

QUAD COUNTY PEE WEE FOOTBALL

ASSOCIATION LEAGUE BYLAWS

(Revised August 2024)

LEAGUE OBJECTIVE:

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

QUAD COUNTY MEMBERSHIP

1. Member associations whose school classification ranking is higher than 5A status will not be eligible to become a member without majority vote of the current member associations.
2. Current participating associations whose classification rises above 5A will require a majority vote of the current member associations to remain eligible.
3. If an association is removed due their size classification rising above 5A, that association can return to eligibility if their size classification returns to 5A or smaller and their return is approved by majority vote among the current members of Quad County.
4. Only teams and associations that are members of Quad County PEE Wee Football Association (QFCA) can participate in league games.
5. Unless approved by vote from QFCA, all associations are required to field one team in each age division.
6. Single teams belonging to associations outside QFCA are not eligible.
7. All teams belonging to an association outside QFCA must become full members of QFCA.
8. A majority of participating associations within QCFA is needed to approve new memberships.
9. All new member associations will be in a probationary period during the first season of membership. After the probationary season has ended, all original QCFA members will vote to approve or disapprove of permanent membership to the probationary association.
10. QFCA meetings will be held monthly from January through August. Meetings during the season will be held on an as needed basis.

11. Each association will have a town representative that votes on all items requiring a vote.
12. Member town representatives are required to attend or have an alternate representative attend more than 50% of regularly scheduled meetings.
13. Associations not meeting this attendance requirement, will have game stats removed, making their teams ineligible to compete in playoff or super bowl games.
14. Each member association is required to perform criminal background checks on all coaches, assistant coaches, and cheer coaches. No coach will be allowed on the field without a criminal background check.
15. It is up to each member association when their signups will occur.
16. Adding players after the final weigh-in date set by QFCA can only be done on a case-by-case basis and will be voted on by the member association representatives. Any member association has the right to petition the board for such a request.
17. If a team needs more players, it must email or text all town representatives for approval on a case-by-case basis. Move ins and transfer students can be added until the first game if approved by majority vote of all member towns. Late roster add-in players must provide proof of school transfer or move in from the local ISD office.
18. Each association must report the number of teams it plans to field in each division by July 16.
19. Any violation of QFCA bylaws will bear a penalty decided upon by majority vote of the current member associations of QFCA.
20. Rule and bylaws changes will be presented and placed on the next month's meeting agenda for a vote of member associations. This will allow each town representative time to discuss proposed changes with their local association.
21. Meeting responsibilities will be rotated among town representatives. This will include documenting meeting minutes and chairing discussions.
22. League administration costs, including championship trophies for each division, website administration, restricted player decals, and any other costs that may arise will be equally divided between all member associations.
23. Each association will be responsible for their share of the referee fees.
24. Hosting associations will be responsible for payment of all referee fees for each game played at their facilities.
25. Associations hosting games are permitted by QFCA to charge admission of up to \$5 for adults and \$3 for students.
26. Rates for officiating fees currently are:

\$195 for a crew of 3 referees per game. (\$65 per referee)

27. QFCA prefers to have 3 referees per game.

ZERO TOLERANCE

Sportsmanship is not only encouraged in QFCA, it is required!

1. Any athlete removed from a game for unsportsman like conduct, will miss the next game half. If it is in the first half, they will sit out the second half. If removed in the second half, the player will sit out the first half of the next game. During the half a player sits out, the player may be on the sideline, but may not wear shoulder pads.
2. Any coach removed from a game by a referee, will not coach or be on the sideline for the next full game.
3. Any spectator removed from a game two games in a row by a representative or a referee or a police officer will not be allowed to attend the next game.
4. A hosting town representative will have the right to stop a game or call the police or both if he/she feels someone is out of hand. The hosting and visiting representatives are encouraged to work together.
5. QCFA member associations may decide the fate of any coaches that are repeat offenders.
6. Profanity on or around the field will not be tolerated.
7. Tobacco and alcohol products are not allowed at QCFA events.

COACHES ALLOWED ON THE FIELD

Each member association will be allowed up to five coaches on the sideline at any given time during the game. Anyone that is not designated head coach or assistant coach should be behind players and outside the coaches' box. Town representatives are allowed on the field during games to oversee the game and ensure proper protocol and safety measures are being followed.

HOSTING TEAM RESPONSIBILITIES

Every effort should be made to provide announcers for all games. Announcers will remain unbiased and control their comments during the game. In the event the announcers do not meet these requirements, the game can be delayed to remove or reprimand said announcer.

Home team will be responsible for all 3 members of the chain crew. The chain crew will stay on the home side of the field. Chain crew members will not coach or use cell phones.

The hosting town will be responsible for all referee fees for all games played at their location.

The game clock must be operated by an adult that knows how. Any clock issues must be addressed by the coaching staff to the referees on the field.

RESIDENCY REQUIREMENTS

A player must reside and/or attend the school district of the member association that he/she is playing for.

Home school students can play with the QFCA as long as they provide proof of residency showing the parent/guardian resides within the school district of the team they play for.

If a student transfers into the district, the player will be required to show documentation, and/or copy of transfer papers.

If a player lives in the school district that is not a member of QFCA and offers an organized pee wee football program, they are ineligible to play in a QFCA membership association.

REQUIRED DOCUMENTATION

1. Each head coach will have in their possession at every game, a binder which will contain the following for each player on the roster:

- Official Quad County player form
- A typed roster
- Copy of birth certificate.
- Recent photograph attached to said birth certificate.
- Jersey number written on the upper right-hand corner of birth certificate.

2. Certificate of insurance will be required by each association showing proof of general liability insurance and excess accidental medical insurance. Minimum liability requirements of \$1 million in coverage and \$2 million aggregate. Coverage shall include all teams and players for each member association. This policy must be in effect 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. Roster forms need to be typed with all names in numerical jersey order.

5. Each town is required to use a QFCA player form for each player which must be filled out completely.

6. If a player form is incomplete at a weigh in, the player will not be allowed to weigh in until the form is completed. If completion of the form is after final weigh in, the player will be a restricted player.
7. Final copy of rosters will need to be submitted after final weigh in, to the QFCA league secretary.

WEIGH IN REQUIREMENTS

1. There will be two weigh ins per season. The dates, locations, and times of these weigh ins are to be determined by the QFCA member associations.
2. If a player misses both weigh ins, that player will be a restricted player and will be ineligible to carry the ball.
3. A player that moves in and is added to a roster after final weigh in is a restricted player for that season.
4. Players are not required to weigh in. If a player chooses not to weigh in, that player automatically becomes a restricted player.
5. All restricted players' helmets will be marked with neon green tape or sticker of approximately 1.5" by 1.5" in size on the rear center of their helmets to be clearly visible to referees.
6. Town representatives shall ensure that each team's binder is present at weigh ins with a typed roster and completed player form, photo, and copy of birth certificate for each player on the roster.
7. Forms and rosters shall be completed prior to weigh in. Anything incomplete will have to wait until next weigh in or be restricted. Representatives shall verify each form before a player goes across the scales for:
 - Town
 - Division
 - Player name
 - Age
 - Jersey number
 - Completed player form
 - Birth certificate
 - Photo
8. Players may only make ONE trip across the scales. No pre-weighing on official scales. Players must wear socks and shorts or slides and shorts.
9. Only town representatives allowed in weigh in area. No parents. Teams will line up in numerical number and a player will come to the scales when called. Representatives must always maintain order.

TEAM SPLIT

Any town that has 44 players on a team must split into two teams. There will be no more than 44 players on a team.

DRAFT REQUIREMENTS

Towns that have a team splitting will implement a snake draft. Each team will have 5 protected players (one per coach). Each grade level will be drafted one at a time. Every attempt should be made to have the same number of each grade on both teams. Players should be drafted from appropriate grades first to account for the grade levels of the protected players on each team.

CAMPS AND PRACTICES

1. Teams will not officially begin organized practices until a date set by QFCA.
2. Member associations may hold camps for players prior to this date. However, they will not line up and run any offensive or defensive formations.
3. Players will not wear pads until the first official day of practice set by QFCA.

DIVISIONS & WEIGHTS

SENIOR DIVISION

1. Each player must be in the 5th or 6th grades and not 13 years old by September 1st of the year in the current season. NO SEVENTH GRADE PLAYERS ALLOWED.
2. Players in the 4th grade may play in the senior division if there is not a junior team and with coach's and parent's permission. This must be submitted for approval by the representatives from the member associations.
3. No ball carriers over 115 pounds.

JUNIOR DIVISION

1. Each player must be in 3rd or 4th grade and not 11 years old before September 1st of the year in the current season. NO FIFTH GRADERS ALLOWED.

2. Players in the 2nd grade may play in the junior division if there is not a freshman team and with the parent's and coach's permission. This must be submitted for approval by the representatives from the member associations.
3. No ball carriers over 95 pounds.

FRESHMAN DIVISION

1. Each player must be in 1st or 2nd grades and not 9 years old before September 1st of the year in the current season. NO THIRD GRADE PLAYERS ALLOWED.
2. Kindergartners may play in the freshman division with parents' and coach's permission.
3. No ball carriers over 75 pounds.

PLAYING RULES

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

OFFENSE AND KICKOFFS

Players 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 can recover a turnover on offense but cannot advance the ball. The ball should be blown dead at the spot of the turnover. Intentional attempts to advance the ball by an ineligible player will result in a 10-yard penalty from the original line of scrimmage and loss of down. If an ineligible player fields a kickoff, the play will be blown dead, and the offense will take over at that spot.

RESTRICTED PLAYERS PUNTING THE BALL

Restricted players 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 attempts to advance their position other than a punt, the play will be blown dead at the spot where the punter received the snap.

DEFENSE AND PUNTS

Ineligible players may advance the ball on any turnover or interception while on defense. Ineligible players may not line up at a position normally associated with fielding of the punt. Ineligible players may advance a blocked punt or a short punt that is within 5 yards of the line of scrimmage.

COACHES ON THE FIELD

Only one per team will be allowed on the field for offense and defense in the freshman division. This coach must be 10 yards from the deepest player. After the quarterback has gone under center or started the snap count, there will be no coaching verbal or non-verbal. If coaching occurs on the field, it results in the penalty listed below.

FRESHMAN DEFENSIVE FORMATION

There will be no more than three defensive linemen from guard to guard on the line of scrimmage. See below for infractions.

INFRACTIONS FOR VIOLATIONS OF THE ABOVE RULES

1. First infraction – warning
2. 15-yard penalty
3. Third infraction – coach removed from the field to the sideline.

LENGTH OF GAMES

Freshman games = 4 quarters; each 6 minutes; 12-minute halftime

Junior games = 4 quarters; each 8 minutes; 12-minute halftime

Senior games = 4 quarters; each 8 minutes; 12-minute halftime

MERCY RULE

If a team is leading by 30 points, the officials or representatives have the option to request a running clock (only stops for timeouts and injuries) during the third quarter and MUST have a running clock during the 4th quarter. Also, the team ahead by 30 points will not be allowed to onside kick after scoring in the second half of the game.

GAMES TIED AT THE END OF REGULATION PLAY

1. Coin toss to see which team plays offense first. That team starts on the 15-yard line for freshman division and 20-yard line for the junior and senior divisions. Each team gets four downs to score. If a team scores, they will try for an extra point. The other team will also get a chance to score from the same starting point. During regular season games, if neither team

scores, the game ends in a tie after each team has had a chance to score. This is due to the heat on the field during the early season.

During the playoffs, the teams will continue to alternate trying to score until one team is ahead after both teams have had an equal number of possessions.

2. If the defense recovers a fumble or intercepts a pass, they can return it for a touchdown. If this occurs, the game is over. If a team recovers a fumble or intercepts a pass but does not score on the play, that team starts their offensive turn.

INCLEMENT WEATHER

1. In the event there is severe weather moving in that is producing lightning and unsafe conditions for both players and spectators, the games will be delayed. If lightning strikes within 15 miles of the game location, everyone should leave the field and stands to take adequate cover. A game cannot resume until a minimum of 25 minutes has lapsed since the last lightning strike within 15 miles of the game location.
2. Adverse heat conditions – If a game is being played during extreme heat, there will be a mandatory water break in the middle of each quarter. During this break and any time outs that occur, teams will be allowed to use additional staff to get water to all players on the field. During time outs and water breaks, players must remove their helmets. During halftime, players must remove their shoulder pads to improve cooling.
3. Game postponement – In the event that officials and member association representatives deem the weather too severe to resume play safely (heat or storms), the game will be called. If the game has been called after the start of the 4th quarter, the leading team will be declared the winner. If it is prior to the 4th quarter, the representatives will agree to reschedule the game or declare a winner based on the score. For example, if a team is winning by 20 points in the third quarter, they can reasonably be declared the winner.
4. Make up games – If QCFA schedules an extra week in the schedule for make-up games, the games will be made up at that time. Otherwise, they may have to be played during the week to ensure they are done by the playoffs.

PLAYOFFS

1. If there are less than 10 membership towns in QCFA, the top 8 teams will advance to the playoffs. They will use the following schedule:

- a. First place team will play the 8th place team. 2nd place will play 7th place. 3rd place will play 6th place. 4th place will play 5th place.
 - b. The second round of playoffs will occur the second week. The highest seeded winner from the first week will play the first-place team. The lowest seeded winner from week one of the playoffs will play the second-place team.
 - c. The winners of the week two playoff games will play in the championship game or Super Bowl game for the division championship.
 - d. Playoff locations will be determined by the highest ranking towns in all divisions. Super Bowl locations are predetermined and rotate through the membership towns.
2. If there are 10 or more membership towns in QFCA, the teams will be divided into two groups of five or more at the beginning of the season and use the following schedule:
- a. The top 4 teams from each group advance to the playoffs.
 - b. The first-place team will play the fourth place team, and the third-place team will play the second-place team from each division in week one of the playoffs.
 - c. The second week, the winners in each group from the first week of the playoffs will play each other. This will provide a winner from each half of the league.
 - d. The winner from each half of the league will then play each other in the Super Bowl or championship game the final week.

FINAL STANDINGS & TIE BREAKERS

1. A forfeit will be considered a loss in the year-end standings.
2. The tie breakers are in this order: the number of wins, head-to-head record, winning percentage, and points allowed during the regular season.
3. If three or more teams are tied after head-to-head, winning percentage will be used, then points allowed will be used. If one team allowed more points than the other two, they will be moved to the bottom of these three. The remaining two will resort back to head-to-head.
4. If this does not work, the teams are still tied, and a winner cannot be determined by head-to-head or points allowed, QFCA will resort to drawing the winner out of a hat. All parties involved must be present for this, and a neutral person will draw the winner out of the hat. If a town is not present, they forfeit their chance to be drawn for the standings.

REQUIRED EQUIPMENT

1. A functional scoreboard must be present at all games. Unless for some reason a game is being played on a practice field, such as a makeup game.
2. Home teams must provide a three-member chain crew that will be on the home side of the field.

GAME BALL REQUIREMENTS

Game balls used in this association may be of any brand, leather, or composite. The ball size must be as listed below:

Freshman division = K2 or Pee Wee sized

Junior division = TDJ or Junior sized

Senior division = TDY or Youth sized

MISCELLANEOUS

1. All membership association representatives and coaches will be required to become USA Football certified beginning in 2017 and each year thereafter.
2. There is no minimum play per player requirement by QCFA. It is up to each member association to decide that for themselves.