

WASHITA VALLEY FOOTBALL ASSOCIATION

BY-LAWS

Revised: August 13, 2023

www.washitavalley.org

MEMBERS: Anadarko, Blanchard, Chickasha, Elgin, Newcastle, OCS, Tuttle, and Weatherford

I. PURPOSE

1. To provide a safe and healthful environment for the youth of the WASHITA VALLEY area, to learn the skills and sportsmanship of competitive sports.

II. NAME

1. The name of the organization shall be WASHITA VALLEY FOOTBALL ASSOCIATION (WVFA).

III. BASIC POLICY

1. Shall be nonprofit, nonsectarian and nonpartisan.
2. The parliamentary authority shall be "Roberts Rules of Order".
3. The President of WVFA is responsible for the record keeping of all meetings.
4. Meeting shall be recorded and then placed on hard copy.
5. Copy of meeting minutes must be readily available at the next meeting or one week following whichever comes first. Minutes may be faxed upon request.

IV. MEMBERSHIP AND DUES

1. To be a member of the organization, a town must make an application to the WVFA. The member towns will review the application and membership will either pass or fail by majority vote.
2. Only the member town(s) representative shall be eligible to vote on official business. There shall be only one vote for each member town(s).
3. When a WVFA vote is taken place, each town shall issue town name to the record and voting decision.
4. The member town(s) in line to host the Playoffs/Championship will be considered the HOST TOWN.
5. The Host Town is Responsible for Hosting the Championship Game, Purchasing Trophies for the Championship, paying the Referee Coordinator, and Paying any Website Costs.
6. Host town for the WVFA will pay \$700.00 to the Referee Coordinator.
7. League fees will be set at the end of season meeting each year, and are currently set at \$700.00 per member town(s). The fee is due prior to the start of the regular season.
8. Each member town(s) of the organization shall pay the annual league fees.

9. The WVFA shall conduct meeting monthly as necessary, beginning in July, through the football season.

10. A meeting must be held after the final league game of the season to set up the play-off schedule and to set the date for the review of the By-Laws.

11. By-Law changes are to be considered at the meeting, and the WVFA President and WVFA Vice President must notify all member town(s) representative one week prior to the meeting.

12. A member town is not eligible to play in the WVFA until the league fees are paid

V. OFFICERS

1. The Officers of this organization shall consist of President, Vice President, and The Protest Committee.

2. The President of this organization shall be determined by a majority vote of member town(s). This position is separate from the Host Town. The President is responsible for organizing and running meetings, updating By-Laws, verifying rosters and player eligibility.

3. The WVFA Vice-President will be elected by majority vote of member town(s). The VP is responsible for assisting the President in all duties.

4. The protest committee shall consist of one representative from each of the member town(s). The protest committee member for a member town can also be a current WVFA officer, but there is only one vote per town. The protest committee will hear all protests, disciplinary action, and any other cases that will promote the good of the organization. Following comments from each side of the protest, the Protest Committee shall have the option of going into Executive Session. It is at this time comments from the Protest Committee will be heard. The member town that brings forth the protest, as well as the member town that the protest is charged against will be ineligible to vote on the outcome of the protest. The protest committee shall remain in executive session (without the presence of the member towns involved) until consensus is met on a decision regarding the protest.

VI. PROTESTS

1. The Head Official of the game shall be notified immediately that a protest is being lodged and must be made by the head coach of the team making the protest.

2. The protest must then be put in writing, specifically addressing the rule or situation being protested.

3. The protest must be notarized or postmarked no later than 48 hours of the scheduled game time under protest. The protest along with the protest fee (\$100) must then be sent to the WVFA President. A copy must also be sent to the local representatives of both towns of the teams involved.

4. The WVFA president will set a date to hear the grievance with the protest committee prior to the next scheduled league game. A coach from the team that the protest is lodged against needs

to be present. The ruling and notification will be made after the meeting. NOTICE: All fines will be paid to the order of the WVFA President's member town(s).

5. If the protest is found to be valid by the Protest Committee, and a member town(s) is caught in flagrant violation of Rules or By-Laws the member town(s) will be on probation for (3) years and/or fined. If caught with another violation during that (3) years, the member town(s) will be suspended and/or terminated and may also be fined.

6. If the protest is found to be invalid by vote of the Protest Committee, the member town(s) being protest shall receive the protest fees forfeited by the member town(s) who filed the protest.

VII. GENERAL FEES

1. Gate admission is \$5.00 for adults ages 16-64. Ages 65 and above, and 15 or below are admitted free.

2. Football Players and Cheerleaders in uniform are admitted free.

3. Maximum number of coaches passes allowed per team is five (5). Two (2) cheerleader sponsors per age group. These coaches will have coach passes. If coordinators are not coaches, they also receive a pass. All others will pay at the gate. One (1) Photographer will be allowed on their own team sideline and must remain within the coach's box (between the 25 yd. Lines).

4. Official's fees are: \$55 per official per game. Officials are to receive a minimum amount of three (3) games, unless mutually agreed upon between member towns and referees by Monday, the week of scheduled games. The standard scheduled games are five (5). All regular season games shall have four (4) paid officials. The pay rate is as follows for less than 5 games:

4 Games: \$60 per official per game

3 Games: \$65 per official per game

2 Games: \$75 per official per game

5. Any team that does not show for their game shall pay the host team \$200.00 forfeiture fee. Said team shall forfeit the rest of their season games until said fee is paid. All notification is to be through WVFA President.

6. All protest fees will be paid to the Washita Valley League President in the amount of \$100.00.

VIII. ELIGIBILITY

1. Players must provide "Proof of Enrollment" for their current school year.

2. A player must play for the schools he attends or within the school district that he resides.

**Exceptions can be made (by vote of the WVFA Board) to allow players from outside of the school district to participate with the closest WVFA town. These exceptions will be handled on a case by case basis, and are typically to allow a team with less than 15 players in an age group to make their division.

3. The WVFA teams are Grade Based. The maximum age for a player in each grade will be the same as what is used for OSSAA. a. A player on the 6th grade team may not turn 13 before Sept 1 and so on per grade below.
4. Any waiver(s) that are required will be on a case-by-case basis and must be routed through the WVFA League President and addressed on a case-by-case basis by the WVFA Representative and approved by a majority vote.
5. A player participating on more than one team from his/her own town must have proof of enrollment for each team and be on each WVFA roster.
6. Any player eligibility rule changes during the WVFA football season will go into effect the following year.
7. Each town must provide the league with a two (2) Copies of the complete roster to include: One (1) copy of the players proof of enrollment. One (1) roster will be for WVFA and the other for the coach of that team, must be carried to each game. a. Each Team Roster provided to the league should include the Players Jersey #, Name, and DOB, and Grade.
8. Following the "Roster Turn in Date", the WVFA President shall copy and distribute a copy of each team's roster that is participating in the WVFA. Additions to the team roster must be phoned/copied by the WVFA President to each town(s) representative. These additions include move-ins or late registers before cut-off date.
9. A player must participate in at least four (4) games prior to the play-offs, to be eligible for the play-offs. Exceptions: Injured player.
10. Player registration cut-off date is the date is to be determined the Board each season.

IX. COACHES and PARENTS

1. Coaches and Parents shall always conduct themselves as Gentlemen/Ladies. They should consider the example they are setting for the young people they are coaching and watching.
2. Anyone that repeatedly does not comply with this rule shall be subject to action by the protest committee.
3. It is highly recommended each player's parents secure a physical examination for each child before they begin practice each year. If a child has any physical problems, the parents should notify the coaches of this respective team.

X. GENERAL RULES

1. The WVFA will play by the Oklahoma Secondary Schools Activities Association's rulebook, except for the rules specified in the WVFA By-Laws.
2. All eligible ball carriers, I.E., backs, ends, receivers, and punters must weigh in before each game. Players must weigh in full uniform include all pads and equipment except the helmet. Players no longer have to wear their helmet during weigh-ins. Scales will be used to weigh players before each game. All weigh-ins should be done at the end of the 3rd quarter during the previous game, or at 20 minutes prior to the first game of the day.

- a. A player over the weight limit must line up on the LOS (Line of Scrimmage) on Offense. They may line up as an attached TE, but not as a Split End. They may not carry the ball or run a route as an eligible receiver. An infraction will result in a 15-yard Unsportsmanlike Conduct penalty and automatic ejection of the Head Coach.
- b. A player over the weight limit may line up anywhere on Defense.
- c. If an eligible ball carrier is unable to weigh in prior to the start of the game they are considered ineligible, but may weigh in at halftime (with both head coaches present) and the head official notified. The player is then an eligible ball carrier, if they meet the weight requirement, for the remainder of the game.
- d. Age and weight regulations:

Team Weight Restrictions

1st/2nd Grade 85 lbs. for ball carrying positions.

3rdGrade 100 lbs. for ball carrying positions.

4thGrade 115 lbs. for ball carrying positions.

5thGrade 130 lbs. for ball carrying positions.

6th Grade 145 lbs. for ball carrying positions.

- e. Kindergarteners are not eligible to play within WVFA.

3. The playing field is as follows:

- a. Field Length 100 yards
- b. Kick off 40-yard line
 - i. 1st /2nd and 3rd teams will not Kickoff: Offensive team will receive the ball on their own 40-yard line.
 - ii. All Other teams will kick off as per normal playing rules.
- c. First Down 10 yards
- d. Length of Quarters
 - i. 7 Minutes for 1st/2nd, and 3rd
 - ii. 8 minutes for 4th, 5th, 6th
- e. Half-time 10 minutes
- f. Game Times
 - i. 9am for 1st/2nd
 - ii. 10:15am for 3rd
 - iii. 11:30am for 4th

iv. 1pm for 5th

v. 2:30pm for 6th

g. Overtime play begins on the 10-yard line. Each team will have a possession.

4. The official ball shall be a peewee size ball for 1st/2nd and 3rd, Junior Size Ball for 4th, 5th, 6th

a. The offensive team shall use their ball if produced by a reputable manufacturer.

5. Visiting team will wear target jerseys as needed if team jersey colors are similar in season games. Visiting team will supply target jerseys. In playoffs, hometown will call if target jerseys are needed.

6. Punting a. 1st/2nd, 3rd, 4th, and 5th Grade Teams: Option to punt, take 20 yards, or go for it on 4th down. If a team elects to take the twenty (20) yards, this is then considered a dead ball possession change. Inside the opponent 30-yard line will be half the distance to the goal. b. 6th Grade Team: Punt as in a normal junior high game.

7. "A-Gap" Rule: 1st/2nd and 3rd there is no crashing on the center.

a. Defensive Linemen cannot line up over the center or in the "A-gap" between the center and guards. He may align in a "2-tech" head up over the guard.

b. You may have a "middle" linebacker aligned in the "restricted area" four (4) yards off the line of scrimmage at pre snap, once the ball is snapped the linebacker is allowed to go forward through the "A" gaps.

c. All other linebackers are allowed to blitz outside the guards and need not line up four (4) yards back.

d. The offense cannot run up the middle unless the ball carrier is more than two yards behind the line of scrimmage at the snap.

e. An Under-the-Center QB cannot do sneaks; he must go back two yards before going towards the line of scrimmage.

f. The purpose of this rule is so teams can get the QB and center exchange. The failure to follow these rules will result in a live ball infraction and a penalty of 5 yards.

8. A player injured at the end of the quarter may return at the beginning of the next quarter.

9. Knee braces must be completely covered.

10. Offensive linemen can block with open hands.

11. Only the head coach is allowed to talk to the official, whether on the field or on the sideline.

12. 1 st/2nd Teams is allowed two (2) coaches on the field during the game. 3rd Grade teams are allowed One (1) Coach on the field during the game.

a. The coaches must be five yards behind their team's deepest player, so as not to interfere with the play. The penalties for an infraction are as follows: 1st offense is a warning, 2nd offense is a five-yard penalty, 3rd offense is a 15-yard penalty and 4th offense is ejection of the Head Coach.

13. If both coaches agree, a running clock can be instituted at any point in the game if the score of the game is out of hand. Once this has been agreed upon the score at that time will be the final score as long as it meets the + or - 15-point differential.

14. There is a 15-point differential system in place for the league. That means a team can gain up to 15 points or lose up to 15 points depending upon the final score of the game. (If team A wins over team B 14-7 then team A would have +7 points while team B would have -7 points. If team A beats team B 40-20, team A would receive the maximum +15 points while team B would receive the maximum -15 points.) If a contest ends in Overtime no point differentials will be awarded, Winners will only be awarded +1 point for the victory; Losers will only be assessed -1 point for the loss.

15. All teams will have a first aid kit.

16. The "Blood Rule" is in effect.

17. No Tobacco products are allowed on the playing field.

18. It is the responsibility of the representative of each member town to call in scores to the WVFA President no later than 9:00 pm Saturday following the Saturday games. This should give the WVFA President two Scores to compare for accuracy.

19. All coaches are eligible to wear headphones. 1st/2nd and 3rd Grade coaches may wear headphones in the huddle.

20. Concessions are one of the only fundraisers each home team is allowed. There will be absolutely NO OUTSIDE FOOD OR BEVERAGES ALLOWED, at any WVFA activity. If the home team does not furnish water coolers, teams are allowed one water cooler, but must accompany a coach and coach's pass. Coolers and ice chest can be confiscated by the host town and disposed of as host town sees fit.

21. IN-GAME EJECTIONS: If a player is ejected from a game for any reason (For Example but not limited to: Offensive or Defensive Targeting, Fighting, Cussing, etc.) the player will be suspended based on amount of offense's during the current season. All ejections will be reported by the Referee Coordinator to the WVFA President for tracking.

a. 1st Offense: I: Ejected during the 1st half: The player will be suspended for the remainder of the game and be eligible to play in the next game. II: Ejected during the 2nd half: The player will be suspended for the remainder of the game AND the 1st half of the next game. They will be eligible to play beginning the 2nd half of the next game.

b. 2nd Offense: Ejection during any point will be suspended for the remainder of the game AND the entire next game.

c. 3rd Offense: If a player is ejected for a 3rd time during a single season, they will be suspended for the entire season. They will not be eligible to play in any regular season or playoff games for the remainder of the year.

XI. THE PLAY-OFFS

1. If two teams are scheduled to play twice during the regular season, the win or loss of the first (1st) game will be used to determine the record for the play-off. The second (2nd) time the teams meet is an exhibition game for funding purposes of the home team program.
2. Four (4) teams will be selected to participate in the play-offs. The selection of the teams will be determined by: Win/Loss and then Head to Head and then point differential.
3. The Host Town of Round Robin will host the Championship. The next in line host town will be the site of the 1/4 seed matchups. The 2nd in line host town will be the site of the 2/3 seed matchups.
4. The Championships and play-offs require Mandatory weigh in and Roster verification. This is not an option. Both coaches and a league representative(s) need to be present at weigh-in.
5. If one of the town(s) chooses not to host a play-off round, it would go to the next town in line. The town that chose not to host, must give a 14-day notice before the game or pay a fine of \$100.00. The town that takes the play-off will not lose their turn in line.
6. First and Second place trophies must be 12 inches minimum. Or a "Ring" may be provided in lieu of a Trophy.
7. There will be four (4) officials during the playoff and championship games.

Host Town Rotation:

2023 – Blanchard

2024 – Newcastle

2025 – Elgin

2026 – Tuttle

2027 – Weatherford

2028 – Chickasha

2029 – Anadarko

2030 – OCS