LITTLE OHIO HERITAGE CONFERENCE

**BY-LAWS**

***Article 1 - League and Their Duties***

**Section 1:** Little Ohio Heritage Conference. (hereinafter “LOHC”) will play under Ohio High School Football rules with the exception of the rules stated in this Rule Book.

**Section 2:** LOHC will maintain a board of directors which will consist of one (1) individual from each member organization belonging to LOHC

1. Quorum -- Presence of not less than 75% of the board of directors in good standing of this league shall constitute a quorum for the transaction of league business at any regularly scheduled meeting.

**Section 3:** LOHC board of directors’ responsibilities include but are not limited to:

1. Ensure the league is ran honestly
2. Promote youth football in their area
3. Vote on all rules and rule changes (one vote per organization)
4. Communicating all LOHC information back to their respective Organizations
5. Attend all meetings

**Section 4:** Member organizations of LOHC consist of the following organizations:

1. Chillicothe
2. East Clinton
3. Greenfield
4. Hillsboro
5. Jackson- (2 teams)
6. London- (2 teams)
7. Miami Trace

**Article 2 – Boundaries**

**Section 1:** Football districts are composed of public elementary school districts and alternate districts as designated by the League. Youth will play in the football districts so designated. Youth in private schools or home schooled are classified according to the public-school district in which they reside, and alternate districts as designated by the League. Any youth residing in an area that is not within a designated district may play for any franchise they choose.

**Section 2:** Any youth residing in an area that is not within a designated district and who has played for an established franchise cannot change franchises without written approval from the organization of which the player belongs to base on the current rules detailed in this Article. If a written release is granted, the player is free to play for another established franchise within the LOHC.

**Section 3:** Any youth playing with an established franchise who moves out of the district designated to the franchise and into another designated district, may stay with the previous franchise if the player so desires. If the youth chooses to move to the new franchise, they may do so without sitting out one (1) year, however they cannot move back.

**Section 4:** There will be no release of any player from one organization to another LOHC organization without written approval from the organization of which the player belongs to base on the current rules detailed in this Article. If a written release is granted, the player is free to play for another established franchise within the LOHC.

**Section 5:** The LOHC Board shall have final non-appealable authority over any/all league boundary disputes

**Section 6:** All organizations will be required to work to achieve 80% of their organization within their defined boundaries.

**Article 3 – Formation of Teams**

**Section 1:** Teams competing in the LOHC will consist of either a Junior Varsity (JV) or Varsity Squad.

**Section 2:** Junior Varsity Teams will consist of the following;

1. Team is open to 3rd and 4th grade student athletes. Teams can consist of 2nd grade athletes, but they must follow the same rules as listed for Junior Varsity Players.
2. Players cannot be older than 11 on August 1st of the current school year.
3. All players must be listed on Official League Junior Varsity Roster
4. If a JV squad has fewer than fifteen (15) players, they may bring down 5th graders under the following conditions:
   1. No fifth graders is allowed to play a skilled position. They are permitted to play Center, Guard or Tackle on the Offense, they are not permitted to be an eligible receiver or in the backfield. (They must be covered on the line)
   2. Fifth graders are allowed to play any position on defense.
   3. Player can advance ball if on defense. If ineligible player recovers fumble on offense, ball is down at spot of recovery.
   4. The fifth grader playing on a JV Team may not weigh over 130 pounds.
   5. Player must be listed on official roster at weigh in and all paperwork included in JV Game Book.
   6. Cannot be older than 11 on August 1st of the current school year
   7. Player can only play a total of seven (7) quarters for that day. A quarter is considered playing one (1) down during any part of that quarter.

**Section 3:** Varsity Teams will consist of the following;

1. Team will consist of 5th and 6th grade student athletes
2. Players cannot be older than 12 on August 1st of the current school year.
3. If ineligible player recovers fumble on offense player is down at spot of recovery
4. Player must be listed on official roster at weigh in and all paperwork included in Varsity Game Book.

**Article 4 – Weigh-in at Pre-view**

**Section 1:** One representative for each affiliation must be present for weigh-ins.

**Section 2:** Teams will line up divided into JV and Varsity Squads in numerical order. Once the organization is ready for their weigh-in the procedure will proceed as follows;

1. Each player will be asked to state their name.
2. They will then step on the scale and verify their birth date.
3. Official will then announce the players weight to be recorded by all.
4. All players must be weighed in at League Preview. If player cannot make League Preview, he/she may weigh in the following week at their teams first game. Coaches from both teams must be present to certify the player weight.
5. Players that are close to skill position eligibility will be allowed one more weigh-in immediately following their previous weigh-in. They are permitted to go down no further than their underwear. If they still do not make weight, they will not be allowed another attempt to weigh-in.

**Section 3:** Once all players are weighed, the appropriate officials will sign the roster to certify it.A certified copy of each roster should be emailed and/or passed out to all affiliates prior to the next weekend’s game.

**Section 4:** Certified copy of weigh-in roster to be kept in Team Book

**Section 5:** No players should be added to the roster following League Preview without league approval first.

**Article 5 – League Pre-view**

**Section 1:** League Preview will be held at all league affiliations home sites on a rotating schedule.

**Section 2:** Host of the preview will provide the 1st place, 2nd Place, and 3rd Place trophies for the playoffs game for both JV and Varsity.

**Section 3:** Pre-view Games will be played under the following format.

1. The field should be split in half for JV and Varsity and both will play at the same time on opposite sides of the field from the forty (40) yard line and in.
2. Each team will get 15 minutes of offense on a running clock, then switch to defense while opposing team gets 15 minutes of offense.
3. Once the above is completed there will be a 5-minute half-time while coin flip is being conducted for second half
4. Junior Varsity will play a quarter with a 10-minute running clock
5. Varsity will play the last quarter with a 10-minute running clock, then the game is complete.

**Section 4:** Four Officials should be present to officiate the Preview Games.

**Section 5:** Pre-View Schedule to be posted around same time as Official League Schedule

**Article 6 – Team Roster**

**Section 1:** Each affiliation shall provide separate rosters for both JV and Varsity. No player can be added after the preview without written league approval.

**Section 2:** The roster that should be used is the LOHC Official Roster provided by the league.

**Section 3:** Each roster must have each player in numerical order and be 100% complete.

1. Jersey Number
2. Name
3. Weight at Preview
4. Birth Date
5. Grade for current school year
6. School district they attend

**Section 4:** Following weigh-in, roster must be signed by the following:

1. Coach of the team’s roster that just weighed in
2. Coach/board member/President of an opposing affiliate
3. LOHC Official

**Section 5:** Copy of Official Roster to be kept in Team Book, and a copy to be given to a representative from the other organizations at the Preview

**Article 7 – Player Designations**

**Section 1:** Each player shall wear a number between 00 and 99 inclusive. Duplicate numbers shall be permitted in the event of a participant does not make weight and has to play up. LOHC does not follow NFHS rule for numbers; therefore, any number between 00 and 99 can be worn for any position.

**Section 2:** In the event a participant does not have the jersey as defined on the roster, it the responsibility of the head coach to get the agreement with the opposing head coach the player can participate.

**Section 3:** An indicator (e.g.black or white taped “X’) is required on all player’s helmets that are considered an ineligible ball carrier, and must be large enough to be seen from the sideline. The indicator utilized to indicate ineligible ball carriers is to be communicated BEFORE the game to the opposing head coach AND the referees. This must be placed on all 5th graders playing down on Junior Varsity and can be removed for the Varsity game if they are playing in it.

**Article 8 – Ages and Weight Limits**

**Section 1:** LOHC is a grade-based league with a maximum age limit. Each participant must play in the grade grouping they will be entering in that current school year based on current by-laws and have a birth date which falls in the range listed below:

1. **Varsity 5th/6th Grade Age Limit** – must be in 5th or 6th grade and cannot be older than 12 by August 1st of the current season being played.
2. **Junior Varsity 3rd/4th Grade Age Limit** – must be in 3rd or 4th grade and cannot be older than 11 by August 1st of the current season being played. Teams can consist of 2nd grade athletes, but they must follow the same rules as listed for Junior Varsity Players.
3. **Varsity 5th/6th Grade Weigh Limit –** All players 130 lbs. and over will be required to have an indicator (e.g.black or white taped “X’) on the back of their helmet and will be permitted to play Center, Guard or Tackle on the Offense, they are not permitted to be an eligible to receiver or line up in the backfield. (They must be covered on the line and cannot advance the ball on a turnover) They are permitted to play any position on Defense and advance the ball on a turnover.
4. **Junior Varsity 3rd/4th Grade Weigh Limit –** All players 110 lbs. and over will be required to have an indicator (e.g.black or white taped “X’) on the back of their helmet and will be permitted to play Center, Guard or Tackle on the Offense, they are not permitted to be an eligible to receiver or line up in the backfield. (They must be covered on the line and cannot advance the ball on a turnover while on offense) They are permitted to play any position on Defense and advance the ball on a turnover.
5. **Junior Varsity 5th Graders –** Must under 130 lbs. and not turn 11 by August 1st of the current season being played. They will be required to have a “X” placed on the helmet and will be permitted to play Center, Guard or Tackle on the Offense, they are not permitted to be an eligible to receiver or line up in the backfield. (They must be covered on the line and cannot advance the ball on a turnover while on offense) They are permitted to play any position on Defense and advance the ball on a turnover. Must be listed on Official Junior Varsity Roster

**Section 2:** Penalty for not following the above-mentioned rules;

1. First violation is a 5-yard penalty,
2. Second violation will result in a 15-yard penalty
3. Third offense results in forfeit of game.

**Article 9: Special Circumstances**

**Section 1:** **Length of Periods and Games**

1. The length of the periods for all Age/Grade Groups will be 8 minutes.
2. The length of time between 1st and 2nd; 3rd and 4th quarters will be 1-minute
3. The length of time at half time will be 8 minutes
4. There will be 15-minute warm up time between games.
5. Games can only go to running clock if both teams agree.
6. At the start of each half, and after a touchdown, the ball will be put in play first and ten from your own thirty-five (35) yard line instead of kicking off.

**Section 2:** **Time Clocks**

1. The referee shall decide where the clock will be kept if the field is not equipped with a scoreboard timing device. In any event, the referee has final authority to have the clock kept on the field if in his judgment the home management’s clock operator is not qualified.

**Section 3: Personnel on the playing field**

1. Only the official Head Coach and the designated coaches and the participating players (per the official LOHC Roster) shall be allowed on the player's benches or on the playing field during the progress of an officially scheduled game.
2. All downs markers, chain crews and clock must be manned by adult responsible personnel when possible.
3. During Junior Varsity games only, one coach per team is permitted on field during play. They must remain ten yards behind their deepest player and must remain silent and stop communication of any kind with players once the QB is under Center, or if in shotgun gets in their pre-snap alignment.
4. There is also to be no communication on the field during the play by this one field coach. Coaches on sidelines are permitted to coach the entire games.
5. Penalty - The first penalty is a loss of 5 yards and if there is a second offense that coaching staff is banned to the sidelines for the remaining time of the game.

**Section 4: Radios and Communication Devices are allowed to be used**

1. During Junior Varsity games the coach on the field is **not allowed** to wear radio or any type of communication device

**Section 5: Tie Ball Games**

1. All conference contests, playoffs and Super Bowl that end in a tie at the end of regulation play will, without exception, play a sudden death overtime. This overtime will consist of each team attempting to score from 10 yards out from the end-zone. First possession will be determined by a flip of the coin. Each team will play until there is a winner. After three (3) overtimes, you must attempt a pass for the two (2)-point conversion. There will be one time out per series with no time outs carried over from regulation play.

**Section 6: Safety**

1. The team that scores a safety shall take the ball first and ten from opponent’s forty-five (45) yard line.

**Section 7: Scoring**

1. A successful after touchdown conversion shall be scored as follows;
   1. One (1) point if by run (a pitch is considered a run)
   2. Two (2) points if by forward pass.
2. A touchdown is considered six (6) points
3. There cannot be more than a 40 point differential during a game. These points include defensive points. Once a team has incurred a greater than 40-point differential both coaches will be called in front of the league board for review. The coach that incurred a greater than 40-point differential can be suspended for one game.

**Section 8: Punting**

1. Automatic punts will be moved by an official twenty-five (25) yards, but not to be advanced inside the opponent’s twenty (20) yard line. There will be no live punting. There will be a 10 second runoff of the clock for each punt but cannot result in ending the game. If there is less than 10 seconds left in the game the clock will be ran down to 1 second left. The receiving team will have the opportunity to run one play.

**Section 9: Player Eligibility Offenses**

1. Falsification or misrepresentation of Player Eligibility, or the participation of an ineligible player may result in the following:
   1. Forfeit of all games the player participated
   2. Termination of the Head Coach.
   3. Sanctions against the accused program.

**Section 10: Incomplete Game:**

1. Any scheduled game stopped because of rain or darkness shall be considered an incomplete game and must be completed as soon as possible. Games stopped for any reason, will be replayed from the period it was stopped, until completed.
2. If an official needs to stop a game due to crowd control or fighting, the team leading at that time wins and a tie remains a tie

**Section 11: Contact with Officials and Coaches**

1. Any striking or offensive touch not in the normal course of a football game by a player, coach or head coach before during or after a football game shall result in a minimum one year “calendar” automatic suspension and up to, based on the league’s review, permanent suspension.
2. Any players ejected or disqualified for fighting shall be ineligible for all contests for the remainder of that day. In addition, the player shall be ineligible for all contests until one regular season/tournament contest is played. If the ejection or disqualification occurs in the last contest of the season, the participant shall be ineligible for the first game of the next year. Any player who is ejected or disqualified for fighting for the second time in the season at a minimum shall be ineligible for all contests for one “Calendar” year or may be subject to permanent expulsion subject to the discretion of the league.

**Section 12: Game Ball**

1. The ball shall be of a good grade of leather or composite material.
   1. The leather Rawlings R5PW, Wilson K2 (or equivalent in size) or synthetic of equal size will be the official football for Junior Varsity Games. No rubber footballs allowed.
   2. The Leather Rawlings R5JR, Wilson TDJ (or equivalent in size) or synthetic of equal size will be the official football for Varsity Games. No rubber footballs allowed.
2. Penalty:
   1. Any team found to be using an illegal size ball will be penalized as a 15-yard penalty.
   2. The use of stick-um on the football or the application and use of such on any player’s hands is not allowed. Any player found to be using Stick-um will be removed from the game and will not be permitted to return until the stick-um has been removed from hands.

**Section 13: Mandatory Play Rule**

1. There will be no mandatory playing time required by LOHC. Mandatory playing time will be determined by the different organizations.

**Section 14: League Standing**

1. Standing will be determined by the following system:
   1. Two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.
   2. Two-way ties within the standings are broken using the results of Head to Head matchups. If a three-way tie has happened the number of conference points scored against your team will be used and the team with the lowest number of conference points against them will be the higher standing.
   3. Standings will be determined by total number of points awarded each team in conference games.
   4. An official from each team (home & away) must call, text or e-mail the League Secretary or designee with the weekly game results no later than 8:00 a.m. the Monday morning immediately following the games for that week.
   5. Penalty: There will be a $25.00 fine per organization for scores not provided to the League Secretary. The League Board will publish a weekly copy of standings for each organization.
   6. Standings will be kept track of on the LOHC website (<http://www.leaguelineup.com/welcome.asp?url=lohc>)

**Section 15: Charging Admission**

1. Admission of $3.00 per adult (Over 18)
2. Admission of $1.00 per student (Under 18)
3. Admission of $1.00 per Seniors (Over 65)
4. Under 5 years old children are free
5. Coaches and team moms shown on official roster are free.

**Section 16: Officials**

1. The host organization will be responsible for paying the game officials.
2. Two teams playing at a neutral site will split the cost for officials if no gate is collected for that day.
3. Four Officials should be present to officiate the Preview and Super Bowl Games.
4. League Agreement is $45 per game for each official for any game starting before 6 p.m.
5. League Agreement is $60 per game for each official for any game starting after 6 p.m.

**Section 17: Team Book**

1. Football Head Coach is responsible for the following: (Players to be in numerical order and split into Junior Varsity and Varsity)
   1. LOHC Approved Roster at front of Team Book
   2. Current picture of player in their jersey
   3. Copy of player’s birth certificate
   4. Copy of previous year’s report card showing grade player will be going into.
   5. Correct eligibility information, including: birth date and permanent address being shown on all player contracts
2. Copy of Head Coaches and Assistant Coaches Concussion Education Course Certificate
3. To provide “TEAM BOOK” as proof of player’s eligibility if so requested by Officials or League Representatives

**Section 18: Ejection from Game**

1. Any player ejected from a game will be ineligible to play for the remainder of that game, and the next game. The player is NOT allowed on the sidelines during time of ineligibility.
2. Any coach ejected from a game will need to leave the facility for the remainder of the game, and complete the following before being re-instated to coach
   1. $125 payment to a local charity with receipt provided to the league
   2. Complete online anger management course, and provide proof to the league
3. For any ejection, the referees will be asked to provide the league with an ejection report for the league to review
4. An ineligible coach will be allowed to be a spectator for subsequent games during the ineligible period. However, if the ineligible coach is deemed to be “coaching from the stands”, then the offending organization will be fined $125, to be paid to a local charity with receipt proof provided to the league.

**Section 20: Preview and Super Bowl Schedule**

* 2019 Preview is at Jackson and Super Bowl is at Washington Courthouse
* 2020 Preview is at Miami Trace and Super Bowl is at Chillicothe
* 2021 Preview is at East Clinton and Super Bowl is at Jackson
* 2022 Preview is at Hillsboro and Super Bowl is at Miami Trace
* 2023 Preview is at Greenfield and Super Bowl is at East Clinton
* 2024 Preview is at London and Super Bowl is at Hillsboro
* 2025 Preview is at Chillicothe and Super Bowl is at Greenfield
* 2026 Preview **Start rotation over**
* Subject to change as teams join or leave the league

**Section 21: Amendments to By-Laws**

1. Amendments to these by-laws shall be made by a vote of two-thirds of the membership in good standing, present and voting, provided a quorum is present at a meeting of the members duly called to consider such amendment.