

Indiana & Kentucky Youth Football Cooperative

General Agreement of Teams:

1: The cooperative will be managed by two managers for a period of two years. The directors will vote in the managers every two years. The managers may be replaced at any time as decided by the board of directors if it is determined that their actions are detrimental to the cooperative. The managers are responsible for drafting game schedules, scheduling meetings, ensuring meetings are kept on track and functional. Managers will also keep meeting minutes for the cooperative and be the point of contact.

2: Each organization will be represented by a Director and a Co-Director. They will comprise the “Board of Directors” for the cooperative and will be the decision making body. A quorum must be present for any meeting consisting of $\frac{3}{4}$ or 75% of the members. Flexibility will be permitted so members can attend in person, via phone, video conference or by sending a temporary designee.

3: Each organization will have one vote during cooperative meetings. Motions will pass by a majority vote of the meeting quorum. Each January, members will discuss adding or removing organizations to the cooperative.

4: Each organization will govern themselves and establish and enforce their own organizational rules. This will include parent/fan issues during home and away games, playing time for players, coach’s standards, coach’s issues etc. Each organization will be ultimately responsible for all people associated within their organization. Organizations should work together to resolve issues as first steps seeking advice or resolution from the cooperative managers when necessary.

5: Each organization will agree to a standard set of rules governing play, entrance fees, division composition and a schedule.

6: Each organization will pay a commitment fee of \$250 by Feb 28 of each season agreeing to play in the cooperative for the following season. The commitment fee will be held by the cooperative manager. The fee will only be used to purchase trophies for the first and second place teams. At the end of the season, each team will equally divide any remaining funds amongst each team. Funds may not be spent without prior approval from the board or directors. A treasurer report will be included at each meeting. Managers will keep an accurate log of all purchases, incoming and outgoing funds and approvals.

7: Each organization will be responsible for their own organizations insurance, helmet certifications, coaches’ background checks and coaches’ certifications.

8: Each organization will provide a list of staff and coaches names who have been background checked and are cleared to be on the field during games. The list will include the date of the last background check for each person listed. The managers will provide each organization a badge design each year and the organizations will be responsible for making and issuing badges to their staff. A master list will be provided to the managers before the jamboree with the names of all

staff and coaches. Only those listed on the master list will be allowed to enter free at the gates. Coaches & staff must present two (2) forms of I.D. to qualify for free entry. Names on the master list will be matched with the individual's driver's license and issued badges at the gates. Badges will be limited to six (6) coaches per division, five (5) staff and three (3) photographers (only 1 photographer per division).

9: Entrance fees: Adults - \$3.00, Student age - \$1.00, age 4 and under and badge holders are free

10: Mandatory practices and attendance tracking can begin no earlier than July 15th starting with 1 week in helmets only followed by full gear the second week. Directors will ensure for safety, players attend at least 8 practices before they play in a regular season game. The jamboree will count as a practice.

11: The Jamboree will be the first weekend in August on a Saturday.

12: Regular season games will begin the following weekend. (Second weekend in Aug)

13: Player eligibility:

A - Players from the cooperative organizations County/City/Town **MUST** play for that County/City/Town only.

B - Players from outside of the cooperative organizations County/City/Town are eligible to play on any team in the cooperative, but they must remain on that team until they age out of the program. The cooperative will not allow "team shopping". If a player does change teams within the cooperative organizations, they will be ineligible for 1 full season from playing on any team in the cooperative. The only exception is if a player's legal residence changes. The player may change teams without penalty at the end of the current season. Proof must be provided by the player's parents to the cooperative board for their final approval.

14: Players may be officially added to rosters up to the start of the first official game. (see number of practices required listed in #10 above)

15: The Rookies will use the K-2 size footballs. The Mighty Pro & Powerhouse teams will use the TDJ size.

General Rules for Play:

1: Divisions will be as follows: Each will have a 35 player max roster.

Rookies - Be age 5 by the Jamboree. Must be in grades Kindergarten, First or Second grade. Cannot turn 9 before August 1st. (Age is deciding factor for kids held back)

Mighty Pros – Must be in grades Third or Fourth. Cannot turn 11 before August 1st. (Age is deciding factor for kids held back)

Power House – Must be in grades Fifth or Sixth. Cannot be in seventh grade and cannot turn 13 before August 1st. Cannot play both Coop & MS. MS tryouts are “ok” but must choose between Coop or MS. Cannot continue to practice with MS once signed up with Coop.

Exceptions can be made by vote of the Board of Directors for first year players or size/weight concerns. These situations should be rare and combined with mental, developmental or learning issues/disabilities. Size and years of play cannot be the only deciding factor. Organizations will submit the request through the managers who will present the information unanimously (organization and player name not released) to the board for final decision.

2: Players may play up one division but cannot play down. Once a player plays up in one game, they must remain in that division for the remainder of the season. Written notice must be provided to the managers who will ensure all Directors are aware that a player is playing up.

3: All games will be played on Sunday unless both teams agree to play on Saturday.

4: Any game that is cancelled for reasons beyond control of the two teams (weather/officials/quarantine/ etc) and cannot be made up, will use the following for seeding purposes. The team that wins the second contest between the two teams will receive two (2) wins, and their points scored and allowed will double in those columns. The team that loses the second contest between the two teams will receive two (2) losses, and their points scored and allowed will be doubled in those columns.

If the game could have been played, but one team chose to not play, then the following will be used. The team that opted to play will receive a win. The other team will receive a loss, and fifty (50) point put in the points allowed column.

5: In the case where lightening is the cause for suspended game play. Directors will adhere to the following guidance. After 3 delays for lightening within a game by the officials the game will be ended. The rest of the game will be rescheduled unless one team is up by 3 touchdowns AND more than 2 minutes have run off the clock in the second half. If that is the case the team in the lead will be the winner of the contest and the game will NOT be rescheduled.

6: Teams will abide by their respective state high school athletic guidelines regarding the Heat Index and follow their scales to determine whether practice or games should be altered or eliminated based on the heat index. The officials who are scheduled for the day of the game will make the final call from the home game field whether to play or not. Teams must have a device to measure the heat index on the field.

- 7: The cooperative managers will be responsible for scheduling game officials. The home team will be responsible for paying the officials on the day of the game.
- 8: Each team will agree to a general coaches and player's code ethics. Team directors will be overall responsible for getting players and coaches to sign and file the agreement.
- 9: Each organization will be responsible to oversee any self-imposed rule specifying the number of plays per game required per player. It will be upon each organization to make that determination and enforce it upon their coaches.
10. There will be no questioning a referee on any judgment call. Only the head coach or a director may question a ruling.
11. Should a game result in a forfeit...the referees will be paid by the team that caused or is the result of the forfeit.
12. If a team knows that there will be less than 11 the courtesy is expected to let the opposing team know in advance. At the beginning of the game a player match will be conducted but it will not be adjusted thereafter. Good judgment should be used at half time or otherwise when a player has been permanently removed from the game. There will not be less than 7 players on the field, the game will be called at that point and a forfeit fee will not be assessed. Outcome of the team will be decided by a joint director's review, unless one team concedes to the other. If a team shows up with less than 7 players a forfeit fee will be assessed to that team.
- A - 7 players – 4 on the line, 3 down (pull 2 tackles, Split end, 1 Back)
 - B - 8 players – 5 on the line, 4 down (Pull 2 tackles, 1 back)
 - C - 9 players – 6 on the line, 5 down (Pull 1 tackle, 1 back)
 - D - 10 players – 7 on the line, (Pull back)
13. A - All players will be weighed in before they play in their first regular season game. The Jamboree is the official weigh in and directors should make every effort to be at the jamboree. All players not weighed in by the first regular season game will have a helmet STRIPE regardless of their size. Players will weigh-in with their full uniform on but without a helmet. Players weighing greater than Rookies - 90.0, Mighty Pro - 115.0 & Power House - 155 will have a STRIPE placed down the center of their helmet from front to back and a minimum of 1" wide of contrasting color. Should a player not be able to make it to the jamboree, they will have to be weighed in using the alternate method listed in 13-B below. .
- B – Alternate method: The alternate method will be conducted by the opposing team's director, the player and a scale. Any scale may be used but since it is different than the official scales used at the Jamboree, a tolerance of +/- 1 lb will be allowed. If the scales from the Jamboree are used, no tolerance will be given. The weight will be sent to the cooperative managers for recording.
- C - The managers will keep an overall master list of player's weights and they will be provided to the directors before the first game.

D - Any player with a helmet STRIPE will be limited on ball possession. See Offensive/Defensive game rules for specifics.

14: All Divisions will play 8 minute regulation quarters. Half-time will be 10 minutes in length.

15. If a team during the 2nd half obtains a 25 point lead a CONTINUOUS CLOCK will be used. The only time the clock will be stopped will be for timeouts and if there is an injured player. **Except**For Power house the running clock rule is in effect in the first half.

16. OVER TIMES will be decided by allowing each team four (4) opportunities to score from the ten yard line. Should neither team score, they will be allowed one (1) more set of four (4) opportunities to score from the ten yard line. If there is still no score, the third and final attempt will result in each team having four (4) opportunities to score from the 5 yard line. After these three (3) sets, if no one scores the game will end in a tie.

17. ELECTRONIC COMMUNICATION DEVICES can be used by staff but can never be used for competitive gain. If they are, the issue will be discussed by the board of directors and consequences will be decided depending on the severity of the issue.

18. PROTESTS: During a game, if a head coach or director wishes to protest a call or ask for any explanations, it may be done in the following manner:

A - The head coach may take a charged time-out to obtain an opinion from the official or officials, but in any case, they will abide by that decision.

B - Only the head coach or director may question an official(s).

C - It is required that all coaches and their staffs conduct themselves professionally and do nothing by their actions that might give a bad example to the players or fans, nor bring disgrace upon the league.

D - The directors may provide input and rule guidance to the head official for consideration. The call on the field stands for the game. If further discussion is required, it can later be discussed by the board of directors during a meeting.

E – If a coach or a player is ejected by an official, the two onsite directors will discuss the incident with each other. They will e-mail the incident details to the directors group for discussion on the severity of the incident to determine if further action is needed.

OFFENSIVE GAMES RULES:

1. There will be a three (3) TOUCHDOWN (18 points) good sportsmanship rule. When a team is ahead by three (3) touchdowns at any time during the game, they are required to pull their backfield which was responsible for the 18 points (i.e. start with those kids who touched the ball on those drives and replace as many as your roster will allow you to or move to other positions). The quarterback may remain in the game to hand off or pass the ball but may not run

the ball.. . If for whatever reason they are still in the game and they receive possession of the ball it will become a dead ball. This rule will be in affect during the regular season games as well as Play-offs and Super Bowl. As soon as the points fall below 18/25, normal play will resume. ***Exception: Powerhouse will have a 25 point good sportsmanship rule.

2. EXTRA POINTS Offensive Rules will go as follows: U8/U10 will receive 1 point rushing or passing conversion. 2 points for a kick. U12 will be consistent with standard KHSAA scoring (2 points for passing or rushing and 1 point kicking).
3. FIELD GOALS are worth 3 points.
4. Punting: U8 will be a 20 yard simulated punt. U10 may NOT simulate a punt but the defense may NOT rush the kicker. U12 may NOT simulate a punt but must actually punt. The defense can rush the kicker but may NOT contact the kicker. IF SNAP RESULTS IN A LOOSE BALL THE BALL MAY BE RECOVERED AND ADVANCED BY THE OFFENSE OR THE DEFENSE SO LONG AS THE PLAYER IS NOT RULED DOWN.
5. Huddle time will be 30 seconds or less from ready to snap.
6. HELMET STRIPE: An offensive player (Offence, Punt Return or Kick Return) with a helmet stripe may play in any position on the original Line of Scrimmage (LOS) but may not advance the ball via a handoff or be thrown a pass and attempt to catch it.. Any time an offensive player with a green stripe gains possession of the ball, the ball is dead at that spot. The only exception is an extra point try. During an extra point try, the weight limit rule (Helmet Stripe) will be suspended. There will be no restriction on players who can run the ball or on what positions they can play.

DEFENSIVE GAME RULES:

1. The only Defensive Linemen that can be standing are your Defensive Ends and they must be outside the Offensive Tackles. All other linemen must be in a 3pt or 4pt stance. ‘Doesn’t apply to goal line defense (Inside the 10 yard line ONLY.)
2. You cannot have more than six (6) Defensive Linemen on the line at any given time. ‘Doesn’t apply to goal line defense (Inside the 10 yard line ONLY.)
3. EXTRA POINTS & FIELD GOALS: Defensive line may raise arms and jump but cannot advance beyond the line of scrimmage.
4. NO BLITZING at U8 and U10 levels allowed. All Linebackers must be a minimum of 3 yards off the line of scrimmage when the offensive unit is set and/or when the ball is snapped. (Doesn’t apply to goal line defense (inside the 10 yard line only). Delayed blitzing after the snap is allowed.
5. HELMET STRIPE: A defensive player with a STRIPE may advance an interception or a fumble.

DIVISION SPECIFIC RULES:

A. Rookies:

1. Games will begin at 1:30 PM unless otherwise stated.
2. WEIGHT LIMIT is 90.0 pounds.
3. Two (2) coaches may be on the field during live play, but those coaches must stay 10 yards back (whether on Offense or Defense) from the deepest player when the offensive team breaks the huddle. Coaches will get one warning when in violation of this rule. They may risk their field privileges for the game should they continue the infraction.
4. No kick offs. Ball will start on the 40 yard line.
5. On 4th down the coach can elect to punt which will be a simulated 20 yards.
***Exception: Once you reach your opponents 30yd line, you must attempt to advance and a simulated punt is not an option.
6. No defender can be played over the center (NO NOSEGUARD). No defensive tackle can line up in the "A" gap before or when the ball is snapped. Once the ball is snapped, the defender may enter the "A" gap or go anywhere like during normal play. The "A" gap is defined as the area between the offensive center and the offensive guard.

B. MIGHTY PROS:

1. Games will begin at 3:00 PM unless otherwise announced.
2. Weight limit: 115.0 pounds.
3. Two (2) Coaches may be on the field during live plays, but they must stay 10 yards back (whether on offense or defense) from the deepest player when the offense team breaks the huddle. Coaches will get one warning when in violation of this rule. They may risk their field privileges for the game should they continue the infraction.
4. Kick-offs will be at the 40 yard line.
5. On a 4th down a team may go for the first down or punt. There will be no rushing the kicker. The ball once kicked however will be a live ball. No fake punts!

C. POWERHOUSE:

1. Games will begin at 4:30 PM unless otherwise announced.
2. Weight Limit: 155.0 pounds.
3. Rules will follow standard KHSAA rules applied to middle schools ***Exception: 25pt good sportsmanship rule

4. No coaches may be on the field during live plays.
5. Kick-offs will be at the 40 yard line.
6. On a 4th down a team may go for the first down or punt. The kicker may be rushed but contact with the kicker is not allowed.

SUPER BOWL/PLAYOFF/JAMBOREE:

1. Super Bowl, Playoff games & Jamboree will rotate each year as follows.

Henry / Owen / Grant / Switzerland / Trimble

(Example: 2022 – Owen/Super Bowl, Grant/Playoffs, Switzerland/Jamboree. 2023 – Grant/Super Bowl, Switzerland/Playoffs, Trimble/Jamoree etc.)

POST SEASON PLAY:

1. End of the season Play-Off Teams will be determined by Season Record. The 5th seed (last place) team will not play.

Season record ties will be determined by: 1st: Head-to-Head Play, 2nd: Team allowing the least points in Head-to-Head Play, 3rd: Head-to-Head team allowing the least points scored against them overall during the season.

Don Allnutt
Director Owen Co.

Ben Ray
Director Henry Co.

Daniel Kilborn
Director Switzerland Co.

Mariah Pitts
Director Trimble Co.

Brian Hunley
Director Grant Co.

Chris Oatman
Coop Manager

Don Allnutt
Coop Manager