

Junior Varsity Rules

The following rules will apply to the Junior Varsity Division:

- A valid birth certificate for each player must be on file with the League GM or the player cannot be on the roster. Playing age will be determined by player's age as of July 31st (i.e. a player who turns ten (10) on or after August 1st would play as a nine (9) year old).
- Nine (9) and ten (10) year olds may play at the JV level. Eight (8) year olds may be moved up to JV upon the request of a parent and the approval of the Head Coach and Board of the respective organization. An eleven (11) year old whose physical size and ability would put him at risk to play at the Varsity level may play at the Junior Varsity level. This move will require the General Manager's approval and the approval of both of the organization's Presidents before it is implemented.
- All rosters must match registrations and be turned into League GM prior to the first game. Each team will get a copy of all team rosters. No registrations will be accepted after the 1st game.
- Any Junior Varsity player weighing over (110) pounds (age not a factor) cannot advance the ball and cannot be put in an Offensive position where they could advance the ball. ALL players MUST not weigh more than (135) pounds throughout the season. All players will weigh in prior to the 1st game of the season. After the initial season weigh-ins, only players weighing (93) pounds or more will be required to weigh-in prior to each game. Players may weigh-in without equipment. If a player exceeds the (135) pound weight restriction he is ineligible for that week's game. The player may remain on the sideline, but he must remove his helmet and shoulder pads.
- All weigh-ins must be done in the presence of a representative of the opposing team. If a player missed the team weigh-in they cannot participate in the game until they have been certified by the opposing team. A player can only be certified once for each game, they cannot be weighed again after the game has started in an effort to change their eligibility. Players may weigh-in without equipment. There will be a one (1) pound tolerance for the digital scale at weigh-ins (i.e. if a JV player weighs 136 pounds when he steps on the scale he will be deemed to have made the 135 pound weight limit). The scale used at weigh in is the official scale for game purposes. Also see GAMES Rule #1 below.
- For playoff ranking purposes, each team will receive 2 points for each victory and 1 point for each tie. Other tiebreaker provisions will be discussed once the total number of teams and divisions has been determined if deemed necessary by the organizations.
- For all rule changes, each team will have one voting right. A team is considered a group of squads. (Example: the Jaguars' Flag, Pee Wee, JV and Varsity squads are one team.)

Clock

1. Junior Varsity games will have four (4) eight (8) minute quarters, controlled only by the Official's clock on the field. A one (1) minute time out will occur between quarters, with a ten (10) minute half time break plus a two (2) minute warm up period.

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The clock will stop during the game for the following reasons:

- ✓ Team Timeout (Three (3) per half for each team)
- ✓ First Down
- ✓ Penalty
- ✓ Player Injury
- ✓ Referee Decision
- ✓ Out of Bounds
- ✓ Incomplete Pass
- ✓ Reset the Ball
- ✓ Move the Chain Gang
- ✓ Measurement

Games

1. All games will start on time as scheduled. Please have your team ready. Teams will conduct weigh-ins thirty no earlier than thirty (30) minutes prior to the start of the game. ALL players must weigh in. If a player steps on the scale and is over the limit, he may reweigh once more in his underwear, girdle, etc. If the player is still over weight he is ineligible for that week's game. Any coaches who are found to have played overweight players in a game will forfeit that game.
2. Each team is responsible for providing their Game Ball at every game. The Game Ball in the Junior Varsity Division will be:
 - 🏈 Wilson TDJ
 - 🏈 Nike 1000 Junior
 - 🏈 MacGregor MXJ
 - 🏈 A Junior Varsity sized ball of a Brand not mentioned above
3. Team Captains will meet the Head Referee on the field before the game to discuss rules, game conditions and to do the 'Coin Toss'. Home team calls the coin in the air and has the following options:
 - 🏈 Offense (Defense to start 2nd Half)
 - 🏈 Defense (Offense to start 2nd Half)
 - 🏈 Defer To The 2nd Half
 - 🏈 The Coin Toss loser decides on which end zone they will defend
4. All games will be played as scheduled by the General Manager. Games will be controlled by Ohio High School Athletic Association (OHSAA) Rules except when a Junior Varsity rule is stated that modifies the OHSAA rule.
5. Junior Varsity games will be played on a regulation field.

Junior Varsity Rules

One (1) coach and one (1) player allowed on the field to messenger plays, but no nearer than the hash marks to the huddle.

One (1) coach and one (1) player will be permitted down to the 10-yard-line. All players and coaches must not cross the 30-yard-lines. (Except for the above noted.) It is the responsibility of the Head Coach to inform your Assistant Coaches of **ALL** rules and your organization's expectations.

Only coaches, players and cheerleaders are allowed along the sidelines during games, along with the chain gang. Parents must remain behind the cones, rope or such markings placed near the field to keep them from being right on the edge of the field. If there is a problem keeping them back the referee shall stop the game and issue a warning for them to get back on the first offense. On the second offense the team whose parents are not adhering to the rule will be penalized 15 yards for unsportsmanlike conduct.

Coaches please help control the Team Box Areas and remember to have your team clean up the area at the end of the game. Please remember to have water available for your players.

6. The League will provide a Head Referee and two (2) other Referees for every Junior Varsity game.
7. A 15-yard Unsportsmanlike penalty will be enforced for any Coach coming onto the field to dispute a situation or for the use of foul language. The Referees will have the authority to eject any coach or player who cannot maintain control during the game.

Players who receive an unsportsmanlike penalty must be removed from the game for a minimum of three (3) consecutive plays. A second such penalty

will result in ejection from the game, and the player must also sit out the next game. A second game ejection during the remainder of the season will result in the player's expulsion for the remainder of the season. If a coach is ejected he must sit out the entire week of practice along with the next game. ALL unsportsmanlike penalties, whether on a player or a coach, are to be reported to both organizations presidents by the Head Referee of the particular game in which it occurred.

8. If a player doesn't start on offense, he must start on defense. Each player is to participate in a minimum of ten (10) snaps of the ball. Punts do not count as a snap.
9. Player mouth pieces will be of a solid color and must be attached to the face mask and inserted in the player's mouth during play. Teams will be penalized five (5) yards for players that do not have their mouthpiece in on plays.
10. Each team has three (3) timeouts per half.
11. The team from the community where the game is being played will recruit people to work the 'Chain Gang' during the game. Please advise your parents they can volunteer for this activity.

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Coaches

1. During the game, only one (1) coach per team is allowed on the field. It is the responsibility of the Head Coach to decide which Assistant Coach(s) will be on the field and to inform your Assistant Coaches of ALL rules and organization expectations.
2. Coaches must select two (2) Team Captains who will go out for the 'Coin Toss' and who will be allowed to call 'Timeout' during the game. Head Coaches can also call timeouts. One (1) coach should be present during the 'Coin Toss' and rule discussion.

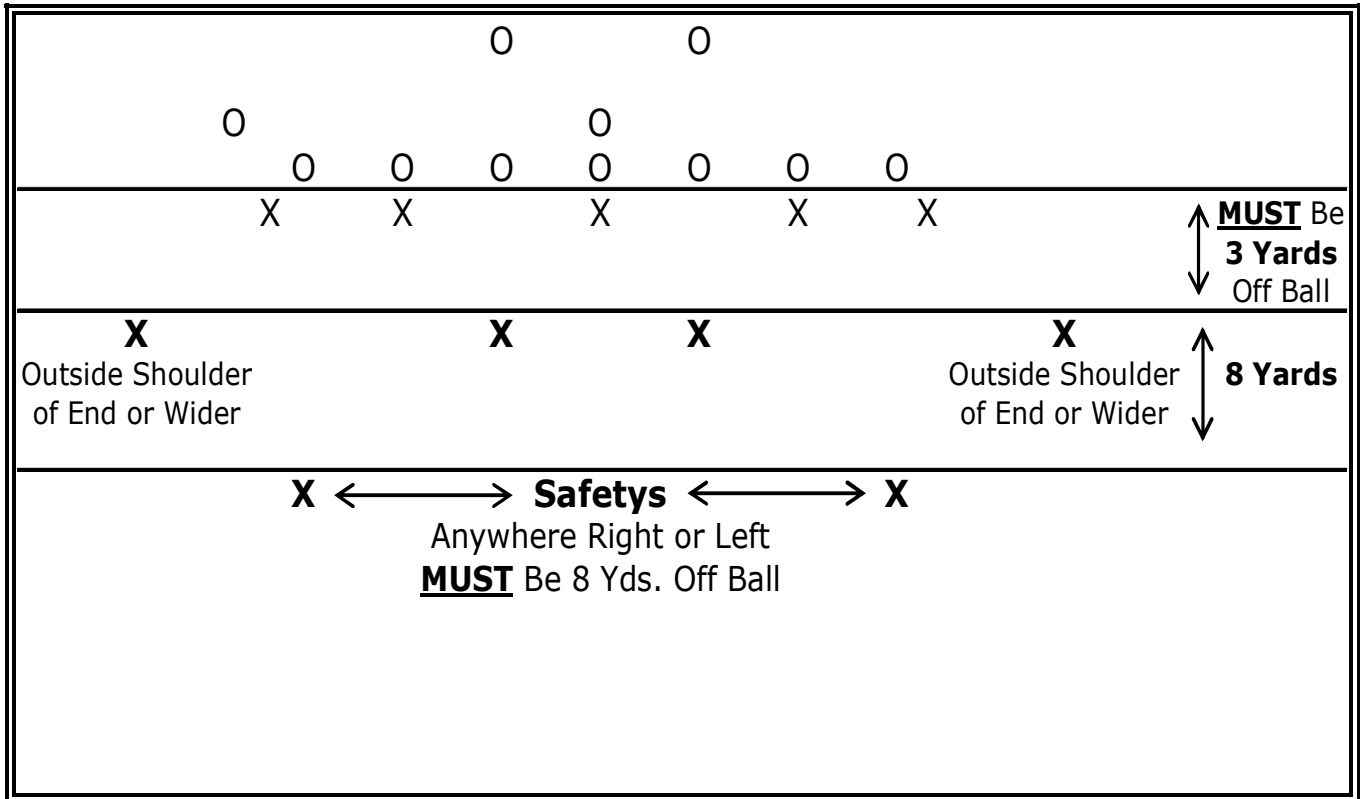
Offense

- 🏈 Touchdown = 6 points
- 🏈 Conversion = 1 point from the 3 yard line (Run or Pass)
- 🏈 Conversion = 2 points from the 5 yard line (Run or Pass)

1. If the Offense takes a lead of eighteen (18) points on the opposing team, that teams entire backfield must be changed, running backs and quarterback, until such time that the goal differential is less than eighteen (18) points. The quarterback cannot become a running back and a running back the quarterback. You must either take them from the game or insert them in a position other than the example above.
2. There will be no Kick Offs at any time during the game. The ball will be placed on the 35-yard line to start the game, at the start of the 2nd half and after any scoring.
3. There are no restrictions to what offensive play calls the coaches develop.
4. Fumbled snaps and fumbles on running plays are live ball situations.
5. A player is considered down when he has possession of the football and his knee touches the ground.

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Defense: (5-2)



- The 5-2 Defense must be in formation with the players lining up directly across from the Offensive line positions (End over TE, WR or Air, Tackle over Tackle, Nose over Center, Tackle over Tackle, End over TE, WR or Air). Ends can be in a 2 point or 3 point stance.

Nose Guard – (3) or (4)-point stance, heads up over the Center.

Defensive Tackles – (3) or (4)-point stance, heads up over the Offensive Tackles.

Defensive Ends – (2), (3), or (4)-point stance, outside the Offensive Tackles if there only two (2) Offensive linemen to his side. If there are more than two (2) Offensive Linemen to his side then he must align outside the Offensive Tackles and also cover some part or all of the 3rd or last Offensive Lineman's body. When the last Offensive player aligns more than five (5)

yards from the nearest inside offensive player he does not have to be considered in the count of Offensive Linemen.

Additional Requirements – The Offensive Guards are to be totally uncovered by any Defensive Linemen. There will be NO MORE than two (2) Linebackers aligned between both Offensive Guards. Linebackers must align three (3) or more yards off of the line of scrimmage. There will be no Defensive Line stunting or shifting. Ends can pinch as long as they line up on an opposing teams player. They cannot pinch from an open air position.

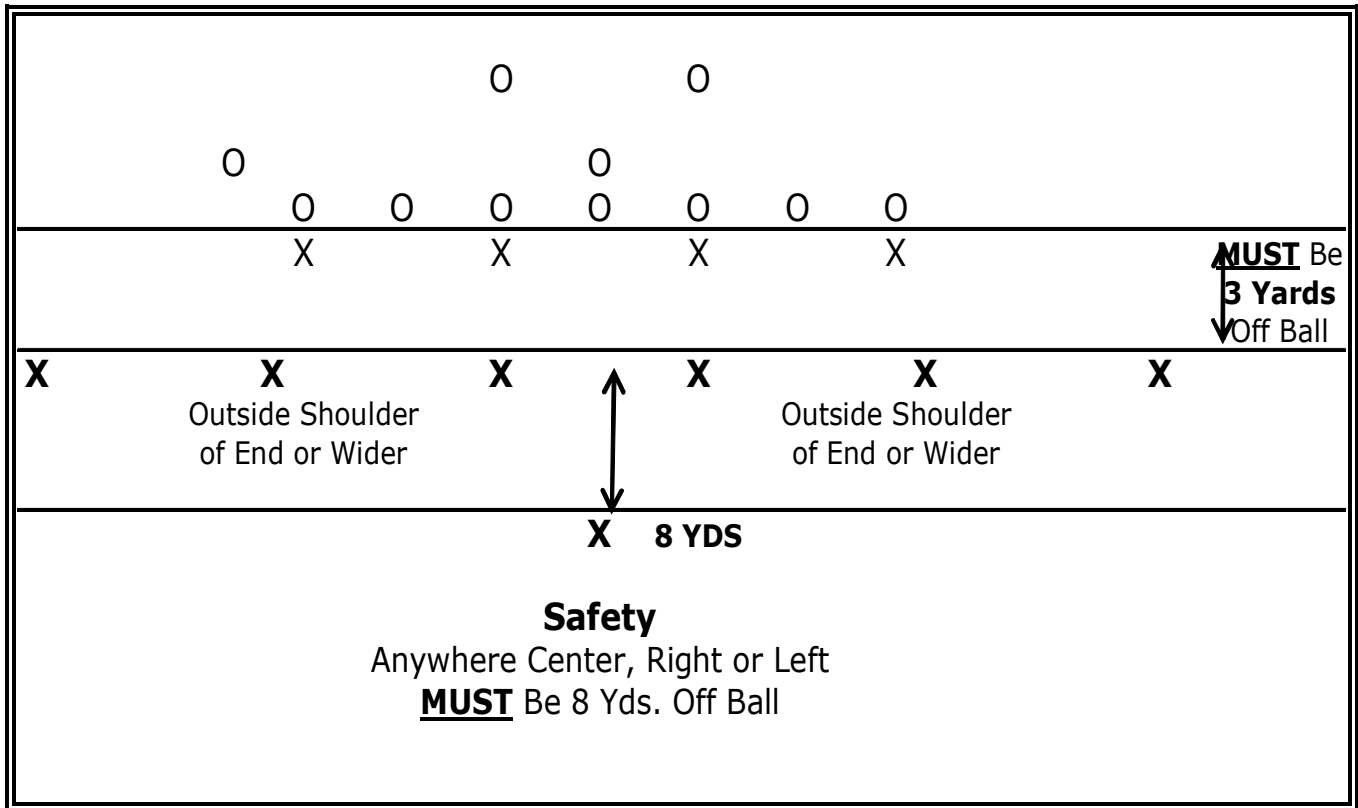
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When the team on Offense is between the opponent's 10 yard line and the goal line any formation may be run by both teams, the defensive lineman must line up covering an offensive lineman. (i.e. Linebackers can move up to the line as long as they get into a three point stance.

There is no Linebacker blitzing. Blitzing will be considered unsportsmanlike and will result in a 15 yard penalty and an automatic first down. **A second blitzing penalty will result in the ejection of the defensive coach.**

The Defense has the ability to move their Linebackers and Safeties to adjust to an Offensive formation (i.e. Trips right or left). The Linebackers must still remain (3) yards off the line of scrimmage and the safeties must still remain (8) yards off the line of scrimmage.

Defense: (4-4)



The 4-4 Defense must be in formation with the players lining up directly across from the Offensive line positions (OLBS outside shoulder of TE 3 yards off the ball, WR or Air, Ends over TE or Tackles when TE is not on the line, Tackles over Guards, the Center is uncovered in the 4-4 Defense). Ends and Tackles can be in a 3 point or 4 point stance.

Defensive Tackles – (3) or (4)-point stance, heads up over the Offensive Guards.

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Defensive Ends – (3) or (4)-point stance, heads up over the Offensive TE or Tackles. D-Ends should line up over Tackles when TE is not represented on the line of scrimmage to their side.

Additional Requirements – The Offensive Center is to be totally uncovered by any Defensive Linemen. There will be NO MORE than two (2) Linebackers aligned between both Offensive Guards. Linebackers must align three (3) or more yards off of the line of scrimmage. The Outside Linebackers must be aligned on the outside shoulder of the TE. If there is no TE, than the Outside Linebacker must be aligned on the outside shoulder of the Offensive Tackle (3) yards off the line of scrimmage. There will be no Defensive Line stunting or shifting. When the team on Offense is between the opponent's 10 yard line and the goal line any formation may be run by both teams, the defensive lineman must line up covering an offensive lineman. (i.e. Outside Linebackers can move up to the line as long as they get into a (3) or (4) point stance and one Inside Linebacker can cover the Offensive Center, but must be in a (3) or (4) point stance.

There is no Linebacker blitzing. Blitzing will be considered unsportsmanlike and will result in a 15 yard penalty and an automatic first down. **A second blitzing penalty will result in the ejection of the defensive coach.**

The Defense has the ability to move their Linebackers and Safety to adjust to an Offensive formation (i.e. Trips right or left). The Linebackers must still remain (3) yards off the line of scrimmage and the safety must still remain (8) yards off the line of scrimmage.

2. Interceptions and fumbles may be advanced.
3. In a Junior Varsity game, in a 4th down situation, the ball will either (at the coach's discretion) be played for the 1st down or punted. There will be no rushing the punt. All Defensive players must take a knee except the punt receiver. The ball will be put in play where it is downed. The ball must be snapped between the center's legs. The ball must be punted not thrown. The receiving team may only have two (2) players back deep to receive the punt.

Overtime, Scores & Standings

1. If the game is tied at the end of regulation overtime will follow. The ball will be placed on the 10-yard line and OHSSA rules will apply. In the 1st series if a TD is scored the team has an option to try for either a (1) or (2) point conversion. In the 2nd series only a (2) point conversion can be tried after a touchdown. If the score is still tied after two (2) overtime periods the game will be considered a tie. (Exception: playoffs and championship game will continue until a winner is determined).
2. Scores and Standings will be recorded and kept by the General Manager.
3. Playoffs will be held at the end of the season with a Junior Varsity Division Championship and Runner-Up Trophy being awarded.

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4. At the end of the season, teams will be ranked in order of First, Second, Third, etc. In the event of teams in a tie situation, the following will be the Tiebreaker Rules:
 - Head to Head Record
 - Common Opponents Record
 - Fewest Points Allowed on Defense
 - Most Points Scored on Offense
 - Coin Toss

Player Rules

1. It is the intent that every Junior Varsity player on the roster to have a starting spot on Offense, Defense or both. The only exception to this is if the Coach believes it is a safety concern for one of the boys.
2. All Junior Varsity players are required to play a minimum of 10 plays during the game. Punts do not count in the calculation of the 10 plays. Coaches violating this rule may be penalized by their respective organizations.
3. All teams are responsible for having the players in full uniform to play. This includes mouthpieces, full equipment, and uniforms. Players will be asked to keep the jerseys tucked in during the game.