

## OKLAHOMA SUBURBAN FOOTBALL 2017 RULEBOOK

- 1 Team Organization
  - 1.1 Teams will consist of players that attend the school for which they play or live within the boundaries of that school district.
  - 1.2 Any exception must be approved by OSF board.
  - 1.3 New players cannot be added after the second game of the season.
  - 1.4 Teams will not begin practice of any kind before August 1<sup>st</sup>.
- 2 Player Verification
  - 2.1 Player verifications will be done prior to the first game of the season, and will include name, date of birth, grade and enrollment verification/address verification.
  - 2.2 Coordinators will be required to bring this information, along with rosters and birth certificates to the verification meeting to be reviewed and approved by another coordinator.
  - 2.3 Age requirements are as follows:
    - 2.3.1 2<sup>nd</sup> Grade player must not be 9 years old on or before September 1<sup>st</sup> and cannot be in a grade level higher than second.
    - 2.3.2 3<sup>rd</sup> Grade player must not be 10 years old on or before September 1<sup>st</sup> and cannot be in a grade level higher than third.
    - 2.3.3 4<sup>th</sup> Grade player must not be 11 years old on or before September 1<sup>st</sup> and cannot be in a grade level higher than fourth.
    - 2.3.4 5<sup>th</sup> Grade player must not be 12 years old on or before September 1<sup>st</sup> and cannot be in a grade level higher than fifth.
    - 2.3.5 6<sup>th</sup> Grade player must not be 13 years old on or before September 1<sup>st</sup> and cannot be in a grade level higher than sixth.
  - 2.4 Reviewing coordinator will verify age and enrollment/address and initial each reviewed document.
  - 2.5 Coordinators will provide their head coaches with a copy of initialed roster. This will be the official team roster and the only one recognized by OSF.
  - 2.6 Visiting teams will provide official rosters to hosting associations without delay. Failure to do so would be considered a violation of the rules.
- 3 Games
  - 3.1 Players will be allowed to play up in the event an association cannot provide a game and it prevents an opposing team from having a bye. This rule would apply until the playoffs start. No player will be allowed to participate on two teams in the post season. The player must choose which team he/she will play for and be on that roster. Any deviation must be approved by OSF.
  - 3.2 OSF does not encourage players to play up a grade level. However, if an association allows its players to play at the next grade level OSF would honor that policy.

- 3.3 Players will never be allowed to play down a grade level without a ruling from the OSF board. No exceptions.
- 3.4 If a player chooses to wear an eye shield during games it must be clear according to National federation rules.
- 3.5 OSSAA has no rule that prohibits a team from using headsets if an opponent does not.
- 3.6 2<sup>nd</sup>-6<sup>th</sup> grade games will consist of four(4) eight(8) minute quarters with a regular game clock. The use of a continuous clock is allowed if both coordinators and Head coaches agree.
- 3.7 Game times are as follows: 2<sup>nd</sup> Grade 9:30, 3<sup>rd</sup> Grade 11:00, 4<sup>th</sup> Grade 12:30, 5<sup>th</sup> Grade 2:00, 6<sup>th</sup> Grade 3:30
- 3.8 All games will be played on schedule if possible.
- 3.9 Home team coordinator will give opposing coordinators a minimum of 48 hours notice of a game that must be rescheduled, excluding rain outs. If a game is cancelled by the home team because of field conditions the visiting team has the option to host the game.
- 3.10 Any team that does not arrive at a scheduled game within 30 minutes of scheduled time will be subject to a forfeit and 150.00 fee.
- 3.11 League and post season gate fees will be 5.00 for adult 13-61 and 2.00 for seniors.
- 3.12 12oz. Team drinks will be provided at no charge for players and coaches upon completion of their game.
- 3.13 The visiting team is responsible for color coordination of team uniforms and must wear target jerseys if it is determined there is a problem distinguishing players.

#### 4 Rules

- 4.1 All games will be played under OSSAA rules with these exceptions:
  - 4.1.1 **2nd Grade** – No kick off. Possessions will start on the 40 yard line.
  - 4.1.2 No punts. 4th down option are to “go for it” or Automatic 20 yard punt.
  - 4.1.3 All defensive linemen from tackle to tackle must be in a 3 or four point stance.
  - 4.1.4 To ensure the execution of center/QB exchange no defensive linemen may line up inside of guards (A-gap or noseguard). Defensive linemen must line up outside of the guards and can go anywhere at the snap of the ball.
  - 4.1.5 Middle linebackers must be a minimum of three yards off the line of scrimmage until the ball is snapped. At the snap they may fill the “A” gap.
  - 4.1.6 No quarterback sneaks from under center, only from a shotgun formation.
  - 4.1.7 Two coaches will be allowed on the field during play.
  - 4.1.8 **3rd Grade** – Normal kick off.
  - 4.1.9 Dead punt – no rush or return. No fake punt.
  - 4.1.10 Punter will kick from box. Punt will be down by contact.
  - 4.1.11 Defense not required to kneel during punt.
  - 4.1.12 **All Grades** - A third personal foul on any single player will be considered a flagrant personal foul and result in an ejection. 10/2017

- 4.2 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Grade teams will use a Pee-Wee size football
- 4.3 5<sup>th</sup> and 6<sup>th</sup> Grade teams will use a Junior sized football.
- 4.4 Offensive team will furnish football.
- 4.5 A ball handler is defined as any offensive player who can legally advance the ball from an eligible position. 3/2017
- 4.6 All players will report to and be weighed before each game on the home scales. Players in excess of weight restrictions will be identified with league approved stickers. 3/2017
- 4.7 Coaches will witness and verify weigh-ins. A printed copy of the teams official roster will be provided to the opposing coaches at this time.
- 4.8 Players in excess of ball handler weight cannot line up in ball handler positions.
- 4.9 Players will be weighed in full gear excluding helmet.
- 4.10 Weight restrictions are as follows:
  - 4.10.1 2<sup>nd</sup> Grade may not weigh in excess of 85 pounds.
  - 4.10.2 3<sup>rd</sup> Grade may not weigh in excess of 100 pounds.
  - 4.10.3 4<sup>th</sup> Grade may not weigh in excess of 115 pounds.
  - 4.10.4 5<sup>th</sup> grade may not weigh in excess of 130 pounds.
  - 4.10.5 6<sup>th</sup> Grade may not weigh in excess of 145 pounds.
- 4.11 Opposing coaches must be notified of late arriving players and said players will be weighed at halftime.
- 4.12 A 1lb variance will be allowed for scales that do not read ounces if a digital scale is not available.
- 4.13 Any player may advance the ball on fumbles and interceptions regardless of weight.
- 4.14 Any intentional attempt to violate the aforementioned rules will result in forfeiture of the game and board review.

## 5 Coaches/ Fan Control

- 5.1 Coaches Passes will be issued to each association. Coordinators are to distribute passes as they see fit.
  - 5.1.1 Coaches must have pass on hand or pay admission.
- 5.2 Maximum 4 coaches per team unless high roster numbers dictate a 5<sup>th</sup> position.
- 5.3 Any coach, coordinator or other member of OSF who commits an act of violence against an official, coach, or player will be banned from coaching in OSF.
  - 5.3.1 Any coach or spectator who exhibits misconduct towards Officials will be ejected.
    - 5.3.1.1 Ejected subjects will have 3 minutes to leave the premises or subject their team to a forfeit.
- 5.4 Any player ejected for fighting will leave the field for the remainder of the game, not return for post game handshake, and serve a 2 game suspension.
- 5.5 Any player ejected for any other reason will leave the field and not return for the post game handshake, and serve a one game suspension.
- 5.6 Ejections will carry over to next season.

5.7 If a coach/player is ejected for any reason he/she will be suspended for the next game.  
Appeals will be decided by the board and the board will have final say on the matter.  
Multiple infractions will be penalized accordingly up to and including banishment. 10/2017

6 Officials

- 6.1 Officials will be certified and at least 18 years of age.
- 6.2 It will be the responsibility of OSF to furnish officials.
- 6.3 Officials will be paid 35.00 per game by the hosting association.

7 Protest Procedures

- 7.1 The head coach/coordinator will notify league officials and the opposing head coach/coordinator within 48 hours after the game.
- 7.2 A protest fee of 100.00 will be submitted to a league official at the time of protest notification.
- 7.3 If the protest is won, the fee will be returned. If the protest is lost, the fee will be forfeited and placed into the league treasury.
- 7.4 Judgment calls by officials cannot be protested.

8 Rules Enforcement

- 8.1 All associations adjoined to the league shall remain in strict compliance with all rules governing OSF, the Secondary Schools Association and all agreements heretofore adopted by OSF.
- 8.2 Failure on any association or team to comply with said rules shall be brought forward through provisions in these rules and through a majority vote of the board, other than those involved in the dispute, a decision rendered.
- 8.3 Any association/coordinator/coach affiliated with OSF may be subject to disciplinary action if found to have engaged actively or passively in the violation of the rules/ ideology embraced by Oklahoma Suburban Football.
- 8.4 Unless otherwise specified in these rules, OSF will follow the football rules laid down by OSSAA.
- 8.5 Integrity and sportsmanship are key elements to the success of the league and will be the expected standard for all associations.
- 8.6 These rules cannot be changed without a majority vote of Oklahoma Suburban Football officers and coordinators.

9 Expansion

- 9.1 All new associations/coordinators must be approved by a majority vote of league officers and coordinators and will be on probation for one year.

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