

Western Reserve Youth Football
League Rules
June 2016

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I. WRYFL Purpose

- A.** To furnish the youth of designated age and weight limitation who are not members of other organized squads, i.e., junior high, CYO, etc. the opportunity to play football under proper supervision and safety precautions.
- B.** To provide an opportunity for the youth of member cities to participate in an organized football program for moral, emotional and academic growth.
- C.** The following Rules and Regulations have been established by the Governing Board which consists of one (1) member representative from each community as set forth in Section IX herein.
- D.** The following Rules and Regulations will be governed by four (4) community members established by vote of the league commissioners during the off-season meetings hereafter referred to as the **Rules Committee**. The Rules Committee will determine any action necessary for any rules violation during the season including referring any violations to the WRYFL board for further evaluation at the end of the season. As there are four (4) members of the committee any tie of the voting by the rules committee members will be settled by the current acting president of the WRYFL.
- E.** Any rules changes or league charter changes must be approved by a 75% majority of the league governing board, which includes one vote per community. No rule changes can be made after June 1 for the upcoming current season.

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III. Age and Weight Limitations

A. Freshman team members must be under 8 before May 1st and in 2nd grade or under of the current season. Jr. Varsity team members must be at least 7 by May 1st and must be under 10 before May 1st and in 3rd or 4th grade of the current season. Varsity team members must be at least 9 years old and must be under 13 before May 1st and in 5th or 6th grade of the current season. No one in 7th grade or up may play in the league. Young for grade (*a player in 3rd or 5th grade that meets the date requirement but not the grade requirement to play in a lower division*) may apply to play in the lower division with the rules committee. If the player is approved by the rules committee, they can play with no restrictions. An approved Young for grade player must have a blue sticker on their helmet.

B. Exceptions – In the event a player is not age and/or grade eligible and requesting an exception, they must be submitted to the league on or before the Friday ending the 2st week of practice and must be approved by a 75% margin. At least 6 communities must vote. All exceptions must be approved by the Sunday night prior to the third week of practice. If 6 communities do not vote, then the exception is automatically denied.

Criteria for an exception to be made are based on weight, ability and or extenuating circumstances.

Upon approval, exception players playing below age and/or grade level cannot be an “orange-sticker” player and are not permitted to handle the ball. Exception players will be designated by a BLUE sticker on their helmet.

Week 1 – Conditioning Week

Week 2 – Regular Practice

Week 3 – Regular Practice

C. Varsity team players must not weigh more than 125.0 pounds equipped in full game equipment from the waist down including shoes and socks (what you weigh in wearing you play in; nothing can be added or removed). Additional safety equipment will be allowed. (Arm pads, sweatshirts etc). Any player who weighs more than 125.0 pounds but less than or equal to 140.0 pounds to play in the following positions: (Offensive guard, tackle, center, and Defensive guard and tackle), these players are not eligible to receive passes or run the ball from the line of scrimmage. These players will be designated with a Green sticker (to be provided by the league). Any player weighing more than 140.0 lbs. and less than or equal to 150.0 lbs may play in only the following positions: (Offensive guard, Offensive tackle, Offensive center), these players are not eligible to receive passes or run the ball from the line of scrimmage. These players will be designated with a Purple sticker. A team may only play 3 players over 125.0 lbs on the field at one time. If a player drops below the 125.1-pound mark (by the next game), this player can remove designation sticker and be eligible to play any position. If a community has multiple teams, the Green/Purple sticker players must be equally divided amongst the teams. Violation of this rule will result in both teams forfeiting that game and both head coaches will be suspended for the next scheduled game.

D. Jr. Varsity team players must not weigh more than 110.0 pounds equipped in full game equipment from the waist down including shoes and socks (what you weigh in wearing you play

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in; nothing can be added or removed). Additional safety equipment will be allowed. (Arm pads, sweatshirts etc). Any player who weighs more than 110.0 pounds but less than or equal to 125.0 pounds is allowed to play in the following positions:

(Offensive guard, Offensive tackle, Offensive center, and Defensive guard and Defensive tackle), these players are not eligible to receive passes or run the ball from the line of scrimmage. These players will be designated with a Green sticker (to be provided by the league). A team may only play 3 players over 110.0 lbs. on the field at one time. If a player drops below the 110.1 pound mark (by the next game), this player can remove designation sticker and be eligible to play any position. If a community has multiple teams, the Green sticker players must be equally divided amongst the teams. Green or Blue stickered players are allowed to recover fumbles on offense but not advance the ball. Green or Blue stickered players on defense can recover fumbles or make interceptions, and can advance the ball if the situation occurs.

E. Freshman team players must not weigh more than 95.0 pounds equipped in full game equipment from the waist down including shoes and socks (what you weigh in wearing you play in; nothing can be added or removed). Additional safety equipment will be allowed. (Arm pads, sweatshirts, etc.). Any player who weighs more than 95.0 pounds but less than or equal to 110.0 pounds is allowed to play in the following positions:

(Offensive guard, Offensive tackle, Offensive center, and Defensive guard and Defensive tackle), these players are not eligible to receive passes or run the ball from the line of scrimmage. These players will be designated with a Green sticker (to be provided by the league).

F. A digital scale will be furnished by the “home” team. All scales to be used for weigh-ins must be certified by your County Auditor before the season starts. Proof of Certification must be presented to the Rules Committee at the roster meeting prior to first game.

G. All players must be weighed by getting on the scale prior to each game. Failure to achieve this rule will result in forfeiture of the game. Players will be weighed in with what they will play in from the waist down during the game. (What you weigh in you play in) **NO METAL CLEATS ARE ALLOWED.**

H. Player weigh-ins will be conducted 15 minutes prior to the website scheduled game time for all games. If a player is attempting to make weight to play in the game (150.0 varsity/125.0 JV) they may weigh in 60 minutes prior to the website scheduled game time. At the conclusion of the weigh-in each team will immediately proceed to their respective benches to await the start of the game. All participants must weigh-in by getting on the scale at the official weigh-in time.

I. Any player missing scheduled weigh-ins will be ineligible to play the first half. They can weigh-in at halftime, and will be subject to the 10/12-play minimum participation rule.

J. Weigh-ins will be conducted by a coach from each team and a community league representative.

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K. If a player on a team is deemed ineligible due to Age Limitation and/or grade that team will forfeit any games in which the ineligible player participated. If a team is found to be in violation of this rule the Head Coach of the team will be removed for 4 games automatically. This suspension will carry over to following season if applicable.

L. Players are only eligible to play for the community if they attend a school in that community's school district or live in the school district that community represents. If a player is used in violation of this rule, each game the player was in violation will be forfeited.

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III. Rosters

A. Prior to each game the head coach will be required to provide a team roster for his/her team to the opposing coach. Eligible rosters must be printed prior to the time of weigh in from the WRYFL website.

B. Master team rosters must be entered into the Web site prior to the WRYFL commissioners Birth Certificate meeting. Jersey color and number, as well as head coaches name and phone numbers must be on the master roster. Failure to submit a legal roster at this meeting will result in forfeiture of games and no games will be played until the rules committee approves a legal roster. Number changes are not permitted unless submitted at or before weigh in to the opposing coach and are valid for the current game only.

C. Team rosters are unlimited rosters with numbers set by each community. All players listed on the roster are required to participate unless the player is injured, has quit the team or is benched for disciplinary actions.

1) Each city may admit as many teams per age/grade division as needed.

2) Any community that declares more than one team per division must (by random selection) have an equal number of age/grade grouped players (within two plus or minus in age group) on all teams in that division. Each community must divide teams equally in terms of talent, experience and ability.

Example:

Team One:

10 Yr Olds – 4 players

11 Yr Olds – 10 Players

12 Yr Olds – 11 Players

Team 2:

10 yr olds – Must have between 2 and 6 players

11 Yr Olds – Must have between 8 and 12 players

12 Yr Olds – Must have between 9 and 13 players

3) Each community will be required to get proof of age (birth certificate) at sign-ups. Copies of the documents must be made available to the Rules Committee. This documentation will also include the copy of a player's report card if applicable.

E. Team jerseys: No double numbers permitted (two or more players with the same number).

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IV. Practices

A. Pre-Season: Practice may commence 4 weeks ahead of the first game weekend, giving 4 weeks of practice before the 1st game. The first 4 practices shall be non-contact. Regardless of the players ability to attend the 1st four practices of the season, all players shall have four non-contact practices before being permitted to attend practice in full pads/gear and play full contact. All practices shall be limited to one session per day, no more than 2 hours in length and shall be limited to a maximum of five practices per week.

B. There will no practices before the first official league first practice date. No WRYFL/Community coach shall organize, conduct, or otherwise participate (including planning) in any way in off-season practices. Any community coach in violation of this rule will be indefinitely suspended from coaching in the WRYFL. Communities in violation will also be penalized if this conduct occurs.

C. The week following the first regular season game, practices shall be limited to a maximum of three sessions per week including scrimmages and chalk talks and shall be limited to a maximum length of two hours per session.

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V. General Procedures

A. No player will be permitted to practice or play who has not been properly registered with the Western Reserve Youth Football League (WRYFL).

B. Each community is responsible to enter the results of their home game(s) into the WRYFL website 6:00PM Sunday evening.

C. In the event that the score is tied at the end of regulation, an Overtime will immediately commence. Time outs remaining from regulation play will not be carried over to the overtime periods. Each team is awarded 1 time out per overtime period. Up to three overtime periods can be played, where each period consists of a full set of downs (1st and goal situation) for each team. The winner of a coin flip can decide if they want to start on offense or defense for the 1st Overtime period. (The loser of the coin flip will get to pick for the second OT period, and the winner will pick for the 3rd OT period (if applicable)). Each team will have a set of plays, each starting at the 10-yard line. The team ahead at the end of the period is declared the winner. If it is still tied, the format is repeated for up to 3 periods (3 sets of downs). If after 3 periods the score remains tied, the game will be considered a tie. In a playoff situation the same rule applies except that if the score remains tied after 3 periods, the ball will be moved to the 5-yard line to begin the sequence again. The game will continue until a winner is declared.

D. Jr. Varsity teams: One coach per team is allowed on the field of play and must be at least 10 yards behind the deepest player. Coaches are not allowed to have physical contact or give verbal communication once the play begins. Play begins when the offensive team breaks the huddle. No Coaching is allowed once the offense breaks its huddle. All on field coaches must be 10 yards behind the farthest player back and outside either the left or right hash. No communication from the on-field coach whatsoever (talking, hand signals, electronic communications, etc.) is allowed once the offensive huddle breaks.

E. All fields designated as home fields by each community will be inspected by at least one member of the Rules Committee.

F. To insure the safety of non-football personnel, the home communities must establish, and enforce a "safety zone" along the sidelines. Communities have the option to determine which method will suit their community best. Only coaches & league commissioners, designated by WRYFL badges will be permitted in the bench area inside the "safety zone" and along the sidelines. All other personnel must remain behind this "safety zone" during the game. Referees will reserve the right to remove anyone from the sidelines that does not have a WRYFL Badge.

G. The use of communications devices will be not permitted on the field or sidelines.

H. A freshman team must consist of at least 15 players by the time of the Birth Certificate verification meeting to be an eligible team to play in the WRYFL.

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I. Coaches

- A.** Only coaches listed on the official roster submitted to the WRYFL and properly identified by league provided badges are allowed on the sidelines. The number of total coaches per team shall be limited to a maximum of 6 coaches on the sidelines during the game.
- B.** All communities must submit a signed acknowledgment and their agreement to abide by the rules prior to the start of the season.
- C. All coaches** must be coaching and concussion certified prior to coaching in practice or at a game, meeting all WRYFL requirements.

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VII. Players Equipment

- A.** All players must wear full legal equipment. It is strongly recommend that each player wear an athletic supporter and cup.
- B.** Each community is responsible for supplying their teams with a first aid kit for all practices and games. All kits need an HIV (Zorbizide) clean-up kit and a change of uniform.
- C.** All helmets must display “warning” sticker prior to each game as per OHSAA rules.
- D.** All face shields must be clear (un-tinted).
- E.** Clear mouth guards are not permitted and all mouth guards must be attached to the face mask of helmets.

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VIII. Game Procedures

A. The amount of plays required for a team to play a player is based upon the active players on your team at game time. Game Time is all players dressed for the game that has met the weigh-in criteria. They must play at least 10/12 plays. If a team on game day and after weigh-ins has 17 players or fewer, then each player must play a minimum of 12 plays. If a team on game day and after weigh-ins has 18 players or more, then each player must play a minimum of 10 plays. Any child not showing up until after halftime and has been weighed in must play at least 10/12 plays in the 2nd half. Taking a knee on offense, Spiking the Ball on offense, Punting downs or receiving downs will not count as a play. Any child who chooses not to play or who is sick must remove helmet and shoulder pads, and the opposing head coach shall be notified.

B. The 10/12-play rule will be enforced through the review of each team's 10/12-play stat sheet and each team will be spotted occasionally by the commissioners of the league

C. Violation of this rule will result in a suspension to the head coach. If the violation occurs a second time the entire coaching staff will be placed on a not allowed to coach in the WRYFL list. If an individual coach has this occur over multiple seasons, then they will be placed on a not allowed to coach in the WRYFL list.

D. Quarters will be 9 minutes in length with a 30-second huddle clock for both divisions.

E. On 4th down the game clock will continue to run, unless the offensive team declares a punt. At which time the game clock will stop for a non-timed punt.

F. The clock will stop as in an official game, i.e., out of bounds, incomplete passes, after a touchdown etc. Extra points will be an un-timed down. Three timeouts per team will be permitted in each half.

G. There will be a 7 minute "halftime" period. The teams will warm-up the players with 2 minutes left in the halftime period.

H. To insure fair competition and to avoid "running" up the score: teams leading by 12 (18 in play-off games) or more points must remove their starting backfield. The procedure is as follows:

- 1) The four starting backfield players (orange stickers) must be circled on the team's roster sheet. The starting backfield will be required to wear an Orange sticker on the back right side of the helmet. If the Orange sticker Quarterback is injured during the game and cannot return for the remainder of the Game, then the Orange sticker may be transferred to another player not having an Orange sticker to play Quarterback.
- 2) These stickers will be provided by the league and can be changed from player to player each game, however once the weigh in is complete, changing the stickers to another player is disallowed. 3 Players designated as the starting backfield must start the game and will play the game with LIMITED SUBSTITUTION. At all times 3 out of the 4 starting backfield must be in the game, unless there is an injury; additional substitutions will be allowed for injuries or safety concerns. It is the goal of the league to advise the teams to not run up the score or, in the case of a lopsided game, change the plays that are executed. For example, if your team is a good running team that hardly passes, start to

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throw the ball and vice versa. A non-designated starting back cannot run or throw the ball for two consecutive plays or exceed 2 plays running or throwing the ball during a possession (this does not apply if the spread is 12 or more points and the starting backfield has been removed or nor does it apply for an injury substitute).

- 3) During post season play-off games, the point spread for removing orange sticker players is 18 points.
- 4) Once the score reaches a 12 (18 in Play-offs) or more point spread, the entire starting backfield must be removed from those positions. (The trailing team also has the option to remove their backfield, as free substitution will apply to them for their backfield). The starting backfield will be allowed to remain in the game to attempt the extra point (after the score that made the spread 12 point or more), but must be removed on the next offensive possession. At this point, they are allowed, however, to assume the position of offensive lineman (tight-end included). They cannot catch, throw or handle the ball on offense, unless they become the center. They can play on defense (interceptions and fumble recoveries allowed), catch punts and punt the ball. Once the point spread is cut back to fewer than 12 points the starting backfield (for both teams) is allowed to resume their starting positions. If there is a violation of this rule the offensive team will be assessed a 15-yard unsportsmanlike conduct penalty.
- 5) Once the score reaches a 24 or more point spread, the team leading must remove from the game all Orange sticker players. If a team does not have enough players to continue, the head coach of the trailing team can select which Orange sticker players may remain in the game. Once the point spread is cut back to fewer than 24 points the Orange sticker players may return to the game as per above. If there is a violation of this rule the offending team will be assessed a 15-yard unsportsmanlike conduct penalty.
- 6) After the completion of the 3rd quarter if a team is up by 24 or more points and the trailing coach agrees, the clock will run continuously. All orange stickered players must be completely off the field at this time. The clock will stop only for punts and timeouts.
- 7) If a member of the Rules Committee detects a violation, corrective action will immediately take place and the penalty will be assessed.
- 8) The Rules Committee will review suspected violations of these rules. If a violation is confirmed the head coach will be suspended for one game for a first offense, the head coach will be suspended for one year for 2 or more offenses or whatever the Rules Committee deems appropriate.
- 9) Ejection rule: After 1 ejection from a game in a single season, the Rules Committee will rule on what disciplinary action(s) will be taken based on the severity of that individuals actions that brought on the ejection. After a 2nd ejection in the same season, the individual is automatically suspended for the remainder of the season. At the end of the season, all communities will review and vote on whether that individual is able to return the next season. Following an ejection from a game, the commissioner or head coach must get the referee to fill out an incident report on what brought on the ejection for review by the rules committee.

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I. Only the head coach may question the official's interpretation of a call and not the judgment of the call. The head coach only will receive the attention of the official. All interpretations by the officials are final. Any further discussion of interpretation should be brought to the rules committee for evaluation at the conclusion of the game.

J. The game will start from scrimmage on the offensive team's own 35 yard line. After a safety the scoring team will start play from the 50 yard line. There are no kick-offs.

K. Extra Points: Extra points may be attempted by run or pass. A successful conversion by a run is one point; a successful conversion by a forward pass (even if the forward pass is caught behind the line of scrimmage) is two points.

L. Coaches and substitutes must confine themselves to area between the 25-yard lines. (Jr. Varsity will allow one coach on the field of play; additional coaches must follow the above rule and confine themselves between the 25 yard lines). In addition all players and coaches must remain 2 yards behind the out of bounds line in the coaches and players area of the field, The area will be clearly marked by cones between the 25 and 25 no more than 10 yards apart on both sides of the field. Coaches and players may not stand inside the cones during a play but may cross over the cones at the conclusion of a play and prior to the start of the next play.

M. Punting. The team with possession has 29 seconds from the time the ball is set to make a decision to run a play or declare a punt. If the team declares a punt, the clock stops and they must punt the ball at this point. If they decide to run a play, they have to get the play off in 29 seconds or call a time out. If they do not get the play off in 29 seconds, they will be charged with delay of game. At this point, they can still punt, but they will have to take the delay of game penalty.

If a punt is declared by the offensive team the game clock will remain stopped until the next offensive play is ran.

There will be no rushing of the punter.

No offensive players are allowed down field during the punt.

There will be NO CONTACT by either team during the punt. Offensive and Defensive linemen must set one knee on the ground during the punt attempt.

Once the offensive team declares a punt, a punt must occur.

A run or pass play will result in the defensive team receiving the ball where the offensive team's line of scrimmage was.

A punt may be "long" or "short" snapped.

A maximum of 3 players are allowed off the line of scrimmage during the punt attempt.

There will be no "run-backs", however catching the ball on the fly will result in a 5 yard advance of the ball from the spot of the catch. Untouched, muffed and fumbled punts will be spotted where ball is downed unless it goes forward (after being touched), in which case it is down where it is first touched.

The punt must occur behind the line of scrimmage and within the limits of the offensive line.

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N. There must be 2 defensive linemen on the line of scrimmage between the widest down offensive linemen. They **MUST** be in a down stance (three or four point stance) on the line of scrimmage. All defensive players standing must be at least 3 yards of the ball/line of scrimmage. A player may line up standing at the line of scrimmage if the player directly opposite to them is also standing and is an eligible receiver. Failure to meet this rule will be a 15 yard penalty.

O. An attempted blitz before the snap of the ball will result in a 15 yard penalty assessed against the defense for unsportsmanlike conduct. Any movement toward the line of scrimmage by a defensive player constitutes a blitz.

P. The league will determine by June 1st the brand of ball that will be used for the upcoming season. All footballs must be leather or leather composite.

- The Varsity team will use a junior size ball. All footballs must be leather or leather composite.
- The Jr. Varsity team will use a pee-wee size ball. All footballs must be leather or leather composite.
- The freshman team will use pee-wee size ball. All footballs must be leather or leather composite.
- The chosen brands and their numbering version may vary from year to year.
- The home team must provide two playable balls for each game.

Q. A minimum of two card-carrying officials will be required to officiate the game. The “home” team will be responsible for paying the officials. It is preferred to have 3 officials at all games, with a minimum of two officials at all games, if the game is played contrary to this rule and was agreed upon by both teams, then the game is official.

R. All fumbles and muffs will be considered a “LIVE” ball which can be advanced by either team other than a punt.

S. Field goals and extra-point kicks are allowed for Varsity only.

- There is no rushing.
- All players are to be on their knees except for the long snapper and kicker; hands are allowed up by the defense.
- The ball needs to be successfully snapped and placed on a tee 5 yards behind the line of scrimmage (for both extra points and field goals). If the ball is not snapped successfully to the holder (without the holder leaving his/her knee), the attempt is automatically failed.
- Extra points will be snapped from the 2 ½ yard line and the tee will be placed at the 7 ½ yard line.
- Extra points will result in 1 point and field goals will result in 3 points.

T. All coaches and commissioners will be required to have proof of a league registration/badge. This will be provided by the league at the fall scheduling Meeting

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U. 4 officials will be present at every Semi-final/Championship game.

V. Tie breakers to establish the seeding order for the playoffs are determined as follows;

- 1: Overall Record
- 2: Head to Head
- 3: Strength of schedule
- 4: Points differential (Maximum of 14 points per game)
- 5: Coin toss

Tie Breaking Examples

In the event that more than two teams have the same records, head to head shall prevail for any teams affected, and strength of schedule be used as a second criteria for determining the seeding order. Point differential shall be used as the third criteria to rank the teams. If three teams are involved and only two have played head to head the following criteria will be followed.

Team A, B, and C all have the same record. Team A and B played with team A the winner. Team C will be assigned seeding based on strength of schedule between team A first, and team B second. If the strength of schedule is the same for all three teams, then points differential shall be used. If all three teams in question have the same Strength of schedule and points differential then a coin toss first between team A and C will occur. If team C loses the coin toss then team C will have a coin toss with team B. If team C loses the coin toss with team B the seeding order will be A, B, then C.

In the event that three or more teams have the same record and have conflicting results from the head to head contests, (example: Team A beat team B, team B beat team C and team C beat team A) then head to head competition will be thrown out and Strength of schedule will be used to determine the seeding order.

In the event that four or more teams have the same record and do not have conflicting results from head to head play, the following criteria will be followed.

Team A, B, C, and D all have the same overall record. Team A beat team B, and team C defeated team D. Team A and C would then be seeded based on strength of schedule first, then point differential, then coin toss. If team A ends up seeded higher than team C, then the same criteria would be followed for teams B and C. If team C ends up seeded higher than team B, then the same criteria would apply to teams B and D. If team B ends up being seeded higher than team D the following seeding would occur: A, C, B, D

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If no common opponents exist and all of the criteria to establish seeding are the same then a coin toss between the tied teams shall determine the order of the playoffs.

The Rules Committee will determine the seeding based on the above criteria.

All decisions related to seeding by the Rules Committee are final

Any conflicts of the seeding process will be discussed and changed as necessary in the **off season** commissioners meetings.

W. Clear mouth guards are not permitted and all mouth guards must be attached to the face mask of helmets.

X. Any rule pertaining to the game of football not covered within these rules are governed by the OHSAA rules for High School Football.

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IX. Freshman Supplemental Rules

1. Two (2) coaches are allowed on the field and are permitted to “set” the players prior to the start of play.

All coaches on the field of play must remain ten (10) yards behind the line of scrimmage or the last player at **all times**. This includes at the conclusion of a play, the only exception being for injured players or timeouts.

2. Defense

Must be in a 4-3-2-2 formation.

- i. 4 down lineman 2 directly over the offensive guards and 2 directly over the **offensive** tackles.
- ii. 3 linebackers 3 yards behind the line of scrimmage (absolutely no blitzing).
- iii. 2 cornerbacks at least 7 yards from the last down offensive player on their side of the ball and 1 yard off the line of scrimmage.
- iv. 2 safety's at least 10 yards behind the line of scrimmage

3. **Stickers**

- a. **Orange** 4 primary backfield players
- b. **Yellow** 4 secondary backfield players

4. **Stickers Rules**

- a. **Orange**

- i. must alternate with yellow if up by 6 points
- ii. Cannot be in the backfield if up by 12 points
- iii. Can **only** play corner or safety on defense if up by 12

- b. **Yellow**

- i. cannot start the game in the backfield
- ii. Must alternate with Orange if up by 6 points
- iii. Can only play corner or safety on defense if up by 24
- iv. Cannot be in the backfield if up by 18 points

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5. Punting

The team punting has the option to punt the ball or turn the ball over with a 20 yard gain.

6. All other WRYFL rules apply.

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X. The Governing Board

The WRYFL has formed a non-profit 501c3 Corporation.

The governing board will consist of one commissioner from each city/community, with each city/community receiving one vote on each matter. Should the commissioner be unable to attend a meeting, he can appoint a representative to vote for his city/community at the meeting.

The governing board will elect at the December board meeting, a president, vice-president, secretary, and treasurer to govern over the WRYFL board. The term for each position shall be for a period of one year.

There are 4 positioned commissioners on the board. Since these are positioned, they can be held by a commissioner, and that commissioner may still maintains his voting rights as commissioner(except for the position of president), but no additional voting rights will be added for the board positions The following are the 4 board position.

1: **President:** The president shall organize and call all meetings of the board. The president shall set the agenda for all of the meetings of the board and shall preside over the meeting. The president is the only non-voting member of the board. In the event the president is elected from a voting board member, that member will relinquish their voting rights for that city/community and that city/community will be asked to elect/select another representative to the board.

2: **Vice-president:** The vice-president shall in absence of the president assume the role of president. The vice-president shall be responsible for coordinating all committees of the WRYFL. The vice-president shall be in charge of the roll call for all votes of the board.

3: **Secretary:** The secretary shall be in charge of recording all minutes and votes of the WRYFL board meeting. The secretary shall in a timely fashion prepare all minutes for review by the board members via e-mail or facsimile. The secretary shall record all votes made by the board. The secretary shall have hard copies of the previous meetings minutes available for viewing at the current meeting for board approval.

4: **Treasurer:** The treasurer shall be charged with keeping any and all monies held by the WRYFL. The treasurer shall give a financial accounting at each board meeting. The treasurer shall collect any and all yearly dues from the cities/communities of the WRYFL. The treasurer shall write any and all checks to relieve any and all debts of the WRYFL.

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Rules Committee- The rules committee shall be a two year position with alternating replacement for two members each year. The board shall elect 2 members to the rules committee each year. The rules committee members are to be added to addendum Rules Committee. The members of the rules committee have an equal vote on rules committee decisions. The rules committee will during the season evaluate and investigate any and all possible rule violations or misconduct and decide any disciplinary action deemed necessary. The rules committee may at their discretion refer any violations to the governing board for further disciplinary action during the off season. Any rules committee member that has a vested interest in any discrepancy shall abstain from voting. Any ties of any decision by the rules committee shall be settled by the acting WRYFL president. Rules committee members may retain their vote on the governing board as well as serve on the rules committee.

The following are members that are appointed or volunteered to the WRYFL board.

A: Scheduling Committee – They will communicate with the web page coordinators to make sure everything is posted correctly on the web page. They will be in charge of the regular season schedule and communicating this schedule to the person who schedules the refs. After all cities involved in the playoffs have met and have agreed upon a time and place, this will be communicated to the scheduling committee and they will make sure there are refs scheduled for these games also. Each city is responsible for notifying this person of any time change of their game to insure that there are refs present.

B: Web Page Administrators – This person will communicate with the secretary to make sure that any rules and regulations are updated and posted on the site. This person will maintain the standings on the website after each City notifies them of that weeks scores. He will communicate with the scheduling coordinator to make sure the schedule is posted on the site.

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XI. Playoffs & Championship Games

- A. Playoffs will be in two Brackets per Division
 - 1. Bracket Scarlet 1 – 8 at end of year
 - 2. Bracket Gray 9 – 16 at end of year
 - 3. These may rotate between division names each year

- B. All first rounds will be held at the higher seed's field.

- C. All semifinal games will be held on a neutral artificial turf field.

- D. The final game will be designated by the league. Cities are set by the league.

- E. In order for a player to participate in Playoffs and Championship games they must have participated in at least 1 regular season game and completed their required amount of plays.

Other than the championship game, single games will be allowed, if a city only has one team in the playoffs and they are high seed.

If a higher seed does not want to play on their own field, they have the option to agree to play on the opposing teams' field or go to a neutral field.

Championship games

- Trophies will go to all players on Varsity & Junior Varsity Teams that participate in the 1- 8 brackets.

- Medals will go to all players on Varsity & Junior Varsity Teams that participate in the 9 - 16 brackets.

Medals will be given to all players on Varsity & Junior Varsity Teams that participate in the 1- 8 bracket.

- A trophy will be given to the Commissioner of the Varsity & Junior Varsity Championship Teams that participate in the 1- 8 brackets for the school Trophy case.

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XIII. League Expansion

Any new community wishing to join our league must attend a meeting and present to us the following:

- What their program is about.
- Why they are leaving their current league, if they have an existing program.
- What they expect from our league.
- They must make a 3 year commitment to our league consisting of a \$500 commitment fee that will be given back to them after the Completion of their 3rd season.
- They will have no voting rights until after the completion of their first season when they will receive 100% voting rights.
- After the completion of their presentation, the governing board will vote on whether to admit or deny them participation in our league

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XIII. Rules Quick Guide (Varsity)

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XIV. Rules Quick Guide (Junior Varsity)

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XV. Rules Quick Guide (Freshman)