

KENNEWICK GRID KIDS ASSOCIATION BYLAWS AND RULES



2016

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Appendix A Codes of Conduct

Definitions

Annual Meeting—Yearly meeting held at the end of each season to re-elect new Executive Board Members.

Division—A division consists of all A squads, B squads, C squads, etc. in the Kennewick Grid Kids (KGK) organization.

Executive Board—Consists of the president, vice president, secretary, treasurer, and equipment manager.

General Meeting—Meetings held on a regular basis to conduct KGK business.

Head Coaches—Person in charge of each organization within the KGKs Association. There are eight total head coaches.

KGK—The incorporated association organized under the laws of the State of Washington and operating as a “Member Association” KGKs Association.

Member—A member consists of every head coach, assistant coach, player, parent/legal guardian of a player participating on a KGK team, administrator (paid or volunteer), and other active volunteer participating directly in the work of the KGK organization.

Organization—An organization consists of five different squads: A, B, C, D, and E. KGK also supports Flag Football and Cheerleading.

Reassignments—Due to special circumstances a player can be reassigned to another team.

Simple Majority—Half of the head coaches or Executive Board plus one.

Special Meeting—A meeting that is called outside of the annual or general meetings.

Squad—A squad consists of an A, B, C, D, and E squad within an organization.

Squad Coach—Person in charge of a squad.

Voting Member—Could consist of the president, vice president, secretary, treasurer, equipment manager, and head coaches.

White Hat—Lead official on the field during a game.

Article 1 – The Association

1.1 Association Name

The name of this organization is Kennewick Grid Kids (KGK) Association, which is an incorporated association organized under the laws of the State of Washington and operating as a “Member Association” of KGKs’ Association.

1.2 Purpose and Charter

The Mission of the KGK Association is to promote the game of football for all youth 5 to 13 years old in the greater Tri-City area by:

- Protecting player athletes from exploitation by special interest groups
- Emphasizing interscholastic activities as an integral part of athletic development
- Formulating and maintaining policies, which will cultivate the ideals of good sportsmanship
- Promoting uniformity of standards within and between organizations
- Providing a clear channel of communication for all member organizations
- Encouraging and promoting diversity of its membership at all levels of the KGK Association

1.3 Mission Statement

The KGK shall strive to provide opportunities for athletic participation that fosters achievement, respect, equity, enthusiasm, and excellence in a safe and organized environment.

1.4 Function

The KGK shall pursue its purpose by organizing and promoting programs within the scope of its charter and, toward that end, shall:

- Recruit and coordinate volunteers in numbers sufficient to staff and support the KGK Association’s activities
- Form organizations to be affiliated with the KGK Association and assign players to those organizations consistent with the objectives of the KGK Association

Article 2 – The Members

2.1 Qualification

Every head coach, player, and parent/legal guardian of a player participating within a KGK organization, administrator (paid or volunteer), and other active volunteer who participates directly in the work of KGK, shall be a “Member” for the roster year in which they participate.

2.2 Voting Members

Voting members consist of each KGK organization head coach and members of the Executive Board.

2.3 Executive Board

The Executive Board shall be a collective group of the following positions: president, vice president, secretary, treasurer, and equipment manager.

Article 3 – Meetings

3.1 Notice of Meetings

Members of the Executive Board and Head Coaches will receive notice of any scheduled meeting a week in advance.

Members of the Executive Board shall otherwise be given three days prior notice of any special meetings of the Executive Board, which only the president (or if absent, the vice president) shall have the authority to call.

3.2 Annual Board Meeting

The KGK shall hold an annual meeting on a date to be determined by the president, within 30 days following the KGK Super Bowl, for the purpose of conducting the following business:

- President's progress report
- Treasurer's report of KGK finances
- Election of the Executive Board Members
- General discussion from the floor
- Establish annual meeting schedule for the upcoming year
- Adjournment

A date for the following season's annual meeting will be set in July of the previous season's year.

3.3 Special Meetings

The Executive Board may call a special meeting at any time and make a reasonable attempt to contact all Board Members announcing the meeting.

Head coaches may call a special meeting by delivering a written petition to the secretary specifying the intended purpose of the special meeting and signed/endorsed by a simple majority of the head coaches. Within three days of receiving such a petition, the secretary shall provide as much notice as possible prior to the special meeting to all of the head coaches and Executive Board Members specifying the date, time, and purpose of the special meeting.

3.4 General Board Meetings

General meetings are held off season and during the season to conduct general KGK business. It is a requirement that Head coaches attend all general meetings or provide a proxy from your organization to attend. If you fail to do so, you will lose your 1st round draft pick for each meeting missed starting with E level.

3.5 Meeting Chair

The president shall serve as the chair of all meetings.

3.6 Quorum

A quorum for any meeting shall consist of a simple majority of the Executive Board.

3.7 Proxy Votes

Voting members (Section 2.2) can assign their vote to the president in written or e-mail format. Written authorization of a proxy vote must be made and presented before the time of the meeting. For voting purposes noted in the meeting minutes it should state that the person “voted by proxy.”

3.8 Nonvoting Members

Nonvoting members of KGK include the concession stand director, website administrator, and head referees.

Article 4 – Executive Board

4.1 Election of Executive Board Members, Term, and Term Limit

The Executive Board of the KGK shall be the president, vice president, secretary, treasurer, and equipment manager. Each Executive Board Member is elected by the head coaches at the annual meeting to serve a one-year term starting from the conclusion of the annual meeting to the subsequent annual meeting.

There shall be no limits to the number of terms an Executive Board Member can serve.

In the event of a tie, when three or more people run for a position, the person not included in the tie shall step down from the election and another vote shall happen.

4.2 Nominations Process

During the time that the general membership is notified of the upcoming annual meeting, the secretary shall instruct the webmaster to post a solicitation on the website and head coaches will e-mail all members of their organizations at their last known e-mail address, and requesting volunteers to run for office for the upcoming season.

Nominations must be received by the remaining Executive Board not less than three days before the date of the annual meeting or any special meeting called for the purpose of electing an Executive Board Member.

4.3 Vacancies

A vacancy of any executive board member shall be filled by the Members at either the annual meeting, a general meeting, or a special meeting called for that purpose, or if sooner, by the following:

- A vote by a majority of the head coaches
- Vice president shall automatically succeed to the office of president in the event of a vacancy in that office
- Voting members shall determine the need to fill the position based on time of year and the necessity of filling the position or waiting until the annual board meeting.

4.4 Duties and Powers of the Executive Board

The Executive Board shall ultimately be responsible for the overall business and affairs of the KGK, and specifically those listed in Section 5.2.1.

A quorum of Executive Board Members shall be a simple majority of the Executive Board Members to facilitate the on-going, fundamental, and routine working of the KGK. Responsibilities of the Executive Board Members are as follows:

- Direct the general management of funds and business of the KGK
- Hear and decide all protests and questions not specifically defined by these “Kennewick Grid Kid Association Bylaws and Rules”
- Act as an appeal body for individuals and organizations within the KGK
- Establish a yearly calendar of events
- Interpret and enforce these “Kennewick Grid Kid Association Bylaws and Rules” and instill discipline as warranted
- Review and approve bylaws
- Perform other functions as assigned by the KGK
- In case of a vacancy not otherwise filled by the Executive Board Members through a vote at a general or special meeting, appoint a successor to complete the remainder of the term of any Executive Board Member; provided that the vice president shall automatically succeed to the office of president in the event of a vacancy in that office
- Organize and run KGK tryouts
- Prepare and propose an annual KGK budget
- Review and authorize Treasurer’s report and additional expenditures
- Serve on and act as the liaison to (or designate another KGK volunteer to serve on and act as liaison to) any KGK committee organized to provide support for programs falling within the areas of the treasurer’s key responsibilities, including, without limitation, a KGKs finance committee
- Define the responsibilities for, and oversee the work of, all subordinate volunteer KGK program directors and coordinators, if any, whose roles support any area of key responsibility
- Chair, or oversee the chair and the work of, each KGK committee formed by the Executive Board to support any area of key responsibility

Along with all other Executive Board Members, identify and recruit volunteers to assist the Executive Board who, working alongside Executive Board Members, will complete the work of the KGK. The Executive Board is responsible for the following:

- Shall not be under any obligation to appoint any particular individual who desires to join the Executive Board.
- There shall be no recourse for any individual denied appointment no matter the reason, aside from seeking removal of members of the Executive Board as these Bylaws otherwise provide.

- Individuals appointed to the Executive Board shall serve at a minimum, from the date of their appointment until the next annual meeting.
- There shall be no limit; however, on the number of consecutive years that an individual may be appointed to serve on the Executive Board.

4.4.1 Powers and Duties of the President

The powers and duties of the president shall be to:

- Serve on, and preside over all meetings
- Act generally as the liaison between the Executive Board, head coaches, and team parents
- Serve on the Executive Board or KGK committees as the Executive Board may consider appropriate
- Oversee the work of all of the other Executive Board Members and their supporting volunteers, if any
- Organize, preside over, and deliver a report on the status of KGK at the annual meeting
- Sign deeds, mortgages, bonds, contracts, or other instruments, except in instances where the president is unavailable to sign, then the Executive Board will appoint the vice president
- Along with the secretary, run the draft in a manner consistent with these KGK bylaws and rules
- Authority to sign checks

4.4.2 Powers and Duties of the Vice President

The powers and duties of the vice president shall be to:

- Perform the duties of the president in times of the president's absence, including, if necessary, representing the KGK on the Executive Board; and act generally as the liaison between the Executive Board, head coaches, and team parents
- Succeed to the office of president in the event of the president's resignation or removal
- Chair, or oversee the chair and the work of, each KGK committee formed by the Executive Board as requested
- Lead all KGK fundraising efforts (e.g., Fever football, Cougar games, etc.)
- Authority to sign checks

4.4.3 Powers and Duties of the Secretary

The powers and duties of the secretary shall be to:

- Serve on and record minutes of the meetings for the Executive Board and post on the Website
- Give any required notices of meetings in the manner these Bylaws specify
- Serve as general custodian of records for the KGK
- Along with the president, certify the individuals chosen by the Executive Board to serve as the "Delegate" to each annual meeting or special meeting of the KGK

- Define the responsibilities for, and oversee the work of, all subordinate volunteer KGK program directors and coordinators, if any, whose roles support any area of key responsibility
- Chair, or oversee the chair and the work of, each KGK committee formed by the Executive Board as requested
- Run KGK registration

4.4.4 Powers and Duties of the Treasurer

The powers and duties of the treasurer shall be to:

- Provide regular financial reports to the Executive Board
- Develop a budget alongside the positions that require a budget
- Assume key responsibility in the areas of KGK accounting, budgeting, finance, and such other areas as the Executive Board may assign Authority to sign checks

4.4.5 Powers and Duties of the Equipment Manager

The powers and duties of the equipment manager shall be to:

- Be accountable for helmet refurbishment
- Creates a helmet inventory report for passing on to future equipment managers
- Organize, inventory, and order all equipment before the season starts and throughout the season, making sure that all equipment is up-to-date and safe
- Helmet accountability
- Year-end helmet list and master key list to pass on to future equipment managers.

4.5 Meetings of the Executive Board

The president shall preside over meetings of the Executive Board, whether a general board or special meeting, which shall be conducted according to whatever formal or informal meeting rules a majority of the Executive Board may approve from time to time.

All general and annual meetings of the Executive Board shall be open to members, to the public, and shall occur on a day and a time set by the Executive Board. Meetings may be closed as necessary.

The secretary shall record, and make available to the public, the minutes of all meetings of the Executive Board. The meeting minutes shall be posted on the KGK Web site and emailed to voting members.

4.6 Removal of an Executive Board Member

An Executive Board Member who is unable to carry out the duties of office for a period of 90 days, at the end of the 90th day, may be removed from office by a simple majority of the voting members. An Executive Board Member can be removed immediately in the case of extreme circumstances by a simple majority vote of the other Executive Board Member and the eight Head Coaches.

After three consecutive unexcused absences from regular Board meetings, violations of the bylaws, and violation of the code of conduct the Executive Board may, in its sole discretion, remove such Executive Board Member.

An Executive Board Member that cannot pass the background check will automatically be voted off of the Board.

No member of the Executive Board, including appointed members, may be removed from the Executive Board except by a simple majority vote of the Executive Board and head coaches.

Article 5 – Head Coaches

5.1 Duties of a Head Coach

Duties of a head coach are as follows:

- **It is a requirement that you attend all general meetings or provide a proxy from your organization to attend. If you fail to do so, you will lose your 1st round draft pick for each meeting missed starting with E level.**
- Attend as many practices and games for your organization as possible.
- Assign five squad coaches for your organization.
- Communicate all KGK happenings to your organization coaches and parent/legal guardians.
- Be responsible for your organization at all times. This includes coaches, concession shifts, registrations, tryouts, draft, parent/player behavior at practices and games, etc.
- Floor Privileges – Any member of the KGK may have the privilege of the floor at meetings, but only the head coach of the recognized organizations may vote.

5.2 Representation by Head Coaches

Each of the organizations shall be managed and directed by a head coach of the organization. The head coach shall represent their organization at formal meetings.

5.2.1 Voting Privileges

The head coach of each organization is granted the privilege of one vote.

5.2.1.1 Proxy

The head coach of an organization that is unable to attend a meeting may delegate, in writing or email, the name of a proxy to vote in the head coach's absence.

5.2.2 Vacancies

The vacancy of a head coach position of an organization shall be filled during a meeting. The head coach must provide notice to the Executive Board Members relating their experience in the sport of football and in coaching youth sports in general of their vacancy and nominee for replacement.

5.2.3 Replacement of a Head Coach

In the event of violation of bylaws, KGK may facilitate the replacement of an organizations' head coach. This requires a simple majority vote of the Executive Board and the remaining seven head coaches.

5.2.4 Length of Tenure

Upon election, head coaches shall continue from season to season without need for reelection as long as the head coach annually meets the KGK coaching requirements and expresses a desire to participate.

Article 6 – Structure of KGK

The KGK has modeled its organization after the Washington Interscholastic Activities Association (WIAA) Handbook.

The KGK understands, however, that cases may arise where the Head Referee or designated field monitors may need to make a game rule decision during the play of a game. The individual will make the best attempt to follow WIAA guidelines with respect to the level of play. Individual judgment decisions made in this instance are not subject for appeal.

6.1 Organizations

The following organizations are recognized as belonging to the KGK with all of its rights and privileges:

- Bears
- Colts
- Coyotes
- Eagles
- Huskies
- Panthers
- Rams
- Tigers
- Flag Football
- Cheerleading

6.2 Squads by Ages

Each of the eight organizations in KGK are comprised of five separate squads, flag football, and cheerleading. The football playing squads are composed of players in the age ranges as follows:

- A squad: Ages 11, 12, and 13 (see Notes 2 and 4)
- B squad: Ages 10, 11, 12 (see Note 1) and 11 (see Note 2)
- C squad: Ages 9, 10, 11 (see Note 1) and 10 (see Notes 1 and 2)
- D squad: Ages 8, 9, 10 (see Note 1) and 9 (see Notes 1 and 2)
- E squad: Ages 6, 7, 8 (see Note 3), 7, and 8 (see Notes 1 and 2)
- Flag: Ages 5 & 6 (grandfathered 6 year olds can opt to play Flag instead, but cannot change)
- Cheerleading: Ages 5-13

Note 1: The 8, 9, and 10-year-old weight limits shall be set by the president and approved by the secretary following late registration and prior to tryouts. The intent of the weight limits is to place a balanced number of players at each squad level.

Note 2: A player's weight for the season is determined by his/her weight at the time of weigh in/gear handout. This weight is final. **Any player that is assigned to the higher level for his/her age group based upon the weight is ineligible to play down at any time for any reason. If a player chooses to play up even though they are in the lighter side of their league age group, this player is ineligible to play down at any time for any reason.**

Note 3: A player playing up a level should be an exception. At the lower levels (E through B), a lower-level player shall only be brought up if the Head Coach determines the active roster for the upper-level squad is in need of additional players. A lower-level player is eligible to play up only once per season. This does not apply during the play offs.

If an organization's squad finds itself short players for a week, a player participating on the next lower level is eligible to play up. To play a player up a level the secretary needs to be notified in writing (or email) no later than the Friday prior to game day. The secretary shall notify the opposing coach of the play up on game day prior to kick-off. The player participating up a level is subject to the five quarter rule (three halves for E through C).

The five quarter rule (or three half rule): If a player is participating on two squads for the week, he/she is limited to participating in only five quarters (three halves) total between the two squads. If the play up is for a C squad player to B squad, that player is eligible for two halves at C and one quarter at B. One play equals one quarter (half). The player playing up is not subject to the minimum play rule for the upper level.

6.3 Limitations on Player Weights

All players must be weighed in on the official KGK scale by an Executive Board Member at the time of sign-ups with their names, ages, and weights recorded. If an Executive Board Member is unavailable during registration, then a head coach will be appointed by an Executive Board Member to record player weights. Once a player makes weight, they are not allowed a reweigh to try and make a lower squad. **A player's weight must not exceed 185 pounds at the time of weigh-in/gear handout. We will have weigh-ins prior to every game if you are 150 pounds or more. All players over 155 will be required to play on the line and cannot carry the ball.**

A head coach will not be allowed to weigh in their own player.

6.4 Player Weights during Season

It is understood that natural growth and development and the rigors of the sport will cause some registered players to increase or decrease in their playing weight during the playing season. **During the season, any player, ages 6 to 13 will not be allowed to weigh over 185 pounds. We will have weigh-ins prior to every game if you are 150 pounds or more. All players over 155 will be required to play on the line and cannot carry the ball.**

Article 7 – Registration

7.1 Registration

Each player (new and returning) shall complete a registration and release from liability form prior to beginning each new KGK season. The registration shall include the following:

- **Player Fees:** Player fees shall be determined annually by the Executive Board based on a review of the treasurer's report for the previous year and an estimate of the upcoming year's expenses.
- **Scholarships:** The Executive Board shall make scholarships available that waive all or part of the registration fee upon written request and demonstration of hardship to the KGK. Player cannot register until a determination by the Executive Board has been made.
Parent/legal guardian of players on scholarship will be required to perform field cleanup, extra concession stand help, etc. each week or the scholarship may be revoked.
- **Player Age:** For determining participation in an appropriate squad (A, B, C, D, E, or Flag), a player's age is determined as of September 1 of the current playing year. All registered players must be between the ages of 5 and 13 as of September 1. For example: A player turns 11 on September 1, they play at KGK as an 11 year old. If player turns 11 on September 2, they play in KGK as a 10 year old. Verify and keep a copy of player's birth certificates throughout the season.
- **6 Year Old Rule:** A 6 year old may register if he/she is the sibling of a current or prospective player (7 to 13 years old) or the son of a head coach or head squad coach that has coached the previous 2 years of that organization. They may also opt to play flag instead.
- **Distribution of Equipment:** Equipment will only be given to players that have been weighed in at the required weight and have completed registration forms. Under no circumstances will equipment be given to those players that need to reweigh or have not completed their registration forms (Section 7.2).
- **Written Consent:** The written consent of a parent/legal guardian is required prior to a player's participation in any practice or game. The consent may be withdrawn at any time during the playing year by written revocation delivered to the head coach.
- **Release from Liability:** The parent/legal guardian's signature on the registration form constitutes their acknowledgment of the hazards of participating in the KGK program and their authorization to have their child play.
- **Concussion Form:** The KGK requires a parent/legal guardian's and participant's signature on the concussion form given to the KGK by the Kennewick School District.
- **Players Code of Conduct form:** Each player must read and sign the Player Code of Conduct form.
- **Parents Code of Conduct form:** Each parent must read and sign the Parent Code of Conduct form.

7.2 Registration after Draft

There will be no new registrations after the draft is completed.

Article 8 – Equipment

8.1 Equipment

The KGK owns, maintains, and issues basic football equipment. Basic equipment shall include a helmet with faceguard and chinstrap, shoulder pads, pants with pads, one mouth piece, and a jersey. Only issued

equipment is to be worn by a player. No substitutions or alterations are allowed. If a player is caught using unauthorized gear, a written warning to the head coach, player, and parent(s)/legal guardian(s) will be issued with the first occurrence. Article 18 will apply to head coaches, players, and parent/legal guardians with a second equipment violation. Any whole organization alterations may be approved on a case-by-case basis by the Executive Board and head coaches.

Additional player equipment such as neck collars, rib vests, gloves, and hardened chin guards are not considered basic equipment provided by the KGK. These additional items are allowed by the KGK and are considered the responsibility of the player to purchase and maintain. Players are required to furnish their own socks and shoes. Only shoes with plastic or rubber cleats are allowed. Metal cleats are not allowed. Changing facemasks, shoulder pads, or helmet is not allowed. Chinstraps can be changed; however, the issued chinstrap shall be returned to the KGK if player purchases a chinstrap. In addition, personalized or purchased mouth pieces may be used at the player's own risk. It is the responsibility of the parent/legal guardian to ensure a substitute mouthpiece is adequate for the player's safety. In addition, it is the responsibility of the parent/legal guardian to ensure the player's mouth pieces are maintained in a satisfactory condition throughout the season.

Clear face shields may only be worn with a signed KGK waiver by player's parent or guardian. This waiver will be signed and given to the secretary for filing.

8.2 Distribution of Equipment

Equipment will only be given to players that have been weighed in at the required weight and have turned in completed registration forms. Under no circumstances will equipment be given to those players that need to reweigh or have not completed their registration forms.

Article 9 – Tryouts/Draft

9.1 Tryouts

All new or returning players approved to go back into the draft in the KGK shall participate in a tryout to observe their basic skills, coordination, quickness, and attitude.

Players not participating in the formal tryout are not eligible for the draft and shall be **assigned by a blind draw** to organizations by the Executive Board after all eligible players have been drafted. Players will be assigned by a blind draw in order of the tryout list, until all players have been placed on an organization and the approximate organization sizes are comparable.

9.2 Draft

The draft shall be held by the Executive Board and the head coaches after the tryout and before the start of practices.

9.3 Organization Size

The Executive Board shall establish the number of players per organization based on total players signed up by squad during registration.

9.4 Declaration of Players

Head coaches shall submit a formal roster to the Executive Board during the draft, declaring returning players.

9.4.1 Returning Players

There will be no trades or reassignments for any returning player – they must go back into the draft or remain on their same team.

If a Head Coach requests a returning player to be placed back into the draft, the Head Coach must submit in writing a formal request with the circumstances leading to their decision. The circumstances must be extreme. The President or Vice President will contact the parents of that player to inform them and to respond to the request.

If a returning player/parent requests to return to the draft, they must gain approval by the Head Coach. If not approved the player must remain with current team or sit out one year and then will be eligible to go back into the draft the following year.

Declared players must register, weigh in, and report to their assigned organization no later than week two of the regular season to be eligible to participate in the remainder of the season. For players to participate in games at KGK, they need to have played by the third game. Before a player can participate in a game, they must be registered, have made weight, and completed three practices with their squad. Practices do not count until registration forms are filled out, fee is paid, and they have made weight according to these bylaws. If the player missed the last registration date they must be declared by their organization's head coach at the draft. If these criteria are not met, the player will not be allowed to play for the remainder of the regular and post seasons.

9.4.2 Approved Re-Entry in to Draft

A player returning to the draft will not be placed on the same organization.

9.5 Draft Order

The order of finish in each organization at the end of the prior year's season (not including playoffs or Super Bowl) shall be used to determine the order of the current year's draft as follows (in the event of a tie, the point differentials will also be added):

- A squad draft order will be determined by the combination of wins with A and B squad
- B squad the B squad draft order will be determined by the previous C squad records
- C squad draft order will be determined by the previous D squad records
- D squad draft order will be determined by the previous E squad records
- E squad draft order will be determined by the previous E squad records

9.5.1 By Squad

Players shall be drafted by squad, A first, B second, C third, D fourth, and E last. The last place organization shall pick first, next to last picks second, etc.

9.5.2 Definition of Special Rules

The following sections define Special Rules in the KGK that affect the player draft.

9.5.2.1 *The Sibling Rule*

All players of the same biological parent(s) (birth certificates must be shown as proof), regardless of address, shall automatically belong to the same organization as the first family player. All players of the same married family (proof must be provided; i.e., marriage certificate and birth certificates), residing in the same household shall automatically belong to the same organization as the first family player selected.

9.5.2.2 *The Grandfather/Grandmother Rule*

A new player requesting to play on the same organization that his/her older family member (e.g., brother, sister, father, mother, or grandfather/grandmother) played on must provide convincing evidence of their families tie to that organization, such as an organization photo. If the evidence is acceptable, the new player will be assigned to the same organization as the older family member. This player becomes part of the organization's declared roster prior to the draft.

9.5.2.3 *Offspring of Coaches*

All head coaches and all assistant coaches who assisted the previous two years before may claim players out of the draft with Executive Board approval who are offspring and who request assignment to that coach's organization at the time of signup.

9.5.2.4 *Trades/Reassignments*

Following the completion of the draft, there will be made available a half hour that trades/reassignments may be initiated. The trading of future draft picks will never be allowed. Trades may be initiated only by an organization's head coach or his/her representative as designated prior to the draft. A majority of the Executive Board must approve all trades. All trades must be completed prior to the closure of the draft.

9.5.3 Recruiting

Any coach who knowingly makes false representations to the KGK in order to have a specific new player assigned to his organization shall lose his normal draft position for the age group of the player involved, if a quorum of Executive Board Members believes the infraction merits, Article 18 will apply. For example, if the coach would normally have a fifth round pick in that player's age group, he would be moved to the sixth round for all picks in that age group. The organization that normally would pick sixth would be moved up to fifth. If the coach was already drafting in last position, he would be moved down in his draft pick in another, similar age group.

9.5.4 Filming an Opponent's Game/Practice

You may only film your own games or practices. You are not allowed to film other organization's games or practices. The involved parties of any organization caught illegally filming another organization's game will be punished per Article 18.

9.6 Late Sign-Ups of New Players to the League

Late sign-ups of new players will be approved on a case-by-case basis by the Executive Board and placed on the team in draft order or team in need. The new player is required to have three practices prior to their first game.

All late signups and declared players will be weighed in on the official KGK scale, at the football field, in the equipment shed, and witnessed by an Executive Board Member.

Article 10 – Practices

Each organization is allowed a maximum of three practice sessions each week. No practice session shall last longer than two hours, with one exception, when pictures are being taken during a practice, the organization will be allowed a two and a half hour practice to allot for picture time.

10.1 Definition of a Practice

Any organized get-together, whether the players are in pads or not, is considered a practice according to this rule. However, there is one exception. Each organization is allowed one get-together before the first game, in addition to the regular three practices per week. Examples of this extra get-together are BBQs, pizza parties, or potlucks, as a team builder to start the year. After game meetings at a restaurant are okay as long as no film sessions or strategies take place. If that happens, it is considered a practice and that squad coach is suspended from the field for the upcoming game, the squad coach will miss the following week of practices, and the squad will lose one of their next scheduled practices for the upcoming week.

The date of the scheduled team building get-together is to be reported to the Executive Board beforehand.

If any type of practice or get-together happens prior to the start of the season (i.e., coach gets kids together sometime in June or July), the coach controlling that practice or get-together will be removed from the league.

10.2 Official Start of Practices

Practices shall not begin before the date designated by the Executive Board Members.

10.3 No Contact Rule

The first three practices of the KGK football season shall be for conditioning, orientation, establishing rules and expectations, and limited coaching demonstrations. These first three days are considered “No Player-to-Player Contact” days. The first three days players are to wear helmets and cleats only. Organizations found violating this rule will be penalized by losing at least one practice day in upcoming weeks. Second violations will be penalized per Article 18 and missing more practice days.

Article 11 – Playing Time

Our coaches are responsible for fielding a competitive organization. The KGK recognizes that playing time among players is not always equal. It is the policy; however, that all rostered players (if they are fit to play) on every squad and in every division of the organization, play a minimum number of plays in every contest (Rule 10). It is the responsibility of the head squad coach to ensure these playing time requirements are met. Six year old players do not apply to this rule. If a violation occurs, Article 18 applies.

The player's rights to a minimum number of plays per contest are waived in the circumstances stated in the following sections.

11.1 Missing a Practice

Any player missing a practice (excused or otherwise) in the week before a game waives his right to a minimum number of plays in that week's game. Playing time in this situation will be at the discretion of the coach.

11.2 Disciplinary Behavior

Any player on disciplinary notice by their coach for inappropriate or unacceptable behavior in the preceding week's game or during the current weeks practice, waives his right to a minimum number of plays in the next scheduled game. Playing time in this situation will be at the discretion of the coach.

11.3 Notification

When players may not get their minimum plays, coaches must submit in writing, prior to the game, a list of players and jersey number's that may be affected. This list will be given to the field monitor. If no field monitor is available, the list will be given to the white hat referee, who in turn will then hand to the secretary or an Executive Board Member. The secretary will keep the record.

Article 12 – Season

The season shall consist of weekly head-to-head contests, within each organization until every organization has played each squad once. The squad in each division of the organization with the overall best record at the end of play is considered the KGK champion. Ties will be broken within squads of the divisions per Section 10.3.

12.1 Start /Finish

The Executive Board Members shall establish the official start and finish of the season. No organization practices or get-togethers are allowed in the off season between the finish of one KGK football season and the start of another.

12.2 Champion (Founders Trophy)

The organization with the best overall win/loss record at the end of regular season play will be awarded the Founders Trophy during the Super Bowl. As champions, they shall have their name inscribed on the trophy and retain possession of the trophy until the close of the following season. In case of a tie, both teams will be recognized, there are no tie-breaker provisions.

12.3 Ties

Ties during a game shall be decided using the Kansas City Tie-breaker as follows:

- Coin toss determines who gets the ball first (offense or defense). After each round (each team has been on offense), the two teams switch between which team is on offense and defense first in the round. Whichever team starts on offense continues on offense until one team officially wins the game.
- The teams shall start on the 10 yard line. In the event that both team scores in their first possession, the ball shall remain on the 10-yard line and both teams shall try again. In the event that neither team

scores in their second possession, the ball shall be reset on the 5-yard line and both teams shall try again until one team wins.

12.4 Playoffs

Following completion of the season, the top four squads in each division shall participate in a playoff game to determine participants in a team championship game (Super Bowl). The team finishing first in the KGK plays the fourth place finisher and second plays third.

Ties at the end of the regular season shall be broken using the following order of precedence:

- Head-to-head
- Point differential (a maximum of 14 points in any one game will be used)
- Fewest points allowed

If after these criteria are met and there is still a tie in which teams are fighting for a playoff spot, it will be decided by a Kansas City Tie-Breaker on the next available day (preferably Monday). The first possession is from the 20-yard line. If they are still tied they will move to the 10-yard line. From the third overtime until completion the ball will be on the 5-yard line.

Ties during a playoff game shall be decided using the Kansas City Tie-breaker as stated in Section 12.3.

12.5 Super Bowl

The playoff winners in each division shall meet in a Super Bowl. Individual trophies shall be awarded to first and second place squads in each division. The winning squad in each division shall have their organization and head coach's name inscribed on a rotating team trophy. The squad trophy shall reside with the winning organization until the following year's Super Bowl event.

Ties during the Super Bowl shall be decided using the Kansas City Tie-breaker as stated in Section 12.3.

Article 13 – Code of Conduct

The highest standard of moral excellence and fair play is expected by all players, all coaches, and parents/legal guardians in the KGK Association. All coaches, players, and their parents/legal guardians shall have read and signed that they understand and agree with a Grid Kid Code of Conduct. All coaches, players, and parents/legal guardians failing to comply with the Code of Conduct shall be subject to disciplinary action by the team and/or the Executive Board, including forfeiting their right to participate in the remainder of the KGK season.

Interpretation of the Players Code of Conduct violation and punishment is at the discretion of the Executive Board and not subject to appeal.

Examples of the codes of conduct can be found in Appendix A.

Article 14 – Coaching Requirements

The secretary shall maintain a list of all head coaches and assistant coaches. The following guidelines apply to coaches of any organization in the KGK.

14.1 Criminal Background Check

All head coaches, squad coaches, assistant coaches, and parent helpers (including head team moms and squad moms or dads) shall have passed, and checked by the president or vice president, a criminal background check every 2 years.

14.2 Coaches' Code of Conduct

The highest standard of moral excellence and fair play is expected by all coaches in the KGK Association. All authorized coaches shall have read and signed that they understand and agree with a Grid Kid Code of Conduct for Coaches (Appendix A). Coaches failing to comply with the code of conduct shall be subject to disciplinary action by the Executive Board Members, including forfeiting their authorization to coach.

Interpretation of the Coaches Code of Conduct violation and punishment is at the discretion of the Executive Board and not subject to appeal.

Article 15 – Ejections

Conduct by a player, all coaches, or parents/legal guardians resulting in an ejection or disqualification from a contest shall result in the following discussed in this section.

15.1 Players

When a player is ejected, the coach continues to be responsible for the player. The player shall immediately leave the field of play and must leave the sidelines when a parent/legal guardian can take them. The player shall be ineligible for participation in the next scheduled game and may not be suited up. The player is allowed to be with the team on the sideline for the entire duration of the ineligible game.

15.2 Coach or Parent/Legal Guardian

When a head coach, coach, or parent/legal guardian is ejected, they must immediately vacate the premises. The coach or parent/legal guardian shall be prohibited from being present on the premises during the next scheduled game. A coach is also not allowed to participate at three practices following the ejection.

If a head coach is ejected, an authorized assistant coach may assume the head coaching responsibilities for the remainder of the contest. If no other authorized personnel are on site, the contest will be terminated and forfeiture declared.

15.3 Second Ejection or Gross Violation

A second ejection or a gross violation for any reason of a player, head coach, coach, or parent/legal guardian shall result in ineligibility for the remainder of the season and will not be allowed to participate in practices or be on the practice/game premises for the remainder of the season. A “gross violation” will be determined by the Executive Board Members depending on the nature of a violation, seriousness of a violation, and/or series of violations (Article 18).

15.4 Appeals

For a second ejection or gross violation, the severity of the penalty may be appealed to the KGK for a decision by the Executive Board in accordance with the Protests and Appeals process (Article 16).

Article 16 – Protests and Appeals

16.1 Protests of an On-Field Official’s Judgment

Protests of an on-field official’s judgment will not be heard.

16.2 Protests and Appeals

Protests and appeals of a KGK decision shall be heard by the Executive Board Members. A written notice of intent to appeal a rule interpretation, dispute a ruling, or protest a decision by the Executive Board Members shall be submitted to the president within 5 days from the date of the decision. The same rules of protest apply. The Executive Board Members’ decision is final.

16.2.1 In Writing to the Executive Board Members

Following the contest, the head coach of the organization shall officially lodge the protest in writing to the Executive Board Members. The written protest shall contain the facts, including the specific rule in question.

16.2.2 Executive Board Members Decision(s)

The Executive Board Members shall convene prior to the next scheduled game to review the written protest and render a decision. The petitioner(s) of the protest shall be afforded the opportunity to:

- Present rationale and justification in writing or personally include the specific rule(s) in question, action the Executive Board has taken, and the purpose or desired outcome of the request.
- Select and present supporters of the request.

16.2.3 Player Appeals

There are no player appeals.

Article 17 – On-Field Officials

17.1 A, B, C, D, and E Squad Contests

The A, B, C, D, and E squad contests shall be officiated by individuals appointed by the KGK.

17.1.1 Youth Officials

Continuing to support strong, moral, and responsible development of our youth past the age of player participation, A, B, C, D, and E squad officials are typically local area high school youth having demonstrated a proven ability to play the sport or to understand and enforce its rules. The head referee(s) shall maintain a list of high school youth officials. Youth officials must be former KGK players unless circumstances exist where too few former players are available.

17.1.2 Pay for Officials/Timekeepers

Pay shall be in accordance with KGK standards and shall be established by the Executive Board Members and reviewed annually.

Article 18 – Discipline Punishments

This article discusses the punishments given to head coaches and squad coaches or organizations that violate KGK bylaws and rules.

18.1 Filming Opponents Games or Practice

- First offense is a two game suspension, which includes practices for the upcoming weeks
- Second offense is removal from coaching duties for remainder of season

18.2 Recruiting

- First offense is a one game suspension and loss of draft pick
- Second offense, see Section 16.6

18.3 No Contact Rule

- First offense, lose one practice day in upcoming week
- Second offense squad coach gets a two game suspension

18.4 Practice Violations

- First offense is a one game suspension for the coach, which includes practices for upcoming week
- Second offense is a three game suspension

18.5 Playing Time

- Squad found in violation of playing time gets the squad coach a one game suspension
- Second offense, see Section 16.6

18.6 Player of 155 lbs touches the ball

- If a squad coach has a player 155 or more touch the ball – the Head Squad Coach will be suspended for a calendar year from all games and practices. Ex. If it happens during game 3, you will be suspended till game 3 of the next season. AND the organization will forfeit all 1st round draft picks. If this organization violates the rule again – the Head Coach will also be suspended for 2 games and practices.

18.7 Gross Violations

A gross violation is an automatic suspension of coaching duties for remainder of season. Gross violations may consist of the following and are under interpretation by the Executive Board:

- Fighting (verbal or physical) in a threatening way
- Using profanity during games/practice
- Threatening or demoralizing players
- Blatant attempts to circumvent bylaws

Article 19 – General

These bylaws can be changed by approval of a simple majority of the Executive Board Members without notice and at any time.

This is to certify that the above and foregoing Bylaws of the Kennewick Grid Kids Association were approved by the KGK Executive Board and are effective beginning on the approval date below.

Dated this _____ day of _____ 2014.

PRESIDENT

VICE PRESIDENT

SECRETARY

TREASURER

EQUIPMENT MANAGER

R.1.0 General Rules Authority

The KGK has modeled its organization after the Washington Interscholastic Activities Association (WIAA) Handbook.

The KGK understands; however, that cases may arise where the head referee or designated field monitors may need to make a game rule decision during the play of a game. The individual will make the best attempt to follow WIAA guidelines with respect to the level of play. Individual judgment decisions made in this instance are not subject for appeal.

R.2.0 Field of Play

The official league and post season play-off games shall be played on the fields provided by the City of Kennewick at Eastgate Park, measuring approximately 45-yards wide by 80-yards long. The championship games may be played on a regulation, official-sized playing field as schedules permit.

R.3.0 Penalties on the Field

Penalties shall be defined in the National Federation of High School Associations (NFHS) rulebook, except that no assessed penalty during league or play-off games shall exceed 10 yards due to the shortened length of the Eastgate playing fields. If games are played on a regulation official-sized playing field (i.e., 100 yards in length), then 15 yard penalties may apply, as appropriate.

R.3.1 Five-Yard Penalties

The following violations constitute a 5-yard penalty:

- Failure to properly wear required equipment before snap or during down
- Delay of game (30 seconds)
- Illegal substitution
- Invalid or illegal fair-catch signal
- Free kick infraction or kicking out of bounds
- Encroachment
- False start
- Illegal formation or procedure at snap
- Less than seven players on the line of scrimmage
- Illegal shift or illegal motion
- Illegally handing or passing the ball forward (also loss of down)
- Ineligible receiver illegally downfield
- Helping the runner
- Lining head-up on a long snapper
- Incidental roughing the kicker, holder (penalty only, not a first down)

R.3.2 Ten-Yard Penalties

The following violations constitute a 10-yard penalty:

- Illegal blocking technique.
- Holding, clipping, tripping, and chop block.
- Illegally kicking or batting the ball.
- Kick-catching interference.
- Pass interference on defense (loss of down if by offense).
- Charging into an opponent obviously out of the play.
- Grasping an opponent's face mask (or any helmet opening).
- Roughing the passer, kicker, or snapper (also a first down). If roughing the passer is called, and the pass is completed, the 10-yard penalty is tacked on to the spot of the completion. Any immediate contact with a long snapper is roughing whether the contact is from the side or not.
- Slapping the blocker's head.
- Illegal participation.
- Sideline interference.
- Nonplayer illegally on field.
- Spearing.
- Open field horse collar (not jersey).

R.3.3 Disqualification (and a 10 yard penalty)

The following violations constitute a disqualification and a 10-yard penalty:

- Fighting by player or nonplayer
- Any act if unduly rough or flagrant
- Striking, kicking, or kneeing
- Intentionally contacting an official
- A second unsportsmanlike foul by player or nonplayer

R.4.0 Periods of Play

A Division:	4 x 12 minute periods – stopped clock 1 minute intermission between periods 5 minute half-time 3 time outs per half (1 minute duration each)
B Division:	4 x 10 minute periods – stopped clock 1 minute intermission between periods 5 minute half-time 3 time outs per half (1 minute duration each)
C Division:	2 x 30 minute periods – running clock 5 minute half-time

- D Division: 2 time outs per half (1 minute duration each)
 Last 2 minutes of game – stopped clock
 2 x 25 minute periods – running clock
 5 minute half-time
 1 time out per half (1 minute duration each)
 Last 2 minutes of game – stopped clock
- E Division: 2 x 25 minute periods – running clock
 5 minute half-time
 1 time out per half (1 minute duration each)
 Last 2 minutes of game – stopped clock

R.5.0 The Huddle

The time allowed between the huddle and the snap of the ball shall not exceed 30 seconds from the referee's spot of the ball and the signal of ready for play.

R.6.0 Stopping, Starting, and Winding the Clock

When a 24 point differential exists, the clock will run except for stoppage for time outs and quarters.

Note: C, D, and E games are running clock except the last 2 minutes of the game.

5-Yard Penalties	Ball Spot	Whistles/Flags
Failure to wear required equipment	5-yards from the line of scrimmage	Whistle blown at snap ball
Delay of games	5-yards from the line of scrimmage	Whistle blown after 30 seconds
Illegal substitution	5-yards from the line of scrimmage	Whistle blown at snap of ball
Invalid or illegal fair-catch signal	5-yards from the line of scrimmage	Whistle blown at end of play
Free kick infraction or kicking out of bounds	5-yards back and rekick Take ball where it went out of bounds Take ball at 35-yard line	Whistle blown at end of play
Encroachment	5-yards from the line of scrimmage	Whistle blown before snap of ball
False start	5-yards from the line of scrimmage	Whistle blown before snap of ball
Illegal formation or procedure at snap	5-yards from the line of scrimmage	Whistle blown at snap of ball
Less than 7 players on line of scrimmage	5-yards from the line of scrimmage	Flag thrown during play
Illegal shift or illegal motion	5-yards from the line of scrimmage	Whistle blown at snap of ball
Illegal handling or passing the ball forward	5-yards from the line of scrimmage	Loss of down, flag thrown during play
Illegal receiver downfield	5-yards from the line of scrimmage	Flag thrown during play
Helping the runner	5-yards from the line of scrimmage	Flag thrown during play
Lining head up on long snapper and hitting	5-yards from the line of scrimmage	Flag thrown during play
Incidental roughing the kicker	5-yards from the line of scrimmage	Flag thrown during play

10-Yard Penalties	Ball Spot	Whistles/Flags
Illegal blocking technique	10 yards from spot of foul	Flag thrown during play

10-Yard Penalties	Ball Spot	Whistles/Flags
Holding, tripping, clipping, chop blocking	10 yards from spot of foul	Flag thrown during play
Illegal kick or batting of ball	10 yards from spot of foul	Flag thrown during play
Kicking or catching interference	10 yards from spot of foul	Flag thrown during play
Pass interference on defense	10 yards from line of scrimmage	Flag thrown during play
Pass interference on defense, if caught	End of play plus 10 yards	Flag thrown during play
Pass interference on offense	10 yards from line of scrimmage	Flag thrown during play
Charging into an opponent out of play	10 yards from spot of foul; personal foul	Flag thrown during play
Face mask	10 yards from spot of foul or end of play	Flag thrown during play
Roughing the passer or snapper	10 yards from line of scrimmage and first down If pass is caught, the 10 yards is added to the end of play	Flag thrown during play
Slapping the blocker's head	10 yards from spot of foul or end of play	Flag thrown during play
Illegal participation	10 yards from line of scrimmage	Whistle blown at snap of ball
Sideline infraction	10 yards from line of scrimmage	Flag thrown during play
Nonplayer illegally on field	10 yards from line of scrimmage tacked on at end of play	Flag thrown during play
Spearing	10 yards from spot of foul	Flag thrown during play
Open field horse collar	10 yards from spot of foul or add it on to end of play	Flag thrown during play

	The clock will be stopped	The clock will restart
1	"Extended" injury on the field*	On the referee's signal of ready for play
2	Nonplayer or nonteam interference on the field*	On the referee's signal of ready for play
3	Inadvertent whistle	On the referee's signal of ready for play
4	Officials time out*	On the snap
5	Change of possession	On the snap
6	For a charged team time out*	On the snap
7	Score or safety occurs*	On the snap
8	Fair catch is made or awarded	On the snap

***Applies to C, D, and E games.R.7.0 Kickoffs**

The ball shall be spotted on the 35 yard line for kickoffs. The D and E divisions will ONLY kickoff to start the game and to start the second half. Otherwise, the ball is spotted on the offenses own 30 yard line in the D and E divisions. The clock begins on the referee's signal of ready for play.

If a kickoff goes out of bounds at any division the opposing team may choose one of the following:

- 5-yard penalty and a re-kick
- Ball placed on the 35-yard line

- Spot the ball where it went out of bounds

In the event of a safety, the ball shall be spotted on the 30-yard line for D and E divisions, and a free kick from the 20-yard line for A, B, and C divisions.

R.8.0 Point after Touchdowns – A, B, and C Divisions

Successfully kicked extra points are worth 2 points. Successfully crossing the goal in a PAT attempt by passing or running is worth 1 point.

R.9.0 Jersey Switching

It is not allowed to change a player's jersey number during the course of a game in order to deceive the opposing defense. Any team caught jersey swapping for this purpose will forfeit the game, regardless of the game's outcome. If a jersey is damaged and unsuitable for play, the opposing coach and officials must be immediately notified of the problem and given the player's name and their new jersey number. It is recognized that many players buy multiple jerseys with different numbers during their years at KGK, and that some players buy or are issued a jersey number and choose at some point in time to wear an older siblings' jersey and number. The league makes no sanction or prohibition against this practice.

R.10.0 Playing Time (Includes Playoffs and Super Bowl)

R.10.1 E Squads*

If rosters have 22 or fewer 7 and 8 year olds then each player on the squad will have either an offensive or defensive starting position and play** the first 20 minutes of each half at that position or another position within that unit (e.g., a player could move from defensive line to safety but would still be on the defensive unit). A player would be allowed to switch from the defensive unit to the offensive unit (or vice versa) at halftime or prior to halftime if the opposing head coach is informed of the switch.

If for any reason rosters contain more than twenty-two 7 and 8 year old players then the KGK Board will provide special playing time requirements for that year.

6 year olds are not guaranteed playing time but it is encouraged they be mixed in liberally for players who start both offensively and defensively if roster size allows. They shall not replace a player who only has one starting position. If roster sizes are too large then they can be played during the final 5 minutes of each half.

R.10.2 D Squads*

If rosters have 22 or fewer 8 and 9 year olds then each player on the squad will have either an offensive or defensive starting position and play** the first 20 minutes of each half at that position or another position within that unit (e.g., a player could move from defensive line to safety but would still be on the defensive unit). A player would be allowed to switch from the defensive unit to the offensive unit (or vice versa) at halftime or prior to halftime if the opposing head coach is informed of the switch.

If for any reason rosters contain more than twenty-two 8 and 9 year old players then the KGK Board will provide special playing time requirements for that year.

R.10.3 C Squads*

If rosters have 22 or fewer 9 and 10 year olds then each player on the squad will have either an offensive or defensive starting position and play** the entire first half and the first 10 minutes of the second half at that position or another position within that unit (e.g., a player could move from defensive line to safety but would still be on the defensive unit). A player would be allowed to switch from the defensive unit to the offensive unit (or vice versa) at halftime or prior to halftime if the opposing head coach is informed of the switch.

If for any reason rosters are larger than 22 players then the KGK Board will provide special playing time requirements for that year.

R.10.4 B Squads*

Each player is required to play at least 18 plays.

R.10.5 A Squads*

Each player is required to play at least 12 plays.

*For all squads playing time guarantees only apply if the player attends all weekly practices prior to the game and at least 75 percent of all practices total for the season. Therefore a player who signs up late for whatever reason may not ever have enough practices to meet these requirements. Players disciplined for whatever reason are not guaranteed these playing time requirements. Coaches are required to notify the opposing coach prior to the game of any players on their sideline who are not subject to playing time requirements.

**If an injury occurs then that player may be replaced until the injured player can return.

R.11.0 Special Rules for C, D, and E Divisions

R.11.1 Coaches on the Field

One coach is allowed on the field during the game for C division games; D and E divisions are allowed two coaches on the field.

R.11.2 Assisting the Play

A coach(es) can be in the huddle calling offensive and defensive plays, but must back away from the area of play and be behind the referees prior to the start of the quarterback's coming set under the center.

Coaches need to be behind the referees when the quarterback comes set under the center.

Coaches may not shout instructions and may not physically touch or assist a player after the quarterback has come set under the center. An attempt by the coach to assist a player during the play is considered unsportsmanlike conduct and the penalty will be assessed as follows:

- If offending coach is on offense: 10-yard penalty from the line of scrimmage or the spot of the ball (whichever is worse) and loss of the down that was played.
- If offending coach is on defense: 10-yard penalty from the line of scrimmage or the spot of the ball (whichever is worse) and automatic first down for the offense.

- If both sides commit this penalty on the same play or this penalty is committed and another penalty is committed by the opposing team, then the penalties would offset and the down would be replayed.
- If this penalty is committed along with another penalty by the same team, it is not combined, but the victimized team would have a choice of which penalty to accept.

R.11.3 Punt Situations

The C, D, and E Divisions have the option to punt:

- On fourth down or punting situations, if the offensive unit elects to punt, the referee will mark off 20 yards from the spot of the ball and signal a change of possession and mark the ball ready to play.
- On election to punt inside the 30 yard line, the ball can only be advanced half the distance to the goal line or the 10 yard line, whichever is farther.

R.12.0 Special Rules for D and E Divisions Only

Special rules for the D and E divisions are as follows:

- There shall be no defensive nose guard over the center or in the gaps immediately to the left or right of the center. Defensive nose guards are permitted to line up, head up on the guards.
- Middle linebackers are to line up at least 2 yards off of the center at the snap of the ball so that the player can make a play.
- There shall be no blitzing between the guards and centers by the linebackers.
- The player receiving the snap (either direct or indirect) from the center shall not be allowed to carry the football in between the guard and center gaps.
- There will be a maximum of a 1 yard split between guards and the center.
- An offensive player receiving a hand off can advance the ball between the guard/center gaps.

Appendix A Codes of Conduct