



# CHAMPIONS FOOTBALL LEAGUE

## LEAGUE FORMATION

Champions Football League is to provide games for youth football teams. The league deals with issues such as team formation rules, division formation rules, schedules, games, and locations. The league also provides for the officiating, scoreboard operators, concession operators, and gate personnel. The purpose of the league is to provide a safe and fun environment for youth football teams. It is essential that any person affiliating with Champions Football League understand that the development of youth in the sport of football is the primary function. The kids come first.

## DIVISIONS:

**OPEN D1:** A competitive level. The coach determines rosters. Each team must have all but four of its roster from an officially established geographic area, (i.e.: Blue Valley High School residents). The four at large players may come from anywhere. The maximum roster is 22 players, the minimum roster is 16. Any teams that do not meet these requirements must be approved for play by the board. This division is governed by National Federation of High School Athletics Association rules, with a few age specific alterations.

**OPEN D2:** A recreational level. **Rosters are determined by registration and geographic location.** Maximum rosters of 22 players and minimum rosters of 16 players are ideal, but accommodations are made to ensure that each registered player is assigned a team. **Geographic locations are determined by the elementary school boundaries first, then middle school, then high school.** This division is governed by National Federation of High School Athletics Association rules, with a few age specific alterations.

**VARSITY/JR. VARSITY:** This division allows for development of players in both categories above and for certain players to participate in both. There are specific rules governing the formation of teams in this manner and all teams must be approved to participate in this program.

**K-1 FLAG:** This division is purely developmental for our youngest participants. There are specific rules regarding play listed in this document.

## CLUB FORMATION:

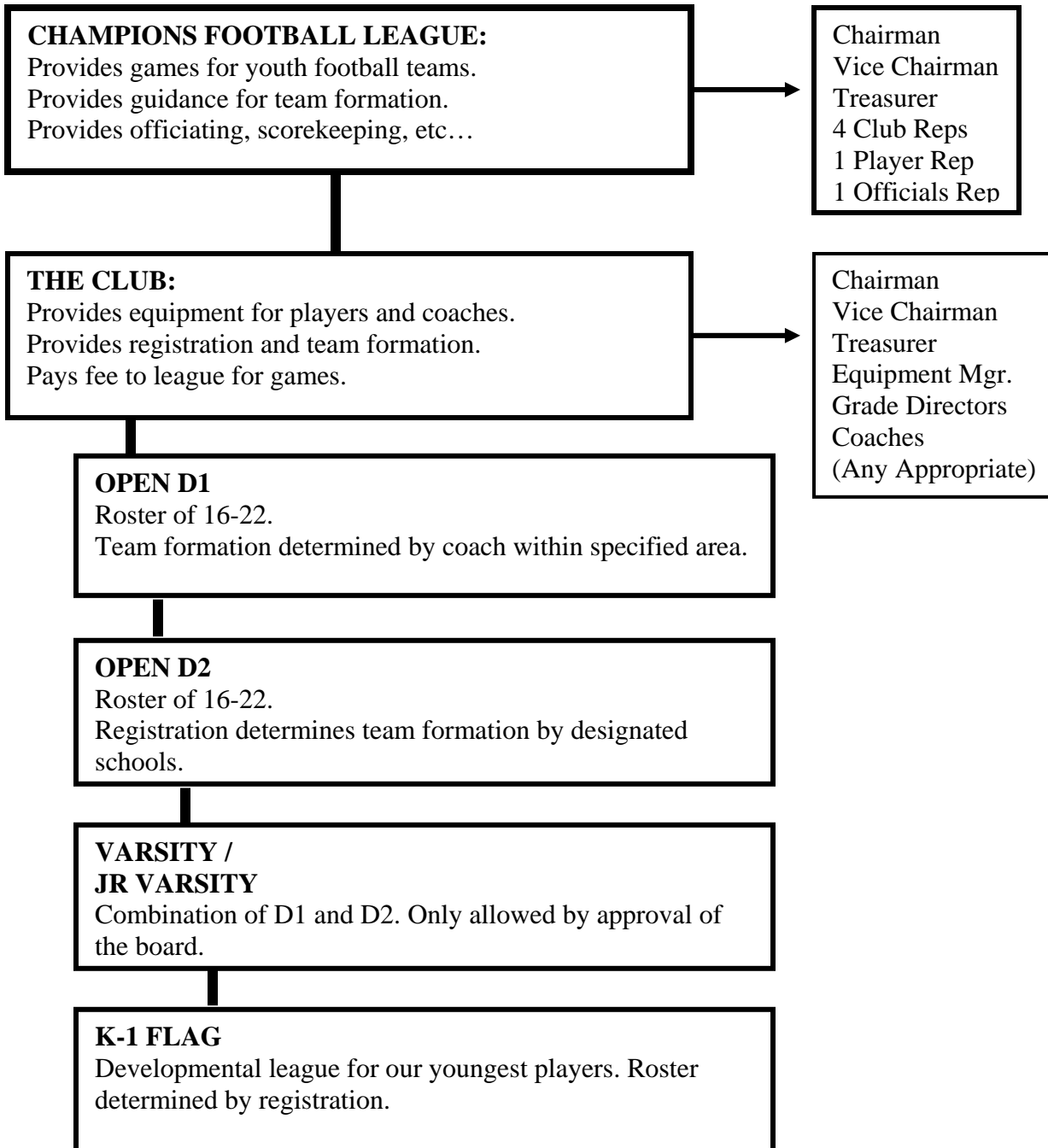
Each team will be part of a club. (For example: BVFC, Olathe Football Club, Ottawa Youth Football...) The club is responsible for player issues, non-game team issues, registration, and the formation of teams according to the league requirements for the OPEN D1 & D2 divisions. The league provides the guidelines, the club executes them. The clubs are responsible for all player specific requirements, registration, weigh-in, equipment, proper team formation, etc... The club is also responsible for providing coaches to the OPEN D2 teams. Each club will pay a fee to the league for the provision of games as a part of the registration fee.

**RESPONSIBILITY FLOW CHART:**



**ORGANIZATION**

**GOVERNING BODY**



## OPEN D1: TEAM FORMATION GUIDELINES

### Team Formation:

All players are selected by the head coach prior to July 15<sup>th</sup> of the year of participation. The team roster must have a minimum of 16 players and may have a maximum of 22 players. A maximum of four players can be on the roster from outside of the designated geographic area represented by the team. All players are required to provide Birth Certificates, Proof of Grade, evidence of current primary residence, and must meet each criterion for play as outlined in this document.

### Age & Grade Requirements:

All players on an Open D1 roster must be enrolled in the grade represented by the team registration. **They must also** be within the age requirements for each specific grade as listed below:

Division	Age or younger on Sept. 1 <sup>st</sup> of year	Ball Carrier Weight
2 <sup>nd</sup> Grade	8 years old	80 lbs
3 <sup>rd</sup> Grade	9 years old	90 lbs
4 <sup>th</sup> Grade	10 years old	105 lbs
5 <sup>th</sup> Grade	11 years old	115 lbs
6 <sup>th</sup> Grade	12 years old	135 lbs
7 <sup>th</sup> Grade	13 years old	150 lbs

The official weight at the time of registration will be the official weight for the remainder of the season. This official weight does not necessarily apply to non inter-league games.

### Geographic Boundaries:

A coach may develop an Open D1 team in the following fashion:

- ✓ Players are selected from a representative geographic area. (BV, BVNW, BVN, BVW, Olathe East, Blue Springs, Ottawa, etc...)
- ✓ The team must contain no more than four players from outside the representative area.
- ✓ Players must play in only one league, on one team, for the regular season.
- ✓ Players previously listed on another D1 roster must have a signed release from the previous coach prior to registration.

### League Enrollment:

All Open D1 teams must submit final rosters, and must have paid all applicable fees, by or before July 15<sup>th</sup> of the year of participation. The head coach is responsible for all materials. A roster is final once it is submitted and may only be changed by board approval after submission. A roster of players, birth certificates, and grade cards are required documents for each player on each team.

Any and all players found in violation of registration protocol will be suspended from play immediately and indefinitely, until information can be verified. All coaches of said players are subject to termination from coaching in the league.

## OPEN D2 TEAM FORMATION GUIDELINES

### Team Formation:

All Open D2 teams will be formed by registration. Players will be placed on a team representative of their Grade, Age, and primary residence, based on verified information provided at registration.

### Age & Grade Requirements:

All players on Open D2 division rosters must be enrolled in the grade represented by the team registration. They must also be within the age requirements for each specific grade as listed below:

Division	Age or younger on Sept. 1 <sup>st</sup> of year	Ball Carrier Weight
2 <sup>nd</sup> Grade	8 years old	80 lbs
3 <sup>rd</sup> Grade	9 years old	90 lbs
4 <sup>th</sup> Grade	10 years old	105 lbs
5 <sup>th</sup> Grade	11 years old	115 lbs
6 <sup>th</sup> Grade	12 years old	135 lbs
7 <sup>th</sup> Grade	13 years old	150 lbs

The official weight at the time of registration will be the official weight for the remainder of the season. This official weight does not necessarily apply to non inter-league games.

### Geographic Boundaries:

The player will be placed on a team initially by the elementary school that they attend. As needed, elementary districts will be combined to provide enough players to facilitate a full roster. Ideally, each team will have a minimum of 16 players and a maximum of 22. Rosters can be adjusted to accommodate the formation of teams.

### League Enrollment:

All Open D2 teams will be provided with final rosters prior to August 1<sup>st</sup> of the year of participation. The head coach is responsible for all materials. Rosters may be changed due to late registrations. A roster of players, birth certificates, and grade cards are required documents for each player on each team.

Any and all players found in violation of registration protocol will be suspended from play immediately and indefinitely, until information can be verified. All coaches of said players are subject to termination from coaching in the league.

## **VARSITY / JUNIOR VARSITY FORMAT**

### **Team Formation:**

The team roster would be expanded to hold as many as **40+** players. The head coach has the right to select specific players (as with D1 teams) and will also be assigned other registrants from his designated geographic area (as with D2 teams). The team, after practice and evaluation, would be categorized into two levels, Varsity and Jr. Varsity, and each would play an 8 game schedule. The coach must declare a minimum of 40% of the total roster as Varsity only. These designated players are not allowed to participate in a JV game. The remaining players could play either level or actually both levels on any given weekend. The Varsity roster must be declared in writing by Aug. 15<sup>th</sup>, of the year in which the season is played and may not change after that date for any reason other than normal injury provisions or by petition of both boards. This format allows for eight players from outside the designated geographic area, with no more than four designated as Varsity only. In order to compete at the Varsity level, the coach must declare the swing roster on the Wednesday preceding the game, by notifying their Area Director. The AD then needs to inform the club President and the league Chairman.

### **Coaching Staff:**

The coaching staff would be expanded to a maximum of eight coaches, including Varsity and Jr. Varsity coaches. There would be a head Varsity and head Jr. Varsity coach on the staff. The JV coach can certainly have a position on the Varsity staff.

**No more than five coaches are allowed on the sideline of any game.**

### **Players:**

Once a player is identified as a Varsity player, this player is only allowed to play Varsity games during the year, unless approved otherwise by the board. Jr. Varsity players can play JV games, but are also allowed to play Varsity games. **A Varsity player designation must be done by Aug 15<sup>th</sup>** of the year in which the season is played. It can be changed by approval of the board during the season by request of the coach and parents if warranted due to injury or parental request. Jr. Varsity players can be designated as Varsity only during the season if board approved after a request of the coach and parents.

### **Mandatory Play:**

Every player in uniform during a game must participate according to the mandatory play rules applicable to the division. If the Varsity and Jr. Varsity format is utilized, the players who play both in a weekend must get their appropriate number of plays in each game. **It is not cumulative play in all games played.** In the event that a V/JV format roster declines in numbers below 30 players, the mandatory play rule is adjusted as follows. All players who are not designated as Varsity only, who receive their full compliment of mandatory play at the Junior Varsity level, are only required to participate for ten plays total (offense, defense, and/or special teams) in a Varsity game that same weekend. The Junior Varsity players not suiting up for Varsity are obviously excluded from this regulation.

### **Game Day:**

Home team is listed first on the schedule. Line up according to how the scoreboard has home and visitor listed. Home team must supply 2 people for the chains, visitor supplies 1 for the box. All 3 must remain impartial, quiet and follow the direction of the side judge. They are part of the referee crew.

On the field, only coaches are allowed to move on the sidelines from the 20 to the 20. All players must remain within the 30's. Every coach must wear a name badge supplied by the league, and their NYSCA card. You will not be permitted to be on the sideline without both.

## **K-1 FLAG DIVISION:**

### **TEAM FORMATION:**

Eligible players must be enrolled in the Kindergarten or 1<sup>st</sup> grade and must be seven years old or younger on September 1<sup>st</sup> of the year playing. For EX: A player can turn eight years old on 9/2/05 and play if they are enrolled in the 1<sup>st</sup> grade. Proof of grade and a birth certificate are required at registration. Teams are formed by registration. The school district feeder program is the first determination of team formation. Teams from outside the BVSD are subject to geographic restrictions as well. Special request from parents will be heard but may not be granted. The best interest of the child and league will be considered in all decisions of team formation.

### **GAME PLAY:**

- A coin toss determines first possession of the ball.
- The ball is placed at the 40 yard line and the play series begins. (There are no special teams in K-1 Flag)
- Each team performs **eight** plays on offense and **eight** plays on defense, which constitutes one quarter of play. During the course of the series of plays, the ball is placed at the point of the legal de-flagging of the ball carrier and the next play is executed from that point.
- There are no extensions of the play series and downs are irrelevant to the series of plays.
- There are no chains or first downs, etc...
- If a play, prior to the eighth play of the series, ends up scoring a touchdown, the ball is returned to the 40 yard line for the next snap.

Eleven-man football is played in all games if possible. If either team has less than 11 players then 9-man football is played. If for any reason a player can't finish the game, which drops the number of players below 11, then 9-man would be used to complete the game. Our guideline is to have rosters of no more than 15 players on a team.

- Legal offensive formations are defined by the NFHSAA rules.
- In 11-man ball you must have **7** players on the line of scrimmage.
- In 9-man ball you must have **5** players on the line of scrimmage.
- The widest player on the line of scrimmage, not covered by any other player on the line of scrimmage between said player and the sideline on their side, is an eligible receiver, just as in NFHSAA rules.
- All players on the field for each team must wear an approved and provided pair of flags (2) during the game at all times.
- The jerseys provided are two sided with a different color on each side.
- The home team as indicated on the schedule will wear the "scarlet" jersey, the visiting team will wear the "gold" jersey.

### **DE- FLAGGING VS. TACKLING:**

- Players are downed when at least one flag has been legally stripped (DE-FLAGGED) from the belt during the course of the play.
- TACKLING, is defined as a physical attempt to stop the progress of a ball carrier *without trying to detach a flag AND IS PROHIBITED*.
- A player who repeatedly ignores the no-tackling rule is subject to expulsion from the game.
- Any coach who encourages tackling is subject to expulsion from the league.

## DE- FLAGGING VS. TACKLING:

- If the official, by his good judgment, determines that a player intentionally obstructed the progress of the ball carrier without making an effort to de-flag the ball carrier, he can award an additional ten yards to the run from the spot of the obstruction.

## PROPER FLAGS:

- Players must wear the flags as intended by the manufacturer, with no wrapping, taping, sewing or additional affixing in any manner.
- The flags are to be worn with one on each hip, not front and back, or any other variation.
- Should a flag (one) detach during the course of play without being pulled by an opponent, the official will allow the ball carrier to continue the play from the spot where the flag came off.
- If the belt holding the flags or both flags falls off without being pulled by the opponent, the player is down at that point.
- Obstruction of flags is not permitted. Shirt tails must remain tucked in.
- Shorts are not permitted to prevent direct access to the flags.
- Improper wearing of or intentional obstruction of a player's flag is a penalty of loss of down and dead ball at the spot of obstruction. This includes the attempt of the ball carrier to slap away an opponent's hand during the course of play.
- Stiff arming is also not allowed.

## BLOCKING:

- Blocking is allowed, but the blocker must **not** engage with, or lead with his head into the defender.
- Blocking should more resemble a screen used in basketball, with the exception of moving your feet and maintaining contact with the hands, while screening the opposing player.
- Do not encourage physically aggressive blocking to the ground. Do encourage good technique, hand position, and use of your feet.

## SPECIAL TEAMS:

- There are no special teams' plays in flag football.
- Each touchdown is worth 6 points, no extra point attempts are allowed.

## OTHER REGULATIONS:

- **Muffed snaps are dead balls.**
- The official will re-set the ball for play with no huddling of the teams.
- It is the official's discretion as to whether a fumble has occurred or a muffed snap has occurred.
- On defense, there is **no blitzing**, as defined: progression toward and through the line of scrimmage as to time the arrival with the snap of the ball. You know what blitzing is: DON'T BLITZ. Linebackers that are within in the "box" of the offensive line, must be 3 yards off the ball, not covering the center.
- **The center must be uncovered, which means the closest alignment to the center is head up on the guards, when the offensive line is in their regular splits (w/arms extended, players fingertips touch shoulder pads of player next to them). If the offensive guards use a 4 yard split, the defensive tackles DO NOT have to line up on the guards. They must be outside of the shoulders of the center. Submarine of the center is not permitted. And only one defensive tackle can shoot the A gap.**
- Interceptions may be returned to the original 45 yard line for a six point touchdown if the player can make it there without being legally tackled.
- Fumbles are blown **DEAD**.

## PLAYING FIELD:

- Each field is 45 yards long and regulation width.
- The winner of the coin toss must choose offense or defense to begin the game. The ball is placed at the 40 yard line, going in, and play commences.
- The offensive team has **eight** plays, regardless of outcome of the plays, and then switches to defense for another **eight** plays. That will be the end of the first quarter.
- Repeat the process three more times to complete the game. Halftime is 5 Minutes.
- **Two coaches** are allowed on the field at all times for each team to aid with alignment and play calling.
- One suggestion for the coaches is to assign the alignment of the line to one coach, while the other coach directs the alignment of the backfield and receivers.
- Use the same technique on defense with the line, line backers, and d-backs.
- The coaches, once the formation is set, must be ten yards behind the deepest player in the alignment when the ball is snapped to begin the play.
- **No verbal coaching from any coaches on the field** is allowed once the formation is set, until the play is blown dead.
- One referees warning will be given per team for coaching infractions, then the coach is removed from the field and possibly the facility if warranted.
- The coaches of the league will determine if we change to a progression format for the second half of the season where a chain crew is used and first downs are necessary to extend the offensive possession.

## LEAGUE INFORMATION

Champions Football League will play by KSHSAA and NFHSAA rules w/a few exceptions for each division:

### Grade Specific Rule Additions:

- Two coaches are allowed on the field during play in 2<sup>nd</sup> and 3<sup>rd</sup>. One coach in 4<sup>th</sup> and 5<sup>th</sup> Grades.
- The rules governing coaching involvement are as follows: Once the offensive formation is set for play, as determined by the official, there is to be no further instruction communicated by the coach on the field.
- The coach must stay ten yards behind the deepest player in formation and **maintain silence until the play is blown dead.**
- If the coach is involved in communicating with his players after the formations are set for play, the official will first provide a warning. Subsequent infractions will result in the removal of the coach from the field.
- In the 2<sup>nd</sup> and 3<sup>rd</sup> grades a coach may replace the coach who was removed. One replacement is allowed per game.
- **In D1 - 4<sup>th</sup> the coach will not be replaced** and in D2 he may be replaced once in a game.
- **In 5<sup>th</sup> grade, the coach is not replaced.** The intent of this rule is to prevent a coach from becoming materially involved in the outcome of a play. It is the judgment of the officials as to whether this rule is violated and their judgment stands.

### 2<sup>nd</sup> and 3<sup>rd</sup> Grade:

#### Defensive alignment:

- No player may occupy the position directly in front of the center.
- You may not cover the center in any fashion. The nearest player to the center may be head up on the guards (in a regular split alignment), on either side of the center.
- You may play a middle linebacker or any linebacker from TE to TE, at least three yards off the line of scrimmage. **No Blitzing** is allowed on defense.
- **Dropped exchanges between the QB and Center are replayed.**
- Fumbles are **DEAD for 2<sup>nd</sup> grade, LIVE for 3<sup>rd</sup> grade.**

## 2<sup>nd</sup> Grade Only:

### Game Play:

- The first few games of the season will be played in a controlled scrimmage format.
- Starting with the ball on the Opponents 40-yard line, the offensive team will get to run **eight** plays in succession against the defense.
- At the completion of the **eight** plays the teams exchange positions and the format is repeated. This completes one quarter of play.
- The ball placement is progressive but no downs are recorded.
- Unless it is a fumbled QB-Center exchange, the a fumbled ball is dead where it occurred and play resumes at the spot of the fumble.
- There are no special teams and extra point tries count as a one of the **eight** plays.
- In the second part of the season, we will begin to play progressive football, where the clock and down & distance matters in the completion of the game.
- The ball is started at the offensive team's 30-yard line symbolizing a kickoff.
- The game is played according to the NFHSAA rules with the exceptions noted regarding coaches, special teams, and defensive alignment.

## 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> & 7<sup>th</sup> Grades:

- There are no special rules for these divisions with regards to game play. NFHSAA rules apply.
- The special teams' rules are listed below for each division.
- One coach is allowed on the field during competition in the 4<sup>th</sup> and 5<sup>th</sup> grades only.

## Position Requirements:

- All players in all divisions, who exceed the ball carrier weight for their specific division, must play on the line of scrimmage, from tight end to tight end, not split, *when playing offense*.
- As a member of the offensive team they may not intentionally possess the ball in any fashion.
- As a member of the offensive team, if they incidentally take possession of the ball they may not advance it in any fashion and the ball is dead at the point of possession.

## Eligible Numbers:

- The eligible number rules associated with high school football are not going to be enforced in our league.
- Any player is eligible by number to possess the football, unless they are prohibited by the ball carrier weight restrictions.
- Eligible receivers are determined by alignment in the formation.
- The furthest most uncovered player on the line of scrimmage is eligible to receive the ball, if deemed a legal player under the ball carrier weight restrictions.
- Uncovered means that there is no other player on the line of scrimmage between the furthest most player and the sideline.
- Anyone lined up off the line of scrimmage is an eligible receiver unless they are restricted by the ball carrier weights, in which case they must be on the line of scrimmage and aligned tight.

## Tiebreaker / OT:

- All regular season games where the score is tied at the end of regulation will be allowed to play a tiebreaker extension. The rules for breaking ties are as follows:
- A coin toss determines the team who takes first possession.
- The visiting team calls the toss and the winner of the coin toss chooses whether to play offense or defense.
- The loser of the coin toss determines the end of the field where the play will occur.
- **The ball is placed at the 20-yard** line and the offensive team has possession until they score by touchdown or field goal, turn the ball over on downs, or turn over possession of the ball by fumble or interception.
- They are eligible to get a first down in the process.
- If they have a turnover, *not resulting in a defensive score*, their possession is ended, the teams switch offense and defense and the play resumes.
- Fumbles and interceptions can be returned the length of the field for defensive scores, which ends the overtime procedure.
- It is imperative that the officials on each possession note the location of farthest penetration by the offensive team.
- Each team is given equal opportunity on both sides of the ball.
- If after one overtime procedure the score is still tied, a second procedure is enacted in the same manner, beginning with the coin toss. Play resumes.
- **If at the conclusion of the second overtime procedure the score is still tied, the team with the furthest penetration towards the goal line in either overtime possessions is awarded the victory.**
- To avoid conflict, the officials will notify both head coaches of the level of penetration achieved by the offense at the conclusion of their possession. The judgment of the officials is final.

## Defensive Player Exception:

- All players in all divisions are eligible to carry to ball while playing defense.
- If a player (restricted by ball carrier weights or not) legally possesses the ball after a fumble or interception they may advance the ball as far as possible until tackled, run out of bounds, or until they score.
- The ball carrier weights do not apply to the defensive side of the football in any divisions and also do not restrict the position of the player.

## Special Teams Rules: (Applicable to all formats)

### 2<sup>nd</sup> Grade

- Limited Special Teams:
- Kickoffs are placed at the 30-yard line. Declared punts are placed 30 yards from the line of scrimmage but not inside the 15-yard line of the opponent. Clock will run while walking off punt.
- Extra Points are worth one point if run and two points if passed or kicked successfully.
- Any extra point kick or field goal kick attempt must be declared prior to the play.
- No live rush on extra point or field goal attempt by kick.
- No fakes if extra point or field goal kick attempt is declared.

## Special Teams Rules: (Applicable to all formats)

### 3<sup>rd</sup> Grade

- Limited Special Teams:
- Kickoffs are placed at the 25-yard line.
- Punts are live except for a rush of the punter and no fakes are allowed. No one leaves the line of scrimmage until the ball is kicked. **OR:** You may declare a punt, move the ball 30-yards down field, but not inside the opponent's 20-yard line, and exchange possession.
- Any extra point kick or field goal kick attempt must be declared prior to the play.
- Extra Points are worth one point if run and two points if passed or kicked successfully.
- No live rush on extra point or field goal attempt by kick.
- No fakes if extra point kick or field goal kick attempt is declared.

### 4<sup>th</sup> Grade

- Limited Special Teams:
- Kickoffs are live.
- Punts are live except for a rush of the punter and no fakes are allowed. No one leaves the line of scrimmage until the ball is kicked.
- Any extra point kick or field goal kick attempt must be declared prior to the play.
- Extra Points are worth one point if run and two points if passed or kicked successfully.
- No live rush on extra point or field goal attempt by kick.
- No fakes if extra point kick or field goal kick attempt is declared.

### 5<sup>th</sup> Grade

Live special teams as governed by the KSHSAA and NFHSAA rulebook.

### 6<sup>th</sup> Grade

Live special teams as governed by the KSHSAA and NFHSAA rulebook.

### 7<sup>th</sup> Grade

Live special teams as governed by the KSHSAA and NFHSAA rulebook.

- Please note the following exception:
- In the 5<sup>th</sup>, 6<sup>th</sup> and 7<sup>th</sup> grade divisions, a successful extra point try by kick is awarded two points; a successful extra point try by any other means is awarded one point.

**MERCY RULE:** In the 2<sup>nd</sup> half of a game, if a team leads by 28 points, the losing coach can elect to keep the clock running. When the spread is 35, it is an automatic running clock. (will not resume actual clock if score goes under 28 pts difference). The team leading must not intentionally run up the score. They must make every attempt to play kids in different positions, play 2<sup>nd</sup> and 3<sup>rd</sup> string players. Consult with a board member at your field.

## Receiving Punts and Kickoffs: All applicable divisions

- Only players who are compliant with the ball carrier weight restrictions may take possession of a punt or kick and advance the ball.
- If a weight restricted player takes possession, the ball is placed at the point of possession.

## **Punters Rule: All applicable divisions**

- The punter does not have to be an eligible ball carrier by weight.
- You may have a restricted player be the punter but you may not use that player in any fashion to complete a fake punt.

## **Kickers Rule: All applicable divisions**

- The kicker may be a restricted player for kickoffs, extra points, and field goals.
- In order to attempt a fake field goal or extra point, in the applicable divisions, only non-restricted players may take possession. For Example: You decide to try a fake field goal but your kicker is not ball carrier eligible.
- The holder, who is ball carrier eligible, may receive the snap and complete the play called. He may not give the ball to the restricted player in any fashion, but the restricted player may block from his alignment as the kicker.

## **Mandatory Play Rules: (Applicable to all formats)**

The CFL is very strict on the playing of every player on every team. In the course of a regular season game, every player on the team should and will be allowed ample playing time as defined below:

### **2<sup>nd</sup> Grade and 3<sup>rd</sup> Grade:**

Each player in uniform must play a total of fifteen plays per game.

### **4<sup>th</sup> Grade, 5<sup>th</sup> Grade, 6<sup>th</sup> Grade and 7<sup>th</sup> Grade:**

Each player in uniform must play a total of fifteen plays per game consisting of at least ten plays from scrimmage on offense or defense or a combination of both, and no more than five plays counted on special teams play.

**In the event that a V/JV format roster declines in numbers below 30 players, the mandatory play rule is adjusted as follows.**

- All players who are not designated as Varsity only, who receive their full compliment of mandatory play at the Junior Varsity level, are only required to participate for ten plays total (offense, defense, and/or special teams) in a Varsity game that same weekend.
- The Junior Varsity players not suiting up for Varsity are obviously excluded from this regulation.
- Failure to comply with the mandatory play rules will result in a forfeiture of the game in which the infraction was committed and a suspension of the head coach for one game.
- Subsequent infractions will result in the dismissal of the head coach.

### **Exceptions:**

- If a player, for whatever reason, fails to make practice during the week of preparation prior to a game, the coach has the right to withhold the player from participation in the game.
- The head coach must notify the head official prior to the start of the game of the situation.
- If a player has been injured during the week of practice and is not physically able to participate in the game, the head coach must notify the head official prior to the start of the game.

## **Medical Absence and Reinstatement:**

Any player who, due to injury or illness requiring medical attention, wishes to resume practice and participation in games must submit a written release form from the treating physician prior to engaging in the chosen activity. The head coach is responsible for submitting a copy of the physicians release form to the head official prior to any game and notifying the Area Director for the appropriate area the team represents.

## All Other Equipment:

Players wearing protective gear, other than league issued, must have the protective gear approved for play by the head official prior to the game. Cast, braces, neoprene sleeves, etc... must comply with KSHSAA rules and be approved by the head official. Failure to comply will require the player to be exempt from participation in the game.

**Special Note:** In complying with KSHSAA and NFHSAA rules, no player may wear anything under the helmet between the helmet and the player's head. This is a non-negotiable safety issue. Any headwear worn under the helmet can alter the fit and protective capabilities of the helmet and therefore is not allowed. This rule applies to all games, even the cold games.

## Practice Regulations: (Applicable to all formats)

For league teams, practice is allowed to begin the first Monday of the month of August.

- **Our league requires five conditioning practices, of at least one hour in length, with NO PADS or HELMETS. No more than two practices in the same 24 hour period w/1 hour in between, for EVERY player on the roster prior to participating in any contact practices.**
- Practice prior to the school year classes beginning can take place no more than five times in a seven-day period, **for a total of six hours.**
- Practice after the school year classes have begun is regulated to no more than four times in a seven-day period (not including sanctioned games, but including scrimmages and non-sanctioned games) **for no more than six hours total.**
- It is highly suggested that the younger teams, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup>, require no more than two days of practice per seven day period once school begins. Practice is supposed to be instructive, well planned, and well run. Make it fun for the kids.

**HEAT RULES:** If the ambient temperature equals or exceeds 95 degrees, and/or the heat index equals or exceeds 105 degrees, all practice is suspended until the afore mentioned restrictions are no longer applicable.

- The players must sit and you can talk football, **NO WALK THROUGHS ALLOWED:** 1.) no pads are worn on the upper body or head, 2.) the session is limited to 20-minute sessions with water breaks and at least five minutes out of the direct sun between sessions, 3.) this means no running, jogging, hopping or anything else physically demanding!

**Call 207-5010 for updates every 15-30 min starting at 4pm.**

- Practicing in-doors is allowed if a coach has the ability to secure a safe facility in which to conduct practice. We do not consider it an unfair advantage for a coach to go above and beyond to provide for their team.
- **Coaches, the league and club are very serious about the heat issue regarding practice. There is no reason to endanger the players by exposing them to extreme conditions. Coaches found in violation of this rule will be replaced.**

**IN-CLIMATE WEATHER:** Obviously, in-climate weather can affect practice.

- Practice is cancelled if lightning is detected in the area you are in. If there are severe storms, heavy rain, blinding snowstorms, etc. we urge you to use extreme caution and always place the safe interest of the kids at the highest level of concern.
- Our regular practice fields that are provided through Blue Valley Rec. may be closed due to heavy rains at the discretion of Blue Valley Rec.
- If you arrive at practice and the field is closed, do not practice on those fields. Our relationship with Blue Valley Rec. is very important to our club and league. Lets work together to enhance and protect that relationship and do nothing to tear it down.

**INJURED PLAYER:** Any player who sustains an injury during a practice session requiring medical attention should not be moved until proper medical authorities arrive to handle the situation. Keep a cellular phone at practice and call 911 to get medical assistance for the injured player if necessary.

Any player who, due to injury or illness requiring medical attention, wishes to resume practice and participation in games must submit a written release form from the treating physician prior to engaging in the chosen activity. The head coach is responsible for submitting a copy of the physicians release form to the head official prior to any game and notifying the Area Director for the appropriate area the team represents.

## **Cooperative Play: (Applicable to all formats)**

To ensure the highest quality of competition for both the D1 and D2 divisions, we are preparing to engage in cooperative play agreements with other local leagues. That means that some of the games will be played “on the road” at other locations close to us. We are seeking agreements with KAW Valley Youth Football, played in Basehor KS; North Kansas City Youth Football, played at various locations in North KC; and possible other leagues not yet determined. Their teams may not adhere to the same exact formation rules we have. For example the ball carrying weights may be different or they may have combined grade teams. The differences are usually minor and should not present an unfair competitive advantage for either team. “When in Rome, do as the Romans” is a sufficient answer to the discrepancies. When we play at Basehor, NKC, or other locations, we will adjust our rules to match theirs and vice versa when they play at our facilities. It should work out that if you play two road games, then you might have two home games against non-CFL opponents. The onus is on the coach to prepare the team for each game and minor differences are not obstacles and should not be viewed from a negative viewpoint. Remember that they are adjusting to our rules when they come to our fields. Coaches engaging in intra-league play will be notified of any changes one week prior to the game so that they may prepare for the game during practice if adjustments need to be made. In order to expand our league and provide for more evenly matched competition, the league will analyze the match-ups to ensure that the divisions, grades, ages, and size restrictions are closely monitored. For example: A very good NKC team will be matched up to our D1 team, while a moderate team may be matched to a D2 team. We will seek to provide you with the opportunity to play a team that you have a competitive chance against. Cooperative play is necessary to offer the highest competitive equality that we can offer. It also broadens the scope of exposure of the local league. CFL intends to provide these match-ups as an enhancement to the development of the players, coaches and parents. I would encourage all the coaches to embrace this format as it will provide the best and worst of teams with an opportunity to play more evenly matched games and prevent the runaway games.

## **Equipment Regulations: (Applicable to all formats)**

**Helmets:** All helmets worn during practice and play must meet NOCSAE standards for protection. All interior pads must be secured in place prior to contact. Helmets must be reconditioned as recommended by the original manufacturer. The facemask must be properly fitted and attached with approved hardware. The chinstrap must be fitted properly and fastened completely during all contact practice and play. A properly fitted mouth guard is mandatory during all games and contact practices. Any helmet found in violation of policy will be removed from the game. Coaches are responsible for the condition of the helmet and are required to perform safety checks once per week to ensure that the helmet properly protects all players.

**Shoulder Pads:** All shoulder pads must be fitted properly. Proper fitting shoulder pads are defined as: the pads properly cover the shoulders, chest, and back, the laces are properly placed and tied, and the straps are properly attached and affixed. Pads not meeting these standards are not to be worn in practice or games. Coaches are responsible for the condition of the shoulder pads and are required to perform safety checks once per week to ensure that the shoulder pads properly protect all players.

**Pants & Pads:** Proper fitted pants are required. The length must completely cover the knee. All pads, (knee, thigh, hip and tail) are to be properly fitted into the pants or girdle. All pads are required at all levels in both contact practices and games. The pants must be properly laced and the belt must be properly affixed. Coaches are responsible for the condition of the pants and pads, and are required to perform safety checks once per week to ensure that they properly protect all players.

**All Other Pads:** Players wearing protective gear, other than league issued, must have the protective gear approved for play by the head official prior to the game. Cast, braces, neoprene sleeves, etc... must comply with KSHSAA rules and be approved by the head official. Failure to comply will require the player to be exempt from participation in the game. All pads must be used as intended by the original manufacturer and comply with NFHSAA and KSHSAA rules. Players who opt to use their own helmet and/or shoulder pads must complete the "PERSONAL EQUIPMENT WAIVER" prior to participating in contact practice or games. NO EXCEPTIONS.

**Cleats & Shoes:** Molded rubber cleats and replaceable molded screw-in cleats no longer than ½ inch are allowed if properly maintained but are not mandatory. Tennis shoes will be allowed if desired by the player. The officials may require the removal of a pair of cleats they feel present an additional risk of injury. Coaches are responsible for the condition of each player's cleats and are required to perform safety checks once per week to ensure that they properly protect all players.

**Football:** Each division is assigned a certain size football. Each coach needs to provide one game ball at each game and have an alternate available if needed.

**Flag, 2<sup>nd</sup> & 3<sup>rd</sup> Grades will use:** Pee Wee sized footballs EX: (Wilson K2, Baden Pee Wee)

**4<sup>th</sup>, 5<sup>th</sup>, & 6<sup>th</sup> Grades will use:** Junior sized footballs EX: (Wilson TDJ, Baden 100, Wilson 1000)

**7<sup>th</sup> & 8<sup>th</sup> Grade will use:** Youth sized footballs EX: (Wilson TDY, Baden 200)

You may use other brands not listed here as long as they are comparable in size to the ones listed for your grade. You may play with leather, rubber, or composite footballs.

**The Hayes Rule:** Once the game officials approve a football for play, the game should be completed with the same ball or equivalent ball. Coaches will be made aware of the difference in the actual size of the approved footballs if necessary. The field manager and officials will decide disagreements over the footballs prior to kickoff.

Rules added prior to the 2006 season that will remain in effect until further notice:

**JERSEY'S:** Jerseys will be the sole responsibility of the coach. You will be assigned a palette of colors to choose from to design your team jersey. You must comply within those colors. If two teams show up with similar uniforms, the visiting team will be required to wear penny jerseys provided by the league at the field. It is the referees' discretion that determines the use of the penny jersey and their decision is final.

**COACHING BACKGROUND CHECKS:** All coaches are required to complete a coaching application and will be subjected to a criminal background check by league attorneys. Any information discovered in the process will be discussed by the board of directors and a determination will be made as to allow or disallow that person to coach in the league. Any person disallowed by the board may not engage in any activity of coaching with the team, including practices, games, gatherings of any kind, in any other role than that of a parent or fan. They are prohibited from being on the sideline.

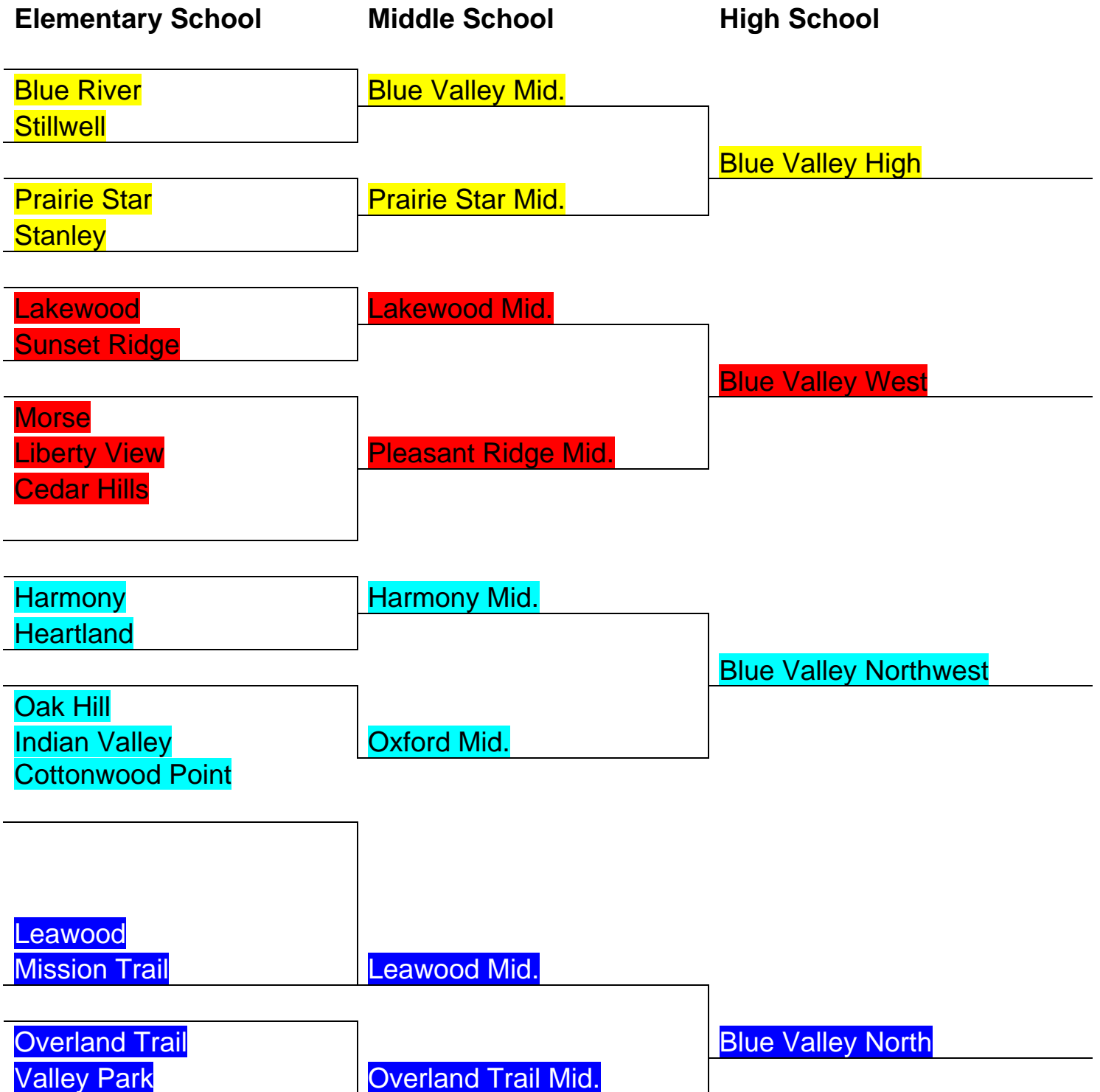
**FILMING GAMES:** Teams are allowed to film their own games but only from the sidelines within the boundaries established by the school district and league. Those boundaries extend each sideline in the approved area from 30 yard line to 30 yard line. You are not allowed to film from the end-zone. Filming other teams games to gain film on your opponent is highly discouraged. If you feel you must, you must follow the established guidelines above. At any time, a league official may request to view the tape to ensure the rules are being followed.

**LEAGUE DISMISSAL:** The league is allowed to conduct inquiries into actions taken by any coach, player, parent, fan or attendee, to ensure the proper treatment of the players, that rules were followed, and that the perpetrator is given fair consideration prior to adjudication. All complaints against a coach, player, parent, and/or fan will be investigated by the league and if necessary private counsel, to ensure that proper actions are maintained and adhered to. The league may at any time remove a coach, player, parent, and/or fan from the premises for the remainder of the game and/or season due to its judgment of impropriety. The league reserves the right to dismiss any coach, player, parent and/or fan for any length of time it deems appropriate. No refunds or fees will be paid as part of the dismissal.

**COACH'S BOND ACCOUNT:** Each head coach will be required to post bond to ensure that the equipment his players have rented from BVFC will be returned in a timely manner post season. The coach will be charged \$100.00 per helmet and \$60.00 per set of shoulder pads that are not returned to the BVFC by Dec. 10<sup>th</sup> of the year in which the season is played. It is your responsibility to the BVFC to aid in the return of the equipment at the end of the season. The bond is required to be in the form of a credit card in good standing. Any attempt to fraud the club in this request will result in prosecution.

**GAME CANCELLATION FEE:** Any team that fails to show up for a scheduled game will be required to pay the club \$250.00, which will be charged to credit card provided as bond. Teams are required to play all games scheduled. When a team forfeits for whatever reason, it not only cost the league money, but it causes a scheduling nightmare for the team that was supposed to play. A voluntary forfeiture will be investigated and the board reserves the right to immediately dismiss the team from further play and collect the outstanding equipment. We are mandating that every team play every game scheduled. We have been diligent in trying to schedule games that ensure quality match-ups. For a team to take the position of refusing to play a specific opponent, although that opponent is in good standing and within the same division, will be viewed as a intention to undermine the league and club. This will also apply to games where the head coach was notified of a potential match-up and agreed to play even though the divisions may not match exactly. If a game is not completed due to a forfeiture, the forfeiting team will pay all expenses (\$250.00+) for that game.

# CURRENT BVSD FEEDER PROGRAM FROM ELEMENTARY TO HIGH SCHOOL



This bracket represents the current BVSD feeder program from elementary to high school.

There are talks underway that may realign this bracket and it is not absolute.

As school boundaries change, we will analyze the impact to BVFC and change accordingly.

## **Directions to Blue Valley Middle Schools:**

Blue Valley Middle School: 5001 W 163<sup>rd</sup> Terrace, Overland Park KS 66085

Highway 435 to State Line, exit and go south to 135<sup>th</sup> Street, turn west on 135<sup>th</sup> to Nall, take Nall south to 163<sup>rd</sup> Terrace, turn left and proceed to school. Field is on the east side of the school complex.

Harmony Middle School: 10101 W 141<sup>st</sup> Street, Overland Park KS 66221

Highway 435 west to highway 69 south, take 69 south to 135<sup>th</sup> street exit going west on 135<sup>th</sup> street to Switzer, turn left going south to 141<sup>st</sup> street, turn left in front of schools, field is on the east side of the complex.

Lakewood Middle School: 6601 Edgewater Dr., Overland Park KS 66223

Highway 435 west to highway 69 south to 135<sup>th</sup> street exit going east to Metcalf Street, turn right heading south to 147<sup>th</sup> street / Edgewater, turn left heading east to the school.

Leawood Middle School: 2410 W 123<sup>rd</sup> Street, Leawood KS 66209

Highway 435 west to State Line heading south to 123<sup>rd</sup> Street, turn right heading west to the schools. The field is on the back side of the complex.

Overland Trail Middle School: 6201 W 133<sup>rd</sup> Street, Overland Park KS 66209

Highway 435 west to State Line, heading south to 135<sup>th</sup> Street, turn right heading west to Lamar Street, turn right heading north to schools. Field is on the east side of the complex.

Oxford Middle School: 12500 Switzer, Overland Park KS 66213

Highway 435 to highway 69 south to 119<sup>th</sup> Street exit heading west to Switzer, turn left to the schools. Field is on the north side of the complex.

Pleasant Ridge Middle School: 9000 W 165<sup>th</sup> Street, Overland Park KS 66085

Highway 435 to highway 69 south to 151<sup>st</sup> street exit turn right heading west to Antioch, turn left heading south to the school at 165<sup>th</sup> Street on your right. It is past Blue Valley West High School and the field is on the east side of the complex.

Prairie Star Middle School: 14201 Mission Road, Leawood KS 66224

Highway 435 west to State Line heading south to 135<sup>th</sup> Street, turn right heading west to Mission, turn left heading south to the schools. Field is on the east side of the complex.

Service Center Field: 151<sup>st</sup> and Metcalf

Highway 435 west to highway 69 south to 151<sup>st</sup> street exit. West one block at light, turn left and follow road to school. The road veers to the right and the field will be on your right inside the fence.

Blue Valley High School: 159<sup>th</sup> street two blocks east of Metcalf.

435 Highway west to 69 Highway south to 151<sup>st</sup> Street east to Metcalf, south to 159<sup>th</sup> street, east to the school.

Blue Valley Northwest High School: 135<sup>th</sup> and Switzer. 435 west to 69 Highway south to 135<sup>th</sup> street, west to Switzer.

Blue Valley West High School: 163<sup>rd</sup> and Antioch. 435 west to 69 Highway south to 151<sup>st</sup> Street, west to Antioch, south to the school.

Blue Valley North High School: 120<sup>th</sup> and Glenwood. 435 west to Metcalf south to 119<sup>th</sup> street, east to Glenwood, south to school.