

BYLAWS

AS AMENDED JUNE 31, 2010

Member Associations:

Alvarado (ASA)

Clifton (CYFA)

Glen Rose

Godley

Grandview

Hamilton

Maypearl

Meridian

Rio Vista

Tolar (TYAA)

Venus (VYSA)

www.leaguelineup.com/quadcounty

QUAD COUNTY PEE WEE FOOTBALL

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QUAD COUNTY PEE WEE FOOTBALL

LEAGUE OBJECTIVE

To provide fair and competitive play between teams from smaller towns and communities while making sportsmanship a top priority.

QUAD COUNTY MEMBERSHIP

- 1) Associations, whose school division ranking is higher than 3A status, will not be eligible to become a member of Quad County.
- 2) Current participating associations whose status rises above 3A status will no longer be considered eligible members and there for removed from Quad County's membership status.
- 3) If the association removed in the following years returns to a 3A or lesser status will become eligible once again for membership.
- 4) Only teams that are members of the Quad County Pee Wee Football Association are allowed to participate in league games.
- 5) Single teams belonging to an association outside of Quad County are not eligible.
- 6) All teams belonging to that outside association must become full members of the Quad County Pee Wee Football Association.
- 7) All participating associations within Quad County must approve membership.
- 8) Any new members will be put on 1 year probation from the date of acceptance. While a new member is on probation they will not be able to cast a vote.
- 9) A town on probation will be required to attend and to participate in all monthly meetings. After the probationary period has expired, other member towns will vote whether to allow full membership into Quad County.
- 10) Quad County meetings will be held monthly beginning in January through August. Meetings held after the season starts will be held as needed.
- 11) Each association will have a Town Representative and one vote on all items that are to be voted on.
- 12) Each participating association's town representative is responsible for attending or having an alternate representative attend more than 50% of Quad County's regular scheduled meetings.
- 13) Those associations that do not meet this requirement, will have all game stats removed making that team ineligible to compete in playoff or super bowl games, in the event one of that associations teams would have been eligible for playoff contention.
- 14) Each member association is required to issue criminal background checks on all coaches, assistant coaches. It will be the local Member Association responsibility issue and maintain background checks on all coaches, assistant coaches.
- 15) No coach shall be allowed on the field without having a complete background check issued by the local Member Association.

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- 16) All member associations will keep registrations open until July, 31st each year. Adding of players after any registration deadline set by QCPWFA Board and voting members can only be granted on a case-by-case basis at the discretion of the Quad County Board. Any member town has the right to petition the Board for such request.
- 17) Each association must by August 1st, report to the Quad County Town Representative, who is responsible for scheduling games, the number of teams that each association will field in each division.
- 18) Any violation of QCPWFA bylaws will bear penalty *at the sole discretion of the QCPWFA Board*.
- 19) Rule and bylaw changes will be presented and placed on the next month's meeting agenda for vote. This will allow each town representative adequate time to discuss proposed changes with their local association.
- 20) Meeting responsibilities will be rotated among town representatives. This will include documenting meeting minutes and chairing discussions.
- 21) League administration cost, including championship trophies for each division, website administration, restricted player decals, or other costs that may arise, will be divided equally among member associations.
- 22) Each association will also be responsible for their "fair share" for game officials.
- 23) Each traveling team or association will bring with them their payment for that day's game officiating cost. Associations that are hosting games will be responsible for making payment directly to each official.
- 24) Associations hosting games are not permitted to charge gate fees.
- 25) **Current rate for officiating staff are.**
 - \$150.00 for crew of three officials per game (\$50.00 each)
 - \$150.00 for a crew of 2 officials per game (\$75.00 each)
 - \$150.00 per game for one official.
- 26) Association will be responsible for half of the officiating cost for each team playing that day. Normally this will be \$75.00 for each team playing.
- 27) Associations that have two teams playing each other will be responsible for the entire cost of the officiating staff, for those games.

COACHES

Each member association will be allowed up to 5 coaches on the sideline at any given time during the game. Anyone that isn't designated as Head Coach or Assistant Coach should be behind the players and outside of the Coaching Box during game play.

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HOME TEAM GAMES

Every effort should be made to provide announcers for all games at your site that day. The home team for each game will have 2 volunteers do the chains and the visiting team will have one volunteer for the yard marker.

REQUIRED DOCUMENTATION

1. Each coach will have in his possession, during each game played, a notebook which will have the following for each player on his roster.
 - Player Form
 - Roster with **typed** names, numbers, etc.
 - Copy of Birth Certificate
 - Recent photograph attached to the copy of the birth certificate.
 - Jersey Number written on the upper right hand corner of the birth certificate copy.
2. Certificate of Insurance will be required by each association showing proof of General Liability Insurance and Excess Accident Medical Insurance. Minimum Liability requirements: \$1,000,000.00 in coverage - \$2,000,000.00 aggregate. Coverage shall include all teams and players for each member association by the last called meeting prior to the first game of the season.
3. Each association is required to provide the other associations with a roster listing all players with corresponding numbers and weight for each team
4. Rosters Forms will need to be typed, not hand written. All names will need to be in numerical order
5. Each town will be required to use QC Player Form. All the information by QC will need to be filled out and a copy will need to be provided to the league secretary.
6. Final copy of rosters will need to be submitted after the final weigh-in date to the league secretary. The final rosters shall then be posted on the web site by the league secretary for private access by each designated town representative. Rosters will not be made accessible for public viewing.

WEIGH IN REQUIREMENTS

1. There shall be only two Player Certification & Weigh-Ins per season. The date of the Player Certification & Weigh In shall be determined each year by the Quad County association members.
2. If a player misses both Player Certification & Weigh-Ins, he/she will be deemed as a restricted player.
3. A player moving Tuesday, September 07, 2010 signed up and placed on a roster after the Player Certification & Weigh-Ins, will automatically become a restricted player for that season.

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Weigh in for 2010 season will be held on the following dates. Primary August, 14th 2010 and secondary August 21th 2010.

4. Each player must provide a **valid certificate of birth** (or other proof of birth date) and a **current photo** to the Representative conducting the weigh-in.
5. Association Representatives shall insure team rosters are completed prior to the date of the Player Weigh-Ins (**not during the weigh-in**). **Players on team rosters shall be listed in order by their game jersey number**. The certification representative shall verify the following information:
 - (A) Town
 - (B) Division
 - (C) Player Name
 - (D) Age
 - (E) Birth date
 - (F) Game Jersey Number
6. The certification representative shall **confirm** that the provided photo is the player to be weighed-in and also cross check the valid certificate of birth information.
7. Representatives conducting the weighing of each player will be determined by Quad County associations.
8. Players that are ineligible to carry the ball due to weight restrictions will have a 2" QCPWFA approved decal placed on the back of their helmet. This decal will be placed on the **middle of the back** of the helmet above or next to the manufacturers warning label.

TEAM SPLIT

- 1) Any association that has 32 or more players in a division must divide into two teams. The maximum number of players allowed on any single team is 31. (*See below guidelines for drafting procedures.*)

DRAFT GUIDELINES

- 1) Each association within Quad County will implement a snake draft. Each team will have 3 protected players (Head Coach and 2 assistant coaches only). Everyone will do grade levels at a time and then proceed to the next grade level. **Prior to the start of the draft teams need to be equal in grade levels prior, so that both teams have the same number of players in each grade. For example: All teams should be equal in number by grade before starting the snake draft. If **Team A** has (1) 6th grader and (2) 5th grader's and **Team B** has (2) 6th grader's and (1) 5th grader. **Team A** then selects (1) 6th grader and **Team B** selects (1) 5th grader. From there on you would flip for the starting of the snake draft.**

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CAMPS & PRACTICES

- 1) Teams may not officially begin organized practice, until a date set forth by the league.
- 2) Associations may hold a local camp for all participants prior to the set practice date by the league. **Member associations that conduct camps are not allowed to line-up or run any offensive or defensive formations during camps until official practices begin.**

DIVISIONS & WEIGHTS

*Shall consist of **Senior, Junior, and Freshman Divisions.***

Senior Division

- 1) Each player must be in the 5th and 6th grades and not 13 years old before September 1st in the year in current season. **No seventh (7th) grade players.**
- 2) Players in the 4th grade may play in the **Senior Division**, if there is not a Junior team, and with parents and coaches written permission. This must be submitted for approval by association town representatives as a **Special Consideration.**
- 3) **No ball carriers over 110 pounds**

Junior Division

- 1) Each player must be in the 3rd and 4th grades and not 11 years old before September 1st in the year in current season. **No fifth (5th) grade players.**
- 2) Players in the 2nd grade may play in the **Junior Division**, if there is not a freshman team, and with parents and coaches written permission. This must be submitted for approval by association town representatives as a **Special Consideration.**
- 3) **No ball carriers over 95 pounds**

Freshman Division

- 1) Each player must be in the 1st and 2nd grades and not 9 years old before September 1st in the year in current season. **No third (3rd) grade players.**
- 2) Kindergartners may play in freshman divisions with parents and coaches permission.
- 3) **No ball carriers over 70 pounds.**

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PLAYING RULES

Current year NCAA Football rules will be followed with the following exceptions:

Offense and Kick Offs

Players that are over the weight limit are ineligible to advance the ball while on offense. However, they are eligible to line up in the backfield as a blocking back. Ineligible players may recover a turnover on offense but cannot advance the ball. The ball will be blown dead at that point. ***Intentional attempts to advance the ball by an ineligible player will result in a 10 yard penalty from the previous spot and a loss of down.*** If an ineligible player fields a kick off, the play will be blown dead at that point and the offense will take over at that spot.

Restricted player punting the ball

Restricted player cannot fake a punt, pass or lateral the ball to another player in order to advance the ball. If the player loses control of the ball and then attempts to advance his position, other than punting the ball, it will then be blown dead at the spot the punter received the snapped

Defense and Punts

Ineligible players may advance the ball on any turnover or interception that they obtain while playing defense. Ineligible players may not line up at a position normally associated with the fielding of punts. *Ineligible players may advance blocked punts or short "shanked" punts from their position within 5 yards of the line of scrimmage.*

Coaches on the field (Freshmen Division Only)

Only one coach per team will allowed, on the field during offense or defense. **Coaches on the field must be at least 10 yards from the deepest player,** after the quarterback has placed his hands under the center to receive the ball, and his snap count has begun, there shall be no verbal or non-verbal communication from either coach during the time the play begins until the play is blown dead by a member of the officiating staff. Further communication of any kind can result in a penalty. (See below "Infraction/Warning" for violation of above rule.)

Defensive Formation (Freshmen ONLY)

No more than 3 players from guard to guard on line of scrimmage on the defensive side of the ball. **(See below "Infraction/Warning" for violation of above rule.)**

Infraction/Warning for violation of above rules.

- a) First infraction - Warning
- b) Second infraction - 15 yard penalty
- c) Third infraction - Coaches goes to the sideline.

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LENGTH OF GAMES

- Freshman (4) 6 minute quarters; 12 minute halftime.
- Junior (4) 8 minute quarters; 12 minute halftime.
- Senior (4) 8 minute quarters; 12 minute halftime.

Game Tied at End of Regulation

1. **Coin toss.** Winner of toss can decide if they want to be on (1) offense first or (2) allow the opposing team to go first. If after both sides have their opportunity on offense and the game are still tied, they will continue with another set of downs. The order will alternate for each and every period there after until a winner is determined.
2. Ball will be placed on the 15 yard line at an end of the field determined by the head official. Each team will be given four downs to get a first down or score. If a team gets a first down, they will get four more downs to score.
3. Teams that score will attempt a subsequent 2 point conversion.

TIE BREAKER SYSTEM (FINAL STANDINGS)

1. Head-to-Head; if still tied,
2. Points allowed for season; if still tied,
3. Coin Toss

REQUIRED EQUIPMENT

Game Balls requirements:

Game balls required by this association can be any brand, leather or composite, just so long as the ball is the correct size for each division.

For Example:

Freshman Division – Wilson K-2 or Nike Pee Wee

Junior Division – Wilson TDJ or Nike Junior

Senior Division – Wilson TDY or Nike Youth