work the 'Chain Gang' during the game. Please advise your parents they can volunteer for this activity.

Coaches

1. It is the responsibility of the Head Coach to inform your Assistant Coaches of ALL rules and organization expectations.
2. Coaches must select two (2) Team Captains who will go out for the 'Coin Toss' and who will be allowed to call 'Timeout' during the game. Head Coaches can also call timeouts.
3. Coaches please help control the Team Box Areas and remember to have your team clean up the area at the end of the game. Please remember to have water available for your players.

Offense

- 🏈 Touchdown = 6 points
- 🏈 Conversion = 1 point from the 3 yard line by Run/Pass
- 🏈 Conversion = 2 points from the 3 yard line by Kicking*
(*Only 1 point if kick is muffed and ball is run or passed in)
- 🏈 Conversion = 2 points from the 5 yard line by Run/Pass

1. If the Offense takes a lead of eighteen (18) points on the opposing team, that teams entire backfield must be changed (running backs and quarterback) until such time that the goal differential is less than eighteen (18) points. One of the primary backfield players may become the secondary quarterback, but this player is unable to advance the ball in any fashion (run or pass). There is to be no blitzing of the

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quarterback during this time. If the other team scores then the primary backfield can re-enter the game.

2. There will be no Kick Offs at any time during the game. The ball will be placed on the 30-yard line to start the game, at the start of the 2nd half and after any scoring.
3. When a team scores a safety they will be awarded the ball at the 50-yard line.
4. Offense will have (30) seconds to run a play, any formation is allowed as long as it is legal formation by OHSAA rules. There are no restrictions to what offensive play calls the coaches develop.
5. Fumbled snaps and fumbles on running plays are live ball situations.
6. All fumbles and interceptions are live and can be advanced. (Exception: If an offensive/defensive lineman with a marked helmet recovers a fumble or is the interceptor, then the ball is dead at the point of recovery.
7. A player is considered down when he has possession of the football and his knee touches the ground.
8. When a team declares a punt no defensive player may line up over the center, and the center cannot be hit until after the ball is snapped. All lineman wearing mesh jerseys may stay on the field. Any player who is ineligible to advance the ball must punt the ball away.

Defense

1. Any defensive formation that is legal by OHSAA rules is allowed. Linebackers inside the offensive tackles are to be three (3) yards off the line of scrimmage (Exception: linebackers may line up between the offensive tackles and less than three (3) yards off the line of scrimmage if they are in a (3) or (4) point stance). **Violation of the linebacker rule will be considered a live ball infraction. Penalty will be a 5-yard penalty and an automatic first down.**

Overtime, Scores & Standings

1. If the game is tied at the end of regulation overtime will follow. The ball will be placed on the 10-yard line and OHSSA rules will apply. In the 1st series if a TD is scored the team has an option to try for either a (1) or (2) point conversion. In the 2nd series only a (2) point conversion can be tried after a touchdown. If the score is still tied after two (2) overtime periods the game will be considered a tie. (Exception: playoffs and championship game will continue until a winner is determined).
2. Scores and Standings will be recorded and kept by the General Manager.

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3. Playoffs will be held at the end of the season with a Junior Varsity Division Championship and Runner-Up Trophy being awarded.
4. At the end of the season, teams will be ranked in order of First, Second, Third, etc. In the event of teams in a tie situation, the following will be the Tiebreaker Rules:
 - Head to Head Record
 - Common Opponents Record
 - Fewest Points Allowed on Defense
 - Most Points Scored on Offense
 - Coin Toss

Player Rules

1. It will be attempted for every Junior Varsity player on the roster to have a starting spot on Offense, Defense or both. The only exception to this is if the Coach believes it is a safety concern for one of the boys.
2. All Junior Varsity players are required to play a minimum of 10 plays during the game. Punts do not count in the calculation of the 10 plays. Coaches violating this rule may be penalized by their respective organizations.
3. All teams are responsible for having the players in full uniform to play. This includes mouthpieces, full equipment, and uniforms. Players will be asked to keep the jerseys tucked in during the game.