

TRI-STATE YOUTH FOOTBALL LEAGUE CONSTITUTION

PURPOSE

1. To promote youth football in the Tri-State area for children between the ages of six (6) and twelve (12).
2. To promote an educational program, both physical and academic. To teach sportsmanship, fair play and teamwork to all participants in the order that they may further their education regardless of the field they pursue.

MEMBERSHIP

1. Teams that represent a Tri-State community in promoting the above purpose.

ARTICLE 1- BOARD OF OFFICERS

1. The Board of Officers of the Tri-State youth football league will be President, Vice President, Secretary, and Treasurer.

ARTICLE II- RULES COMMITTEE

1. The Rules Committee will consist of each teams General Manager. The league President will appoint a Chairperson of the rules committee.

ARTICLE III- DUTIES

1. **PRESIDENT-** to conduct all meetings, appoint special committees, as an ex-officio member of the Rules Committee and only vote on said committee break ties.
2. **VICE PRESIDENT-** to act on behalf of the President upon the absence of the President.
3. **SECRETARY-** Keep an accurate account of the minutes of the meeting of the league and other duties directed by the President of the League.
4. **TREASURER-** keep an accurate record of all money paid into the league and a record of all money paid out by order of the League and also provides an annual balance sheet (income vs. expenses) for the year.
5. **CHAIR PERSON of the RULES COMMITTEE-** the rules committee will act as a grievance and arbitration panel to handle all disputes and rules interpretations that may arise. The decisions of the Rules committee will be final.

ARTICLE IV-League Meetings

- 1) Tri-State will hold monthly meetings these meeting are closed meetings to be attended only by the person(s) designated by the member team/organization.
- 2) For voting purpose to transact League business, each team will be entities to on (1) vote.

ARTICLE V- COACHES

1. While his team is a member of the League, the General Manager will have complete control over his coaches, assistant managers, players, parents, relatives, fans and anyone else connected with the team. In regards to but not limited to : recruiting, registration policies, boundaries, scouting and conduct both on and off the field.
2. The league cannot replace a General Manager unless:
 - a. He gives his consent.
 - b. He quits willingly or the team breaks up.
 - c. He is replaced by the organization representing his team

ARTICLE VI- COLLECTIONS

1. The HOME team will be responsible for all game expenses such as field rental, officials, custodial services, etc. The HOME team will collect and retain all gate receipts, and concessions regardless of the source. This includes Senior Bowl and playoffs. However, the league will pay for the officials at the Senior Bowl.
2. It is the Leagues opinion that the teams should charge no more than \$3.00/ adult and \$1.00/student for regular season games.

ARTICLE VII-CONDUCT

1. Tri-State has established a zero tolerance policy for misconduct. If a coach or his subordinates are accused of misconduct, including foul language, intimidating officials or belittling of a player. All misconduct charges shall be reported to the League President within 24 hours and a hearing will be held within 5 days.
2. Any organization and its members including coaches, players, parents, or other guests that are observed using excessive force, foul language or acting in an abusive manner to any player, coach, referee or other member will be suspended until the board makes a final decision.

ARTICLE VIII—ELECTIONS

1. Elections will take place at the first annual meeting after the season ends. The President or Officer in charge will open the nominations starting with the President, Vice-President, Secretary and Treasurer. The nominations will be opened, accepted, closed and then voted on for each office in its turn. All officers will serve one (1) year term starting January 1. Any officer may be re-elected if during the time of nominations he gives his consent either verbally or in writing. A person needs to be present to be elected.

ARTICLE IX—AGE

1. All football players, cheerleaders, dance squad participants or any other youth members of their perspective organizations must abide by the following page requirements:
 - a. Children who are six (6), seven (7), and eight on August 1st of the current year will play for the small team.
 - b. Children who are nine (9) and ten (10) on August 1st of the current year will play for the Termite (middle) team.
 - c. Children who are eleven (11) and twelve (12) on August 1st of the current year will play for the midget (big) team.
2. A child under the age of nine (9) may be eligible to play for the Termite (middle) team, and a child under the age of eleven (11) may be eligible to play for the Midget (big) team, if selected by the teams head coach. Once the child has been put on the roster of the Termite (middle) or Midget (big) team, he or she is no longer eligible to play for the younger team.

ARTICLE X-WEIGHT

1. The weight limit for all Twerps (small) team football players is one hundred (100) pounds.
2. The weight limit for all Termite (middle) team football players is one hundred thirty (130) pounds.
3. The weight limit for all Midget (big) team football players is one hundred fifty (150) pounds.
4. ALL FOOTBALL PLAYERS MUST WEIGH IN PRIOR TO EACH DAYS EVENT.

5. No parents or coaches are allowed at weigh in. Only the General Managers, Player Safety Coordinators or person designated by the organization are to be permitted at weigh ins.

5) At a minimum, players must wear shorts when getting weighed. Players should have their game jersey on when lined up for the weigh in. Once on the scale the player is permitted to remove everything above the waist. If a player is not equal to or less than the required weight for that game they shall not be permitted to play in that game. ABSOLUTELY NO EXCEPTIONS.

5. Each organization must provide either a beam style scale or a digital scale. The beam style scale must have a current "weights and measures" Certification sticker affixed to the scale for weighing in of each player of both teams/age groups as specified in Article IX. Failure to comply with this requirement will result in the forfeiture of all games played that day and possibly fines. See Article XVI for weigh in times.

6) Any player who does not make the weight requirement can move up to the next level provided they are able to satisfy the weight requirement for that age group.

7) Each player only has to successfully weigh in one time per contest.

8) All players are to be weighed in using the same scale. This scale will be provided by the home team.

ARTICLE XI-ROSTERS

1. At least one (1) week prior to the first scheduled league game, the League Rules Committee personnel will hold a Roster Meeting to verify Rosters, Age Certifications, and Team pictures.

a. Each organization will take a team picture of each age group, with their numbered game jerseys in numerical order. The player shall wear that number for the balance of the current football season. The Rules Committee Chairperson's approval is required should a number

Require changing during the current football season.

b. Each organization will submit a roster of each team/age group for age certification on the above-mentioned date/meeting. The rosters shall list all players in numerical order of there Jerseys. Proof of age for each player shall accompany the teams' rosters. The only acceptable items for age certification are a copy of the players Birth Certificate or a Passport.

c. Should a team wish to add a player prior to the Finalization of Roster Meeting

and after the Picture/Age Certification meetings, you must add the player to the roster and take an individual photograph of the player with their numbered jersey on. The roster and photograph shall be presented to the opposing team's Rules Committee person for approval

Prior to the scheduled game, the Rules Committee person shall sign the roster form and the photograph.

2. The League Rules Committee will hold a meeting prior to the third week of league games and prior to September 15th for the purpose of finalizing team rosters. This will be the FINAL DATE that an organization can submit a player for the roster approval. Each team's Rules Committee person shall provide a copy of their rosters and team photographs to all other teams in the league for player weigh-ins. Failure to have a prepared Rules Committee person or designated representative present for this meeting will result in a fifty-dollar (\$50.00) fine.

ARTICLE XII-INSURANCE

1. Each team will be responsible for their insurance and the league will not be held responsible for the team's insurance.

ARTICLE XIII-FEES

1. An entry fee of one hundred dollars (\$100.00) will be assessed to each team entering the League for any administrative expenses.

2. In the event that a team no shows or cancels games without prior notification, that team will pay five hundred dollars (\$500.00) forfeiture fine to the Tri-State Youth Football League, and be placed on probation for one year. The \$500.00 fine will then be paid to the team that loses the monies from that day's scheduled games (See probation Article XXXII). If the \$500.00 is not paid by the end of that calendar year, then that team will be removed from the Tri-State Youth Football League. If the fine is paid, the following year the probationary team will lose a home game and an extra home game will be awarded to the team that lost its home game monies due to the no show.

3. Each team will pay the annual League/Officials' Fee each year to cover the league operating expenses. The League will be established at the beginning of each season. The fees are due to the League Treasurer by the picture/roster verification meeting or by the date established by the League's Board of Officers. This fee may or may not include the officials fees. The league fee will include the League lottery tickets to fund the Senior Bowl.

ARTICLE XIV-FIELDS

1. All fields must conform to the National Federation Standards. Each field will have yard to gain and down markers and competent adults to prepare them. The field must be properly lined prior to the start of the first game. Failure to do so will result in a fifty-dollar (\$50.00) fine.

ARTICLE XV-OFFICIALS

1. The League will appoint a Chairperson of the Rules Committee who will be responsible for supplying the officials for all games.
 - a. Four (4) officials will be required for each Midget (big) team. Four (4) officials will be required for the Termite (middle) and three (3) officials for the Twerp (small) team's games. In the event that only three (3) officials show up for the midget game or two (2) for the Termite or Twerp games and League President should be notified. The officials will receive a fee per person for the games.
 - b. These officials must be approved by the National Federation of certified PIAA (Pennsylvania Interscholastic Athletic Association).
 - c. Officials are to be paid by the home team in cash on game day. The game pay for the 2015 season is \$ 55 each per game. The price becomes \$ 60 each if a game goes to overtime.

ARTICLE XVI—TIMES

1. The starting times for the first game for the schedules day will be as follows:
 - a. Saturdays—10:00am at the earliest but set by each home team.
 - b. Sundays- 12:00pm at the earliest but set by the home team with the exceptions of playoffs due to daylight constraints if played at a venue without lights.
 - c. The starting time for scheduled games can be changed under mutual consent of both teams General Managers. The HOME team will be responsible for notifying the Referee

Commissioner at least 72 hours prior to the game.

2. Time limits for quarters:

- a. Twerps (small), Termites (middle), and Midget (big) Team quarters will all be 10 minutes long.

3. Overtime Rules:

- a. Overtime applies to ALL teams.
- b. The overtime period shall not be timed and start with a new coin toss to determine the first possession.
- c. Each team is given 4 downs; starting at the 10-yard line, with the team that won the opening coin toss given the elective of the offense or defense.
- d. Each team will have 1 time out and all penalty rules apply.

- e. If a touchdown is achieved, the team will be given the opportunity for the extra point attempt, if warranted.
 - f. Either team may attempt a field goal on any of their 4 downs, but a missed attempt nullifies any remaining downs.
 - g. If the defensive team gains possession of the ball, the down and series immediately end for the offensive team.
 - h. If the defensive team gains possession of the ball, the down and series immediately end for the offensive team.
 - i. Alternating possessions will continue until a winner is determined.
4. Weigh ins for the Twerps (small) team shall commence no later than 20 minutes prior to the scheduled start time of the game. Weigh ins for the Termite (middle) team shall commence no later than the end of the 3rd quarter of the Twerps game. Weigh ins for the Midget (big) team shall commence no later than the end of the 3rd quarter of the Termite game. Any player from the Midget team or the Termite team with a questionable weight must be given an opportunity to weigh in before the Twerps game. The Rules Committee person and General Manager for someone appointed by the team General Manager) from each team are the only personnel allowed to perform weigh-ins. No coaches or parents are allowed in the room while weigh-ins are being conducted. Any changes to the weigh-in times shall be at the discretion of both General Managers prior to scheduled game.
- a. Any player not making weight during their first attempt has an opportunity to be rechecked with the following guidelines:
 - 1. A player must be present at the initial weigh-in,
 - 2. A player on the Twerps team has up to 5 minutes prior to the scheduled starting time of the game to meet the weight requirements of Article X,
 - 3. A player on the Termite team has up to 5 minutes prior to the start of the Termite team game,
 - 4. A player on the Midget team has up to 5 minutes prior to the start of the Midget team game.
 - b. The scale used to perform weigh-ins shall be the same scale used for all that days weigh ins
 - c. Each player is to be weighed, NO EXCEPTIONS.
 - d. Once it has been determined that a player has successfully made the weight limit they shall not be weighed again however if a player does not successfully make weight on their first attempt they shall be rechecked up to 5 minutes before game time. Failure to make the required weight limit will preclude that player from participating in that game.

ARTICLE XVII—RULES

The rules for the games will be those outlined in the National Federation Rule Book with any adoptions made by the PIAA or this league with the following exceptions:

Termites (9 & 10 year olds)

1) For the Termite (Middle] team, the referee handling the ball to the punter who then punts the ball accomplishes punting, and then game resumes. No defensive rush is permitted and only 2 punt receivers are permitted. No defensive rush is permitted for extra point attempts or field goal attempts.

Midgets (11 & 12 year olds)

1) For the Midget (big) team a free rush will be allowed for punts, extra points, and field goal attempts.

Twerps (8 years & under)

1) There will be one kickoff for each team per game: one team will kick off to begin the game, and the other team will kick off to start the second half of the game these kickoffs will be done at midfield -during the game if, a touchdown is scored by one team the opposing team will be awarded the ball at their own 35 yard line.

2) Maximum penalty will be 10 yards.

3) NO BLITZING WILL BE ALLOWED- Any infraction of this rule will result in a 10 yard dead ball penalty. A third offense will result in the ejection of the head coach.

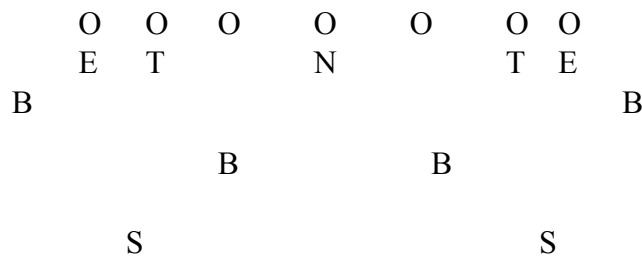
4) 2 coaches will be allowed on the field. Coaches are to be at least 10 yards behind the line of scrimmage when the quarterback begins to call the cadence. The coaches may not communicate with the players under any circumstance after the quarterback begins to call the cadence they cannot communicate with players until the play has been whistled dead. Violation of this rule will result in an unsportsmanlike conduct penalty. The 3rd offense of this rule will result in the ejection of the head coach.

5) All punts will be free of defensive rush. On the 4th down, teams can choose to go for the 1st down, punt the ball, or turn over possession 15 yards from the line of scrimmage, in the direction of the opponent. If the line of scrimmage is within the 30-yard line of the opposition, then the possession will be awarded at half the distance to the goal.

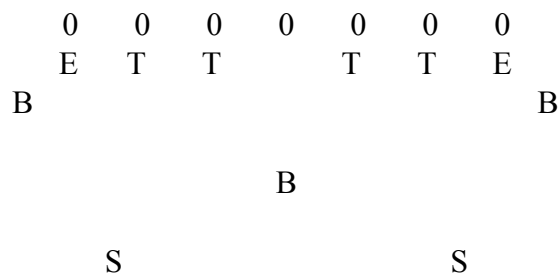
6) Defensively, teams can only run a 5-man front line or a 6-man front line.

a A 5-man front defense must have a nose guard positioned head up on the offensive center and on the line of scrimmage with 2 defensive tackles

positions head up on the offensive tackles and on the line of scrimmage. Defensive ends may be positioned head up or on the outside shoulder of the tight ends and on the line of scrimmage. Regardless of alignment, defensive linemen may charge in any direction. Two (2) linebackers shall be positioned at least three (3) yards back from the line of scrimmage and positioned head up over the offensive guards. Two outside linebackers shall be positioned outside the defensive ends and at least one yard deep from the line of scrimmage. The 2 safeties may be positioned anywhere on the field but must be at least 5 yards back from the line of scrimmage. This defense is illustrated as follows:



b A 6-man front defense must have defensive lineman positioned head up over the offensive guards and offensive tackles while on the line of scrimmage. Defensive ends may be positioned head up or on the outside shoulder of the tight ends while on the line of scrimmage, Regardless of alignment, defensive linemen may charge in any direction. One (1) inside linebacker shall be positioned head up with the offensive center at least 3 yards back from the line of scrimmage and Two (2) outside linebackers shall be positioned outside of the defensive ends and at least one (1) yard from the line of scrimmage. The two safeties may be positioned anywhere on the field but must be at least five yards back from the line of scrimmage. This defense is illustrated as follows:



7) A safety will result in two points added to the score and the ball will be placed at that team's 45-yard line to start their offensive possession.

All Teams:

1. The ball is marked ready for play when after it has been placed for a down the referee gives the ready for play signal. The 45 second count shall then begin. Failure to snap the ball within the 45 second count will result in a 5 yard delay of game penalty.
2. Every child must be given the opportunity to play.
3. The "Mercy Rule" (running the clock in the second half when one team leads by 35 points or more) will only be implemented after a referee initiated time out is called. Both opposing head coaches must confer with the referee as to whether a constant clock is to be run. If the head coach that is at a deficit determines that he wants the constant clock, it will be implemented. Tri-State football league strongly recommends coaches keep emotions out of this. Make efforts to pull certain dominant players from the field of play for the remainder of the game, if possible, and run a regular clock to enable some of the players who normally don't start to get some game experience.
4. If a team is unable to field eleven (11) players then both teams will play with the lessor amount of players. A minimum of ten (10) players are required to continue play. Each team will play with the same amount of players. If a team cannot field at least ten (10) players then they must forfeit the game.
5. The use of headsets as communication devices during games and exchanging of game film will not be permitted in the league at any level.

ARTICLE XVIII-EQUIPMENT

1. The equipment of the team will (in a situation such as head coach quitting, the team breaking up or dropping out of the league) remain with its respectful owner. The team "respectful owner" means the person, persons, person or group of persons (organizations) who purchased or owns the equipment.
2. The game ball for the Midget team will be the equivalent to a Wilson TOY (3/4 size). The game ball for the Termite team will be the equivalent to a Wilson TDJ (1/2 size). The game ball for the Twerp will be the equivalent to a Wilson K2 (1/3 size). All game balls must be made of Leather or composite material with white stripes at each end of the ball. Coaches are to bring the game balls to the Referee prior to the game for approval.

ARTICLE XIX-UNIFORMS

1. Each player participating in League game must have a complete uniform with proper equipment as outlined in the National Federation Football Rulebook each year.

ARTICLE XX—SCHEDULES

1. Schedules for the coming season will be made no later than the July meeting. The schedule will be made up by the League President or designated person.

ARTICLE XXI—ELIGIBILITY

1. Players making the age (12 years old) and weight requirement (150 pounds) are eligible to play on the Tri-State football league Midget team and their Jr. High football team. These players are to fill the roster only. They are not to be the starters. These players will be assigned to the permanent roster but will be separated from the main roster so they can be easily identified.
2. Teams that are struggling to field a team are allowed to have players in their organization play up a level.

ARTICLE XXII-AMENDMENTS

1. Amendments to League by-laws must be discussed at two (2) league meetings and voted on at the third [3rd] meeting. A majority of the members present is needed to adopt the amendment. There are two exceptions to this rule they are listed below.
2. When the League President determines an immediate need to amend a by-law this can be executed only by a unanimous league vote.
3. When League Officials (Referees), Chairperson of the Rules Committee and League President determine an immediate need to amend the game rules.

ARTICLE XXIII—MEETING RULES

1. Any meeting rules not covered by these by-laws will be referred to Roberts Rules of Order.

ARTICLE XXIV—MEETINGS

1. Any team that is not represented at a meeting (regular or special) by the General Manager, or his designated representative without cause, shall be automatically fined \$25.00. A fifteen (15) minute grace period will be permitted. If unable to attend meeting, notify President.
2. Any league Officer missing three (3) consecutive meetings without due cause will automatically forfeits his office and a new officer will be appointed by the President to server until the next election.

ARTICLE XXV—BOUNDARY RULES

1. A player will participate on the team covered by their school district. Any school which has a team represented in the Tri State Youth Football League cannot have players from any other school district represented in the league. Violation of the boundary rule will result in one (1) year probation and a \$200.00 fine.

ARTICLE XXVI —SPECIAL MEETINGS

1. The President will call any special League meeting. Teams will be notified by email or phone.

ARTICLE XXVII—PROTEST PROCEDURE

1. Protests may only be filed on infractions of the Tri-State League By-Laws. No protest can be filed on judgment calls, for example a referee's call during a game. A separate protest must be filed for each event, a game must be protested with forty-eight (48) hours of the starting time of the event weigh-in time. For example, if weigh-in time is 5:15PM for a Saturday night game, you have until 5:15 Monday to lodge your protest.
2. The game officials must *be* notified before leaving the field, that a protest may be lodged, as well as the opposing team General Manager, Rules Committee person or acting representatives.
3. Protests can be lodged by telephone to one of the following: the League President or the Chairman of the League Rules Committee, A written follow-up must immediately follow with the individuals listed below receiving copies of the protest letter:
 - League President (original)
 - League Secretary (copy)
 - League Officials Committee (copy)
 - Chairperson of the league Rules Committee (copy)
 - Opposing team General Manager (copy)
 - Opposing team Rules Committee Person (copy)

4. A hearing will be set up as soon as possible to determine the outcome of the pretest. The protest will be heard and ruled on by either the General Managers or the Rules Committee Persons, or an authorized substitute of the league representatives excluding the teams involved.

5. Any ties in the voting will be decided by the presiding League Officer, provided he is not involved with one of the teams in the protest whereas the next in line will be the deciding vote, The order of preference is as follows:

- LEAGUE PRESIDENT
- LEAGUE VICE PRESIDENT
- LEAGUE SECRETARY
- LEAGUE TREASURER
- CHAIR PERSON OF THE RULES COMMITTEE
- OFFICIALS COMMISSIONER

ARTICLE XXIII-SCORING

1. The Standard National Scoring Procedure should be followed with the following exceptions: POINTS AFTER TOUCHDOWN (EXTRA POINT)

- KICK-TWO (2) POINTS
- RUN OR PASS-ONE (1) POINT

*****NOTE***** The League General Managers have adopted a policy regarding fields that do not have goal posts that meet regulations. Teams will play with what is there, or not there, as long as the posts do not exceed maximum specifications.

ARTICLE XXIX-CHAMPIONSHIP

1. The standings at the end of the season will be decided by the Garner Point System in seasons when all teams do not all play each other. Week one of the playoffs: One (1) seed plays four (4) seed; two (2) seed plays free (3) seed. Winners of each of these games will play the following week in the Championship game.

A DESCRIPTION OF THE GARNERPOINT SYSTEM IS IN ARTICLE XXXV

2. Playoff Venues:

2015-Quaker Valley, Carlynton, and North Boros

2016—Avella, Avonworth, Burgettstown

2017- Beaver, Cornell , Midwest

3. The playoff rotation is done via alphabetical with new organizations placed at the end of the order. When a team cannot host due to field availability they will be skipped but get priority placement the following year.

4. The host teams retain all the gate fees and concessions.

5. The host teams are responsible for playing the game officials.

ARTICLE XXX—SENIOR BOWL

1. Each year the Tri-State football league will host a Senior Bowl for the twelve year- old players graduating from the league. Each year the league will determine the number of games based on the number of players participating.
2. The teams hosting the Senior Bowl will rotate alphabetically between the teams:
2015—Fort Cherry
2016—Potter Raccoon
2017—Quaker Valley
3. The host team is responsible for supplying game balls and kicking tees for the event.
4. The host team keeps all of the gate fees collected and all the concession stand revenue from the event.
5. Coaches—The head coaches from the first and second place teams in their division are to be the head coaches for the Senior Bowl Games, if only one Senior Bowl game is held based on the number of players then the coach of the first place team will be the head coach. At least one representative from each school participating in the Senior Bowl should be on the staff to help coach the Senior Bowl Teams.
6. In the event of two Senior Bowl games, players are to be assigned to a team based on their positions, ensuring each team has as many experienced players in each position possible.
7. Tri-State will pay for the game officials.

ARTICLE XXI -- PROBATION

1. Any new team joining the Tri-State football League will be subject to one year of probation. Upon completion of the first year in the league, the new team will be reviewed by all current members of the league. The probationary period will end, once there is a majority vote to accept the new team into the league.
2. Any team found guilty of misconduct by a majority vote of the league will be subject to probation, with the possibility of ejection from the Tri-State football league. Once found guilty, the team will be placed on probation for one year, from the date of the incident. The probationary period will end, once there is a majority vote to fully reinstate the team.
3. Any team cancelling without reasonable cause or not showing for games will lose a home game the following year and be on probation for the period of one year. The probationary period will end, once there is a majority vote to fully reinstate the team.

4. Any team that is not able to field all three teams (Twerps, Termites and Midgets) at the start of the season will be placed on probation for one year. The probationary period will end, once there is a majority vote to fully reinstate the team, if a second season starts without all three teams being available to play that organization may be removed from the Tri-State league.

ARTICLE XXXII-START OF SEASON

1. The League President shall set the schedule and set a start date for practices. This start date will include a 5 day heat acclimation period. The first 5 days of practice are conditioning practices with players wearing shorts and helmets. The first day to begin the heat acclimation for the 2015 season is July 27, 2015. First day in full equipment will be Monday, August 3, 2015.

ARTICLE XXXIII- SPORTSMANSHIP

1. Each member team of Tri-State is responsible for the proper sportsmanship of its personnel, coaches and players as well as the physical well being of its players at all times. It is expected that each member take the appropriate actions to insure the health and safety of its players at all times. Should any Tri-State member team take disciplinary measures against any of its personnel, coaches or players a written report must be filed with the Tri-State league president within 48 hours. If the disciplinary actions of the member team is deemed as significant punishment Tri-State will take no further action, unless the the submitting member team requests additional action be taken by Tri-State.

ARTICLE XXXIV-Home Team Responsibilities

1. All home organizations must report final scores within 24 hours of the completion of the Midget game. All scores will be emailed to : tristatefootballpres@gmail.com
2. Home teams are to provide an EMT. This may be done by using an ambulance service or a specialized sports medical service. If a home team fails to have an EMT available at a league game they will be subject to a \$ 100 fine for each game that an EMT is not present.

ARTICLE XXXV- Tie Breaking

The WPIAL Modified Garner Point System will be used to determine the breaking of ties:

- a. Head to head competition is the first tie-breaker. However head to head may not be able to break a 3 way tie.
- b. Teams are awarded 100 points for each win.
- c. Teams are awarded 50 points for each tie.
- d. Teams are awarded 10 points for each win that a defeated team has won.
- e. Teams are awarded 5 points for each tie that a defeated team has tied
- f. Teams are awarded 5 points for each win that a tied team has won
- g. Teams are awarded 2 ½ points for each tie that tied team has tied

If the teams are still tied:

- h. Teams are awarded 10 points maximum for teams that they defeated by more than 10 points
- i. Victories less than a 10 point margin, the teams will be awarded the point differential 1-9
- j. The team with the highest amount of points would then win. A forfeit victory is 1-0

If the process does not break the tie the President will flip a coin between the representatives of the contender teams.

Final 8/2015