

ORANGE COUNTY

JUNIOR

ALL AMERICAN
FOOTBALL

2009
OFFICIAL
RULES

OCJAAF

eteamz.active.com/ocjaaf

Federal I.D. # 95-3130845
State I.D. # 0548987

COMMISSIONER'S THEME FOR 2009 OCJAAF STATE UNIVERSITY

If you think about it, OCJAAF IS A SCHOOL! We teach the game of Football and Cheer, we teach and instill the importance of school and getting an education so that our children can be a positive and productive part of the world; and also help them understand that with an education their lives have no boundaries. The only limits they will reach are the ones that they allow. And lastly, we will teach them about life so they will have the wisdom of others to place them in the right direction.

***“Teaching Children Through Sports,
Academics and the Wisdom of Others!”***

You hold that power as a parent, a coach, an aunt, an uncle, an administrator, and a spectator of the game our children play. Please lead and teach with your actions and words, our children are watching you and learning by them.

It's a state of mind, it's a school of important learning and instruction, it's the OCJAAF Football and Cheer Conference so why not put it all together and join us as we focus on the 2009 theme . . .

OCJAAF STATE UNIVERSITY!

**Bob Barna
Commissioner**

OFFICIAL RULES

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ORANGE COUNTY JUNIOR ALL AMERICAN FOOTBALL OFFICIAL RULES

ARTICLE I STATEMENT OF PRINCIPLES

SECTION A. OBJECTIVE

The objective of this program is: to inspire youth, regardless of race, color, creed, or national origin, to practice the ideals of health, citizenship and character; to bring our youth closer together through the means of a common interest in sportsmanship, fair play and fellowship; to impart to the game elements of safety, sanity, and intelligent supervision; and to keep the welfare of the player first, foremost and entirely free of adult lust for glory.

SECTION B. SPECIFIC PURPOSE

1. To acquaint the players with the fundamentals of the game rules, running, kicking, blocking and tackling.
2. To teach, through the game, sportsmanship, love of the game and the ability to take a few knocks and bumps.
3. To promote safe play by requiring the players to play down to the lowest age and weight division for which they qualify.

SECTION C. DIVISION FRAME WORK

To maintain uniformity, teams must fall into one of the following Divisions: FUTURE LEAGUE, JUNIOR CLINIC, CLINIC, JUNIOR PEE WEE, PEE WEE, JUNIOR MIDGET, and MIDGET. Each team so classified must do so in accordance with the requirements as set forth in Article II of this rule book.

SECTION D. CHAPTER DUTIES

It shall be the duty of each chapter to establish the necessary procedures to assure compliance with the rules contained in this book, bearing in mind that no Chapter may establish rules which contradict the rules and regulations contained in this book.

A chapter may not use the name of a team that is already being used without prior written consent of that Chapter. This would not affect Chapters that are duplicated as of December 2001.

SECTION E. TERMINOLOGY

1. Use of the term "OCJAAF" in this rule book refers exclusively to Orange County Junior All American Football, Inc.

2. Use of the term “Chapter” refers to a Chapter franchised by OCJAAF under such rules and regulations as are contained in the Chapter’s By-Laws.
3. A “Franchised Team” is not a member of OCJAAF for any Purpose and does not participate as a matter of right, but by permission of OCJAAF.

ARTICLE II PLAYER ELIGIBILITY

SECTION A. MUST BE AN AMATEUR

1. Definition of an amateur sportsman: one who engages in sport solely for the pleasure and physical, mental or social benefits he derives therefrom and to whom sport is nothing more than an avocation.
2. To be an amateur under OCJAAF football rules;
 - a. Players/Cheerleaders cannot play for monetary benefits such as cash, merchandise, or any compensation, nor compete against any professional athlete.
 - b. Players/Cheerleaders cannot compete under an assumed name or compete on any outside tackle football team during the same season. This does not, however, prohibit registration of players who have been cut from high school squads at the start of the season.
 - c. Players currently enrolled in “High School” must submit a form furnished by OCJAAF, and signed by the high school in which player is enrolled, that they are currently not enrolled on a “Tackle Football” team. This form must be submitted prior to certifying.
 - d. Once a player/cheerleader has competed on a high school football team or squad, they are no longer eligible to participate in OCJAAF.

SECTION B. CERTIFICATION

1. AGES AND WEIGHT

Age	Jr. Future League	Future League	Jr. Clinic	Clinic	Jr. Pee Wee	Pee Wee	Jr. Midget	Midget
5	Exempt							
6	Exempt							
7		Exempt	50-95					
8		Exempt	50-95	55-110				
9				55-105	105-120			
10				55-90	90-115	115-135		
11					70-100	100-130	130-150	
12						80-120	120-145	145-195
13							90-145	145-190
14								105-190

NOTE: Player age is as follows:

PLAYING

AGE IS BORN

- | | |
|-----------|--|
| 5 | August 1, 2003 thru July 31, 2004 |
| 6 | August 1, 2002 thru July 31, 2003 |
| 7 | August 1, 2001 thru July 31, 2002 |
| 8 | August 1, 2000 thru July 31, 2001 |
| 9 | August 1, 1999 thru July 31, 2000 |
| 10 | August 1, 1998 thru July 31, 1999 |
| 11 | August 1, 1997 thru July 31, 1998 |
| 12 | August 1, 1996 thru July 31, 1997 |
| 13 | August 1, 1995 thru July 31, 1996 |
| 14 | August 1, 1994 thru July 31, 1995 |

2. **ADDITIONAL WEIGHT ALLOWANCE** - (Future League weight exempt). Official weight must be met at each game. Certification weight must be met on Certification Day. After Certification Day, additional weight allowed in each division is one-half (1/2) pound each Monday. Players who do not make weight on Certification Day may certify on subsequent Monday thru Friday and have the benefit of the one-half (1/2) pound per week weight allowance in order to become certified; no equipment allowance will be granted until the player is certified.
3. **SCHOLASTIC REQUIREMENTS** - Every player shall be encouraged to maintain a sound scholastic record.
4. **PHYSICAL REQUIREMENTS** - No player shall be registered or certified if he has not attained and does not sustain a sound physical condition. The attainment of a sound physical condition shall be attested to by a duly qualified Physician or Chiropractor on the proper OCJAAF form which shall remain on file with OCJAAF. No player is permitted to enter into any type of physical training without first obtaining health certification. Any player weighing 10% or more over the maximum weight for a Division at the time of official physical examination will be assigned to the next higher Division, if age allows. Any player weighing more than the maximum weight for a Division, but less than 10% more, may be assigned to either Division at the discretion of the Chapter.
5. **CERTIFICATION FORMS** - Each chapter team must have on file a completely filled out typed copy of a player's season contract for each player who is certified. These forms are to be furnished by OCJAAF. The Parent Code of Conduct must be signed and included in the Player Contract sleeve prior to Certification.
6. **CERTIFICATION**. Certification of all players will be conducted by the Commissioner's Office of OCJAAF. The Parent Code of Conduct must be signed and included in the Players Contract Sleeve prior to certification.
 - (a) Certification time of a "TEAM" is defined as, team paperwork submitted and stamped by OCJAAF.

- (b) Any individuals not present at time of completion of paperwork will be referred to a make-up date.
- (c) Procedures, time and place will be given to the Chapters no later than two (2) weeks prior to Certification Day. The certification procedure will include a clear description of how players are to be dressed during certification weigh-in. Such certification dress code will apply to all players. During the certification procedure, players will dress in underwear (including optional athletic bra for female players), gym-type shorts, and T-shirts with sleeves only; no shoes, no socks, no hat.
- (d) All certification paperwork must be completed one week prior to Certification Day. This day is referred to as "Pre-Certification Day" whereby Chapters will be scheduled an appointment to present their team contract books for the process of "paper" certification. Time and locatin of this day shall be determined by the OCJAAF Commissioner and the Head Conference Player Agent. All necessary procedures for this day shall be presented to Chapter Presidents no later than the July Executive Council Meeting.
- (e) Once a team has been processed through the certification procedure on Certification Day, only fully certified players may participate in practice or scrimmages. (For the purpose of this rule, "fully" certified player is a player who has achieved both paper and weight certification processes). Participation of players not fully certified is limited to conditioning only. Once Certification Day has passed, no player may wear their equipment until they certify (practices, scrimmages and games).
- (f) The certified team roster shall be submitted by the team with sufficient copies to satisfy the requirements of OCJAAF.
- (g) Proof of player's age must be presented at the time of certification. Proof of age is satisfied by submittal of any one of the following:
 - (1) Certified true copy of U.S. bith certificate from a city or other municipality, county or state,
 - (2) Passport or immigration Visa,
 - (3) All U.S. Government birth certificates,
 - (4) Adoption papers, wherein the player's name and date of birth is properly recorded,
 - (5) Alien Registration Card
- (h) If none of the above can be provided, then at least three (3) other documents must be furnished:
 - (1) Baptismal Certificate with signatures.
 - (2) Hospital record with the hospital seal and doctor's signature.
 - (3) Letter from school the player is attending, attesting to the date of birth, address, full name, including the names of the player's

parents that are being carried on school records. This letter must be on school stationery and signed by the principal, vice-principal, counselor, or registrar of the school. The letter must be dated.

- (4) Insurance policy/card wherein the date of birth of the player is noted.
 - (5) Notification of birth.
 - (6) Copy of document (normally a local county form) sent to appropriate agency of a state, requesting an amended certified copy of a birth certificate submitted, wherein the last name of the player in question, was given at time of birth only.
- (i) For the purpose of school grade in conflict with team age group. Participant on a lower team than school grade indicated on player contract will be required to have letter on school letterhead from school attending indicating the school records reveal that the participant is in fact the age of (give age) and was born on (give complete birth date) and is (give number of years) ahead of (player name) age group. This letter is required before the individual can participate in contact in practice. The letter will be attached to the team copy of the player contract. The commissioner will be notified in writing by the Chapter President, before Certification Day, of all chapter participants that this rule applies.
 - (j) All documents will be attested to by the OCJAAF Commissioner, staff or three (3) Executive Council members at the certification sites. A Chapter President cannot attest to prospective players from his chapter. The OCJAAF birth verification card will indicate documents furnished and chapter presidents approving.
 - (k) Once a participant is paper certified the participant may obtain a release from the team to which certified, upon application to, and subsequent approval by Conference Player Agent. (Note: In these instances the Conference Player Agent and the OCJAAF Secretary will be notified immediately). The reason for removal of participant must be stated in writing (and dated) to the appropriate Red/Blue Conference Player Agent, Head Conference Player Agent and the OCJAAF Secretary. Under no circumstance can the team staff remove a participant from a weight certified roster.
 - (l) Dropped Players, by reason of "no-shows" or "quits," shall be left on weight certified roster, but shall be lined out in a manner that will leave the information legible, verified and initialed by the Conference Player Agent.
 - (m) All players must have a picture I.D. to be taken by OCJAAF and to be placed in the team contract book as part of the certification requirement. Players that do not have a picture I.D. by the third (3rd) game will not be allowed to play. All pictures must be legible in order to verify the features on the player's face, and must correspond

with the jersey number on the certified roster, pictures that do not meet these standards is the same as no picture.

- (n) Future League paper certify only. All above requirements apply except for weight certification.
7. TRANSFERS - A player, once weight certified, is ineligible to play on any other OCJAAF team. Exception: If an OCJAAF team is dissolved by the processes of its own chapter, and the affected Chapter-Member President requests assistance from the Commissioner/Staff to place disbanded players. This however, in no way negates the financial responsibility of this chapter to pay fines assessed for forfeiture of games for the remainder of the season.
8. INELIGIBLE PLAYERS - In order for a Chapter to protest an ineligible player, the protesting Chapter must submit an official letter of protest, along with a designated fee to the OCJAAF Player Agent. All processes shall be followed per the PROTEST BOARD, By-Law, Article XV (Page 34-36) and per these guidelines.
- (a) The commissioner and his Staff shall work immediately upon notification/payment from a protesting Chapter regarding ineligible player/players.
- (b) The OCJAAF Athletic Director shall immediately notify the Chapter President of the protest filed against player/players on their team/teams.
- (c) All facts and documents will be compiled on said player/players and a scheduled meeting of the Protest Board shall be arranged by the OCJAAF Athletic Director per the Protest Board By-Law.
- (d) Prior to said meeting the OCJAAF Athletic Director shall notify the protested Chapter of required documents from alleged ineligible player/players.
- (e) However, nothing herein contained, prohibits the OCJAAF Commissioner from declaring ineligible/eligible status of said player/players, prior to the aforementioned meeting, should there be found indisputable evidence to support this finding. The Commissioner can therefore declare his finding and assess fines and penalties appropriate and consistent with this violation.
9. REPLACEMENT PLAYER - A 'replacement' player must participate in at least one (1) regular season game in order to be an eligible player in post season games.

SECTION C. INSURANCE

1. Each Chapter shall have at least one individual identified as the Chapter Insurance Representative. Said representative's name shall be submitted to the OCJAAF by the March meeting.

2. All chapter insurance will be negotiated through OCJAAF by its designated representative who shall submit the policy prior to August 1.
3. A player requiring the services of a doctor (illness or injury) cannot return to practice or game play until he has a written release from the doctor. The release is to be attached to the team copy of the Player Contract and shall be available for review by any OCJAAF official, upon request. The Head Coach is held responsible for ensuring that the written releases are obtained.

SECTION D. TEAM COMPOSITION

1. Future League see Future League Rules starting on page 47.
2. Each team shall consist of a minimum of eighteen (18) and a maximum of thirty-three (33) certified players. After Certification Day, a Chapter team can certify additional players through the last Thursday in September, up to the maximum roster of thirty-three (33) players. However, no team may increase the size of its certified roster after the last Thursday in September. (After that date if a team falls below the size of its certified roster, they may enforce OCJAAF By-Laws Article XIV, Sec. 6.) At least sixteen (16) of these qualified players must be present and suited up for every game. Jr. Clinic may certify with eighteen and fourteen must be present and suited up. **Midget division teams must have a minimum of eleven (11) players to certify and a minimum of eleven (11) players present and suited up for every game.** If a certified team has fewer than the required number of players present at a game who meet the age and weight requirements, the game shall be a forfeit. The game will be played if the coaches of both teams agree with the score still remaining 1-0 in favor of the team with a full roster. Penalties for forfeit to be \$100 if unofficial game is played and \$300 if no game is played.
3. Any player added to a team must meet all requirements of this rule book, and must have completed 10 hours of physical conditioning before any body contact is allowed.
4. No Chapter shall field a junior clinic team before fielding a clinic team unless the makeup of the junior clinic team is such that all participants are not old enough to play at clinic level.
5. No team shall stop recruiting, deny registration, or cut players until they reach the maximum roster of thirty-three (33) players.
6. A team, at the discretion of the chapter, may stop recruiting and deny registration to a new player after **Certification Day**, if the team has a certified roster with at least twenty-six (26) certified players.
7. No Chapter will knowingly recruit players from within another Chapter's boundaries by printed flyers or other means of communication. Penalty for coach or parent recruiting will be banned from OCJAAF.

8. For purposes of Cheerleaders and Mascots, a team roster including Cheer coaches and Cheer staff will operate separately of football roster.
9. 85%-15% Rule. At least 85% of the players on a team's roster must be either (a) residents within the chapter's boundaries, (b) residents within another chapter's boundaries, which chapter does not have a team at the same level, (c) residents within another chapter's boundaries, which chapter's team at the same level is full or (d) residents of a Free Draw area. Conversely, up to 15% of the player's on a team's roster (rounded up; example 4.1-5) may be residents within other chapters' boundaries (disregarding players counted in clauses (b) and (c) above). Cheerleaders and Mascots are exempt from this rule because they have no boundaries.

ARTICLE III ATHLETIC DIRECTORS, COACHES AND TEAM OFFICIALS

SECTION A. ELIGIBILITY

The following are prerequisites for adult participation in OCJAAF:

1. Athletic Director must be 21 years of age or over.
2. Head Coach must be 21 years of age or over.
3. A 21 year old or older head coach or assistant must be present at practices and games.
4. All personnel must be registered with their Chapter on the Team registration and Roster forms.
 - a. They must not have been convicted of any crime which would cause them to register under Section 290 of the California Penal Code.
 - b. They must not advocate the overthrow of the United States by force or violence or be affiliated with any organization that has such aims.
 - c. They may be found ineligible by their Chapter or by the Executive Council of OCJAAF for conviction of any crime.
 - d. Anyone serving as a coach, board member or holding a position substantially similar to a roster or certified person, i.e., Team Mom, C.G.D.P.C.A., or any position that needs an OCJAAF photo I.D. must successfully complete a background check. This background check will be established and procedures put in place by the OCJAAF Commissioner and his Staff.
5. The Commissioner's Staff will conduct a Coaching and Conditioning Clinic at the start of each season. Any Chapter with teams not represented at this mandatory clinic will be subject to disciplinary action by the Commissioner.
6. All head coaches must attend mandatory officials meeting.

7. Anyone serving as coach, board member, or holding a position substantially similar to a roster or certified position (team mom, game day compliance agent etc.) in another youth football program shall **not** be eligible to hold any of those positions within OCJAAF during the same season.

SECTION B. RESPONSIBLE TEAM OFFICIAL

1. The Head Coach shall have complete responsibility for the conduct and activities of his team and shall be held accountable by his Chapter and the OCJAAF. This shall include any paper work and forms required by OCJAAF rules, bylaws and policies.
2. All persons charged with the responsibility for a team must be familiar with the OCJAAF Rule Book and By-Laws and comply with the provisions set forth.
3. The individuals responsible for a team, including but not limited to the Head Football Coach and Head Cheer Coach, shall insure that coaching ethics, spectator control, and any other game control requirements are adhered to at all times.

SECTION C. COACHING ETHICS

All members of team staffs of OCJAAF shall adhere to the following coaching ethics:

1. He will not criticize players in front of spectators, but reserve constructive criticism for private, or in the presence of the team.
2. He will accept decisions of officials on the field as being fair and called to the best ability of the officials.
3. He will not criticize the officials, the opposing team, the coaches or fans, by word of mouth or gesture.
4. He will emphasize that good athletes are good students, and both are physically and mentally alert.
5. He will strive to make every football activity serve as a training ground for life, and as a basis for good mental and physical health.
6. He will emphasize that winning a game is the result of TEAM WORK.
7. He shall not use abusive or profane language before anyone connected with the game.
8. He shall not "pile it on" as the phrase is used when a team gets a commanding lead and desires to raise the score as high as it can. He will not allow his team to exceed a 49-point advantage over an opposing team.
9. He shall not be on the playing field under the influence of alcohol or dangerous drugs.
10. He will set an example in personal conduct at all times.

11. He will not smoke or use any form of tobacco while on the field of play during games, scrimmages or practices.
12. He/She will not threaten or physically push or touch in any manner a conference player agent (football or cheer). Nor will abusive or profane language be tolerated.

SECTION D. ACTS OF DISBARMENT

1. A Coach, other adult acting in an official capacity, or parent may be barred from further participation in the OCJAAF by violation of any of the following acts:
 - a. Paid Coach - by receiving any portion of his annual income for services as an Athletic Director or Coach in OCJAAF.
 - b. Any physical contact or by striking any other coach, Athletic Director, Official or spectator or other participant in OCJAAF.
 - c. Any sufficient cause such as unsportsmanlike conduct, or profane language, whether on the field or as a spectator.
 - d. He shall not permit "sweating down" tactics in order for a player to make the team weight. Sweating down to include, but not limited to:
 - (1) steam rooms
 - (2) steam cabinets
 - (3) rubber sweat suits
 - (4) any method that is injurious to the health of the player.
 - e. He will not knowingly permit a player to re-enter a game once he is badly bruised or injured to such an extent that further play would jeopardize his health.
 - f. He shall not permit a previously injured player to practice, scrimmage, or play in a game without a written release from the doctor.
 - g. He will abide by the team doctor or physician's decision in all matters of injury.
 - h. He will not permit an ineligible player/cheerleader to participate.
 - i. He shall not incite unsportsmanlike conduct.
 - j. He is not in compliance with coaching ethics.
 - k. Not in compliance with chapter, county, and CIF rules, by-laws or directives.
 - l. Recruiting from All-Conference Roster

**ARTICLE IV
PLAYING FIELDS AND EQUIPMENT**

SECTION A. FIELD SPECIFICATIONS AND REQUIREMENTS

1. No team or teams shall be approved to play home games unless they have an approved field as determined by whatever method the OCJAAF shall choose.
2. The fields shall have the following:
 - a. Future League see rules starting on page 47. All divisions will play on a regulation football field, 120 x 53 1/3 yards. Exceptions must be approved by OCJAAF, on a yearly basis.
 - b. All fields will be properly marked to include yard markers. The use of C.I.F.-defined pylons at the end zones will not be required, although some equivalent, less expensive markers are to be used.
 - c. Goal posts must meet the following measurements: Goal posts, ten yards from the goal line with a regulation cross bar, 10 feet high, 23 feet 4 inches in width. Future League exempt.
 - d. There will be a safety barrier at least three feet off the ground extending the full length of the field on both sides and continuing around the end of the field as to encompass the entire playing area. This barrier will be at least 5 yards from the playing field and spectators shall be behind this barrier. If the safety barrier referred to in this section is composed of a rope drawn between stakes, the top of the stakes must be blunt (no sharp edges) with a flat surface of at least two (2) square inches or have soft (rubber) protective covers on them.
 - e. The home team shall furnish a down marker with letters at least six inches high, a ten yard chain and a beam type scale. The scale shall be certified yearly. Proof of certification shall be attached to scale.
 - f. The time clock must be visible to both benches, or official time will be kept by official on the field. The home field will have a minimum of one timepiece for the timekeeper. Beginning with the 1988 season, Chapters will be required to provide one (1) operating time clock large enough to be visible by both benches. Penalty shall be \$50.00 per game day, and shall be noted on the must play sheet.
 - g. The home team will furnish two persons and the visiting team one person on chains and down markers. No member of the teams staff of either team that is playing may man the chains or down markers.
 - h. The home team must provide at least one qualified medical attendant. Minimum qualification must be a person holding a current Standard Red Cross First Aid card. A team physician or nurse is preferred. A local ambulance phone number must be posted.

- i. The hosting chapter shall be responsible for two (2) monitors per game for crowd control.
- j. A First Aid Kit must be available at all games.

SECTION B. OFFICIAL BALL

1. The official ball shall be:
 - a. Future League, Jr. Clinic, Clinic, Jr. Pee Wee, Pee Wee and Jr. Midget Size:
Length 10-1/4" - 10-1/2"
Long axis circumference 25" - 25-1/4"
Small axis circumference 18-1/4" - 18-1/2"
Weight 12 - 13 oz. (For example@ Voit CF6S)
 - b. Midget
Size: Length 10-1/2" - 10-3/4"
Long axis circumference 26-1/4" - 26-3/4"
Small axis circumference 19" - 20-1/4"
Weight: 13 - 15 oz. (For example: Voit CF7S)
 - c. Official balls made of rubber or leather may be used interchangeably if previously agreed upon before the start of the game and the head official has been notified in advance of the start of the game.
 - d. When only one ball is used, home team is responsible that a satisfactory game ball is available, as determined by the head official. If the provisions of paragraph c, above, are used, each team is then responsible that a satisfactory ball is furnished. Should either one of the balls not be satisfactory, the sole judgment of the official as to the ball to be used will be binding.

SECTION C. MINIMUM EQUIPMENT REQUIREMENTS

1. All teams must be equipped during all practice contact sessions, scrimmages and games with equipment meeting the minimum protective standards found to exist in the following equipment:

A. HELMET

Future League exempt. The helmet is the most important single piece of equipment a football player wears because it protects the nerve center of the entire body. The helmet shall be of either one or two piece construction, of high quality fiber or plastic type material, head cushion or head suspension type. As a minimum, a double bar shall be attached to the helmet. The chin strap will be standard equipment for all helmets. The helmet construction will be recognized by NOCSAE* and will bear the NOCSAE seal. If an optional face shield is attached, it must be clear (no tint of any kind). If any metal is showing on the facemask, it must be covered with tape. Extra chinstrap snaps not being used must be removed or covered with tape.

B. SHOULDER PADS

Future League exempt. Shoulder pads shall be of corrugated molded fiber or plastic material (for sanitary reasons); shall be padded with coated washable finish; should have adjustable underarm straps; should be of a cantilever type.

C. GIRDLE AND HIP PADS

Future League optional. Hip and kidney pads shall be made of heavy padding to protect the kidney, hips and spine. It can be of vinyl coated material with or without fiber inserts. Care must be taken to guard the exposed edge of the hip bone, the base of the spine and the kidney area. Pads must be either worn in girdle or attached to a belt or pants.

D. THIGH GUARDS

Future League optional. Thigh guards shall be of a molded, corrugated fiber or plastic material.

E. KNEE PADS

Future League optional. Knee pads shall be constructed of a shock absorbing material.

F. PRACTICE JERSEYS

Practice jerseys should consist of either an all cotton jersey or a cotton/nylon material. Double elbows are recommended. No numbers or extras are required.

G. GAME JERSEYS

Game jerseys for all Divisions should consist of all cotton, rayon/ cotton or cotton/nylon material. Double shoulders and double elbows are optional. It is recommended numbers be sewn on however, air-dye or processed stenciling can be used if desired. It is recommended that 6 inch front numbers and 8 inch back numbers be used. Numbering of jersey in accordance with CIF Rule Book, not applicable.

H. PANTS

Pants may be of either a shell or one-piece construction, natural or colored. One-piece pants must have removable pads. Knit material is recommended, with either tunnel belt loops or attached webb belt. Thigh guard pockets should be sanforized National Operating Committee of Standards for Athletic Equipment. Cotton drill cloth and for longer wear should be hanging from waistband. Knee pad pockets should be sanforized drill cloth or self material envelope-style. Future League may wear baseball or football pants with or without pads.

I. FOOTWEAR

Footwear for all Divisions - non-detachable rubber molded cleat, bar cleated little league baseball shoes and tennis shoes are permissible. Steel, aluminum, hard rubber or nylon with metal cap cleats are not allowed. Hard rubber or nylon cleat is acceptable only if cleat is covered with a non-abrasive rubber tip. If the tips are worn down and

the C.G.D.P.C.A. finds the bottom of the cleat to be abrasive or sharp to the touch, the cleat/cleats will be ineligible and must be replaced or smooth down. All footwear must be in good condition and well fit.

Prior to weigh-ins: No tape is allowed on bottom of shoes hiding cleat part of footwear. If tape is used on cleats, no tape shall cover the cleat portion of the shoe.

J. MOUTHPIECE

A mouthpiece, approved by OCJAAF or prescribed by a licensed doctor or dentist must be worn at all times. The mouthpiece must be attached to the helmet and be a solid piece. Pop-off mouthpieces and clear mouthpieces are not accepted.

K. SUPPORTER

An athletic supporter must be worn at all practices, games, etc. No other device may be used unless approved by a licensed doctor and stated so in writing. This rule applies to only male players of the football portion of the Conference.

2. Equipment shall be free of defects which could effect the safety of the participants.

SECTION D. CARE OF EQUIPMENT

Players should be required to take care of their own equipment and to keep it clean and in good repair. Frequent inspection of equipment should be scheduled by the Coaches. Repairs should be made immediately as damaged equipment is both unsafe and costly for the team.

SECTION E. C.I.F. COMPLIANCE

Optional one year grace period on C.I.F. rules that deal with changes in equipment requirements or specification. Inclusion of C.I.F. rule automatic, unless exception to rule adopted as per By-Laws of OCJAAF.

ARTICLE V CONDITIONING AND PRACTICES

SECTION A. CONDITIONING AND PRACTICES

1. No organized team activity, with the exception of reunions, car washes, Fund raising, and City functions (i.e. parades) may start before the 4th Monday in July. There shall be no physical contact except for calisthenics and isometrics during the first week of practice.
2. Full player gear including helmets and shoulder pads, hip and tail pads, thigh and knee pads may be worn starting the second Monday of practice for dummy contact only. Coaches and players may hold tackle dummies. There shall be no 'man on man' contact during this second

week of practice. There will be no official or unofficial gathering of team participants for practices without coaches present.

3. Full player contact may start on Monday of the third week of practice.
4. Scheduling of practice sessions are at the discretion of the Coaches, and night sessions shall not last past 8:30 P.M. for all Divisions.
5. Beginning the Monday following Labor Day, practice sessions will be limited to three (3) two-hour sessions per week.
6. Conditioning or practice sessions shall not exceed two (2) hours in any one day, nor shall they be conducted more than six (6) days per week, inclusive of chalk talks or conferences.
7. There shall be no practice on game days, unless the team has a bye or the game is forfeited and a scrimmage is not played. Pre-game warm-ups: Players are allowed to stretch and warm-up without shoulder pads and helmet prior to weigh-in. No use of footballs is allowed. *COMMENT: The Commissioner shall determine policies to support this new rule change, specifically in cases where coaches will abuse the intent of the rule. It was drafted for the purpose of avoiding short warm-up times after late weigh-ins.*
8. Coaches may throw footballs to the players beginning with the first day of practice.

ARTICLE VI SCHEDULING OF SEASON AND POST SEASON GAMES

SECTION A. OCJAAF SCHEDULING

The OCJAAF shall establish season schedules subject to the following limitations:

1. First Tuesday in August at the President's meeting a drawing is to be held to determine AFL-NFL parings for chapters. The Commissioner has the authority to move AFL-NFL chapters as needed to balance teams for league draw.
2. OCJAAF will set the starting and ending dates of all seasonal play. No team will play before or after these dates unless special permission is granted by OCJAAF.
3. All teams are limited to a season of twelve (12) regular games, including quarter and semi-final games, or post-season games except when division structure would necessitate the playing of 1/8 finals, and those teams would be allowed a maximum of twelve games. One additional game may be played with an out of conference team if the weights are within 5 lbs. of our conference weight. Details are submitted to the Commissioner for approval.
4. OCJAAF Final Championship Games are excluded from the above rule.

5. A period of at least seventy-two (72) hours must elapse from the conclusion of one game prior to the playing of another game by the same team, except as waived by OCJAAF for playoff game conflicts. **In the event of post season games, a 24 hour rule will replace this 72 hour rule.**
6. All night games shall begin before 8:30 P.M.
7. All-Conference Games.
 - a. It shall be mandatory for all OCJAAF teams to participate in the All Conference Games with the exception of a chapter that has permission for an out-of-conference bowl game. There will be no conflicting conference bowl games on the day of the All-Conference Games. It is mandatory for all coaches and presidents to adhere to the rules drafted for the All-Conference Game.
 - b. All participants must play at least one quarter offense or defense in the position in which they were voted.
 - c. Coaches that wish to be selected as head coach to the All-Conference Game must submit their name and background information to the All-Conference Coordinator no later than the third Sunday in October.
 - d. All six (6) divisions (Jr. Clinic, Clinic, Jr. Pee Wee, Pee Wee, Jr. Midget, Midget) shall participate in the All-Conference Games, except Future League.
 - e. Any coach or parent recruiting from this All-Conference Roster will be banned from the OCJAAF
8. Add 1 (one) wild card team in each division, AFL & NFL to Playoffs. Current rule of 1st and 2nd place teams in each League, based on League records would still be Play-off teams. The three (3) teams with the best League records would have a bye and would automatically qualify for First Round Playoffs. The 4th team plays the wild card team. The wild card (5th team) is selected by being the next best team having the best overall record in its division in its conference (AFL/NFL). Seeds then occur by team with best League record playing winner of wild Card game in First Round Playoffs. The 2nd and 3rd teams play each other in First Round Playoffs.

SECTION B. NON-FRANCHISED TEAMS

1. Teams shall not practice, scrimmage, play or otherwise compete against a non-franchised team, unless permission is granted by the COMMISSIONER'S Office.
2. A non-franchised team shall be defined as any team not a member of a Chapter franchised by the OCJAAF.

SECTION C. SCRIMMAGES

1. Controlled scrimmages may be scheduled but such scrimmages shall not exceed five (5) per pre-season (prior to the first regularly scheduled

game). No scrimmages shall be held prior to the Saturday at the end of the third week of practice. Scrimmages shall be no more than 2-1/2 hours including warm-ups. **Scrimmages shall not be scheduled without a minimum of 72 hours between them.**

2. Under no circumstances may a team play or scrimmage a team which is not in the same age and weight classification. Do not scrimmage any players that are not within 10% of maximum or minimum weight of certification table. Article II, Section B. This can be verified by reviewing the player's contract and the weight designated in the "Pre-Participation Physical Examination" section. It is NOT necessary to conduct an actual weigh-in process.
3. A scrimmage constitutes a practice session as defined in Article V, Section A.
4. Controlled scrimmages mean ten offensive plays per team at one time.
5. After the first regularly scheduled game, no team may scrimmage or practice against any other team, including teams within their own Chapter.
6. No scrimmages can be scheduled on Certification Day.
7. No SUNDAY scrimmages without Commissioner approval. This can be obtained via e-mail. Notice to the commissioner must be received no later than 48-hours before a Sunday scrimmage.
8. Out-of-conference scrimmage games can be arranged, however, must submit letter of request to the commissioner with a copy of the other Conference' weight schedule and location of scheduled scrimmage game/games. Notice to the Commissioner must be received no later than 48-hours before a scheduled out-of-conference scrimmage.
9. Scheduled Scrimmage Games: Chapters have the option to register scrimmage games with the OCJAAF Athletic Director, particularly when it is scheduled as an Opening day event or other "big" chapter event. Chapters must ensure they secure written agreement of scheduled scrimmage games between their opponents. A scheduled team must provide 48-hour written notice to their opponent to cancel. Anything less than 48-hour notice could result in penalty similar to a "forfeiture" as outlined in Article II, Section D, #2 for no game player. This action can only take place by a Chapter president filing a written complaint to the commissioner and must ensure that said complaint is substantiated with documentation as required above.
10. Uncontrolled Scrimmage games. The OCJAAF shall hold the hosting Chapter, the Head Coach of both teams, and other as appropriate to the event that result in unsportsmanlike conduct, violation of the Adult Code of Conduct, or other that result in melee and mayhem whether it be the result of players, coaches, parents or other spectators. ZERO TOLERANCE will be enforced. All such incidents whether reported directly to the Commissioner or verified by an OCJAAF official (including a Chapter present) or through video tape, shall be dealt with immediately

and in support of these Rules. Some cases may be referred to the Internal Affairs Committee for review and recommendation at the discretion of the commissioner. However, nothing herein contained, prohibits the commissioner from sanctioning appropriate penalties to those responsible as indicated in Article III, Section B, #1-#3.

ARTICLE VII GAME REGULATIONS

SECTION A. HOME CHAPTER REQUIREMENTS

In the event visiting team colors are conflicting, it is the responsibility of the home team to have a contrasting jersey. The decision of conflicting colors will be made by the Commissioner and his Staff at the time of game scheduling. Teams required to wear contrasting jerseys will be designated in the game schedule at the beginning of the season. However the visiting team must be in the jersey color registered inside the back pages of the official OCJAAF schedule book. In the event that a conflict is not designated by the OCJAAF the home team is still responsible to have a contrasting jersey.

SECTION B. WEIGH-INS

1. Future League equipment check only as in paragraph 4.
2. It will be the responsibility of the Host Chapter to provide current OCJAAF certified Chapter Game Day Player Compliance Agents (C.G.D.P.C.A.) at each game. The C.G.D.P.C.A. plus 2 authorized persons from the home and visiting team **NOT IN A COACHING CAPACITY**, will be allowed to the weigh-in procedure. Each person authorized to accompany their team to the weigh-in will, upon notification by Chapter C.G.D.P.C.A., present his team for weigh-in. Each team official will present to C.G.D.P.C.A. a "Certified Roster", the players and their equipment. Certified Rosters must include jersey numbers. The Parent Code of Conduct must be signed and included in the players contract sleeve.
 - a. Weigh-in officials are from the hosting chapter. Visiting C.G.D.P.C.A.s have no authority.
3. All weigh-ins will start one hour (60 minutes) prior to scheduled game. Weigh-ins will not officially close until 15 minutes before scheduled game. [No weigh-in will be conducted later than fifteen (15) minutes before scheduled game.] Any player arriving after official weigh-ins cannot participate in first half. Between first and second half late players will be weighed-in. Player arriving after start of second half, not eligible.
4. All players are required to play in equipment **and jersey** they weigh-in with. All equipment will be checked by weigh-in-official for safety and legal requirements.
5. Each team representative will be only an observer. He has no authority to interfere with the C.G.D.P.C.A. He will answer all questions pertinent to his team.

6. All weigh-ins shall be done in full game uniform, less shoulder pads, helmets, and any optional protective equipment. It shall be the duty of the officials to check maximum weights. Once on the scale, a player may not remove any clothing or optional equipment to make weight.
7. Weight allowances for uniform and equipment as outlined in Article VII, Section B. No. 2 above shall be:
 - a. JR. CLINIC, CLINIC, JR. PEE WEE and PEE WEE: Five (5) lbs.
 - b. JR. MIDGET: Five & half (5-1/2) lbs.
 - c. MIDGET: Six (6) lbs.
8. If over-weight, the player will become ineligible for that game and shall remove his shoulder pads and headgear if he is to remain in the bench area. Player is allowed only one time on the scale for official weigh-in.
9. The decision of the highest ranking official present at weigh-ins is binding and final. For the purposes of this paragraph, the Conference Player Agent is the most senior official, followed by the Chapter Player Agent, and then the C.G.D.P.C.A. Appeal may be made in accordance with Article VIII, Section B, or to the Commissioner's Staff.
10. Following pre-game weigh-ins and equipment inspections, copies of the official team roster shall be exchanged between teams noting ineligible for the game.
11. After weigh-ins, rosters with designated play quarters will be available to monitors if applicable.
12. A visiting team representative may witness and concur with zeroing out of the weigh-in scale prior to player weigh-in of both teams. OCJAAF certified digital scale must be preset to maximum weight per OCJAAF age and weight chart appropriate to that specific game date. "Accept" or "un-accept" designation must be visible at the time of weigh-in and is the sole determining factor.
13. If both teams are ready at the time weigh-in begins (60 minutes prior to game time), the weigh-in will begin with the visiting team first. However, if one team is not present at the weigh-in when it is scheduled to begin, the weigh-in will proceed with the team that is ready first.

It is the responsibility of each team to identify the weigh-in location and have their team present and ready at the scheduled time.
14. Players are allowed to stretch and warm-up without shoulder pads and helmet prior to weigh-in. No use of footballs is allowed. *COMMENT: The Commissioner shall determine policies to support this new rule change, specifically in cases where coaches will abuse the intent of the rule. It was drafted for the purpose of avoiding short warm-up times after late weigh-ins.*

SECTION C. PLAYING RULES

1. Future League see rules starting on page 47.
2. No unauthorized personnel are allowed on the field during the game. Game officials will clear the field before the game is resumed. Future League, Jr. Clinic and Clinic divisions will have one coach on the field of play during the game. During play, offense or defense, the coach will be a minimum of ten (10) yards behind the line of scrimmage. Once play has begun, the coach on the field, offense or defense, will refrain from verbal participation until play is complete as determined by the officials. The coach can be in the huddle, offense and defense.
3. During charged time-outs and intermission between periods the two authorized conferences are:
 - a. One player and one or more coaches directly in front of the team box within 5 yards of the sideline;
 - b. One coach may enter the field at his team's huddle between the inbounds marks.

Violation: Major Penalty (see C.I.F. Rule Book).

4. No member of the Coaching staff is allowed on the playing field unless a player is injured or he has permission from the officials. If both teams are on one side of the field, the allowed space is from midfield on opposite sides of the field, the restraining area shall be between the 25 yard lines.
5. Penalties in all Divisions will be five (5) yards for minor infractions and fifteen (15) yards for major infractions. Offensive and defensive holding shall be a ten (10) yard penalty. Teams will play 10 yards first downs. Divisions will be penalized in accordance with C.I.F. rules.
6. Non-chargeable time-outs will be: injury of player, repair of equipment and official's time-out. An injured player for whom the clock is stopped, or for whom the ready-for-play signal is delayed, shall be replaced for at least one play. His team shall not be charged with a time-out.
7. The official will not charge a time-out to a team when the captain calls for a time-out and there is cause for the official to have an official's time out by reason of an injury, etc. He will inform the captain in this case that he was already calling a time-out which is not chargeable and that the team's request will not be honored unless the team captain desired to have the additional time-out taken and charged.
8. Coaches will be informed by the official closest to them of the player's number and the rules infraction for which a penalty is imposed.
9. Each team will be permitted to have a maximum of ten (10) related personnel on the field with the team and must be indicated on the official certified team roster, i.e., Head Coach, Assistant Coaches, Trainers, Athletic Directors, Statisticians. Each team may add one (1) still photo cameraman, one (1) videographer and two (2) "league-age" (ages: 5-14 only) water boys, if desired. All authorized team members shall

be recognized by a Photo ID Badge issued by the OCJAAF, and shall be showing at all times when on the field. Cameraman and Water Boy badges will be provided by the OCJAAF and does not require a Photo ID.

10. The playing time shall be as follows:

The Jr. Clinic, Clinic, Jr. Pee Wee and Pee Wee divisions will play ten (10) minute quarters.

The Jr. Midget and Midget divisions will play ten (10) minute quarters.

11. Five (5) minutes prior to the start of the 3rd quarter the officials shall give each team a warning to insure that the Coaches shall have sufficient time for a proper MANDATORY warming-up period for team members, prior to start of play.
12. The official Rule Book for conducting of all games shall be the "National Federation of State High School Associations Rule Book" used by the C.I.F. and more commonly known as C.I.F. Rules. This shall be superceded only by written rules of the OCJAAF which are in conflict with it. In these cases OCJAAF Rules shall take precedence. OCJAAF Teams will follow the written rules of the C.I.F. and OCJAAF rule books. Officials (referees) cannot interpret rules different from written rules.
13. Conversion scoring - A team will receive one (1) point for passing or run and two (2) points for kicking, with the exception of Junior Midget and Midget Divisions where a team will receive two (2) points for passing or run and one (1) point for kick.
14. Eighteen point rule - After a team scores, if it is still behind by 18 points or more, it will receive the kick off. This rule also applies to the start of the second half.
15. All league games ending in a tie shall remain as such and each team will receive one-half win and one-half loss. In Championship play, 1/8, 1/4, semi and finals, if teams are tied at the end of regulation play, C.I.F. Tie Breaker Rule will be applied.
16. MANDATORY PLAY RULES:
 - a. Future League, Jr. Clinic and Clinic Divisions - Each player shall play a minimum of one continuous quarter in each regularly scheduled game. The quarter of play shall include both offense, defense, and special teams and shall be designated for each player on the must play sheet prior to the start of each game.
 - b. Jr. Pee Wee and Pee Wee Divisions must play one continuous quarter offense or one continuous quarter defense, excluding special teams (kickoff, kickoff return, punt, punt return, extra point and field goal teams) and shall be designated on the must play sheet prior to the start of each game.
 - c. Jr. Midget and Midget Divisions - Teams which qualify 26 or more players ON GAME DAY: Each player must play a minimum of six (6) action plays. Teams which qualify with 25 or less players ON

GAME DAY: Each player must play a minimum of ten (10) action plays.

- d. All Divisions - Each player shall be afforded the maximum opportunity to participate in each game consistent with his abilities and the strategy of the game.
- e. An "Action Play" is defined as any play in which the ball is legally in play as defined by Rule 4, Section 1 of the C.I.F. Rules.
- f. "Regularly Scheduled Game" is any game scheduled by the OCJAAF offices. This includes, but is not limited to, play-offs.
- g. Players cited for spearing, as defined by the C.I.F. Rules MUST be ejected from the game and their team and jersey number reported, by the game officials, to the Commissioner, OCJAAF.
- h. Designated must-play roster must be turned in "after weigh-in" and prior to opening kick-off for all levels. Head coach must sign must play sheet and designate game status at this time. Upon completion of the game it is the responsibility of the head coach to ensure that the OCJAAF must play sheet was properly filled out by their respective Chapter Game Day Player Compliance Agent (C.G.D.P.C.A.).
- i. Each team must provide two (2) Chapter Game Day Player Compliance Agent (C.G.D.P.C.A.) for each regularly scheduled game. The C.G.D.P.C.A. must not be listed as part of the team staff for the game they are monitoring. Each home team C.G.D.P.C.A. will pair up with a visiting team C.G.D.P.C.A., with one pair monitoring the home team and the other monitoring the visiting team. Home Team C.G.D.P.C.A. is responsible for marking the Must-Play sheets and turning them in at the end of the game. The visiting C.G.D.P.C.A. is the spotter. All C.G.D.P.C.A.s shall be recognized by a Photo ID Badge issued by OCJAAF and shall have it visible at all times when on the field.
- j. The C.G.D.P.C.A.s will notify each team's coaching staff at the beginning of the second, third, and fourth quarters as to the status of their Must Plays. **C.G.D.C.A. must stand at least 15 yards from the coaching staff while on the sideline.**
- k. Notwithstanding the provisions of Article VIII, Section D (Penalties), the penalties for must play violations shall be as follows: The penalty for the first game with a must play infraction is \$50 per player in violation and minimum one week suspension of the head coach. The penalty for the second game with a must play infraction is \$50 per player and the head coach is suspended for the remainder of the season. Maximum forfeiture of the game in which the infraction occurred, at the discretion of the commissioner. Exception: A must play infraction during play-off games will result in a \$50 fine per player and forfeiture of the game in which the infraction occurred. However, after the must play sheet has been turned in to the OCJAAF Athletic Director for review, if a clerical error by the

C.G.D.P.C.A. is discovered and substantiated by both C.G.D.P.C.A.'s the maximum penalty will be \$100 and a one (1) week suspension of the head coach.

- I. *The following rule to be followed "as is" with no limitations as to how many plays a child sits out. There is no provision that stipulates 3 or 6 plays and as such should remain as time needed for necessary treatment as deemed by the coach and or medical assistant. Players injured during their "must play" quarter may sit out for necessary treatment and be allowed to re-enter the game when coach and/or medical attendant provided the player is fit to play. Such action will not constitute a must play violation.*
17. No use of cell phones on game fields, to include side lines and end zones, at any time except by OCJAAF Officials and Chapter Presidents. This rule is meant specifically for coaching staff, chain gang, must play, etc.

SECTION D. SCOUTING RULES

1. Films and video tapes may only be taken of practices and scrimmages by persons associated with the participating teams. Films and video tapes may be taken of games by persons associated with any other OCJAAF team for scouting purposes. Viewing of film or video tapes during game, including half time, is not allowed.
2. Films or video tapes may be exchanged among teams.
3. There will be no scouting of practices or scrimmages.

SECTION E. SPOTTING RULES

1. Spotting (passing information from stands to bench during game) may only be done between the thirty (25) yard lines.
2. Statisticians shall not engage in spotting or any form of coaching during the course of a game.
3. Field phones may be used. Said phones must be made available to the opposing team, but may not be used on the actual playing field. Coaches must advise opposing team during weigh-in (at least one-hour to game time) that head phones will be used.

ARTICLE VIII RULES AND VIOLATIONS

SECTION A. CHAPTER AUTHORITY

1. Any violation of rules within a Chapter, contained within this rule book shall be handled first by the individual Chapter.
2. The OCJAAF Executive Council has the right to increase or decrease the penalty imposed by the Chapter.

SECTION B. APPEALS

1. A team member from the subject chapter or an individual member from the subject chapter may appeal a Chapter/OCJAAF decision at a scheduled meeting of the OCJAAF Executive Council. Whether or not the matter will be heard shall be decided by a majority vote of the OCJAAF Executive Council.
2. Per these By-Laws, the Chapter President or the Executive Council President has the authority to request a special meeting of the OCJAAF Executive Council (By-Law Article VII. Section 3). In the case of appeals, once a special meeting has been requested on behalf of a chapter and said meeting fails due to a lack of a quorum, the original appeal is defeated, and all that was sanctioned prior to the appeal shall be upheld. No other appeal accepted.
3. An appeal must specify the articles and sections of the OCJAAF rule book.
4. All appeals must be noted to the Executive Council President within 72-hours of posted penalties or upon Chapter penalty notification by the Commissioner.

SECTION C. OCJAAF AUTHORITY

1. Nothing herein contained prohibits the OCJAAF from taking action on a violation without any Chapter formally presenting it if the OCJAAF Executive Council decides this action to be in the best interest of the players.
2. All decisions of the OCJAAF Executive Council are final and binding on all Chapters, teams and individuals. NO APPEAL ACCEPTED.
3. OCJAAF rules and violations are applicable to all member chapters beginning with the first Tuesday of January of each new year.
4. Any and all directives, rulings, interpretations and "policy" decisions made by OCJAAF Commissioner, and approved by the OCJAAF Executive Council and duly recorded, shall have the same force and effect as the OCJAAF by-laws and official rules, and shall be incorporated by reference herein.

SECTION D. PENALTIES

A violation of any rule or rules contained herein may subject a Chapter, team or individuals to any one or all of the following penalties, said penalties to be levied by the Commissioner, his staff, or the OCJAAF Executive Council.

1. Forfeiture of game or games.
2. Disqualification from competing for, or taking part in, championships.
3. Disqualification from participating in bowl or post season games.
4. Suspension, expulsion, ineligibility, disbarment or probation.
5. Loss of franchise.
6. Subject to a fine of not less than \$25.00 and not more than \$100.00 per incident.

7. Any team found practicing prior to the first official day of practice will have the Head Coach suspended immediately and the Chapter fined \$100.00. The Coach's suspension will be for one year.
8. Any relative guilty of any of the acts of disbarment shall require that the Chapter suspend the participating player for a minimum of one week from all OCJAAF functions. A second infraction shall require that the Chapter suspend the child for the balance of the playing season.
9. Any rules that are violated in conjunction with a game (i.e., must play rule, player eligibility, etc.) that may affect the outcome of the game in any way, may result in forfeiture of games in addition to possible fines, suspensions, and/or disbarment.
10. Zero Tolerance Rule – Any player ejected from any games for unsportsmen-like conduct will receive a one week suspension. If the ejection given is for fighting, no post season play will be added to suspension.

ARTICLE IX GAME OFFICIALS

SECTION A. OCJAAF GAMES

1. There shall be a minimum of four (4) CIF Qualified Officials at each Midget game, three (3) CIF qualified officials at each JM-PW-JPW game, and two (2) at each C-JC-FL game, unless both head coaches agree to play with less. This rule includes bowl games.
2. Any official finding it necessary to eject a coach, or team official, shall make a full and detailed report, in writing, to the Head Official and Commissioner and mailed within 48 hours from the incident.
3. No referee may be an active coach in the same conference.
4. No official shall officiate in OCJAAF if he is an active participating member of any chapter in the conference or on their board of directors, or has a child actively participating in conference activities.

SECTION B. PROTESTS

1. Protests on matters involving judgment as rendered by an official will not be considered.
2. Protests of pre-game violations must be registered with the game officials and opponent's Chapter President or his designated official prior to the kick-off.
3. Protests must specify the articles and section of this rule book.
4. Protests shall be acted upon in accordance with the OCJAAF By-Laws.
5. Protests will not be accepted on any Play-off game.

**ARTICLE X
OCJAAF CHAMPIONSHIPS**

SECTION A. LOCATION

All games must be played in a regulation high school, college, municipal stadium, or other approved facility. The Commissioner shall inspect and approve locations.

SECTION B. OFFICIALS

There shall be four (4) qualified officials at each game. These officials shall be approved by the Commissioner.

SECTION C. PLAYOFFS

"Championship Game" renamed to "AFL-NFL Superbowl". "Semifinals" renamed to "AFL Championship" and "NFL Championship" Games. "Quarterfinals" renamed to "First Round Playoffs".

If a team knows in advance that they will NOT have enough players eligible for a playoff game; they must advise the OCJAAF Commissioner within 72 hours of the scheduled game. A forfeit will be declared by the Commissioner and a \$300 penalty will be assessed.

SECTION D. OUT OF CONFERENCE FRIENDSHIP BOWL

OCJAAF to play an "Out of Conference" Champion versus an OCJAAF Super Bowl Champion (Clinic through Midget Division only) on the Saturday one (1) week before the NFL Super Bowl. Opponent, practice and game rules to be determined by the OCJAAF Commissioner.

**ARTICLE XI
OCJAAF BOUNDARIES**

SECTION A. BOUNDARIES

All participants must reside within the OCJAAF chapter perimeter boundaries in which they participate. New chapter boundaries will be established by the Executive Council. All existing boundaries will be firm unless chapters fronting each other enter into an agreement to change. This agreement must be approved by the Executive Council by a simple majority. Free Draw areas will be defined as anything outside existing chapter boundaries. Cheerleaders and Mascots are exempt from chapter boundaries. They may cheer for any chapter.

ORANGE COUNTY JUNIOR ALL AMERICAN FOOTBALL, INC.

BY-LAWS

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**BY-LAWS
ORANGE COUNTY JUNIOR
ALL AMERICAN FOOTBALL INC.**

ARTICLE I NAME

Section 1. This organization shall be known as Orange County Junior All American Football (OCJAAF), Inc., a non-profit organization, incorporated in the State of California.

ARTICLE II OBJECTIVE

Section 1. The object of this program is: to inspire youth, regardless of race, color, creed, or natural origin, to practice the ideals of health, citizenship and character; to bring your youth closer together through the means of a common interest in sportsmanship, fair play and fellowship; to impart to the game elements of safety, sanity, and intelligent supervision; and to keep the welfare of the player first, foremost and entirely free of adult lust for glory.

ARTICLE III MEMBERSHIPS

Section 1. Membership in the OCJAAF consists of:

a. The duly elected President of each Chapter affiliated with the OCJAAF, or a designated alternate from that Chapter.

b. The duly elected Commissioner and appointed officers.

ARTICLE IV MEMBERSHIP SUSPENSION OR DISMISSAL

Section 1. Any member of the OCJAAF, and any player, adult, city Chapter or Board Member is subject to suspension or dismissal from the program by the Executive Council if, in its opinion, their failure to comply with the By-Laws or Rules of the OCJAAF is detrimental to the program and the OCJAAF.

Section 2. Evidence of misconduct or failure to comply with the By-Laws or Rules shall be presented in writing to the President of the Executive Council and will outline, in detail, the charge being preferred. At the next regular meeting, or a special meeting if deemed necessary, the complaint will be heard by the Executive Council and a decision will be handed down.

Section 3. Suspension or dismissal will require a two-thirds majority vote of the Executive Council, with a quorum consisting of a majority of the members being present.

Section 4. Suspension or dismissal of any player, adult, head coach, or staff member of any team by the Commissioner shall be authorized under emergency circumstances, said actions of the Commissioner to be ratified by the Executive Council

at its next regular meeting, or at a special meeting if called pursuant to these rules.

ARTICLE V EXECUTIVE COUNCIL

- Section 1. The President, or a designated alternate from that Chapter, will form an Executive Council with each Chapter having one vote.
- Section 2. At the first meeting in December, the Executive Council will elect, from among its members (past or present), a presiding officer for the following year to be called the "President of the Executive Council". This office is for two (2) years and is to be elected in odd number years beginning January 1st.
- Section 3. At the first meeting in December, the Executive Council will elect a Commissioner from outside the Council to administer the By-Laws, Rules, Policies and Duties of the OCJAAF Incorporate. This office has no Council vote and is for two (2) years and is to be elected in even number years beginning January 1st.

ARTICLE VI OCJAAF MANAGEMENT

- Section 1. Subject to the limitation of the Articles of Incorporation, and the By-Laws and Laws of the State of California, all corporate powers shall be exercised by, and the business and affairs of the corporation shall be controlled by, the Executive Council. The Executive Council will be the governing body of the Corporation, insofar as Rules and the By-Laws and amendments thereto, and such other matters as the Executive Council and its officers may bring before them.

ARTICLE VII OFFICER'S DUTIES

- Section 1. All staff appointments will be for one year. The Commissioner will be responsible for the appointment of all staff positions. Incumbents will not be automatically appointed.
- Section 2. **EXECUTIVE COUNCIL PRESIDENT** - Will preside over all Executive Council meetings/special meetings as scheduled to ensure all business as discussed and enacted shall be supported in the Rules and By-Laws of OCJAAF. Shall appoint all committees of the OCJAAF no later than the February Executive Council Meeting. Shall also serve as ex-officio member of committees and may attend all committee meetings. Shall represent the best interest of the chapter president, shall work to keep presidents well informed about issues and concerns of the OCJAAF, shall solicit concerns of chapter presidents and inform the Commissioner and his staff where applicable. Shall Chair the Internal Affairs Committee and submit a written Report of Findings & Recommendation to the Commissioner following an investigation meeting. When needed, the Council President

shall also help and assist the OCJAAF Head Player Agent and provide support to game day and other OCJAAF host events as scheduled. The above shall represent the primary focus of the Executive Council President's role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

- Section 3. **COMMISSIONER** - Will administer the By-Laws and Rules of the OCJAAF as set forth. Will be given certain discretionary powers to permit carrying out the policies of the Executive Council expeditiously. Will be an Ex- Officio member of all committees and will report directly to Executive Council.
- Section 4. **ASSISTANT COMMISSIONER** - Will assist and advise the Commissioner on all matters and will act in place of the Commissioner in case of the absence of the Commissioner.
- Section 5. **ATHLETIC DIRECTOR** - Shall be responsible for the administration of the following: 1) chapter team registration, to include maintenance of a Head Coach List, 2) field registration, 3) collection of Chapter Page for schedule book, 4) conduct drawing for league structure and shall help and assist the Commissioner in scheduling for regular season, post-season and play-off games, 4) conduct voting of play-off host sites at July Executive Council Meeting, 5) conduct scheduled training sessions regarding Must-Play processes, 6) collect and review all official game day documents and report discrepancy and/or clerical errors to the Commissioner, 7) shall help and assist game day venues as needed to help and support the Player Agent staff, 8) shall help and assist cheer competition, play-off events, All-Conference, Friendship Bowl, as scheduled. Shall Chair the Protest Committee and arrange meetings as required. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Athletic Director role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.
- Section 6. **SCORES & STANDINGS** - Shall work closely with the Roster Programmer' in the development and maintenance of the OCJAAF Scheduling Program. Shall be responsible for the collection of all game day scores and shall make available weekly results for posting and/or download. Shall develop all policies and procedures for the implementation of the above. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Scores & Standings role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

Section 7. **HEAD PLAYER AGENT** - Shall be responsible for the administration of the following: 1) In the pre-season, shall recruit and train qualified candidates to perform the role of OCJAAF Player Agent who shall be responsible for as many as 2-3 Chapters throughout the season. Once appointed, the Player Agents shall be assigned, without prejudice, and shall NOT work for a chapter to which they are personally connected. All assigned Player Agents shall work respectively to obtain the OCJAAF goals and objectives and receive direction from the Head Player Agent. Player Agents shall be appointed as either a "Red Agent" (serving the needs of the southern chapters in Orange/Riverside County) or as a "Blue Agent" (serving the needs of the northern chapters in Los Angeles County). It shall be at the discretion of the Head Player Agent as to whether or not he/she shall appoint a Head Red or Blue Agent and as approved by the Commissioner. Regularly scheduled training meetings shall be coordinated in the pre-season months to ensure cooperative effort, as well as other means of ongoing communication. 2) The Head Player Agent and staff shall work collectively to provide training and guidance to the assigned Chapter Player Agent and scheduled training sessions by the OCJAAF. 3) Shall be responsible for the processes of the Chapter Team Contract Book and required documentation as supported in this Rule Book, Weigh-in Clinic, Pre-Certification Day, Certification Day, Make-up Certification, Final Certification and other as scheduled by the OCJAAF. 4) Shall maintain current and accurate team files. 5) Shall monitor all Chapters for compliance with rules and report discrepancy to the Commissioner. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Head Player Agent's role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

Section 8. **SECRETARY** - Shall be responsible for all correspondence of the OCJAAF; meeting/special meeting minutes, calendar, and other general matters of administration pertaining to the distribution of information to Staff and the Executive Council (Chapter Presidents). Shall collect and maintain legal chapter documents such as, but not necessarily limited to; Renewal of Franchise, current copy of Chapter By-Laws, and other as requested to maintain current and accurate Chapter files. Shall collect information and compile a current Chapter President Contact List and an OCJAAF Commissioner Staff List. When needed, the Secretary shall also help and assist the OCJAAF Head Player Agent and provide support to game day and other OCJAAF host events as scheduled. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council

meetings. The above shall represent the primary focus of the Secretary's role and may be subject to other as directed by the OCJAAF Executive Council and/or Commissioner.

- Section 9. **INSURANCE DIRECTOR** - Shall be responsible for the administration and communication of the OCJAAF Insurance Program. Shall communicate and provide necessary guidance and documentation for Chapter insurance needs. Shall correspond with benefits provider in all matters related to insurance and litigation as required. When needed, the Insurance Director shall also help and assist the OCJAAF Head Player Agent and provide support to game day and other OCJAAF host events as scheduled. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Insurance Director's role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.
- Section 10. **TREASURER** - Will be Bonded Custodian of all property of the OCJAAF, and will receive all monies that accrue to the OCJAAF from any source and deposit same in a bank, in the name of the OCJAAF. Will submit the financial records of the OCJAAF to the Executive Council for audit when directed and at least once a year, on the third Monday in April, to be returned to the Executive Council no later than May 15th. Will see that all bills, authorized, are paid promptly and will assure that no unauthorized obligations are incurred. A monthly financial statement will be submitted in writing, to the Executive Council meeting. The Treasurer will be responsible for filling out State and Federal Exemption Certificates for the OCJAAF. The Treasurer will advise and assist the Commissioner and be responsible to the Commissioner and Executive Council.
- Section 11. **SUPERVISOR OF OFFICIALS** - Shall be responsible for working with the assigned/approved Officials' Association in the following areas: help in negotiation of annual contract, work as liaison between Commissioner and Official Association, provide an annual pre-season Officials' training program to review OCJAAF Rule Book, review Officials' performance on the game field, receive all chapter complaints about Officials' and report to the Commissioner/ Officials' Association, monitor attendance of Officials' at game fields via the Official's Sign-in Sheet, receives game day reports of late & missing Officials, assists in tracking missing Officials per game day schedule, help to assist Official needs for play-off/post-season games, shall have the authority to recruit a staff to assist in the conduct and ability of Officials on game day, shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the

primary focus of the Supervisor of Officials' role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

- Section 12. **PURCHASING AGENT** - Coordinates purchasing of OCJAAF requirements such as [but not limited to]: (a) printing forms, schedules, rules and by-laws; (b) trophies, patches, etc. Will report to the Executive Council at each regular monthly meeting.
- Section 13. **CHEER DIRECTOR** - Shall be responsible for the administration, communication and coordination of the OCJAAF Cheer Program. Shall coordinate the activities and meetings of the annual OCJAAF Cheer & Dance Competition and other as provided by JAMZ (regional and national competition). Shall work with JAMZ directly in providing cheerleading and coaching camps specifically for the needs of OCJAAF. In the pre-season, shall recruit and train qualified candidates to perform the role of OCJAAF Cheer Agent who shall be responsible for as many as 2-3 Chapters throughout the season. Once appointed, the Cheer Agent shall be assigned, without prejudice, and shall NOT work for a chapter to which they are personally connected. All assigned Cheer Agents shall work respectively to obtain the OCJAAF goals and objectives and receive direction from the Cheer Director. Cheer Agents shall be appointed as either a "Red Agent" (serving the needs of the southern chapters in Orange/Riverside County) or as a "Blue Agent" (serving the needs of the northern chapters in Los Angeles County). It shall be at the discretion of the Cheer Director as to whether or not he/she shall appoint a Head Red or Blue Cheer Agent and as approved by the Commissioner. Regularly scheduled training meetings shall be coordinated in the pre-season months to ensure cooperative effort, as well as other means of ongoing communication. The Cheer Director and staff shall work collectively to provide training and guidance to the assigned Chapter Cheer Coordinator and scheduled training sessions by the OCJAAF. Shall be responsible for the processes of the Chapter Cheer Team Contract Book and required documentation as supported in this Rule Book, Pre-Certification Day, Certification Day, Make-up Certification, Final Certification, Competition Notebook, JAMZ competitions, and other as scheduled by the OCJAAF. Shall maintain current and accurate cheer team files. Shall monitor all Chapters for compliance with rules and report discrepancy to the Commissioner. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Cheer Directors' role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

- Section 14. **COACHES' REPRESENTATIVE** - Shall be responsible for coordinating a Coach's Advisory Board comprised of Chapter Coaches Representatives and initiate regular meetings throughout the year. Shall be responsible for receiving coach's complaints and shall help to maintain a "line of communication" between Head Coaches and the Commissioner, his Staff and the Executive Council regarding information and issues directly related to coaches' responsibilities, interests and concerns. Shall present recommended rule changes as discussed in meetings of the Coach's Advisory Board. Shall help to coordinate an annual football coach's clinic and provide ongoing football educational resources. When needed, the Coaches' Representative shall also help and assist the OCJAAF Head Player Agent and provide support to game day and other OCJAAF host events as scheduled. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Coaches' Representative's role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.
- Section 15. **LEGAL REPRESENTATIVE** - Shall have the authority to receive information from Background Checks and to act as primary contact in review of questionable reports. Shall use his/her discretionary authority to make final decision upon questionable reviews and/or request a review with the Commissioner. Shall assist OCJAAF and its Chapter members in legal matters, and when warranted shall represent the OCJAAF in liability issues once we have secured insurance provider authorization. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Legal Representative's role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.
- Section 16. **PHOTO I.D. COORDINATORS** – Two (2) separate appointments to fulfill the roles of: Player Picture I.D. Coordinator and Staff Picture I.D. Coordinator.
- a. **Player Picture I.D. Coordinator** – Shall be responsible for organizing and coordinating Certification Day player picture identification process. Shall provide written policy for Certification Day photo taking processes and work cooperatively with the OCJAAF Head Player Agent. Shall also work collectively with the Roster Programmer to implement player picture downloading processes. Shall assist Chapter Photo I.D. Coordinator and provide guidelines

for printing player I.D. from the Roster Program. Shall also maintain complete and accurate player picture files separate from the Roster Program data files. When needed, the Player Picture I.D. Coordinator shall also help and assist the OCJAAF Head Player Agent and provide support to game day and other OCJAAF host events as scheduled. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Player Picture I.D. Coordinator's role and subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

- b. **Staff Picture I.D. Coordinator** – Shall be responsible for developing the processes of Chapter Staff I.D. photo-taking procedures and provide a written guideline for Chapter Photo I.D. Coordinators. Shall work collectively with the Roster Programmer to implement procedures and programming for chapters to download staff pictures for processing. Shall also ensure a process in printing photo I.D. badges by first identifying those who qualify as “eligible” OCJAAF members via background check. Shall research and make recommendation to the OCJAAF whereby the process of photo I.D. badge printing can be refined and thereby requiring less time of the Staff Picture I.D. Coordinator, as well as other budget considerations. At the discretion of the Staff Picture I.D. Coordinator, he/she can assign up to two (2) assistants, with the approval of the commissioner, to help in serving the Chapters in this process. When needed, the Staff Picture I.D. Coordinator shall also help and assist the OCJAAF Head Player Agent and provide support to game day and other OCJAAF host events as scheduled. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Staff Picture I.D. Coordinator's role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

- Section 17. **SCHOLARSHIP DIRECTOR** – (A new staff position implemented in 2004). Shall have complete responsibility for the administration and communication of the OCJAAF Scholarship and Scholastic Recognition Programs. Shall be responsible for directing Chapter Scholastic Coordinators in the ongoing Scholastic Recognition Program and shall meet on a regular basis throughout the year. Shall be responsible for the creation of the annual Scholarship Application for distribution to Chapters no later than the February Executive Council meeting. Shall help and assist Chapters in the development of a Scholastic Program, create incentive rewards, such as; patches, stickers and other, whereby

Chapters can purchase from OCJAAF and distribute to their eligible player and cheerleader participants throughout the season. Shall establish written guidelines for Chapter implementation and ensure ongoing communications with Chapter Scholastic Coordinators. Shall receive all Scholarship Applications eligible for review by the Scholarship Review Committee. Shall be responsible for notification of Scholarship recipients and for the organization of the annual Scholarship Banquet (June). Shall be responsible to conduct 50/50 raffles at the annual OCJAAF Cheer Competition and All Conference Games. Shall also implement a marketing program whereby communications shall be sent out for scholarship sponsorships. Shall manage the Scholastic budget in coordination with the OCJAAF Treasurer. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Scholarship Director's role and may be subject to other duties as directed by the OCJAAF Executive Council and/ or Commissioner.

- Section 18. **ALL CONFERENCE FOOTBALL REPRESENTATIVES -** The Commissioner shall appoint two (2) representatives: BLUE REP, serving the northern chapters in Los Angeles County, and a RED REP, serving the southern chapters in Orange and Riverside Counties. The All Conference Representatives shall have responsibility in the following areas: 1) Communicate, organize, recruit players and coaches for participation in the Annual Midget Bowl Game vs. the Valley Conference (June). 2) Help to monitor and review head coach performances on the field for possible All Conference Head Coach candidates. 3) Shall submit a written policy regarding the rules of All Conference Voting, due dates, required documentation and shall receive all team packets at the November Executive Council meeting. 4) Shall review all packets for compliance and advise the Commissioner of discrepancy or incomplete data. 5) Shall enter all eligible player data into the All Conference Roster Program in preparation for the All Conference Coaches Meeting and disseminate all necessary documentation (November). 6) Shall be available at ALL All Conference practices. 7) Shall coordinate the distribution of the All Conference game jersey and coaches gifts from the OCJAAF. 8) Shall be responsible for the entire day at the All Conference games and ensure coordination of all volunteers. When needed, the All Conference Representatives shall also help and assist the OCJAAF Head Player Agent and provide support to game day and other OCJAAF host events as scheduled. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council

meetings. The above shall represent the primary focus of the All Conference Representatives' role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

ALL CONFERENCE CHEER REPRESENTATIVES – Shall be appointed by the OCJAAF Cheer Director with similar responsibilities to be conducted on the cheer side of the All Conference Program.

Section 19. **ROSTER PROGRAMMER** – Following the purchase of the OCJAAF Server (2007) the Roster Programmer shall have responsibility for the following: 1) Continued development of the Roster Program to incorporate the needs of Chapters and of OCJAAF goals and objectives. 2) Make the Roster Program accessible on the OCJAAF Server and to establish written policies and procedures for Chapters to follow. 3) Provide Roster Program training as scheduled by the OCJAAF for Chapter Representatives. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the Roster Programmer's role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

Section 20. **STATE & FEDERAL COMPLIANCE OFFICER** – Shall have responsibility to ensure Chapters of the OCJAAF remain compliant to state and federal regulations in order to maintain nonprofit status. Shall work with Chapters not in compliance and provide help and assistance to new Chapters in developing their nonprofit identity. Shall monitor Chapters for required documentation; reports to the state, fees to the state, and the filing of required tax paperwork (state and federal). Shall notify the Commissioner when chapters are not in compliance, a violation of membership. Shall establish ongoing news and information to member chapters about nonprofit requirements by the state and federal government. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the primary focus of the State & federal Compliance Officer's role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

Section 21. **WEB MASTER** – Shall have responsibility for the ongoing maintenance of the established OCJAAF Web Site. Shall ensure an appropriate display of information and to keep the data current. Shall monitor chapter websites and make recommendations where needed. Shall report directly to the Commissioner and report at the regularly scheduled monthly Executive Council meetings. The above shall represent the

primary focus of the Web Master's role and may be subject to other duties as directed by the OCJAAF Executive Council and/or Commissioner.

ARTICLE VIII MEETINGS AND VOTING

- Section 1. Meetings of the Executive Council will be held monthly beginning in January, at a date, place and time approved by the Executive Council. All meetings will be conducted by "Roberts Rules of Order, Revised".
- Section 2. All decisions of the OCJAAF Executive Council are binding on all Chapters, teams and individuals.
- Section 3. Special meetings may be called by the President of the Executive Council, or upon written request of not less than four (4) members of the Executive council.
- Section 4. In the case of special meetings, all members of the Executive Council shall be notified no less than forty- eight (48) hours in advance by telephone or in writing as to date, time, place and purpose. (48 hour rule is waived if 2/3 Executive Council request a special meeting during a regular meeting.)
- Section 5. No business other than that for which a special meeting is called may be discussed.
- Section 6. A two-thirds (2/3) majority of the Executive Council will constitute a quorum for any business meeting including special meetings.
- Section 7. No proxies will be accepted.

ARTICLE IX ELECTIONS IN CITY CHAPTERS

- Section 1. Member Chapters will elect their Officers and Directors no later than December 31st and will notify the OCJAAF in writing of their Officers and Directors by the first meeting in January. This Chapter Executive Board must consist of a minimum a described in Article XI, Section 3, A through I.

ARTICLE X PLAYING RULES

- Section 1. The official playing rules for OCJAAF will consist of the OCJAAF Rules, the C.I.F. and amendments thereto. Rules will take precedence in the order listed.
- Section 2. Interpretations of any Article of the By-Laws or Section thereof, or any rule of this program or organization, shall rest with the Executive Council.

ARTICLE XI REQUIREMENTS FOR NEW CHAPTER APPLICATIONS

- Section 1. OCJAAF to consider all applications for membership on an individual basis.

- Section 2. a. Applications for new chapters will be accepted by the Executive Council no later than the first Tuesday in March.
- b. All new chapters are to be conditionally accepted or rejected by the first Tuesday in April.
- c. The Executive Council must subsequently vote by 2/3 majority to allow for acceptance of the new chapter, subject to franchise renewal, into OCJAAF at the following March meeting. Failure to affirm will cause the conditionally accepted chapter to be ineligible for further participation in OCJAAF.
- d. A new chapter may not use the name of a team that is already being used without prior written consent of that existing chapter.
- Section 3. By election, establish an Executive Board consisting of, as a minimum:
- a. President, not in a Head Coaching capacity. This rule also applies to existing Chapters.
- b. Vice-President
- c. Secretary
- d. Treasurer
- e. Athletic Director or Players' Agent
- f. Scholastic Director
- g. Coaches Representative
- h. Cheer Coordinator (if you have a Cheer Program)
- i. Equipment Director.
- Section 4. Prepare a set of By-Laws consistent with those of the OCJAAF.
- Section 5. Adopt a Chapter name and initiate incorporation proceedings.
- Section 6. A map of the requesting Chapter's boundaries will be submitted with the application.
- Section 7. Field at least two (2) teams.
- Section 8. Post in advance, a registration fee of \$50.00 per team. Said fee not apply to old teams that form a new chapter.
- Section 9. Accept responsibility for all indebtedness incurred in the purchase of equipment and other items necessary to field teams.
- Section 10. Accept and abide by all the Rules and By-Laws of OCJAAF.

ARTICLE XII RENEWAL OF FRANCHISE

- Section 1. Annually, and not later than the first Tuesday in March, each Chapter will renew its franchise by submitting a three point program consisting of the following:
- a. Letter requesting renewal of franchise. (form no. 004)
 - b. A copy of By-Laws (if not previously submitted, or if there is a change).
 - c. Articles of Incorporation (if not previously submitted).
 - d. Tax returns of previous year if applicable.
 - e. A copy of the letter from the IRS stating 501c3 status as tax exempt.
 - f. A copy of the State Form 100 (Non-Domestic Officers Report) when due. Must be turned in within the last 2 years.
 - g. A copy of State Form RRF-1
 - h. All items are due by the first Tuesday in June. Failure to comply will cause the implementation of Article XII, Section 1 and Section 3 of these By-Laws.
- Section 2. Failure to comply will result in an automatic suspension of the Chapter and a \$100 fine. Re-admittance will be by letter of request enclosing a penalty payment of \$25.00 and compliance with Section 1.
- Section 3. The provisions of Section 2 for suspension and penalty will be enforced only if the Member Chapter has not complied with Section 1, or has not mailed to the OCJAAF office a written letter, acceptable to the Commissioner, stating the reason said Chapter was unable to comply with Section 1 on or before the first Tuesday in March.

ARTICLE XIII DISSOLUTION

- Section 1. "This corporation is one which does not contemplate pecuniary gain or profit to the members thereof and it is organized solely for non-profit purpose. Upon the winding up and dissolution of this corporation, after paying or adequately providing for the debts and obligations of the corporation, the remaining assets shall be distributed to a non-profit fund, foundation or corporation, which is organized and operated exclusively for charitable and/or religious purposes and which has established its tax-exempt status under Section 501 (C)(3) of the Internal Revenue Code. If this corporation holds any assets in trust, such assets shall be disposed of in such manner as may be directed by decree of the Superior Court of the County on which this corporation's principal

office is located, upon petition, therefore by the Attorney General or by any person concerned in the liquidation.”

ARTICLE XIV

FORMS - TYPES AND DATES TO BE FILED - PENALTIES

- Section 1. Team registration (form no. 400) - one (1) copy required.
- a. All teams registered in the previous year shall register on or before the first Tuesday in May.
 - b. Teams being registered for the first time must be filed on or before August 1.
 - c. Penalty for failure to comply - previous year teams filed after the deadline will be penalized \$25.00. No new or old team registration will be accepted after the first of August.
- Section 2. Team roster (form no. 401) - ten (10) copies required.
- a. Team rosters must be provided to OCJAAF on Certification Day.
 - b. Penalty for failure to comply - \$50.00 fine.
- Section 3. Player season contract (form no. 200) - three (3) copies required.
- a. All player season contracts are due at the first day of practice.
 - b. Cheer team roster (form no. 403G & 403C) must be provided to OCJAAF on Certification Day-5 copies required.
 - c. Mascot team roster (form no. 404G & 404C) must be provided to OCJAAF on Certification Day-5 copies required.
 - d. Penalty for failure to comply - any player listed on the team roster without a player's contract will not be eligible to participate in the program.
 - e. A copy of each player's season contract must be in the possession of the coach at all practices, game sessions, and team functions.
 - f. A copy of the contract must be furnished to the player's parents and/or guardians. A copy to be presented upon request by authorized personnel of conference and/or officials.
 - g. A copy of the cheerleader's contract must be in the possession of the cheerleader coordinator at all cheerleader functions.
- Section 4. Insurance Form (furnished by Insurance carrier).

- a. To be completed in accordance with County Insurance Agent instructions.
- Section 5. Certified Hospital Notification (form no. 006) - one (1) copy.
- a. Notification of a certified hospital that a player injured on a member Chapter's field will be taken or must be mailed to the OCJAAF office on or before the 1st Tuesday in August.

- Section 6. Substitution of Players
- a. In the event a certified player is dropped from the team roster due to an injury, moving, ineligibility, etc., a team may bring its roster back to the original number certified by certifying the player with his district player agent. The player must have fulfilled the requirements of the OCJAAF for conditioning and must participate in at least one (1) regular season game in order to be eligible to play in post season games (i.e. playoffs).

ARTICLE XV PROTEST BOARD

- Section 1. A three (3) man Protest Board will be appointed by the President of the Executive Council consisting of:
- a. two (2) Executive Council members
 - b. County Athletic Director
 - c. C.I.F. certified game official in an advisory capacity only.

Section 2. This Protest Board term will expire on December 31st.

Section 3. A protest on any item other than official's judgment must be filed, in writing and in the Commissioner's possession not later than seventy-two (72) hours after the alleged infraction has taken place, accompanied by a check, cash, money order to certified check in the amount of one hundred (\$100.0). No protest will be heard considering an official's judgment call.

Section 4. A hearing will be held no later than Thursday following receipt of the protest.

Section 5. The team being protested against will be notified immediately of the protest and will be permitted to have a representative along with the protesting Chapter, at the hearing.

Section 6. All decisions of the Protest Board are final and binding and its decisions will be in writing and mailed to the Presidents of the Chapters involved within 72 hours.

Section 7. The \$100.00 protest will be refunded if the protest is allowed,

and deposited in the OCJAAF treasury it disallowed.

- Section 8. If a Chapter making a protest or being protested against has a member on the Protest Board, the President of the Executive Council will appoint an alternate for that hearing only.

ARTICLE XVI INTERNAL AFFAIRS COMMITTEE

- Section 1. The Internal Affairs Committee shall be chaired by the OCJAAF Executive Council President.

- Section 2. The Internal Affairs Committee shall be comprised of five (5) Chapter Presidents; 2-northern (blue) and 2-southern (red), and one (1) alternate as appointed by the OCJAAF Executive Council President. The alternate shall serve the purpose of breaking ties in discussion or recommendations.

- Section 3. The Internal Affairs Committee shall expire on December 31st. unless there is carryover business resulting from year end events for consideration by the Committee.

- Section 4. The Internal Affairs Committee shall receive direction from the Commissioner or the Executive Council by majority vote, where such issues shall require additional or specialized evaluation for further recommendation.

- Section 5. The Internal Affairs Committee can only evaluate issues perceived to be in violation of OCJAAF rules or by-laws as determined by the Commissioner. The Internal Affairs Committee can only be requested when such determination cannot be initially verified requiring further investigation.

- Section 6. EVALUATION MEETING. Once directed, the Internal Affairs Committee shall initiate a meeting to review evidence within a seven (7) day period. This will provide time to collect additional evidence or documentation to complete the review. The Chair shall determine location, date and time of the scheduled evaluation meeting. The Chair shall also determine what specific evidence and/or documentation will be required and request same from affected chapters/individuals. Besides the appointed Committee members, the Chair shall also determine other special guests needed for the review.

- Section 7. REPORT OF FINDINGS & RECOMMENDATION. Following the completion of the review/evaluation meeting and there is no requirement for an additional follow-up meeting, the Chair must file a Report of Findings & Recommendation to the Commissioner. The report must reflect the evidence reviewed, discussion results, and recommendations only based on valid OCJAAF rules or by-law violations. This letter must be filed with the Commissioner no later than 48-hours following the completion of the review/evaluation meeting.

Upon receipt of the report the Commissioner shall make a final determination and report to the Chapter Presidents within a 48-hour time frame.

Section 8. SANCTION REPORT OF FINDINGS. It shall be understood by the Executive Council that members of the Internal Affairs Committee have been appointed to serve the best interest of their fellow Chapter Presidents and to uphold the rules and by-laws of OCJAAF. Thereby the Report of Findings & Recommendation as filed by the Internal Affairs Committee shall also represent the final phase of investigation and thereby no doubt as to their findings and recommendations to the Commissioner and to the OCJAAF. Although it is at the discretion of the Commissioner to sanction a penalty for any and all violations within our rule book, it is up to the Commissioner whether to accept the Internal Affairs recommendations or to sanction a lesser or greater penalty. Said penalty must be presented to the Executive Council for ratification/approval. At no time can the Report of Findings be challenged by the Executive Council. It shall be acknowledged and recognized that the efforts of the Committee must be supported by the Executive Council otherwise the time and commitment dedicated to serving on this committee will be "null & void."

Section 9. IN THE CASE OF CONFLICT. Whereby a member of the Internal Affairs Committee has been implicated in the matter for review, the Chair shall replace said member with a neutral candidate specific to the replacement, i.e.; Red or Blue, to keep the composition of the Committee this by-law. This replacement shall serve the purpose for this particular review only.

ARTICLE XVII CHAPTER FEES

Section 1. Fees, as established by the approved OCJAAF budget, will be payable as follows:

- a. One-third of Chapter fees will be billed on August 1st and will be due and payable by August 31 (old teams).
- b. One-third of Chapter fees will be billed on September 1st and will be due and payable on September 30 (old teams).
- c. One-third of Chapter fees will be billed on October 1st and will be due and payable by October 31 (old teams).
- d. One-half of new team fee will be billed on September 1 and will be due and payable on September 30.
- e. One-half of new team fee will be billed on October 1 and will be due and payable by October 31.

- f. Billing for officials used in excess of allotted number of games will be made on December 1 and will be due on December 15.

Section

2. Penalty for Failure to Comply

- a. Failure to comply with Article XVI, Section 1 shall result in a ten percent (10%) late penalty charge of the fees if not postmarked on or before date due.

All returned checks will be considered a late payment and a 10% penalty charge applied.

- b. Because of financial difficulties, a Chapter may request the 10% late penalty charge be waived by requesting in writing by August 31st and submitting the Chapter's financial books to the Commissioner and staff. The Commissioner and staff will evaluate the Chapter's status and present the recommendation to the Executive Council for vote.

Section

3. Obligations of Chapters

- a. Assessments for team fees, fines, and all other charges billed to each Chapter by the OCJAAF treasurer must be paid monthly. Any Chapter with an unpaid balance at the conclusion of the regular season, no matter how great or small, will not be allowed to participate in any postseason bowl games or OCJAAF playoffs. The Commissioner will announce the due date for all unpaid balances; such due date will be no more than 7 days after the conclusion of the regular season. Payment must be actually received in the hands of the OCJAAF Treasurer or Commissioner on or before the announced due date. Unreliability of the mail will not be accepted as an excuse.

- b. No Chapter will be permitted to renew its franchise in OCJAAF if any unpaid balance remains from the previous season. Franchise renewal, due on the first Tuesday in March, must be accompanied by payment of any unpaid balance from the previous season. If a Chapter fails to pay an outstanding balance from the previous season, it will be dropped from active status and must reapply for membership. Reapplication must be accompanied by payment of the outstanding balance. Chapters which reapply and are accepted by a majority vote of the Executive Council must pay their team fees for the coming season in two (2) equal installments, due on August 31 and September 30. Re-application will not be accepted after April 30.

- c. A Chapter in financial difficulty due to extenuating circumstances, that has in the past met their financial

obligations, may request a waiver in writing to the Commissioner and staff. The Commissioner and staff will evaluate the Chapter's status and present the recommendation to the Executive Council for vote. If this is in regards to paragraph A of this section, it must be submitted no later than the October OCJAAF Executive Board meeting.

ARTICLE XVIII FINANCIAL DISBURSEMENTS

- Section 1. All payments of debts of the OCJAAF so authorized by the Executive Council shall be made on OCJAAF checks requiring two (2) signatures, with one signature being that of the Treasurer and the other being that of either the Commissioner or the President of the Executive Council.
- Section 2. No disbursements will be made, other than approved budgeted items, for more than fifty dollars (\$50.00) without Executive Council approval.
- Section 3. OCJAAF will set up a Scholarship Program funded by all proceeds from the sales of 50/50 tickets at Cheer Competition and at All Conference Games, also by 1/2 of all fines collected during the season. The Scholarships will be dispursed by OCJAAF in accordance with the scholarship guidelines established by the commissioner and approved by the majority of the Executive Council.

ARTICLE XIX WAIVERS

- Section 1. No waiver will be granted for players to play outside of the boundaries of the Chapter in which they reside unless: (1) their Chapter doesn't field a team for which he/she qualifies; or (2) sending Chapter cuts players down to a full roster.
- Section 2. No waiver will be granted due to the personal desire alone of a coach, parent, or player to play elsewhere.
- Section 3. Section 1, items 1 and 2 waivers will be valid only during the playing season, for which the waiver was granted, and all waived participants will return to their home Chapter the following year.
- Section 4. No waivers after final Certification Day, normally the last day in September.

ARTICLE XX RULES OF OCJAAF

- Section 1. A Rules Committee will be appointed annually by the President of the Executive Council for the purpose of studying any new Rules submitted by the Chapters for the coming year.
- Section 2. All proposed Rule changes must be submitted to the Rules Committee no later than the 1st meeting in December.

- Section 3. No proposed Rule changes will be accepted after the 1st meeting in December.
- Section 4. All Rule changes submitted will be presented to the Executive Council for a first reading on the first meeting in January, second reading in February. Two-thirds majority to pass, Quorum present.
- Section 5. Rule changes submitted by first meeting in November may be amended to correct wording by author with approval of 2/3 majority to pass, Quorum present.

ARTICLE XXI AWARDS

- Section 1. Awards will be the responsibility of the Commissioner's staff.

ARTICLE XXII POSTSEASON

- Section 1. The award of a post season event (First Round Play-offs, Championship Games, Superbowl) to a Chapter by vote of the Executive Council shall also constitute the award of sole licensing rights to the hosting Chapter for the sale of any merchandise connected with that event.
- 2. The amount charged for post season games will need the approval of the Executive Council for any fee increase.

ARTICLE XXIII AMENDMENTS OF BY-LAWS

- Section 1. The power and authority to adopt, amend or repeal any of these By-Laws rests solely with the Executive Council of OCJAAF.
- Section 2. The Executive Council President will appoint a By-Laws committee at the regular meeting in January and it shall function throughout the year to receive, recommend and formulate formal proposals for Executive Council vote.
- Section 3. Procedure to amend: A recommended change to these By-Laws shall be presented in writing to By-Laws committee for first reading at a regular or special meeting of the Executive Council, but action on the proposed change may take place only after its second reading at the following regular or special meeting. An affirmative vote of 2/3 of the Executive Council present at said meeting shall be necessary for adoption of the amendment.
- Section 4. Record of amendment: Whenever an amendment or new By-Law is adopted, it shall be duly recorded and dated.

CHEERLEADER RULES

ARTICLE 1 CHEERLEADERS

SECTION A - ELIGIBILITY

1. a. Scholastic Requirements - Every cheerleader shall be encouraged to maintain a sound scholastic record.
- b. Physical Requirements - No player shall be registered or certified if she/he has not attained and does not sustain a sound physical condition. The attainment of a sound physical condition shall be attested to by a duly qualified physician or chiropractor on the contract (form no. 200) which shall remain on file with OCJAAF. No participant is permitted to enter into any type of physical training without first obtaining health certification.
2. Age Requirement - Cheerleaders shall not be less than seven (7), nor more than fourteen (14) years of age.
 - a. Minimum Age - Participants must have reached their seventh birthday by August 1st of the current season.
 - b. Maximum Age - Participants must not be more than fourteen years of age on July 31 of current season.
 - c. Mascots - Maximum age of six (6). Minimum age to be determined by each Chapter.
3. Cheerleaders will not be subject to tryouts and/or any kind of cut process.
4. Cheerleaders cannot compete under an assumed name or compete on any outside cheer/dance team during the same season.

SECTION B - TEAM REQUIREMENTS

1. Rosters - Six copies of a completed Cheerleader Team roster (form no. 403 & 403c) and Mascot roster (form no. 404 & 404c) must be submitted to OCJAAF Conference Cheer Coordinator on the established Certification date.
2. Contracts - Each participant must complete a cheerleader season contract (form no. 200). Yellow copy of the contract must be submitted to Conference on established Pre-Certification date. Cheerleaders that have been certified on a prior year's roster indicating proof of age, which was approved by a Conference Cheer Coordinator, Cheer Agent or Player Agent, need not show proof of age in subsequent years (birth certificate already approved),
3. General
 - a. Replacements or additions to a team roster will be accepted through the date established by OCJAAF.
 - b. Only those cheerleaders and mascots registered and certified on the team roster (form no. 403 & 403c and no. 404 & 404c) are eligible to cheer and/or compete on that particular team.

4. Certification - Certification procedures and the date for certification shall be established by the Conference. Certification Day for the cheerleaders will be the same day as the players certification day.
5. No team shall stop recruiting or deny registration until they reach the maximum roster of thirty-three (33) cheerleaders.
6. Cheerleaders registration may stop, at the discretion of the chapter, the 2nd week of August if uniform availability becomes a factor to be in compliance with OCJAAF cheer rules.

SECTION C - TEAM OFFICIALS

1. Coaching Ethics - A cheer coach must be 21 years of age in order to be the head cheer coach. An assistant cheer coach must be eighteen (18) years of age or older. A trainer must be 14 years of age or older. They are considered in an official capacity and may be barred from further participation in the conference by violation of any of the following:
 - a. Cheer coaches shall have complete responsibility for the conduct and activities of their team and shall be held accountable by their chapter and OCJAAF.
 - b. Cheer coaches shall refrain from smoking during games and practice.
 - c. Cheer coaches will not criticize cheerleaders in front of spectators, but reserve constructive criticism until in private or in the presence of the team.
 - d. Cheer coaches will not criticize the opposing team, the coaches, the officials or fans by word of mouth or gesture.
 - e. Cheer coaches will refrain from using any abusive and profane language before anyone connected with the game.
 - f. Cheer coaches will set an example in personal appearance at all times.
 - g. Cheer coaches will not participate in any OCJAAF functions while under the influence of alcohol and/or drugs.
 - h. Chapter Cheer Coordinators, Co-Coordinators and all rostered staff must do the background check, and sign Adult Code of Conduct.
 - i. Each team must have a risk management staff person on the Certified Roster (Form 404, 404c, 403, 403c).
2. Cheer Coaches Responsibilities:
 - a. Cheer Coaches shall administer disciplinary action in accordance with Chapter By-Laws.
 - b. All Cheer Coaches, assistants, and team trainers shall have on display, an OCJAAF ID card at all games and functions, must be on one certified roster (Form 403, 403c, 404, 404c).

- c. Staff members will be on a volunteer basis. No cheer coach, assistant, or trainer will be paid for their time or services in performing their duties.
3. Chapter cheer coordinators, or co-coordinators, will not participate in a coaching capacity.

SECTION D - GENERAL

1. It is not the intention of the Conference, by having the Cheerleader rules stated separately, to have the Cheerleaders operate outside of the official rules.
 - a. Incorporated into the Cheerleader rules by this reference are the official rules.
2. Practice Sessions:
 - a. Practice sessions shall start no earlier than the 4th Monday in July. Daily sessions shall not exceed two (2) hours in duration, and total practice shall not exceed twelve (12) hours per week.
 - b. Commencing the Monday following Labor Day, practices shall be limited to two (2) hours per day and six (6) hours per week.
 - c. No practices shall be permitted prior to games, only stretching and warm-up exercises.
3. Cheerleader Rules:
 - a. Cheerleaders will not be allowed to wear jewelry, with the exception of religious medals that cannot be removed or medical emergency bracelets.
 - (1) Participant shall maintain standards of conduct in keeping with the spirit of OCJAAF Conference. Cheerleader Coordinators have the authority to demand complete cooperation from each Cheer Coach, Team Trainer, and Cheerleaders.
 - (2) No cheer or hand jesters, derogatory to the opposing team or Chapter may be used. This to include any cheers which have as a part of their lyrics, profanity or such language as to reflect unfavorably upon the opposition or the stated objectives of the Conference.
 - (3) Cheerleaders Head Cheer Coach and Assistant Cheer Coach must remain in the designated roped off area for cheering during all games. The designated area is between the 45 yard line and goal line (when both teams are cheering on the same side of the field). Cheerleaders will alternate their cheers, at all times.
 - (4) Cheerleaders and Cheer Staff shall not be in the area of the players' bench or sideline at any time during games.
 - (5) Cheerleaders must be in matching uniforms to participate in cheers in the cheering area.
 - (6) A single cheer shall not exceed three (3) minutes in duration.

- (7) Food shall not be allowed on the field, only water.
 - (8) All complaints and/or protest must be submitted through the Chapter Cheerleader coordinator to the OCJAAF Cheerleader Coordinator in writing within seventy-two (72) hours of said complaint or protest.
 - (9) No stacks, climbs, pyramids, assisted jumps, death drops, knee drops, or supportive moves, except kicklines, will be permitted at games or any competition.
 - (10) It is mandatory that all cheer squads must cheer at all scrimmages and games.
 - (11) Cheer squads must be the same squad cheering at the games as competing in any competition.
 - (12) No running to the end zone on a touchdown or extra point.
 - (13) No cheerleaders or mascots are allowed on the field except at halftime.
 - (14) No standing on or jumping off ladders, stools or buckets.
4. Cheer Agents - The OCJAAF Cheerleader coordinator shall have Cheer Agents that will be responsible for distributing all OCJAAF cheerleader forms. Will maintain complete and accurate files. Will conduct cheerleader certification. Will monitor all Chapters as to compliance with the Rules and advise the OCJAAF Cheerleader Coordinator.
 5. All Chapters participate in All-Conference and are required to select four (4) cheerleaders per team, with the exception of Midget Division which shall select all to cheer at the All-Conference Game. (Method of selection shall be the same as with the boys except it will be handled at the chapter level by the Cheer Coordinator.)
 6. A Head coach and/or Assistant coach on that squad's certified roster must be present at all practices and on the field with Cheerleaders at all games with the teams contract book.
 7. All Cheer coaches, Coordinator and Co-Coordinator shall attend a mandatory Cheer coaches clinic. The date and time to be determined by OCJAAF.
 8. The OCJAAF Cheerleader Coordinator and/or Conference Cheer Agent shall check cheer books and rosters prior to the start of the game or at half-time.
 9. Cheerleaders shall be in their designated cheer area five (5) minutes prior to game time.
 10. At the discretion of the individual chapter, cheerleaders may be excused from participation on Saturday games prior to the scheduled Sunday OCJAAF Cheerleading Competition. This shall allow cheer teams time to prepare for this event, which can include up to a 2-hour practice.

Chapters shall report all teams who will comply with this rule to the OCJAAF Cheerleading Coordinator no later than Friday before the Saturday game event.

SECTION E - COMPETITION PROGRAM

1. Competition information due to event coordinator: (1) Cover Sheet with choice of category; i.e. dance, cheer, show/cheer, the number of girls on each team. (1) Color copy of Certified Roster (Form 404 & 403) for each team. Put a blue line through the name of any participant not competing. For every blue line participant a letter from the parent must be attached with all Rosters.
2. Competition notebook - Cover sheet with choice of category; i.e., dance, cheer, or show/cheer, the number of girls on team in each category. (1) Certified Competition Roster (Form 403c & 404c) per team. (1) 5x7 black and white team picture (without mascots), Mascots team picture to be taken separately. No staff in any picture. (1) CD with all photos saved to the disc. (1) CD in Microsoft Word, 10 pt type, Arial font, type the list with the division name (i.e., Mascots to Midgets) with each participant's name.
3. Entry Fee - An entry fee (amount to be determined by OCJAAF).
4. Cheerleader Fee's (amount to be determined by OCJAAF) must be paid in full prior to competition.
5. Awards
 - a. First, second and third place Division winners shall receive trophies. An award shall be given to each participant. Mascots shall receive a participation award.
 - b. In the event of a tie, a jump off will take place to determine the winner of that place, and the loser will be moved to the next position. In the event of another tie after the jump off for that place, both squads will receive awards for that place, i.e. tie for 1st loser will be 2nd and 2nd will be moved to 3rd.
6. Performance order shall be drawn on a date and time to be determined by OCJAAF prior to competition, check-in times will be drawn on a date and time to be determined by OCJAAF prior to competition. Chapters will be placed in stands upon the discretion of the event director. All teams, chapter coordinators, co-coordinators, and staff from the chapter must be present to enter the stadium at the specified time.
7. Each squad will be allowed to choose from one of the three following categories:
 - a. Dance – A routine performed with continuous music and movement throughout it's entirety with no break in the music; i.e.: squad may not stop the routine or music in order to perform a "cheer" then pick up and continue the dance routine, may not have any speaking during the performance.

- b. Cheer – a routine performed without music.
 - c. Show/Cheer – A routine performed with the combination of a minimum of one minute of Dance and one minute of cheer, but not exceeding three minutes.
8. There will be no additions, substitutions, changing of routines, or late entries of Cheerleaders, Cheer squads, and/or notebooks or contents of notebooks after deadline. The deadline will be established by OCJAAF.
- a. Mascots shall perform either a dance routine or a cheer routine as one unit: (All chapters participating in competition mascots perform as one).
 - b. The OCJAAF Mascot Director and Chapter Team Trainers shall decide on a dance or cheer routine.
 - c. The OCJAAF Mascot Director and Chapter Team Trainers shall work together on creating a routine, dance or cheer.
 - d. Chapter Team Trainers meeting shall be determined as of date and time by OCJAAF.
 - e. All Chapter Mascots shall meet for one (1) practice prior to competition. Date, time and location shall be determined by OCJAAF.
9. Cheer Coach, Staff and Cheerleaders will not be allowed to leave their designated area (cheerleader seats, restrooms or snack area) except for an emergency.
- a. A maximum of ten and a minimum of two team staff members (Cheer coaches, trainers, etc.) will be allowed in the Cheerleaders designated area. All must be listed on that team's certified roster.
 - b. Parents of Cheerleaders will not be allowed in the Cheerleader area unless there is an emergency. In case of an emergency the parent should notify security or a Competition Official.
10. Cheerleaders shall not cheer in the stands while other cheer squads are performing.
- a. Any team displaying poor sportsmanship or other inappropriate behavior will be subject to disqualification from competition.
 - b. All Cheerleaders must remain until all awards have been presented and they are dismissed by the competition coordinator. Cheer coordinators, cheer coaching staff and all cheerleaders must remain until all awards have been presented and they are dismissed by the competition coordinator.
11. All routines will be judged by the following criteria: Degree of difficulty, perfection, personality, technique, precision, appearance, movements, eye contact, jumps and poise. In addition, dance, and show/cheer routines will be judged on music and originality of music.
- a. Cheerleaders will not be judged on their entrance or exit.

- b. Cheerleaders will make no vocal or physical gestures of any kind upon entering or exiting the field.
 - c. The Cheerleader Spirit Award will be judged by the Executive Council who will be using the following criteria: Sportsmanship, enthusiasm, discipline, and overall participation and respect of others.
 - d. The City Spirit Award will be judged by the Executive Council (Chapter Presidents) based on the following criteria: Sportsmanship, enthusiasm, responding to cheers, representation of chapter i.e. colors, banners, etc.
12. Music chosen for the dance or show/cheer routine shall not be offensive.
 13. Mascots must be escorted by a Cheer coach at all times, except while performing.
 - a. Mascots perform an exhibition and are not judged.
 14. Cheerleaders may hold up signs and/or posters for spirit.
 15. Each Chapter may bring one (1) banner, not to exceed 4'x 8' for display on competition day. Banners are to be taken at the end of competition.
 16. Cheerleaders and their staff will be allowed to bring refreshments and ice chests into the stadium, but **ABSOLUTELY NO GLASS CONTAINERS**. All ice chests will be checked upon entering the stadium. There will be a \$25 (twenty five dollar) fine per glass container.
 17. OCJAAF football players wearing their jersey will be allowed to enter free of charge on the spectator side.
 18. A timing device supplied by OCJAAF will be present and monitored by judges. The timing device should sound after three (3) minutes.
 19. Points shall be deducted if routine exceeds three (3) minutes, two (2) points for every second.
 - a. Uniforms worn at the games shall be the same uniforms worn at any competition. (with the exception of gloves, hair bows, socks, and approved funk wear)
 - b. Squad score sheets in their entirety (not totals of the score sheets) will be given to the cheer coordinators at the meeting following competition.
 20. Any Chapter found to be guilty of practicing Cheerleader competition routines for the sole purpose of competition only and disbands the cheer squads after competition will be assessed a \$300 fine for each game missed until the end of the season.
 21. Judges shall be interviewed and chosen by OCJAAF Event Director.
 22. Cheerleaders shall compete as AFL and NFL, with the exception of Future League and Midget, placing 1st, 2nd and 3rd per their division.
 23. Event Director shall meet with the hosting chapter of competition once a month at a date and time to be determined by OCJAAF.

24. Chapter Cheer Coordinators, Co-Coordinators, Cheer Coach and staff on the certified roster will show a OCJAAF issued picture I.D. to enter the gate at competition.
25. Any chapter arriving late for their check-in time will go to the end of the line and fined \$100.00 per chapter squad.
26. No cheer team or individuals shall compete outside OCJAAF unless permission is granted by the Commissioner.
 - a. Chapter Cheer Coordinator must submit a letter of request with what division the team is competing in, copy of the teams certified roster (form 403 and form 404), picture of funk wear, and original Release of Liability signed forms for each participant to the OCJAAF Event Director for any out of conference competitions by the specified date, no exceptions. All OCJAAF Teams must follow OCJAAF Rules, in any competition.

**JUNIOR FUTURE LEAGUE
AND
FUTURE LEAGUE
OCJAAF**



**2009
FLAG FOOTBALL
RULES**

**ORANGE COUNTY
JUNIOR ALL-AMERICAN
FLAG FOOTBALL RULES
JR. FUTURE LEAGUE & FUTURE LEAGUE**

**ARTICLE I
PLAYER ELIGIBILITY**

SECTION A. TEAM COMPOSITION

1. This is an (8) player flag football game.
2. Each team shall have a minimum of twelve (12) and a maximum of twenty-four (24) certified players. At least ten (10) of these qualified players must be present and suited up for every game.
3. Any player added to a team must meet all requirements of the flag football rules and The Official OCJAAF Rule Book.
4. No team shall stop recruiting, deny registration, or cut players until they reach the maximum roster size of twenty-four (24) players.
5. **Age and weight requirements to certify players in each division are shown in OCJAAF rules, Article II, Section B, Paragraph 1, of this book.**

**ARTICLE II
PLAYING FIELDS AND EQUIPMENT**

SECTION A. FIELD SPECIFICATIONS AND REQUIREMENTS

1. The fields shall have the following:
 - a. Official dimensions for playing field are 80 yards in length by 40 yards in width, with 10 yard end zones. The field shall be marked into (4) equal segments. Refer to example on last page.
 - b-j. Refer to the Official Rules and By-Laws rule book, Article IV, Section A.

SECTION B. OFFICIAL BALL

1. The official ball shall be:
 - a. Same as Jr. Clinic division, refer to the Official Rules and By-Laws rule book, Article IV, Section B.

SECTION C. EQUIPMENT

1. Equipment requirements for future league players shall be:
 - a. Flag Sets meeting these requirements:
 - (1) A flag football set consisting of 3 flags sewn directly to an adjustable tear-away belt. All flags must be 12 inches long. Flag must be worn around waist and not intertwined through

pant belt loops. The only official belt is the belt purchased through OCJAAF.

- (2) All members of the same team must have the same color flags. In the event visiting team flag colors are conflicting, it is the responsibility of the home team to have contrasting flag sets.
 - (3) Shirts or jerseys must be tucked in and/or the players uniform must be worn in such a manner that it does not provide an advantage by making flags less accessible to defending players.
- b. All players must use a mouthpiece (3-5 inches long) and wear an athletic supporter (females excluded) at all practices and games.
- c. Optional equipment as described in Article IV, Section C, of the OCJAAF official rules

ARTICLE III GAME REGULATIONS

SECTION A. PLAYING RULES

1. BALL

- a. Live Ball – A live ball is a ball in play and a dead ball is a ball not in play. A pass or fumble which has not yet touched the ground is a live ball in flight and therefore can be caught and advanced by either team.
- b. Loose Ball – A loose ball is a live ball not in player possession during:
 - (1) A running play.
 - (2) A scrimmage or free kick before possession is gained, regained, or the ball is dead by rule.
 - (3) The interval after a legal forward pass is released, and before it becomes completed, incomplete, or intercepted.
- c. Dead Ball – See Page 59, Article VI, Section B, Paragraph 14.
- d. When the Ball is Ready for Play – a dead ball is ready for play when the Referee:
 - (1) If time is in, sounds the whistle and signals “ready for play.”
 - (2) If time is out, sounds the whistle and signals either “start the clock” or “ready for play.”
- e. In Possession – “In possession” is an abbreviation meaning “in possession of a live ball.” A player is in possession

when he/she is holding or controlling the ball. A team is in possession:

- (1) When one of its players is in possession.
- (2) While a punt, drop kick, or place kick is being attempted.
- (3) While a forward pass thrown by one of its players is in flight.
- (4) When it was last in possession during a loose ball.

2. Batting, Fumble, Muff, Touching Ball

- a. Batting – Batting is intentionally striking or slapping with the hand or arm:
 - (1) A loose ball.
 - (2) A ball in possession by a player of the team in possession.
- b. Fumble – A fumble is a loss of player possession other than by handling, passing, or kicking the ball.
- c. Muff – A muff is an unsuccessful attempt to catch a ball, the ball being touched in the attempt.
- d. Touching – Touching refers to any contact with the ball.

3. Catch, Fair Catch, Interception, Simultaneous Catch

- a. Catch and Interception – A catch is an act of establishing player possession of a live ball in flight. A catch of an opponent's pass or fumble in flight is an interception. If a player attempts a catch or an interception while in the air, the player must contact the ground in bounds with the ball in his/her possession prior to touching out-of bounds. Catching is always preceded by touching of the ball; thus, if touching causes the ball to become dead, securing possession of the ball has no significance.
 - (1) If one foot lands in bounds and the receiver has possession and control of the ball, it is a catch or interception even though a subsequent step or fall takes the receiver out-of-bounds.
 - (2) A catch by any kneeling or prone in bounds player is a completion or interception.
 - (3) A loss of ball simultaneously with returning to the ground is not a catch or interception.
- b. Fair Catch-Legal – A fair catch is a catch of a free or protected scrimmage kick, which is beyond K's free kick line or K's scrimmage line and between the goal lines, by a player of the receiving team. The player must signal intention by extending an arm above his/her head and waving it laterally from side to side more than once.

- c. Fair Catch-Illegal – An illegal fair catch is any signal given by a runner after the kick has been caught or recovered.
- d. Fair Catch-Valid – An valid fair catch is any signal by a receiver before the kick is caught or recovered.
- e. Fair Catch-Invalid – An invalid fair catch signal is any signal by a receiver before the kick is caught or recovered.
 - (1) That does not meet the requirements of a valid signal.
 - (2) After the kick has touched a receiver or the ground.
- f. Simultaneous Catch – A catch in which there is joint possession of a live ball by opposing players in bounds.
- g. Clipping – Clipping is running or diving into the back, or throwing or dropping the body across the back of the leg or legs of an opponent or pushing an opponent in the back.
- h. Down and Between Downs – A down is a unit of the game which starts after the ball is ready for play, with a legal snap or free kick and ends when the ball next becomes dead. Between downs is the interval during which the ball is dead.
- i. Encroachment – Encroachment is a term to indicate a player in the neutral zone. An entering substitute is not considered to be a player for encroachment restrictions until he/she is on his/her team's side of the neutral zone.
- j. Foul – A foul is a rule infraction for which a penalty is prescribed. NOTE: If in doubt, it is not a foul.
- k. Goal Lines – Each goal line is a vertical plane separating the end zone from the field of play. The plane of the goal line extends beyond the sideline.
- l. Handling the Ball – Handling the ball is transferring player possession from one teammate to another without throwing or kicking it.
- m. Huddle – A huddle is two or more offensive players grouped together after the ball is ready for play and assuming scrimmage formation prior to the snap.
- n. Hurdling – Hurdling is an attempt by a player to mump with one or both feet or knees foremost over a player who is on his/her feet.
- o. Diving – A player may not leave his/her feet to create an unsafe condition.
- p. Kicks-Free Kicks – A free kick is made under restrictions which prohibits either team from advancing beyond the established restraining lines until the ball is kicked.
- q. Kicker – The kicker is any player who punts or place kicks. The kicker is a runner until he/she actually kicks the ball. Players

of his/her team are known as kickers and any opponent is a receiver.

- r. Kickoff – A kickoff is a free kick that starts each half and follows each try and must be a place kick.
- s. Legal and Illegal Kicks – A legal kick is a kick by a player of the team in possession when such a kick is permitted by Rule. Kicking the ball in any other manner is illegal. Any kick continues to be a kick until it is caught by a player or becomes dead.
- t. Place Kick – A place kick is kicking the ball from a fixed position either on the ground or on a tee with a maximum height of two inches. The ball may be held in position by any player of the kicking team.
- u. Protected Scrimmage Kick – A protected scrimmage kick is made by Team A under restrictions which prohibits either team from advancing beyond their scrimmage lines until the ball is kicked. A protected scrimmage kick must be a punt.
- v. Punt – A punt is kicking the ball by the player who drops it and kicks it before it strikes the ground.
- w. Loss of a Down – “Loss of a down” is an abbreviation meaning: “loss of the right to repeat the down.”
- x. Neutral Zone – The neutral zone is from the forward point of the football one yard to the Team B scrimmage line and extended to each sideline. It is established when the ball is ready for play.
- y. Passes
 - (1) Passing – Passing the ball is throwing it. In a pass, the ball travels in flight. A pass continues to be a pass until caught, intercepted, or the ball becomes dead. The initial direction determines whether a pass is forward or backward.
 - (2) Forward and Backward Pass – A forward pass is a pass thrown with its initial direction toward the opponent’s end line. A backward pass is a pass thrown with its initial direction parallel with or toward the passer’s end line. A pass continues to be a pass until it is caught or strikes the ground. A backward pass that hits the ground is ruled the same as a fumble. It will be dead at the spot where it strikes the ground.
- z. Penalty – A penalty is a loss imposed by Rule upon a team which has committed a foul.
- aa. Scrimmage – A scrimmage is the interplay of two teams during a down in which play begins with a snap and ends when the ball next becomes dead.

- bb. Scrimmage line – The scrimmage line for Team A is the yard line and its vertical plane which passes through the forward point of the ball. The scrimmage line for Team B is the yard line and its vertical plane which passes on yard from the point of the ball nearest its own goal line. Team B's scrimmage line may extend into their end zone. An offensive player is on his/her scrimmage line when facing his/her opponent's goal line with the line if his/her should approximately parallel thereto and with his/her head or foot breaking the plane of the imaginary line drawn through the waistline of the snapper and parallel to the scrimmage line.
- cc. Backfield Line – To be legally in the backfield a Team A player's head must not break the plane on the line drawn through the waistline of the nearest Team A player, except the snapper, on the scrimmage line.
- dd. Shift – A shift is the action of one or more players who, after a huddle, or after taking set positions, move to a new set position before ensuing the snap.
- ee. Tagging – Tagging is placing on hand anywhere between the shoulder and knees of an opponent with the ball. The tagger may leave his/her feet to make the tag. Pushing, striking, slapping, and holding are not permitted. If the player trips the runner in his/her attempt to make a diving tag, it is a penalty.
- ff. Team and Player Designations
 - (1) Disqualified Player – The disqualified player is one who becomes ineligible from further participation in the game.
 - (2) Line Player and Backfield Player – A line player is any person on his/her scrimmage line when the ball is snapped; a backfield player is any person who is legally behind the line when the ball is snapped.
 - (3) Offensive and Defensive Team – The offensive team is the team in possession, or the team to which the ball belongs; the defensive team is the opposing team.
 - (4) Player – The player is any one of the participants in the game at any particular time.
 - (5) Runner – The runner is the player in possession of a live ball or simulating possession of a live ball. Once a player catches or intercepts a pass, he/she becomes a runner.
 - (6) Snapper – The snapper is the player who snaps the ball.
 - (7) Substitute – A substitute is a team member who may replace a player. A substitute becomes a player when he

enters the huddle, is positioned in an offensive formation, or participates in the play.

- (8) Team A and B – Team A is the team who puts the ball in play. The opponent of Team A is Team B. A player of AS is A1 and teammates are A2 and A3. Other abbreviations are B1 for a player fo B, K1 for a player of the kickers, and R1 for one of the receivers.
- gg. Tripping – Tripping the use of the lower leg or foot to obstruct an opponent, including the runner, below the knee.
- hh. Yard Line – A yard line is the line in the field of play parallel to the end line and between the goal lines.

ARTICLE IV THE PLAYERS, COACHES AND SPECTATORS

SECTION A. PLAYERS

- 1. Each team on the field will consist of eight (8) players to start the game.
- 2. Any offensive formation will be allowed.
- 3. The defensive line-up is not restricted.
- 4. All players are eligible. Direct runs by the quarterback across the line of scrimmage are not allowed. He/she must hand off or pass. Penalty shall be called when the quarterback crosses the line of scrimmage, but officials will allow play to be completed.
- 5. Mandatory play rules – Each player shall play a minimum of one continuous quarter offense and defense.

SECTION B. COACHES AND SPECTATORS

- 1. Coaches and players must stay between the 20 yard lines when on the sidelines. One coach will be on the playing field at all times. Two coaches may be on the field if desired; one for the line and one for the backfield.
- 2. Spectators must remain in the stands or in designated spectator areas whenever seating facilities or designated spectator areas are available. If stands are not provided, spectators will keep at least 5 yards from the sidelines and end lines, and 5 yards from player's bench.
- 3. After a warning, failure to comply with 1 or 2 will result in flagging said coach/team for unsportsmanlike conduct. If behavior persists, game may be forfeited at discretion of OCJAAF official.

ARTICLE V GAME TIME

SECTION A. PERIODS, AND TIME FACTORS

1. Length of Periods: The clock running for a game shall be forty (40) minutes, clock stopping after each score, with periods and intermissions as follows:
 - a. Four (4) each ten (10) minute quarters.
 - b. There will be a two (2) minutes rest period between quarters.
 - c. There will be ten (10) minutes rest periods between halves.
 - d. During the second (2nd) and forth (4th) quarters, the last two (2) minutes will be run on a stop clock basics. The clock will stop on incomplete forward passes or balls ran out of bounds.
2. The clock will be stopped only when designated by an official, for timeouts, or after any score.
3. Each team will receive four timeouts per game. (Cumulative)
4. Teams will be granted a ten (10) minute grace period after scheduled game time of first game. For all subsequent games, game time is forfeit time.
5. Sportsmanship Rule: If a team is leading by a score of 24 points or more, the "running time" clock will be used. The clock will be used. The clock will only stop for charged time outs and official time outs. In addition, after any score, the trailing team will be awarded the ball at mid-field in lieu of a kickoff. Should the lead become less than 24 point margin, the game will convert back to regulation timing and kickoffs.

ARTICLE VI GAME RULES

SECTION A. TIE GAME

1. If the game is tied at the end of regulation time, the game ends and the score stays a tie.

SECTION B. GAME

1. Enroachment is going into the neutral zone. Neutral zone is a space between the two scrimmage lines during a scrimmage down. This is established after the center has adjusted the ball, ready for the hike. If either team encroaches, the ball is dead, and a 5 yard penalty assessed.
2. Blocking
 - a. Offense – An offensive blocker may use only the standing block, with the forearms and hands folded to the body. No

part of the blocker's body, except the feet, shall be in contact with the ground throughout the block. Four-point blocking will be allowed only on the initial charge by linemen.

- b. Defense – Defensive players are restrained in use of hands to pushing the shoulders and body of offensive blockers. Slapping or striking is not allowed and will be penalized.

3. Charging and Tackling

- a. The ball carrier may not run through a defensive player, but must attempt to evade the defensive players. The defensive player must not hold nor run through a ball carrier. **BUT MUST PLAY THE FLAG NOT THE PLAYER OR THE BALL.** The quarterback is considered the ball carrier until he/she releases the ball. Defensive player may attempt to block a pass as long as contact is not made with passer. In an attempt to remove the flag from the ball carrier, defensive players may contact the body of an opponent with their hands, but not with their neck or head. A defensive player may not hold, push, or knock the ball carrier down in an attempt to remove the flag.

- b. Defensive roughness against the ball carrier.

(1) Violators involved in the following fouls may be banished from the game at the discretion of the officials.

- a. Tackling the ball carrier.
- b. Holding the ball carrier.
- c. Blocking the ball carrier.
- d. Tripping the ball carrier.
- e. Pushing the ball carrier.
- f. Charging the ball carrier.
- g. Bumping the ball carrier.
- h. Pushing out-of-bounds.

PENALTY: 10 yards and possible disqualification if flagrant.

4. The Kick-Off

- a. The kick off shall be made from the 30 yard line from either end of the playing area. The receiving team must place a minimum of three (3) players within five (5) yards of midfield line. The kick-off must originate from the ground or from a kicking tee. The ball shall not be placed on the foot of anyone and kicked. A drop kick will be allowed.
- b. Out-Of-Bounds – In the event the ball goes out-of-bounds on the kick-off, the receiving team shall put the ball in play 15 yards in from the sideline. When the ball goes out-of-bounds

between the receiving team's 30 yard line and the goal line, the ball will be put in play on the 30 yard line.

- c. On-Side Kick – there are no on side kicks. The kicking team cannot recover on an on side kick. The ball becomes dead and is put in play.
5. First Down – To keep possession of the ball, the offensive team must advanced the ball past the zone lines in four downs. As soon as the ball is advanced over the zone line, the following down shall be first.
 6. Putting the Ball into Play – The ball is put into play by the center by the backwards pass hand-off including free kick situation.
 7. Fumbled Ball
 - a. The ball is dead at the point of contact with the ground behind the line of scrimmage. Fumbles beyond the line of scrimmage, when ball hits ground, ball is dead, and spotted at the point of lost possession. See Article VI, Section B, #14a(7) Dead Ball.
 - b. On a punt, kick, or interception, once possession is gained, if the ball carrier loses possession of the ball and ball hits the ground, the ball is dead and spotted at the point of lost possession.
 - c. An intentional fumble is considered unsportsmanlike conduct and will be penalized from the point fo the foul.
 8. Punts and Kicks
 - a. A kick which touches a player of either team and then touches the ground is dead at the spot of touching the ground and belongs to the receiving team at the spot of first touching by the kicking team.
 - b. Kicks or punts crossing the goal line shall be declared dead automatic touchbacks, whether touched or not, and be put in play on the 20 yard line.
 - c. On a defensive blocked put, the kicking team may advance the ball if recovered behind the line of scrimmage, and remains in possession if the down was 3rd or less, or if the ball is advanced beyond the first down zone.
 - d. Blocked punts may be run out of the offesnive team's end zone.
 - e. All kicks must be declared on any down (1st through 4th). The defensive team must have a minum of three (3) players on the line of scrimmage until the ball has been kicked. Neither team may cross the line of scrimmage until the ball has been kicked.

- f. On all free kicks, the punter has ten (10) seconds from the time of the snap to punt the ball. Punter must begin kicking motion from directly behind the center (hiker).
9. Substitutions – Free substitution shall be employed at all times. Officials shall not allow substitutions that are obviously made to delay the game. A substitute becomes a player when he enters the field and communicates with a teammate or an official, enters the huddle, is positioned in an offensive or defensive formation, or participates in the play. A substitute must stay in for that play. Substitutions must not interfere with mandatory play rules.
10. Illegal Hideouts – All players must break from the huddle before each play. If the team does not huddle, all players must be at least 5 yards from the sidelines when the ball is put into play, or they shall be penalized.
11. Passes and Hand-Offs
- a. All players are eligible pass receivers.
 - b. An incomplete lateral pass is a dead ball at the point of contact with the ground.
 - c. An intercepted pass in the defensive team's zone may be run out of the end zone or downed in the end zone. Touchback's will be put in play at the 20 yard line.
 - d. During the scrimmage down the ball may be handed forward behind the line.
 - (1) To any lineman who has clearly faced his goal line by moving both feet in a half-turn and is at least one yard behind the line of scrimmage when he/she receives the ball.
 - (2) To a teammate, who at the snap, was behind his line of scrimmage.
 - e. There may be any number of legal forward passes during a down, but each pass must be thrown from in or behind the neutral zone.
12. Unsportsmanlike Conduct – Swearing, obscene language or actions, etc., either on or off the playing field by the players, coaches, or spectators, will not be tolerated. No player may show baiting or taunting acts or words which engenders ill will or any delayed, excessive or prolonged act by which a player attempts to focus attention upon himself.
13. Safety
- a. A fumble in one's own end zone.
 - b. Ball carrier's flag is pulled in his own end zone.
 - c. A blocked punt is downed by the offensive team in their own end zone.

- d. A dropped sideward or backward pass in the end zone.
- e. A blocked punt which rolls out of the end zone.
- f. Offensive foul in your own end zone.

NOTE: After a safety, the offensive team is allowed one play on their 20 yard line to kick-off to the opposing team. The ball is free after traveling 10 yards, or when touched by receiving player.

14. Dead Ball

- a. The Referee shall declare the ball “dead” and the down ended:
 - (1) A flag is not removed by grabbing and pulling does not cause play to stop. In all situations where play is in progress and a ball carrier loses one or both flags either accidentally, inadvertently, or on purpose, de-flagging reverts to a one-handed touch of the ball carrier between the shoulders and the knees.
 - (2) When the ball goes out-of-bounds or the ball carrier goes out-of bounds.
 - (3) When a forward pass becomes incomplete.
 - (4) When a touchdown, safety, or touchback is made.
 - (5) When the ball carrier touches his/her knee to the ground.
 - (6) When any lateral led ball, centered ball, backward or sideward pass strikes the ground.
 - (7) When the ball strikes the ground at any time behind the line of scrimmage. Result, loss of down and ball spotted at original line of scrimmage.
 - (8) When the ball strikes the ground at any time passed the line of scrimmage. Results in loss of down and ball is spotted at the point of contact with the ground.

15. Changing Goals – Teams shall change goals at the end of the first and third quarter and at the end of the first half.

16. Scoring

- a. Touchdown 6 Points.
- b. Safety 2 Points.
- c. Conversion 1 Point. The ball shall be placed 2 yards from the goal line for the attempt.
- d. Conversion 2 Points. The ball shall be placed 5 yards from the goal line.
- e. Forfeit 1 Point.

NOTE: There will be NO kicking conversions allowed.

17. Penalty Enforcement

- a. No single penalty may be assessed that will move the ball more than half the distance to the goal line, whether the penalty be against the offensive or defensive team.
- b. For any fouls between downs, enforce from the spot of snap.
- c. For fouls during a down, the following enforcement principles apply:
 - (1) If fouled DURING LOOSE BALL PLAY: Free kick, pass, kick, or fumble behind the scrimmage line or a run which precedes a pass, kick, or fumble behind the scrimmage line. Enforced from line* of scrimmage.

NOTE: If offensive team fouls behind the line of scrimmage on above plays, enforce from spot of foul.

- (2) If foul DURING A RUNNING PLAY: Enforce such penalty from the end of the run*. A running play is any run not followed by a pass, kick, or fumble behind the line of scrimmage.

NOTE: If the offensive team fouls behind the end of the run, enforce from spot of foul.

- d. If the last defensive player between the ball carrier and the goal line commits a foul on the ball carrier, a touchdown shall be awarded.
- e. Any penalty which involves a loss of down and occurs in the play following change of possession shall be enforced from the spot of the foul. The team obtaining possession will have a first down after the penalty is enforced.
- f. A period must be extended by an untimed down except for unsportsmanship or non player fouls, if during the last timed down, one of the following occurred:
 - (1) There was a foul by either team and the penalty was accepted.
 - (2) There was a double foul.
 - (3) There was an inadvertent whistle and the down is to be repeated.

18. Inadvertent Whistle

- a. The ball is dead and the down is ended when an official sounds his whistle inadvertently: When a penalty is declined for a foul which occurred during the down and there is an inadvertent whistle:
 - (1) A Legal snap or pass in flight, or during a kick, the down will be replayed.

- (2) A Player is in possession, the team may choose to accept the play at that point or replay the down.

19. *Basic Enforcement Spot (BES)

- a. If a foul occurs during a down, the basic enforcement spot is fixed by the type of play. There are two types of play:
- (1) A Loose ball play is any action during:
- (a) A free kick or scrimmage kick.
 - (b) A legal forward pass.
 - (c) A backward pass or fumble made from in or behind the neutral zone.
 - (d) The runs which precedes such legal pass, kick, or fumble.
- b. A running play is any action not included in item a.
- c. If a foul occurs during a loose ball play, the basic enforcement spot is the previous spot.
- d. If a foul occurs during a running play, the basic enforcement spot is the spot where the related run ends. The run ends where the player loses possession if his run is followed by his fumble or pass. If the runner does not lose possession, his run ends where the ball becomes dead.

SUMMARY OF VIOLATIONS AND PENALTIES

VIOLATION	PENALTY	DOWN	ENFORCE FROM
(Dead Ball Violations)			
1) Encroachment	5 yards	same	L.O.S.
2) Delay of Game (30 seconds)	5 yards	same	L.O.S.
(Offensive Violations)			
3) Illegal Procedure	5 yards	same	L.O.S.
4) Intentionally grounded pass	5 yards	loss of down	Spot of Foul
5) "Tucking or other illegal arrangement of flags	10 yards	loss of down	B.E.S.
6) Illegal hideout	5 yards	loss of down	B.E.S.
7) Illegal forward pas	5 yards	loss of down	L.O.S.
8) Direct run by quarterback	5 yards	loss of down	L.O.S.
9) Delay on punt (10 seconds)	5 yards	loss of down	L.O.S.
10) Diving in making blocks	10 yards	loss of down	B.E.S.
11) Illegal use of hands (offensive)	10 yards	same	B.E.S.
12) Stiff arming, hacking, guarding flags (by ball carrier)	10 yards	loss of down	B.E.S.
13) Clipping	10 yards	same	B.E.S.
14) Offensive pass interference	10 yards	loss of down	L.O.S.
15) Diving, jumping or hurdling to advance the ball	10 yards	same	L.O.S.
16) Illegal punt	5 yards	loss of down	L.O.S.
17) Untucked shirt by ball carrier	10 yards	loss of down	B.E.S.
(Defensive Violations)			
18) Defensive holding or illegal use of hands	10 yards	same	B.E.S.
19) Premature pulling of flags	10 yards	same	B.E.S.
20) Roughing kicker or passer	10 yards	1st down	L.O.S.
21) Defensive pass interference	10 yards	1st down	L.O.S.
(General Violations)			
22) Unnecessary roughness, kneeling or any flagrant roughness, including running over the defense by the ball carrier & playing the person instead of the flag	10 yards	same	B.E.S.
23) Unsportsmanlike conduct	10 yards	same	B.E.S.
24) Tripping	10 yards	same	B.E.S.
25) Intentional kicking of a free ball	10 yards	same	B.E.S.
26) Intentional hurdling or jumping over any other player (offense or defense) which creates an unsafe condition	10 yards	same	B.E.S.

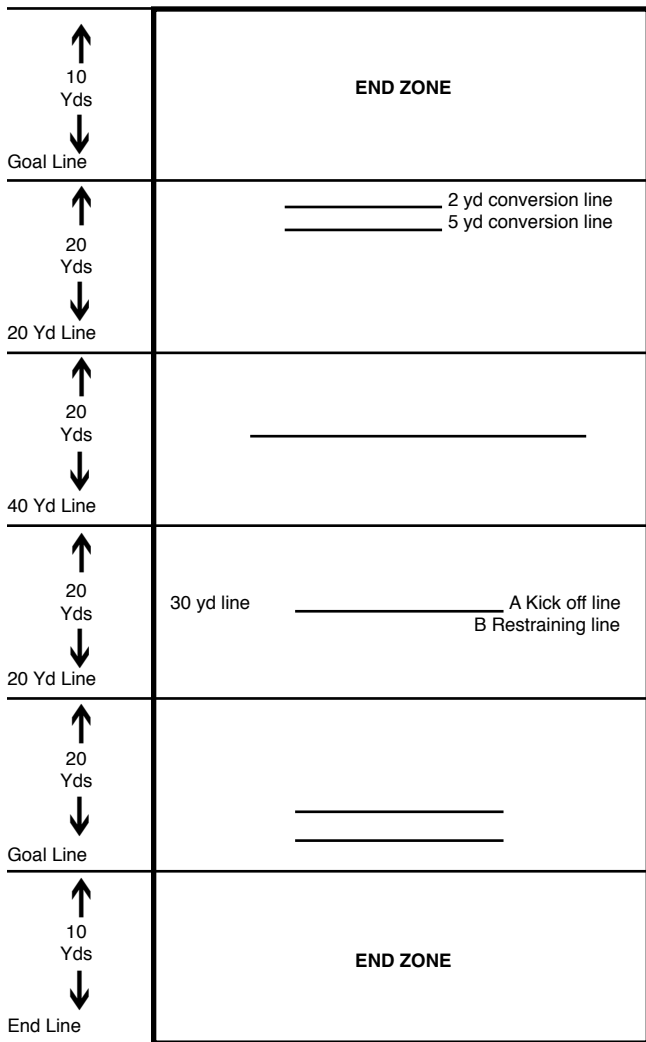
NOTE: L.O.S. – Line of Scrimmage

B.E.S. – Basic Enforcement Spot

This is the term used to describe the location on the field which all penalties are measured.

FLAG FOOTBALL FIELD

End Line



40 YDS



Orange County Junior All American Football



CALENDAR of EVENTS 2009

REVISED: 13 August 2009

JANUARY	05	MON	FRIENDSHIP BOWL PRACTICE BEGINS, 3-Days/Week (Clinic-Midget)
	06	TUES	OCJAAF COUNCIL MEETING at Villa Park, 7:30 PM. No children please. 1 st reading By-Laws/Rule chg.
	24	SAT	OCJAAF FRIENDSHIP BOWL GAME at LOS ANGELES SOUTHWEST COLLEGE
FEBRUARY	03	TUES	OCJAAF COUNCIL MEETING at Villa Park, 7:30 PM. No children please. 2 nd Reading/Vote By-Laws/Rules.
	4-9	W-M	JAMZ NATIONAL COMPETITION - LAS VEGAS at ORLEANS
MARCH	03	TUES	OCJAAF COUNCIL MEETING at Villa Park, 7:30 PM. No children please. Renewal of Franchise.
APRIL	07	TUES	OCJAAF COUNCIL MEETING at Villa Park, 7:30 PM. No children please. 7% Discount for Team Fees pd
	25	SAT	MANDATORY CHAPTER BOARD ORIENTATION. Chapter Presidents + 8-Executive Board Members, at RH (See Map on OCJAAF Website). No children please. Begins promptly at 10am, ends at 2pm.
MAY	01	FRI	2008 SCHOLARSHIP APPLICATION DUE DATE.
	05	TUES	OCJAAF COUNCIL MEETING at Villa Park, 7:30 PM. No children please.
	15	FRI	CHAPTER FEDERAL/STATE TAX RETURNS DUE TO IRS & CALIFORNIA STATE FRANCHISE TAX BOARD. Copy to OCJAAF due JUNE-02 Council Meeting.
JUNE	26	TUES	MIDGET ALL-STAR PRACTICE BEGINS. at SIGLER PARK WESTMINSTER, 6:30pm-8:30pm
	30	SAT	ROSTER PROGRAM TRAINING MEETING at RH, 10am-12pm. OCJAAF Staff Training to follow.
	02	TUES	OCJAAF SCHOLARSHIP BANQUET at Embassy Suites, Anaheim. Begins promptly at 7pm. <u>Chapter President and Chapter Scholastic Coordinator to attend.</u> OCJAAF COUNCIL MEETING at Embassy Suites immediately following. Limited Agenda.
	07	SUN	MIDGET ALL-STAR GAME...OCJAAF vs. VALLEY CONFERENCE at BIRMINGHAM HIGH SCHOOL
JULY	22	MON	MANDATORY CHEER COORDINATOR MTG, at Huntington Beach - 8pm (See web site for map link)
	30	TUES	BIDS TO HOST 2009 OCJAAF PLAY-OFFS NOW DUE! All bids must be in writing to the OCJAAF Athletic Director. See ARTICLE X, Section A, for qualifying host fields. All bids must provide verifiable permit approval. E-MAIL: OCJAAF ATHLETIC DIRECTOR at: OCJAAFAD@AOL.COM
	07	TUES	OCJAAF COUNCIL MEETING at Villa Park, 7:30 PM. Hosp Cert due tonight. Copy of State/Fed Tax Returns Due. Application for additional insurance (D&O, Bond, Equipment) due tonight. Vote for play-off hosts for 2009. Commissioner to select chapter/vendor hosts for Cheer comp, All-Conf & Friendship Bowl.
AUGUST	24	FRI	MANDATORY CHEER COACHES CLINIC: COORDINATORS/HEAD COACH at RH, 6:30pm-9:30pm
	25	SAT	JAMZ CHEER CAMP. Location: RH High School (See OCJAAF Web Site for more information) FOOTBALL: HEAD COACH CLINIC & OCJAAF ORIENTATION at Villa Park High School, 7am Ck-in (See OCJAAF Web Site for more information. Must register ONLINE for Football/Cheer Clinics)
	26	SUN	JAMZ CHEER CAMP, Location: RH High School (See OCJAAF Web Site for ore information)
	27	MON	PRACTICE STARTS - NO CONTACT, CONDITIONING ONLY!
	03	MON	PRACTICE - FULL GEAR - DUMMY CONTACT ONLY.
AUGUST	04	TUES	OCJAAF COUNCIL MEETING at Villa Park, 8 PM. AFL/NFL Draw. Last day to add or drop a team (football & cheer). No children please.
	06	THUR	LEAGUE DRAW in RH, 7:30pm sharp!!! Must have all chapters present. No children please.
	10	MON	FULL CONTACT PRACTICE BEGINS MANDATORY CHEER COORD. MTG. in RH, 8:00 PM. Competition Info. No children please.
	15	SAT	MANDATORY C.G.D.P.C.A. INSTRUCTORS' TRAINING & CERTIFICATION MEETING at RH, 10am-2pm. For Chapter Instructor Agent & PRESIDENTS only. No children please! MANDATORY MASCOT TRAINING MEETING at RH, 3pm-6pm. No children please. SCRIMMAGE PRACTICES ALLOWED. President to contact commissioner if out-of-conference scrimmages are scheduled. (Only players within 10% max of rule book weigh can participate). See Rule Book: Art. VI, C
AUGUST	22	SAT	PRE-CERTIFICATION at RH, 9am-4pm. Chapter Player Agent & Cheer Coordinator only. Chapters to be scheduled appointment time. No children please!
	29	SAT	CERTIFICATION DAY at FVHS. All teams, football players. Cheer Coordinators only.
	31	SUN	1 st INSTALLMENT (1/3) TEAM FEES DUE. (10% penalty for late payment). 5% discount for team fees paid in full. (If you wait until Sept. Executive Council Mtg., a 10% late fee must be included).