

EJRT FOOTBALL PROGRAM - 2017 LEAGUE RULES

EJRT intends to cooperate to the fullest with school officials and avoid conflicts with school activities if possible. It is essential that all in our organization should cultivate and practice cooperation and good will with the authorities and principals of each respective school.

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COACHES:

RULE 01.01- COACH'S APPLICATION/AGREEMENT FORM

Anyone wishing to be a Head Coach or an Assistant Coach must complete, sign and return the EJRT Football Coach's Application/Agreement which must be approved by the EJRT Football Commission before the applying individual is eligible to participate as a coach in the EJRT Football program.

ALL EJRT Coaches **WILL BE** held to the highest standards of professionalism! ALL EJRT Coaches must remember that they are required to lead by example in attitude, behavior and sportsmanship **AT ALL TIMES, REGARDLESS OF THE SITUATION!** Just because you are not coaching a game does not give you the right to harass the referees, coaches, players, spectators or other teams. Even when standing by watching another game, **you are still an EJRT Coach and "not just a fan."**

RULE 01.02- SPORTSMANSHIP

No harassment of officials, players, or any individual involved in the activities of the game will be permitted or tolerated.

Any coach who allows harassment of officials or players will be considered in Violation of their Coach's Agreement and may lose coaching privileges.

It is the responsibility of each coach to inform spectators of their own team rules and those established by the EJRT Football Commission. If necessary, any player or coach may be removed from the game by the officials, by any EJRT Football Commissioner, or by any EJRT board member.

Any spectator deemed to be acting in an unsporting manor may also be removed from the park by a game official, EJRT Football Commissioner or by any EJRT board member.

RULE 01.03- CONDUCT/PROFANITY

Coaches shall be in control of their teams at all times, and in this regard, shall be responsible for the conduct of their staff, players, and parents as to their actions at all football games. No foul or profane language is permitted by the coaches, assistant coaches, players or spectators. Disciplinary actions or ejections will be possible.

RULE 01.03A- DISCIPLINARY ACTIONS

1. **Any player ejected from a game will be suspended for the remainder of that game AND the very next game, whether it is a regular season or a playoff game. Any player ejected for a 2nd time will miss the remainder of the season. Any player ejected for a 3rd time will no longer be allowed to play in EJRT sports.**
2. Coaches or spectators deemed to be acting in an unsportsmanlike manner will be removed from the game. **Suspended coaches or spectators MUST vacate the immediate area or the game could result in a forfeit. Standing outside of the gate surrounding the football field, including the tennis courts, is considered the immediate area.**

Suspended coaches must serve their suspension for the remainder of that game AND the very next game, whether it is a regular season or a playoff game. A 2nd suspension will warrant an immediate expulsion for the remainder of the season with the possibility of a LIFETIME coaching ban from EJRT depending on the situation. This will be voted upon by the EJRT Football Commission board.

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Any EJRT Coach who gets suspended an OVERALL 3rd time, not just in a season, but during their ENTIRE tenure as an EJRT coach, **WILL RESULT IN A LIFETIME BAN FROM COACHING ANY & ALL EJRT SPORTS!**

Disciplinary action may be taken against a coach for violation of any of the EJRT League Rules by either a two-thirds (2/3) vote of the EJRT Football Commission or the EJRT Board of Directors, and may include:

- a. Verbal or written reprimand
- b. Suspension of coaching privileges for one or more games.
- c. Forfeiture of one or more games
- d. Suspension of coaching privileges for one or more seasons.
- e. LIFETIME Ban of EJRT coaching privileges

RULE 01.04- NEGLIGENCE

Coaches are required to exercise every precaution possible in order to prevent bodily or mental injury to any player enrolled in the program.

RULE 01.05- SCOUTING

No player, coach, manager, or any person associated with a team is to scout any other team during inter-squad activities. **Example: Team A is scrimmaging Team B. Only coaches from those 2 teams are permitted to watch the scrimmage game. No other coaches outside of these 2 teams is permitted to “casually watch that game because they enjoy football.”**

RULE 01.06- PLAYER PARTICIPATION

It is the responsibility of all the coaches to try to play each player of the team roster in as much as possible in as many games as possible. **Example: If you are winning by a very sizeable lead, EJRT encourages good, so play the players that might not play much in a closer scoring game. Remember, those players practice with the starters and their parents paid to watch them play too.**

RULE 01.07- EJRT EQUIPMENT LEASE AGREEMENT

The Head Coach of each EJRT team will be responsible for returning ALL EJRT equipment at the end of the season. The EJRT Football Equipment Lease Form signed by the coach will be used to determine if the head coach has met obligations to receive the \$100 Equipment Fee (deposit) back.

EQUIPMENT:

RULE 02.01- PLAYER EQUIPMENT

Equipment required will be the same as that of the Oklahoma Secondary School Athletic Association (OSSAA) with these exceptions:

- a. Cleats are optional.
- b. All helmets and shoulder pads must be NOCSEE approved.
- c. No clear or white mouth pieces. All mouth pieces must be a color & worn during all plays.
- d. **Helmets can only have clear visors, no smoke-colored or dark visors permitted**

RULE 02.02- PROPER FITTING

Coaches are responsible for seeing that equipment worn by their team's players fit properly, meets the standards of the league rules, and is in good condition.

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RULE 02.03- HELMET DECORATIONS

Helmets supplied by EJRT are not to be defaced in any manner including paint. Stickers and decals must be removed prior to check-in. Anyone found to have defaced an EJRT helmet **will be assessed a fee** to return the helmet back to its original condition.

RULE 02.04- JERSEY COLORS

In the event that two teams have similar colored jerseys, there will be a coin toss prior to the game to determine which team will wear target jerseys or helmet skull caps.

INSURANCE:

RULE 03.01- LEAGUE INSURANCE

EJRT does provide **SECONDARY** insurance. Having insurance is a **MANDATORY** requirement in order for EJRT to have a league. See one of the Football Commissioners for further information.

RULE 03.02- CONCUSSIONS: Any player diagnosed with a concussion must have a signed doctor's note before they return to practice or play in their next game. This is for the SAFETY of the player!

PLAYER ELIGIBILITY:

RULE 04.01- 5th & 6th Grade DIVISION

A player in the 5th or 6th grade who will turn 14 years old on or after September 1st is ineligible to participate. Seventh graders and/or 14 year olds are not eligible to participate in EJRT Football.

RULE 04.02- 3rd & 4th Grade Division

A player in the 3rd & 4th grade on or before December 1st is eligible to participate in this division. If a player plays up, they are no longer eligible to play in the lower division. Starting the 2012 year, a player is **NOT allowed to play more than 2 years in the 3rd & 4th Grade Division.**

RULE 04.03- PLAYER REGISTRATION

No player will be allowed to participate in league games until they have been properly registered with the Football Commission. To be considered properly registered, the player must be recorded on the official Team Roster and the following must be turned in to the Football Commission:

- a. REGISTRATION
- b. PARENT'S CONSENT FORM
- c. COPY OF BIRTH CERTIFICATE
- d. PHYSICIAN'S MEDICAL CONSENT TO PARTICIPATE IN FOOTBALL.
- e. EQUIPMENT CHECKOUT FORM

Until such time that these requirements are met, no player will be allowed to check out equipment or play in EJRT league games.

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RULE 04.03A- CHANGING TEAMS

Once all of the requirements listed above, in paragraph 04.03, are turned in to the EJRT Football Commission with a FINAL roster, that player is registered under the team that filed all of their paperwork. After the paperwork has been filed with the EJRT Football Commission, if a player wants to change teams, they will have to get, IN WRITING, a team release form signed by the departing team Head Coach, unless it is proven that the coach has been in violation of the Coaching Agreement. Then a parent may talk to the EJRT Commission board about having their child reassigned to another team.

RULE 04.04- PLAYER FEES

Individual player fees of \$65.00 will be paid prior to participating in any EJRT league games. **Please pay by CASHIER CHECK or MONEY ORDER, made out to "EJRT Football." Cash and Personal checks will NOT be accepted!** After the final sign-up deadline, there will be a \$15 late fee added to the player fee.

RULE 04.04A- TEAM FEES & EQUIPMENT DEPOSIT

A TEAM FEE of \$150.00 will be paid prior to participating in any EJRT league games. A \$100 EQUIPMENT DEPOSIT will be paid prior to receiving any equipment (helmet or shoulder pads). The \$100 Equipment will ONLY be refunded when ALL equipment is returned on EQUIPMENT CHECK-IN DAY.

RULE 04.05- TEAM ROSTER

Each team will present to the EJRT Football Commission a complete team roster by a date determined by the EJRT Football Commission. **Each team can have up to 25 players on each roster.** Out of town/rural teams do not have a minimum of players, but MUST have their team roster (number of players) APPROVED by the EJRT Football Commission prior to submitting their roster. Any players added to the roster after this date must be approved by the EJRT Football Commission. A team using players not on their official team roster will automatically forfeit that game and the coaches will be subjected to suspension.

RULE 04.05A-TEAM FORMATION

Our League is an OPEN ROSTER LEAGUE and the Commission will attempt to place any child that submits the proper paper work prior to Registration DEADLINE.

RULE 04.06- DUAL PARTICIPATION

If a player is on a roster of one team, they **CAN NOT** participate as a player on another team.

RULE 04.07- COACH'S OBLIGATIONS

The Head Coach is responsible for their players' eligibility. If illegal **or ineligible** players (i.e. over age limit, not on official team roster, etc.) are allowed to participate, the Head Coach will automatically be subject to disciplinary actions **and the team will forfeit any and all games in which illegal /ineligible players participated.**

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GAME RULES

The current High School (OSSAA) rule book shall be in effect with the following amendments:

RULE 10.01- TOBACCO

Tobacco of any kind is prohibited on the playing field.

RULE 10.02- PLAYING FIELD

Games will normally be played on an 80 yard field. Games may be played on a regulation 100 yard field if available.

RULE 10.03- GAME BALL

The game ball will be a ball that is approved by The Football Commission.

Pee Wee or Kindergarten size ball for 3rd & 4th Grade Division

Junior size ball for 5th & 6th Grade Division

-Each team is responsible for providing their own game ball

RULE 10.04- NUMBER OF COACHES

Each team may have one Head Coach and NO MORE THAN three assistant coaches on the sidelines or playing field during the game. The definition of an assistant coach is **“Any individual that has completed and had a Coach’s Application/Agreement approved by the EJRT Football Commission.”** NO ONE ELSE SHALL BE ALLOWED ON THE TEAM SIDELINES EXCEPT PLAYERS AND COACHES. NO EXCEPTIONS! THIS WILL BE STRICTLY ENFORCED!

RULE 10.05- OFFICIALS

All league games will be officiated by officials approved by the Football Commission. Officials are in complete charge of all games and can terminate any game at any time they see fit.

RULE 10.06- LENGTH OF GAME

All league games will consist of four quarters as follows:

3rd & 4th Grade Division games will be seven (7) minute quarters

5th & 6th Grade Division games will be eight (8) minute quarters

RULE 10.07- OVERTIME

A maximum of 3 overtime periods are allowed for league games. If the game is still tied at the end of the 3rd overtime, it will be counted as a tie in the league standings. In the event of overtime, a coin toss will determine who obtains the first chance to score. The ball will be placed on the 10 yard line and that team will have four chances to score and the same chance will be given the opposing team. Each team will be awarded one extra time out during overtime play.

RULE 10.08- PENALTIES

All penalties on 80 yard field will be a maximum of ten yards. If playing on a 100 yard field, major penalties will be 15 yards. See OSSAA Rules.

RULE 10.09- PUNT OPTION

For 3rd & 4th Grade Division league only, a team is allowed to request the “Punt Option”. The ball will be moved 20 yards down field and the other team gets possession with 1st & 10.

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RULE 10.10- POINT AFTER ATTEMPT (XP)

After a touchdown, a team may elect to try for either a one or two point conversion as follow:

3rd & 4th Grade Division: Prior to the play the offensive team **MUST DECLARE** whether they intend to run or pass for 1 point or attempt a kick for 2 points. No fakes will be allowed in the 3rd & 4th grade division.

1-point conversion-The ball will be placed on the 2 yard line. The team will have an attempt to either throw or run the ball into the end zone. If successful, it will count as 1 point.

2-point conversion- The ball will be placed on the 2 yard line and the kicker will attempt an extra point. Once the ball is snapped, the kicking team will have 5 seconds (**even if the ball is fumbled**) to attempt an **UNCONTESTED** kick. The kick must be made from an actual EXTRA POINT TEE or the ground. **NO RUSHING IS ALLOWED IN THE 3RD & 4TH GRADE DIVISION!** The defending team can raise their arms, yell, and jump vertically during the kick attempt, but they can **NOT** cross the line of scrimmage or a penalty will be assessed. If the kick is successful, it will count as 2 points.

5th & 6th Grade Division:

1-point conversion-The ball will be placed on the 2 yard line. The team will have an attempt to either throw or run the ball into the end zone. If successful, it will count as 1 point.

2-point conversion- The ball will be placed on the two yard line and the kicker will attempt an extra point. **The defense IS ALLOWED to rush in the 5th & 6th grade division.** The kick must be attempted from an actual EXTRA POINT TEE or the ground. **If the kick is successful, it will count as 2 points. If the kick is botched and the ball is either passed or ran into the end zone by the offensive team, it will only count as 1 point.**

RULE 10.11- FIELD GOAL ATTEMPT

3rd & 4th Grade Division:

When attempting a FG, the kick will be **UNCONTESTED**. Once the ball is snapped, the kicking team will have 5 seconds (**even if the ball is fumbled**) to attempt a kick. The FG attempt must be made from an actual EXTRA POINT TEE or the ground. **NO RUSHING ALLOWED!** The defending team can raise their arms, yell, and jump vertically during the kick attempt, but they can NOT cross the line of scrimmage or a penalty will be assessed. If the kick is successful, it will count as 3 points. If the kick is missed or the play is whistled dead, the ball will be spotted at the point where the play was whistled dead.

5th & 6th Grade Division:

When attempting a FG, the defense **IS ALLOWED to rush**. The FG attempt must be made from an actual EXTRA POINT TEE or the ground. If the FG attempt is successful it will count as 3 points. **If the FG attempt is botched and the ball is either passed or ran into the end zone, it will count as a TD.**

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RULE 10.12- SUBSTITUTIONS

Free substitution shall be used with the exception no player is allowed to return to the game until one play has elapsed.

RULE 10.13- WEIGHT LIMITS

Weight limit for 3rd & 4th Grade Division will be **100 lbs. (FOR BALL CARRIERS)**

All players **MUST** be weighed by game official(s) and or league commissioner(s) when equipment is checked out. Weigh-ins will be conducted in shorts and T-Shirts. In the event that scales are not available at the field, the weight on the physical form will be used. Any player who exceeds the weight limit shall be **“striped”** by the official or commissioner and shall remain striped for the entire season. A **“striped”** player is not an eligible receiver and will not be allowed to advance the ball in any manner. A **“striped”** player may not advance a fumble or pass interception. If a **“striped”** player gains possession of the ball, then that player will be immediately ruled down.

****There Are No Weight Limits for 5th & 6th Grade Division****

RULE 10.14- FORFEIT TIME

The game shall be forfeited if a team does not have the required number of eligible players present no later than ten minutes after the scheduled game time. Ten players is the acceptable minimum number of eligible players required to participate in a game.

RULE 10.15- LEAGUE STANDINGS

If two or more teams have the same win/loss record, standings will be decided by Head to Head records first, Points Allowed second and Points Scored with a maximum amount of 28 points per game third. If all else fails it will be decided by a coin toss.

RULE 10.16- CHAIN CREWS

The VISITING TEAM is responsible for providing a chain crew for each game unless an exception is granted by the commissioner.

RULE 10.17- MERCY RULE

If any team shall, at any point in time during a game, score such that the point margin between the two competing teams equals or exceeds 42 points, then the game shall be stopped and the team in the lead shall be declared the winner.

Once the Mercy Rule has been established, coaches will remove as many starting players as possible and put in players who did not play much during the game. The scores are erased from the scoreboard and will not be tallied for or against either team. The rest of the game shall be played with a running clock. This rule is established in the name of good sportsmanship and fun, not to continue pounding on the losing team with your best players.

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PROTESTS:

RULE 11.01- PROTESTS (EJRT)

All decisions made by the officials during the playing of a game are final. No protests based on the officiating of a game are permitted. Protests or appeals of decisions made by the EJRT Football commission must be submitted in writing. **NO VERBAL PROTEST WILL BE HEARD.**

To protest an action or game by a coach to the EJRT Commission, the coach or persons involved in the incident **MUST** do the following within 48 hours of the incident:

- a. Submit a written statement on the incident in protest to the EJRT Commission Board
- b. Attach a **MONEY ORDER in the amount of \$200.00** and any evidence pertaining to the incident

The EJRT Commission will then review the evidence and declare a ruling within Seven (7) days of the filing of the WRITTEN incident statement. The protest fee will be refunded *only* if the EJRT Commission rules in favor of the protest.

RULE 11.02- PROTESTING THE EJRT COMMISSION

To protest the action/decision of the EJRT Commission, a team or coach **MUST** do the following within 72 hours of notification of such ruling:

- a. Submit a written statement with all the relevant information pertaining to the incident's action and protest
- b. Attach a **MONEY ORDER in the amount of \$250.00** and submit to the EJRT Commissioner.

The EJRT Commissioner will then call for a protest committee meeting, comprising of one member of each EJRT team to meet within fourteen (14) days. Only those parties with testimony relevant to the protest shall attend and testify. **THIS IS NOT AN OPEN FORUM!**

The ruling will be by the majority of those attending, with the organization protesting abstaining from the vote. The protest fee will be forfeited in the event the committee rules in favor of the EJRT Commission. The penalty assessed by the EJRT Commission may, after being reviewed by the membership, be amended after a ruling has been determined.