

# O-D FOOTBALL LEAGUE

## 2008 BYLAWS

### **1. Goals of the O-D Youth Football League Program:**

#### **1a. Objective:**

To create a fun, safe, and open football opportunity for youth ages 5 through 14 where the youth can learn the game of football along with strong fundamental life principles.

#### **1b. O-D Youth Football League Statement:**

The objective of the O-DYFL is to develop and promote the ideals of fellowship, responsibility, hard work, sportsmanship, teamwork, and equality in youth while teaching them the game of football in a positive and safe environment. The community will be enhanced through the spirit of opportunity, competition, discipline, and fair play. O-D will accomplish these goals by providing a program that maintains the highest standards and seeking out coaches and other volunteers willing to teach and exemplify all of these ideals.

#### **1c. Academic Achievement:**

The ODYFL strongly encourages each player to maintain a sound academic record. League officials, district presidencies, and all coaches shall do their best to encourage players to academic excellence especially when asked to do so by the player's parent or legal guardian.

### **2. Insurance:**

#### **2a. O-D Youth Football League provides insurance:**

ODYFL provides full medical and liability insurance for all players. Players without any type of insurance will automatically be covered through the ODYFL insurance provider which is a primary insurance. For players with their own primary insurance, the ODYFL insurance shall be a secondary insurance coverage. To be covered, a player must properly sign up and complete registration according to ODYFL rules.

### **3. League Equipment:**

#### **3a. O-D Youth Football League Equipment:**

O-D Youth Football League owns and shall provide the following equipment to each player:

1. Football helmet and facemask
2. Shoulder pads
3. Hip pads
4. Thigh pads
5. Knee pads
6. Football pants & belt
7. Football team jerseys (practice and game)
8. Footballs (practice and game)

Each player shall provide the following equipment on their own:

1. Football shoes (cleats)
2. Teeth protector (mouthguard)
3. Socks & undergarments

All league and player provided equipment shall meet NOCSAE and National Federation of High School Association Standards. Jerseys shall fully cover shoulder pads and players abdomen area. All league-provided equipment shall be returned by each player at the end of each season in good working condition other than normal wear and tear. If the equipment is not returned, or returned damaged due to abuse, the player shall be charged for the replacement of that equipment.

Official football sizes for the ODYFL are as follows:

_____ Size	- Gunners, Rushers, and Scramblers
Junior Size	- Spikes
Youth Size	- Sackers
Official Size	- Red Dogs

#### **4. Organization:**

##### **4a. Districts:**

The ODYFL is divided into areas. The area boundaries shall be established by the league officers and published in their bylaws. A person may hold one or more officer positions as long as permitted under state law.

##### **4b. Presidents:**

There shall be an Area President (AP) for each created area within the League. The responsibilities of the AP shall be to seek out, approve, teach, and train volunteer coaches and other volunteers within their district. The AP shall secure and maintain home playing and practicing areas used by the area. The AP shall provide for the orderly conduct of the games played within the area as well as the fans in attendance. The AP shall ensure that there is at least one Area Representative (AR) present at all home games at all times.

##### **4c. Vice Presidents:**

Each Area shall have at least one Vice President (VP), however multiple VP's may be placed. The responsibilities of the VP shall be to act as an assistant to the AP. The VP may take charge of district home games in the absence of the AP.

##### **4d. Treasurer/Secretary:**

It is recommended that each Area have a Treasurer/Secretary (TS). The responsibilities of the TS are to act as secretary to the Area presidency and to collect and account for all Area funds. The TS shall also manage the official Area website under the direction of the AP. The TS shall be responsible to transfer collected funds to league officials when needed and outside firms as required.

##### **4e. Facilities Manager:**

It is recommended that each Area have at least one Facilities Manager (FM), however multiple FMs may be placed. The duty of the FM is to prepare and maintain Area playing fields for home games. This may include layout,

striping, placing of field equipment, putting away field equipment, and making sure trash and debris are cleaned up after games.

**4f. Equipment Supervisor:**

It is recommended that each Area have an Equipment Supervisor (ES). The duties of the ES are to help in Area equipment handout and turn in and to care for all Area equipment. During football season the ES maintains and distributes replacement equipment that has been damaged or lost. The ES may collect funds for replacement equipment when it has been damaged due to improper use or when it has been lost by the player. In the event the ES collects funds the ES shall deliver those funds to the TS.

**4g. Team Moms:**

It is recommended that each team have a Team Mom organization. We recommend that one Team Mom be appointed by the coaching staff as the Head Team Mom and other team moms be recruited to help. The team moms would be responsible for providing drinks at games, treats for players at halftime, and planning team nights or team parties. They would also assist in sending information from coaches to players during the season.

**4h. Coaches:**

Each Area shall appoint one head coach for each team. Each team may also have four assistant coaches. All coaches must complete a background check and must sign a league coaching agreement before being given the opportunity to coach. The league coaching agreement outlines coaches required conduct throughout the season. The league coaching agreement may be reviewed on the ODYFL website. The league reserves the right to deny any person the opportunity to coach, at any time, at the league's sole discretion. Coaches should hold regular team practices each week. These practices shall be no longer than two consecutive hours each and in no case shall there be more than three practices per week. Games are in addition to practices and shall be held as the league schedules them. The league will strive to hold games on Saturdays as a first choice. All head coaches and all assistant coaches shall have and wear a league distributed Game ID at all games. Coaches not wearing the official Game ID will not be allowed on the field or sidelines but must stay in the stands or designated spectator areas. As an exception to this rule, each team is allowed to have one designated team videographer (TV) on the sidelines at all times so long as they do not interfere in any way with the game. The TV position can be shared by as many individuals as the team desires so long as there is only one TV on the sideline for any team at a time. If you are not an official player, coach, or designated team videographer, you will not be permitted on the field or sidelines.

**4i. Officials:**

Game officials shall be provided by the league for each game. These officials shall be hired, trained, scheduled, and regulated by the ODYFL. Games for Gunners, Rushers, and Scramblers shall have two officials. Games for Spikes, Sackers, and Red Dogs shall have three officials. Games for Sackers and Red Dogs shall have three to four officials at the league's discretion. In the event one or more officials do not show up to a game, the league will decide

whether to postpone the game, play the game with a lower number of officials, or provide replacement officials at the league's discretion.

## **5. Rules of Field Play and Playing Field:**

### **5a. Playing Field:**

The Gunners, Rushers, and Scramblers shall play on a field that is eighty (80) yards (240 feet) in length from goal line to goal line, and fifty-three (53.3) yards (160 feet) in width. The Spikes, Sackers, and Red Dogs shall play on a field that is one hundred (100) yards (300 feet) in length from goal line to goal line, and fifty-three (53.3) yards (160 feet) in width. All end zones shall be ten (10) yards deep. Field markers and first downs chains set up shall be the responsibility of the home team Area. Selection of chain volunteers shall be the responsibility of the home team, but in no case may they be coaches from the home team or underage persons.

### **5b. EMT/First Aid:**

Each Area shall be responsible for having a physician or other person trained in emergency first aid present at every home game.

### **5c. Rules of Field Play:**

The rules of play for the ODYFL are the National High School Athletic Association rules for football with the following changes and/or exceptions:

- I. Each player shall play in all of their team games a minimum of eight (8) plays. These plays may be offensive, defensive, or special team's plays. If a coach desires to keep a player from playing for disciplinary or health reasons they must first obtain approval to do so from the parents/legal guardian of the youth, or from the Area President of that team. We strongly encourage coaches to play each of their players more than the eight-play minimum if possible. If a coach fails to play a player/players eight (8) plays or more the coach will be investigated by the league. If there is proper proof (video) that the coach failed to follow the eight (8) play rule, the coach will be suspended for one (1) game. If there is a second violation, the coach will be suspended for two (2) games and if there is a third violation, the coach will be suspended indefinitely.
- II. Ball placement for games shall be as follows:
  1. Kickoffs, 80-yard field = 30-yard line of kicking team
  2. Kickoffs, 100-yard field = 40-yard line of kicking team
  3. After a safety or touchback = 20-yard line
  4. After touchdowns = Offense is given choice for a 1- or 2-point conversion. If a 1-point conversion, the ball shall be placed on the 3-yard line. If a 2-point conversion, the ball shall be placed on the 5-yard line. Once the selection has been made, the team may not reverse their decision.
- III. The game shall consist of four, 12-minute quarters for all teams. Other than on time-outs, the clock shall run without stopping until the last 2 minutes of the second and fourth quarters. During the

last 2 minutes of the second and fourth quarters, the game clock shall be operated according to National High School Athletics Association rules. There shall be a total of 3 time-outs allowed per half, per team. Time outs shall last no longer than 60 seconds. The game clock shall be run and managed by the head official using a wrist watch chronograph. Halftime shall be no longer than 10 minutes. Eight minutes after halftime begins, the team captains will meet with the officials on the field.

IV. The rules regarding blitzing are as follows:

1. ODYFL places restrictions per weight class on blitzing.  
**Blitzing in the ODYFL is defined as a direct attack on the passer by any defensive player not playing one of the five interior line positions from tackle to tackle.** The passer for the blitzing rule is defined as the quarterback who is attempting to pass the football and not attempting to run the football. Once the football is transferred by the quarterback to another player by any method, or the quarterback attempts to advance the football forward, or the quarterback runs outside the standard tackle-to-tackle pocket, they are fair game to be tackled by any player at any place on the field.
2. There shall be no blitzing for teams in the Gunners, Rushers, and Scramblers divisions.
3. Only one player per play is allowed to blitz in the Spikes division.
4. A team may blitz up to two players in the Sackers division.
5. All Red Dog teams shall be allowed to blitz according to National High School Athletic Association rules for football.
6. During a punt in the Gunners, Rushers, and Scramblers divisions, the defense is not allowed to rush the punt.
7. With the following exceptions, only 5 players are allowed to line up on the defensive line of scrimmage:
  - I. When the opposing offensive team is facing a 3<sup>rd</sup> or 4<sup>th</sup> down and 1 yard or less to go for the first down.
  - II. When the opposing offensive team is within the 10-yard line of the defensive team's end-zone
  - III. Defensive backs may start from the line of scrimmage when guarding split-out receivers.

6. **Players:**

6a. **Registration:**

Players and parents must register according to ODYFL rules to be eligible to play – no exceptions.

6b. **Residence Requirements:**

A player is eligible to play in the Area in which they reside as of the date the player is placed on an official roster. Area boundaries shall be designated by the Team and League bylaws. The Area of residence of a player shall be the Area in which the custodial parent or legal guardian resides with the

player, or the Area in which the player resides while in custody or under the supervision of a State agency, or while under the supervision of a private or public agency which is duly authorized by the State to provide child placement services. Any deviation from this rule must first be approved by the league board of directors with a majority vote.

**6c. Requirements:**

The age of a player for a playing season shall be defined as the age of the player as of September 1 of that year. Standard maximum ages for youth in each Division are as follows:

- Gunners – 5 years old
- Rushers – 7 years old
- Scramblers – 9 years old
- Spikes – 11 years old
- Sackers – 12 years old
- Red Dogs – 14 years old

Players who exceed these maximum ages for any reason shall play within the age group described above. Exceptions to this rule must be approved by a majority vote of the league board of directors.

**6d. Weight Limits**

Weight limits for each Division are as follows:

- Gunners – 80 pounds
- Rushers – 90 pounds
- Scramblers – 110 pounds
- Spikes – 125 pounds
- Sackers – 145 pounds
- Red Dogs – 160 pounds

The league shall conduct an official weigh-in for all players prior to team rosters being created. If the player weighs at, or higher, than the above described weight for their Division, that player shall be classified as an “Ω Player” and will be allowed to play only as described below in Section 6f. If a player weighs at least 70 pounds below the weight limit for the Division lower than theirs, and/or if they are physically or mentally handicapped, they may appeal to the ODYFL board of directors to move down one Division. If any player desires to move up or down a Division must appeal to the ODYFL board of directors for approval. All players who receive league approval to move up or down a Division must have an “A” placed by their name on their team roster. This process shall be known as the “A UP” or “A DOWN” rule.

**6e. Ω Players**

Ω Players shall be required at all times to wear a 4-inch by 4-inch black or white “Ω” (whichever is the most contrasting color to their helmet) on the front and back of their helmet. The league will provide the “Ω” stickers for the helmets and will distribute the stickers to the Ω players after the official weigh-in. No substitute stickers are to be used by the Ω players. Once deemed an Ω Player, a player will remain in this classification throughout that entire season.

**6f. Game “Ω Rules of Play”:**

The following is a list of game restrictions and rules titled “Ω Rules of Play” that shall govern the play of all Ω Players in the O-D Football League:

1. At no time shall there be more than five Ω players allowed to play on the field for any one team.
2. The Ω players must all be interior lineman, playing one of the front five line positions, from tackle to tackle. All Ω players must line up and start play at the snap of the football from the line of scrimmage. Defensive Ω players must be in a 3- or 4-point stance at the snap of the football, and must line up no wider than the outside shoulder of the offensive tackles. This means that the defensive Ω player’s inside shoulder must be no wider than the outside shoulder of the offensive tackle. On a kickoff, the Ω player may start play from anywhere on the line of scrimmage.
3. No offensive play shall be designed for an Ω player to carry or receive the football. All Ω players may recover and advance the football on a true, unplanned fumble, blocked pass or pitch, or on a blocked kick. All Ω players may catch and/or recover and advance the football on a punt or kickoff play as long as they started the play from the line of scrimmage.

**6g. Single Team Requirement:**

A player is allowed to play on only one ODYFL team in a single season.

**7. Draft**

If there are more than 27 players per age group under a specific district then the team will be split into two teams. Each team will be split evenly with a moderator involved in the split.

- 7a. Teams with 27+ players will practice its first week together with all the coaches. This will be the week for the coaches of each team to be able to get a good look and get to know each player. It also gives the kids the opportunity to get the conditioning out of the way.
- 7b. Each team that is split up will have the ability to continue to play on the same team until the age of 12. If two teams split and each team appears to be uneven at the end of the season, they will have to be re-drafted the following year.

**8. Tournaments**

The ODYFL has a committee on Tournaments which shall schedule and administer tournaments. All tournaments shall be posted on the website [odyfl.com](http://odyfl.com).

