

2016.3

badgercentrallyfl.com

Badger Central Youth Alliance

I. Mission:

The mission of the BCYA is to offer a positive and well structured instructional youth football program for youth in grades 4-6. The objective of the program and teams involved is to provide a fun and exciting football experience while teaching the fundamentals and skills of the game. An emphasis will be placed on good sportsmanship by players, coaches, parents and fans, encouraging effort and a strong work ethic out of the players, and developing positive communication between programs.

II. Name:

The name of the league shall be called: Badger Central Youth Alliance

III. Membership / Meetings:

Programs Included in BCYA: Including Coordinators Name / e-mail / Phone

Program	Grades	Director	e-mail	Home /workPhone	Cell Phone
Baraboo	4 th 5 th 6 th	Matt DeMars	boofire31@gmail.com		393-7189
Dodgeville	6 th	Dave Mortimer	bigdogmotrtimer@gmail.com		341-7501
Lodi	4 th 5 th 6 th	Ben Kuehn	bkuehn@findorff.com	516-7645	
Mauston	4 th 5 th 6 th	Jack Hammer	jack_lorihammer@frontier.com		547-4686
New Lisbon	5 th	James Newlun	newlun451@mwt.net		542-0346
Oregon	5 th 6 th	Tony Ricker	oregonpantheryouthfootball@gmail.com	836-8677	444-0472
Portage	4 th 5 th 6 th	Matt Holtan	holtanmatt@gmail.com		697-5750
Reedsburg	4 th 5 th 6 th	Rich Hahn	mnfans@rucls.net		963-9318
River Valley	4 th 5 th 6 th	Jeremy White	jwlg01@gmail.com	588-3112	235-0421
Sauk Prairie	4 th 5 th 6 th	Randy Wallace	randylwallace@hotmail.com		963-6897
Stoughton	4 th 5 th 6 th	Carla Conklin	Carla.conklin@yahoo.com		354-6259
St. Francis (Cross Plains)	4 th 5 th 6 th	Tom Murphy	tom.murphy@straphael.org tmurph@charter.net	798-4723	516-2792
Sun Prairie-Sacred Hearts	5 th	Jason Ostrenga	j42ostrenga@gmail.com		220-9454
Verona	4 th 5 th 6 th	Tony Dimaggio	tony.dimaggio4@gmail.com		843-9472
Waunakee	4 th 5 th 6 th	Mark Prusha	waunakeeyfb@charter.net		235-0722
Wisconsin Dells	5 th	Erik Rosholt	erosholt@sdwd.k12.wi.us		

At the conclusion of the season, program directors will attend a working meeting to evaluate the concluded season and possible adjustments for the following season. This meeting shall be held no later than the month of January following the season.

All programs shall organize and follow through with their own structure of coach's certification clinics / meetings. Possible clinic opportunities will be communicated to all programs during the off-season. Programs may chose to hold their own certification meetings or attend others certified clinics offered.

IV. Program Structure:

Programs are to make an effort to divide teams into two separate and equal teams. If this isn't possible, they must two platoon. There should be the effort by all programs for all teams to have 22 starters every game – starting 11 players on offense and 11 different players on defense.

Our goal is to develop equally balance teams for each grade level *. Some movement between teams may be due to injuries, discipline problems, scholastic ineligibility, etc. These players should be those that see less playing time during their regular scheduled game – IE. Do not play your better “stud” players in both games if players are needed.

*For programs with more than one team, coaches can not move players with out their boards prior approval & must notify your opponent that you will have players playing in more than one contest for that week.

***Coaches will notify their upcoming opponent at least one week in advance of their game. Base defense and offense schemes should be communicated along with confirming time, location and jersey colors. **This call should be made Sunday evening – the weekend prior to your scheduled game.** This call should be initiated by the home team.

The home team should furnish any needed ice and have an emergency plan including a cell phone at all games.

Any concerns or problems with officiating should be directed to program coordinators within 48 hours of previous game.

V. General Rules:

All general WIAA rules will apply.

The season shall begin no earlier than the week the high school programs starts by WIAA rules. Games will start on the first Saturday after Labor Day. Games will be played on Saturdays unless mutually agreed upon by both participating teams and do not create a scheduling conflict for the BCYA.

Games per level:

- Grade 4 – 6 games plus 1 optional scrimmage – prior to the start of the season
- Grade 5 – 7 games plus 1 scrimmage-prior to the start of the season
- Grade 6 – 7 games plus 1 scrimmage-prior to the start of the season
(Scrimmages will be held before the first game)

There shall be at the most (1) one game per week with at least 4 days in between games.

A team may practice each day of the week until the first game. After the first game, practices may not exceed (3) time per week plus one game for the remainder of the season. No practices shall exceed 2 hours in length.

The junior sized football will be used for grades 4, 5, and 6. It may be made of rubber or leather provided it meets the size requirements and the same ball is used for the entire contest. Home team shall furnish the game ball. Either team may use their own ball during game play and must be properly inflated

The home team is required to provide three workers for the chain.
Chains are to be operated on the home sideline.

The home team will be responsible for officials – scheduling and payment. Each game will require a minimum of (3) three officials, (2) two of which must be adult (18+ years) and WIAA certified.

VI. Game Rules:

Each quarter shall be **(8) eight minutes in length.** The clock will run with normal WIAA rules. Officials will enforce a 25-second clock with the understanding that this is an instructional league. Coaches can mutually agree to shorten quarters. It is recommended that all programs have a visual game clock.

Modified Punt Rule – Grades 4, 5 & 6:

Punts are un-timed downs, with the exception of play clock for delay of game. There will be NO rushing on any punts. It is encouraged that the snap be long snapped with no penalty if it hits the ground. The ball will be punted from behind the offensive line and between the tackles. There will be no returns of punts. If the receiving team catches the punt, they will be awarded **5** yards from the catch. If it is not caught, it will be put in play from the furthest spot the ball traveled – the ball can not be inside the 20 yard line. Both teams must have 11 players on the field.

Modified Kick-Off Rules – Grades 4, 5, 6:

All kick-offs will be from the 40 yard line. There will be NO run back on any kick-off. Any kick that is caught by the receiving team will be awarded **10** yards from the point of the catch – will not be advanced farther than the 50 yard line. If it is not caught, it will be put in play from the furthest spot the ball traveled and is downed – can not be inside the 20 yard line. Both teams must have 11 players on the field.

Field Goals / Extra Points: Grades 4,5,6:

Both teams must have 11 players. There is no rush on field goals or extra points. It is encouraged that the snap be long snapped with no penalty if it hits the ground. If the ball is blocked, the ball will be put into play at the LOS – can not be inside the 20 yard line. An extra point block will result in a dead ball. All extra points – rushes, passed, or kicked – are attempted from the 3 yard line. A kick is worth 2 points and a play (rush or pass) is worth one (1) point.

Any turnover, or turnover on downs inside the 20 yard line, will be played from the spot of the turnover.

All games that end in a tie shall remain tied.

Modified Safety Procedure:

If "B" forces "A" into a safety, "B" will be awarded 2 points, and "B" will take over possession on the 50 yard line.(No free kick)

Point Differential Rule:

It is important to keep scores down and game competitive. Coaches are encouraged to do what they can to see that this happens. The purpose of the league is to allow players to play, learn the fundamentals of the game, and enjoy the game of football.

If a point differential of 21 or more points exists, teams shall:

- Leading team shall not pass the ball
- Leading team shall attempt runs between the tackles
- Coaches of team leading shall make position changes to give more playing time to others
- Coaches should communicate strategies during TOs, halftime, change of possession, change of quarters to facilitate this goal.

The home team shall provide the game clock – stopwatch or visible clock that will accurately monitor time. If no clock is available, the Referee will have the official clock.

Offense Rule Modifications

Offensive Rules: All grades(4-5-6th grade)

- Normal line spacing shall be from foot-to-foot up to (2) two feet or arms length.
- Lineman may pull.
- One offensive coach may be on the field with offense – must be 10 yards behind LOS at snap of ball **AND** one yard deeper than the Referee---No coaching once cadence begins!
- Any blue stripe player may not carry the football – ball will be dead immediately. **Blue stripe players must be in a three or four point stance and on the line of scrimmage and can not play end.**
- Maximum number of blue players on the field (per team) at any one time is 5.

Grade 6:

- Grade 6 may use any legal offensive formation

Grades 4, 5:

- No motion or shifting.
- No quarterback sneaks
 - Definition- A direct hand to hand snap while under center, with the quarterback immediately taking the ball, and running toward the line of scrimmage.
- No Twin receiver or Trips formations allowed.
- Splits by SE and flanker can be no more that 12 yards.
- Backs may be in "I" or split backfield and may be in 2-point or 3-point stance.
- Must be balance formations

Defense Rule Modifications

Defensive Rules: All Grades(4-5-6th grade):

- Linebackers/D-Backs must play a minimum of (5) yards behind the defensive line until the snap.(Umpire will set at 5 yards pre-snap)
 - At goal line & short yardage situations---The d-Backs will be at 5 yards off of the LOS at the snap.
- Any defensive player on the LOS, must line head up on the offensive line player
 - Note...(to cover a split end, the defender will be either head up & on the LOS **or** 5 yards off the LOS)
 - Defensive ends are allowed to line up on inside/outside shoulder of offensive end's
- No blitzing by any position.
- Interior Defensive linemen must be in a (3) three or (4) point stance.
- Any blue stripe player may not carry the football – ball will be dead immediately.
- **Blue star players must be in a three or four point stance and can't play end other than a four man front.**
- Maximum number of blue stripe players will be 4 on a 4 man front.

6th grade:

- Grade 6 may use any legal defensive formation.

4 & 5th grade:

- Either a 6-3-2 or a 4-4-3 defense will be used
- Defense may not cover center position. Center is protected until after the exchange
- A 6-5 defense may be used inside the 5-yard line or on downs of less than 1 yard to gain by the offense. (Linebackers must keep minimum alignment off L.O.S. until snap)

VII. Weigh-ins / Weight Classes / Age Classes:

Weigh-ins:

- Weigh-ins will be conducted by each program at the time of equipment hand-out .
- All weights must be recorded by the program coordinator / president / director and (1) one unbiased / unassociated official – school official, school board official, park and rec official, etc.)
- All kids will be weighed in t-shirts / shorts.
- Each team coordinator / president / director will keep a roster for their program identifying player name, number and weight.
- Rosters will be shared with each team / program official prior to the start of scheduled contests.
- Program coordinator must organize and manage all weigh-in records.

Weight Classes:

- **Grade 4** - Any player that weighs 95+ lbs must play in the DOWN LINE tackle to tackle position. These players will be designated with tape, of contrasting color from the **Front to the Rear center** of the helmet.
- **Grade 5** - Any player that weighs 105+ lbs must play in the DOWN LINE tackle to tackle position. These players will be designated with tape, of contrasting color from the **Front to the Rear center** of the helmet.
- **Grade 6** - Any player that weighs 115+ lbs must play in the DOWN LINE tackle to tackle position. These players will be designated with tape, of contrasting color from the **Front to the Rear center** of the helmet.

Age Classes:

Any youth in grades 4-6 may participate in the BCYA whom, as of Sept 1, of the fiscal year, is attending any grade in school from grade 4 through grade 6.

VIII. Registration / Roster / schedule:

All participants in the BCYA must complete official program registration form and medical emergency information form. All forms must be in file with program coordinator / president. All forms must be in attendance with program with each respective team at every game.

All programs must maintain a copy of the roster of each team at each grade level. Rosters should include all participants on the team. Rosters should include: name of participant, birth date, grade in school, weight, and jersey number. Copies of grade level rosters should be maintained by the lead coach of that grade level team. Rosters are required to be at league games.

Schedules shall be made up by an individual or committee involved in the BCYA. All schedules will be generated after program sign-ups – each program needs to communicate with scheduler or committee that will be scheduling their sign-up dates and date programs can determine the number of teams they will have at each grade level. **This date shall be prior to July 1st of each season.**

IX. Coaches:

It is the responsibility of all coaches to follow through with coaching requirements set by the BCYA. To include but not limited to:

- 1) Follow through with certification requirements set by the League and their respective programs – any new coach will be allowed a (1) one year grace period.
- 2) Certification shall be from USA Football/Heads up football
- 3) Have all needed forms and rosters at each contest.
- 4) Handle and display responsibility for the conduct of players, assistant coaches, and parents / fans of their program.
- 5) Participate in coaches meeting set by BCYA.
- 6) Meet all requirements set by individual program that they are involved with.
- 7) Display enthusiasm and energy to the players they work with.
- 8) Have Fun!