



# BLACK HILLS JUNIOR FOOTBALL LEAGUE

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## BANTAM DIVISION SUPPLEMENTAL RULES

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### SR-1 ELIGIBILITY

#### **2nd, 3rd, and 4th Grade Division:**

Any player who is entering **2nd, 3rd** or **4th** grade in either public, private, church, or home schooled.

#### **Age Eligibility**

**2nd** grade players shall have a maximum of seven (7) years of eligibility, with the first three (3) years being played on the 2nd, 3rd and 4th grade team.

**3rd** grade players shall have a maximum of six (6) years of eligibility, with the first three (2) years being played on the 2nd, 3rd and 4th grade team.

**4th** grade players shall have a maximum of one (1) years of eligibility, with the first year being played on the 2nd, 3rd and 4th grade team.

No player may turn **eleven** (11) before the first scheduled league practice of each season of play.

**Note: Any player who is held back by his or her school, shall lose that year of eligibility i.e. a 6th grader held back shall play the following season on a 7th/8th grade team and shall only have one year of eligibility remaining.**

### SR- 2 PLAYER WEIGHT LIMITS

2nd/3rd/4th grade players weighing over 90lbs. shall be limited to playing interior line positions. On offense that is center, guard (player next to center), and tackle (second player from the center). On defense, that is nose guard(s) or tackle. Any player on the defensive line over the weight limit shall not line up outside of the second player from the center on the offensive line. Over-weight players must fully cover or shade the second player from the center on the offensive line. Offensive tackles over the weight limit may be left uncovered but shall remain ineligible to carry or receive the football. Players over their grade's respective weight limits as indicated in the preceding paragraph may carry the ball only as the result of a fumble recovery or interception of a pass. Place kickers, holders, and punters are limited to the maximum running back weight for their respective grade level. Players on the kick-off team are not restricted by weight limits. Players on the front line of the kick-off receiving team are not restricted by weight limits, but must stay in the five yard kick return zone. Players weighing under 90lbs. at the official weigh-in(s), must maintain their weight over the season. The league will not be required to notify the player, coach, or parents that the player is to be weighed. Players may strip down, but may not strip to their underwear. Players **within 5lbs. of the weight limit** will be reweighed after the third and **sixth week** of the regular season. Players may request to be reweighed after the third and/or **sixth week** of the regular season. **Player weigh-in times and days will be determined by league officials. Player(s) being reweighed or who request to be reweighed will be weighed only on the day determined by league officials and they will be weighed only once.**

### SR-3 GAME DAY ELIGIBILITY

All players must be **paid in full** by the start of each game. Any player not paid in full is ineligible to play in game(s). The league must have on file all player applications. All players must have **on file a player application** by the start of each game. Any player who does not have a player application by the start of each game is ineligible to play in games. Any team that plays an ineligible player will **forfeit** that game with **no appeal**.

### SR- 4 TIE GAME

Official games ending in a tie at the end of regulation time shall be settled through a "Kansas City Tie Breaker" to be administered by the senior official of the game. Possession will be determined by a coin toss. Play will commence at the ten yard line. Each team will have four (4) downs to score. If the game is still tied after an overtime period the tiebreaker will be repeated until the tie is broken. After the third overtime play will start from the five yard line.

## **SR-5 MINIMUM PLAYING TIME**

All players must play a minimum of ten(12) plays each game. Special teams (kick-off and kick return) count as plays. The number of minimum plays may increase based on roster size. All coaches are expected to give as much playing time as possible to all players. Acceptable reasons for reduced playing time are limited to injury, illness, disciplinary action, ejection, and/or the failure to make practices for unexcused reasons.

## **SR- 6 PLAYER RECRUITMENT AND ASSIGNMENT**

Player shall be accepted on a first come, first served basis until teams are full. Should teams at the player's respective school be full, the player shall have the opportunity to play on another team at the school closest to the player's school or go on a waiting list for teams at the player's school. Under no circumstances shall a player be denied the opportunity to play because of arbitrary roster size limits.

**Recruitment:** All persons associated with the league are encouraged to recruit players for the league. Under no circumstances shall any person recruiting players make any promises as to team assignment or entice a roster player on another team to request a change of team. Any coach violating this policy shall be subject to immediate suspension or dismissal from his/her position in the league. Player assignment shall be performed initially by way of a blind draw based on grade and weight bracket as indicated on registration form. Players signing up after the initial assignment of players, shall be assigned based on their weight and grade so as to maintain a reasonable balance between the teams at their school. All players shall play for a team at the school they attend. The only exception shall be returning 8th graders who change schools within the North Thurston School District. They shall have the option of remaining with their former team or going into the player pool at their new school and be assigned as though they are a new player. Any returning 8th grade player wishing to exercise this exception shall do so by written notification to the league at time of registration. Any situations that arise which fall outside the rules regarding player assignments as written above shall be submitted in writing to the league president prior to the player starting practice. A final decision shall be rendered by the league rules committee.

## **SR- 7 PRACTICE TIME AND DATES**

The first four (4) practices shall be **non-contact practices**. At the head coaches' discretion players shall be allowed to wear their helmets during this period. At the head coaches' discretion players shall be allowed to wear their shoulder pads on the third day of practice. **No contact** or leg pads will be allowed during the first week. Each player must have a minimum of eight (8) practices prior to participating in any regular scheduled game. Depending upon the status of the team rosters, this minimum practice requirement may be waived by the board on a case by case basis. All coaches are required to keep attendance records. Players must have by first contact practice a mouth guard, cleats, and athletic supporter. No practice shall take place before the assigned start of the season. A practice is described as a coach and two(2) or more players from a team. Bantam teams may practice four (4) days a week for the first three (3) weeks of the season. Bantam teams may practice three (3) days a week until Labor Day Weekend. Bantam team may practice two (2) days a week for the rest of the season.

## **SR-8 SPOTTERS, CHAIN CREW AND ROSTER EXCHANGES**

Head coaches are responsible for providing a team spotter in the press box with a current list of the teams player. Each designated **visiting** team shall provide three (3) individuals (**adults**) for a chain crew.

## **SR-9 INJURED PLAYERS**

Head coaches must submit in writing to the board within seven (7) days all available information with regards to players who have been injured and require a Physicians assistance. Coaches are to obtain from a parent a doctors or parent release and submit this to a board official A.S.A.P. Injured players will not be allowed to participate in practices or games until this has been cleared by the board.

## **SR- 10 LEAGUE TIE BREAKER**

**Head to Head:** If two teams are tied, the winner of the game played between the two teams gets the higher place.  
**Three way Tie:** If team **A** beats team **B** and team **B** beats team **C** and team **C** beats team **A**, The tie breaker will go to Points For and Points Against for the games played between the three teams. Example: Team **A** scored 34 pts. and had 14 pts. against they would have a +20. Team **B** has a -4 and Team **C** has a +6. Team **A** is 1st, Team **C** is 2nd and Team **B** is 3rd. **All-Star:** Ties are decided first by Head to Head and then Points for three way ties. This is within the Division.

## **SR- 11 SCHOOL AND GAME SUSPENSION**

Should a player be given an out-of-school suspension for any reason, that player is suspended from participating in practice on the days of their suspension. If a player is suspended one day they will miss the first quarter of their next scheduled game. If a player is suspended two days they will miss the first and second quarter of their next scheduled game. If a player is suspended three or more days they will not play in their next scheduled game. If a player's school suspension starts on a Friday and is more than one day, their league suspension will start the following Monday. If a player is suspended on a Friday before the last scheduled game of the year their suspension will be enforced for the last game. There shall be no appeal to this rule. Players given a long term suspension, who then transfer out of their district or are home schooled will not participate until they have been reinstated in their original district. Coaches are to encourage high academics and good behavior from their players while in school. If a player is ejected from a game, suspension from participating in the next scheduled game shall be automatic. There shall be no appeal involving the ejection of a player unless a head coach can clearly show that the wrong player was ejected. The appeal will be accepted only if the incident was witnessed by a board official or was video taped.

## **SR-12 HEAD COACH CONDUCT AND GENERAL RESPONSIBILITIES**

### **Safe Environment**

Head coaches will provide a non-smoking, weapons free, drug free, alcohol free, and profanity free environment during practice and games. This rule will be strictly enforced in compliance with existing Washington State law(s). Parents, coaches, and players who repeatedly violate this rule will be removed from participating in practices, games, and/or removed from the league.

### **Head Coach Responsibility**

Only the head coach may confer with officials and shall at all times conduct his/herself in a professional manner. Head coaches are responsible for the conduct of their assistants and players. Should a head coach or assistant be ejected from a game, he/she shall be suspended from participating in the next scheduled league game.

### **General Conduct**

Any coach who by his/her actions, conduct, or public comments, is found to be in conflict with the best interest of the League, players, parents, or school district is subject to immediate removal from his/her position in the League. The decision of the Executive Board in such matters shall be final.

## **SR-13 PRACTICE TIMES AND DATES**

Practices shall start on the first Monday in August. Teams may practice up to four (4) days per week until the first week of school in the North Thurston School District. Starting with the first week of school, teams may practice only three (3) days per week. Teams may practice only Monday through Thursday. No practice shall start before 5:00pm. No practice shall exceed two (2) hours in length. Practice days and times shall be at each team's head coaches' discretion. After Labor Day, players who fail to make a minimum of two (2) practices per week for an unexcused reason shall have the following restrictions:

- \* **Players missing one (1) unexcused practice shall not play in the first quarter.**
- \* **Players missing two (2) unexcused practice shall not play in the first half.**
- \* **Players missing three (3) unexcused practice shall not play in the game.**

## **SR- 14 LENGTH OF QUARTERS**

All 2nd, 3rd or 4th grade games shall consist of four eight (8) minute quarters. There shall be a five-minute break at half time.

## **SR-15 EXECUTIVE BOARD NOTIFICATION OF RULES INFRACTIONS**

Alleged infraction of the supplemental rules must be submitted to the League President in writing by Sunday, 7pm. following the game in question. The Board will render a written decision by Wednesday, 5pm. prior to the ensuing weekend's games. At least three eligible board members will be involved in the decision. Under no circumstances is the alleged infraction to interfere with the progress of the game or be brought to the attention of the public or the referees. The Board will review the alleged violation and render its decision based on the letter of the rule violated. Each of the three board members will have one vote. The decision of the board will be based on a majority vote.

## **SR-16 MERCY RULE**

The Mercy rule will take affect when a team is behind by at least twenty four points at the start of the fourth quarter. The clock will only stop for time-outs (see SR-17) or injuries. The Mercy rule will stop if the team behind closes the points gap to fourteen or fewer points. If a team starts the third quarter behind by at least thirty six points they will automatically receive the kick-off. If a team is behind by at least thirty six points in the third quarter the Mercy rule will take affect if both coaches agree. If both coaches do not agree the clock will run while the team ahead has the ball and will run normal time when the team behind has the ball. If a team scores in the fourth quarter and is still behind by at least thirty two points they may receive the kick-off.

## **SR-17 TIME OUTS**

Per National Federation of State High School Association's rules each team will be given three time-outs per half. Unused time-outs do not transfer from the first half to the second half. Unused time-outs will transfer from the second half to over-time. Each team will be given one additional time-out for each over-time. Team ahead by at least twenty one points in the last three minutes of the game will not be granted a time-out. Game officials (referees) are to consider this rule and allow the team ahead extra time to organize their player on the field or not penalize them. This extra time will given per game officials discretion.

## **SR-18 ON-SIDE KICKS**

On-Side kicks are only legal in the forth quarter. Teams who are ahead by twenty-one points or more **can not** kick on-side kicks in the forth quarter. Teams behind by twenty-one point or more may kick on-side kicks before the forth quarter.

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**The rules in this section supplement the rules of the National Federation of State High School Association's current edition. Specific rules contained herein supersede those of the federation.**

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**The rules in this section are supplemental rules for the Black Hills Junior Football League. These supplemental rules will be applied in conjunction with WIAA rules fore all games.**

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