

MORRIS COUNTY YOUTH FOOTBALL LEAGUE, INC.

CONSTITUTION AND BYLAWS

CONSTITUTION

ARTICLE I: ARTICLE I: NAME

1. This organization shall be known as the Morris County Youth Football League.

ARTICLE II: MISSION STATEMENT

1. The purposes and objectives shall be to provide our youth with supervised athletic programs whereby they are taught the fundamental principles of various sports and athletic activities, thereby building healthier and stronger minds and bodies and at the same time teaching them fair play, that they might become better citizens in their respective communities and thereby contribute to the perpetuation of the ideals of democracy and true Americanism.

ARTICLE IIA: BASIC POLICIES

1. The association shall be noncommercial, nonsectarian, and nonpartisan. It shall not endorse commercial enterprise or candidate.
2. This association shall not participate or intervene in any way, in any political campaign.
3. Monies of the M.C.Y.F.L. shall be used for the sole purpose of referee and other expenses for the operation of this organization. No monies of the M.C.Y.F.L. shall be used for donations to outside activities or to sponsor outside sporting banquets.
4. In the event that the M.C.Y.F.L. ceases operation and or is dissolved all monies and or debts shall be equally divided among all current and active franchise holders provided that all their respective dues and other monies have been paid to that point in that year. Any monies paid in advance by a franchise shall be refunded first, before disburse of any monies.

ARTICLE IIB: LEVELS OF PLAY

1. Levels of play will be divided into two basic levels to promote the growth and development of our youth athletes: Senior/Sunday Level and Instructional Level.
2. The Senior Level will consist of Varsity, Junior Varsity, and Peewee levels. This level is by nature competitive and standings are maintained. This level may also be known as the Sunday Levels
3. The Instructional level will consist of Super Peewee, Clinic and Pre-Clinic levels. This level is by nature instructional and no standings are maintained. This level may also be known as the Saturday Levels

ARTICLE III: MEETINGS

1. The league shall meet not less than eleven (11) times a year on the first Wednesday of each month from February of each year until December of the same year. The meeting shall be held at 8:00 P.M. with the exception of the months of August, September, October, and November which will be held at 8:30 P.M.
2. Special Meetings of the league shall be called by the President, or at least two team Representatives from different teams may request a special meeting through the President. All teams must be notified of any and all special meetings.
3. The meeting in March shall be called the “Annual Meeting,” which shall be the meeting at which the officers of this organization are elected.
4. At all meetings, one (1) more than one half (1/2) of the teams in the league shall constitute a quorum.
5. A team representative must attend at least eleven (11) meetings during the year, which begins in February, and ends in December. If a representative misses more than two (2) meetings during the year, his team will be assessed a \$10.00 fine for each meeting missed, and he will have no voting privileges until this fine is paid. Any team representative arriving more than thirty (30) minutes after the designated start time of the meeting will not be given credit for attending that meeting.
6. Each team shall have two (2) representatives. Representatives must be declared by the annual meeting (March). Only these representatives may speak at league meetings. In matters where needed the presiding officer may grant permission to speak to a non-representative.
7. The league shall have two (2) Instructional Level meetings per year, one (1) before the game season and one (1) during the season. The agenda and running of these meetings shall be the responsibility of the league officers. These meetings shall be attended by league officers, each team representative and a representative from each Instructional Level team coaching staff. This meeting counts towards missed meetings and as such is fine-able should a program exceed than their allotted absences.
8. Rules of Order:
 - a. The presiding officer will call the meeting to order and have an agenda prepared for the meeting.
 - b. All votes regarding Constitution or By-laws, Infractions, Penalties for infractions or major issues for the league shall be done by secret ballot.
 - c. Certain items of housekeeping and /or a minor bill paying nature can be moved by the presiding officer for action by consensus not requiring a vote by members present.
 - d. All debate and discussion on matters requiring a vote except those matters outlined with specific procedures in the league constitution and by-laws will be handled in the following manner.
 - i. A motion will be made on the floor and have a second.
 - ii. Discussion will proceed with the presiding officer maintaining decorum and having the ability to limit debate to the issue at hand and having the ability to stop frivolous debate.
 - iii. All motions will be acted upon in one of the following manners.
 - a) A vote will take place.
 - b) The motion will be tabled for action at a later date.
 - c) The motion will be withdrawn by the person offering the motion.

- iv. All debate and discussion will be held in a manner considered honorable and respectful to both those who may have a different opinion and to the presiding officer whose job it is to maintain order.
- e. The presiding officer will enforce the constitution and by-laws of the league at all times.
- f. The presiding officer will ask for a motion to adjourn the meeting.

ARTICLE IV: OFFICERS AND MEMBERSHIPS

1. The President shall preside at all meetings of the organization representatives. He shall appoint a Nominating Committee at the December meeting to select a slate of officers for the ensuing year. This slate shall consist of President, Vice-President, Secretary, Treasurer and Rules Interpreter. The Nominating Committee shall announce their selections at the March meeting. Nominations can be made from the floor at the March meeting. The president shall appoint members to all standing committees by the close of the April meeting. All committees should consist of equal members from all divisions.
2. The functions of the above officers shall be as described in “Roberts’ Rules of Order.”
 - a. The President will submit a bill monthly for any league incurred expenses.
 - b. The Rules Interpreter position is a “non” seated board member and therefore is not required to attend all league meetings. The Rules Interpreter is a person knowledgeable on all MCYFL rules and procedures, and acts as another resource for resolving questions and/or issues. As a MCYFL board member, the Rules Interpreter has the ability to add players to rosters and would also be part of any committee on which the board sits.
3. Membership (team representatives) – All representatives must be a bona fide member of a team that has membership in the organization. All prospective representatives must be eighteen (18) years of age and will not be allowed to obtain membership if he/she is an active participant in a Morris County Youth Football League sponsored sports program.
4. Yearly dues of Two Hundred (\$200.00) dollars, which can be increased to at most Four Hundred (\$400.00) dollars by a majority vote during the normal March meeting, will be required from each team to be paid to the league. This fee will be paid or a voucher submitted no later than the April meeting. This fee shall be retained by the league.
 - a. Failure to make payment or submit voucher by the April meeting will cause suspension of the voting rights of that team until such fee is paid.
5. Application for franchise in the league shall be received no later than the April meeting of each year, at which time a franchise fee of \$200.00 will be paid by the new teams entering the league. No teams will be accepted after this meeting until the following year.
 - a. Territorial rights will be submitted with this application.
 - b. Any new program entering the league in the 3 team division, and all existing league programs must field at least two of the Senior Levels (Varsity, Junior Varsity, and/or Peewee).
6. At the time of awarding the franchise, a certificate shall be issued stating the team name, sponsor’s name, territorial rights and colors.
7. Any team may voluntarily withdraw from the League. Upon receipt of yearly dues of Two Hundred dollars (\$200.00) the league shall hold that franchise and all its’ rights in reserve for a period of one

(1) season. This action may be taken by any particular franchise only once in a period of five (5) years/seasons.

8. In the event that the M.C.Y.F.L. ceases operation and or is dissolved all monies and or debts shall be equally divided among all current and active franchise holders provided that all their respective dues and other monies have been paid to that point in that year. Any monies paid in advance by any franchise shall be refunded first, before equal dispense of any monies.

ARTICLE V: RULES

1. The official rules shall be the same as stated in the current “National Federation of High School Rulebook” in accordance with NJSIAA in-game rules except such changes that are stated in these By-Laws and constitution. There will be only one (1) point awarded for a point after touchdown if made by a run or a pass. Two (2) points will be awarded for a kick on the P.A.T. In order to be a tackle eligible receiver, the player must report to the referee before the play.
2. Schedule may begin at the league discretion, usually the weekend after Labor Day and the season must be completed no later than the Sunday before Thanksgiving.
3. Infractions of any rules (Constitution or By-laws) shall be researched by the Grievance/Protest Committee. A vote by the league members at the meeting at which the infraction is reported shall decide if penalties shall be imposed by the Grievance/Protest committee or if the league shall vote on penalty suggestions by the Grievance/Protest committee at the next meeting. Penalties may consist of but are not limited to monetary fines, Loss of future home games, Loss of league championships, Forfeiture of games, and/or dismissal of a program, team or individual from the league.
4. Any infractions of all rules in either Constitution or By-Laws or misconduct by teams, representatives, or coaches could constitute a dismissal from the league with forfeiture of all rights and monies. It shall be the League’s authority to judge and to pass on the dismissal from the League of Teams, levels, team representatives or coaches at a regular or special meeting.
5. The Executive Board (officers) shall have the authority to suspend or dismiss any team representative, coach, player or team level for infractions of the Constitution or By-Laws, until review at a special or regular meeting of the League.

ARTICLE VI: STANDING COMMITTEES, COMMITTEE FUNCTIONS AND SCHEDULING:

1. Committees, whose members shall be appointed by the MCYFL Board, include the following:
 - a. Banquet/Awards/Hall of Fame Committee: Responsible for Planning Yearly End of Season Banquet and Awards (yearly). Hall of Fame to be nominated and chosen on a triennial schedule (every 3 years).
 - b. Schedule/Division Committee: Responsible for planning yearly game schedules and divisional recommendations (yearly).
 - c. Grievance/Protest Committee: Responsibilities are described in the Constitution, ARTICLE V: RULES, Item 3 (yearly).
 - d. Bylaw Committee: Responsible for reviewing bylaws for any clerical, grammatical, or composition errors (biennial/every 2 years on the even year).
 - e. Weight Committee: Responsible for researching and recommending any weight changes to be

- voted on (biennial/every 2 years on the even year).
- f. Roster Committee: Responsible for collecting, reviewing, and proofing all rosters, and for verification of player eligibility. Done on a divisional basis of all reps (yearly).
 - g. Nominating Committee: Responsibilities are described in the Constitution, ARTICLE IV: OFFICERS AND MEMBERSHIPS, Item 1 (yearly).
 - h. Officials Committee: Responsible for reviewing and recommending official and assigner contracts to be voted on. Comprised of the MCYFL board members (as needed by contractual obligations).

ARTICLE VII: AMENDMENTS

1. This Constitution or any part thereof may be amended. Any amendment shall be brought before a meeting to be acted upon in written form, with exact copies of the proposal for all team representatives. Amendment shall become official after one vote at the next meeting, a 2/3 majority of the teams in good standing at the meeting being necessary for passage. Any amendment changes not accepted by the May meeting will not become effective until February of the following year.

BY-LAWS

ARTICLE I: OFFICIALS

1. Officials must be assigned by the LEAGUE ASSIGNERS. All officials must abide by the By-Laws and Rules of the Morris County Youth Football League.
2. Two officials for the Instructional Levels will be assigned by the LEAGUE ASSIGNERS.
3. The Referee has the right to order any player or coach from the field for infractions of the rules or conduct unbecoming a good sport.
4. The home team is responsible for supplying at least two (2) men for the chain crew. The visiting team may supply one (1). **At the referee's discretion**, the chains shall be kept on the visitor's side of the field. The chain crew must remain silent during the game.
5. The League will coordinate a trainer to be present at all competitive level games. It will be the responsibility of the home team to pay the referees as well as the trainer. The trainer will be a nonpartisan trainer with no affiliation to any team.
6. All programs are required to attend a referee's meeting **before** the start of the season. This meeting can be scheduled by each individual program or in conjunction with other programs.

ARTICLE II: PLAYERS

1. The following qualifications will govern eligibility and the conduct of players participating in the league.
 - a. Players must be from ten (10) to fourteen (14) years of age inclusive to the end of the season, provided he is not in the ninth grade or above. The 10 year Olds must be 10 August 1. No boy who turns 15 before November 15 will be allowed to play.
 - b. Registrants for the league team must present rosters with proof of age. These documents shall be presented to the league at the Roster meeting. If proof of age is not submitted at this meeting, the player will be removed from the roster. Acceptable proof of age is defined to be: legal birth certificate, government issued passport, or other US government document. League Officers may challenge a roster as well as any other representative or Roster Committee Member.
 - i. Proof of Residency in a program's declared area may be requested upon a challenge. The program in question has two business days to provide acceptable proof of residency to league officers. Acceptable proof of residency is defined to be one or more of valid driver's license, current tax bill, and current electric/fuel bill. In addition, if the last name does not match that of the parent/guardian providing residency, further proof is required to connect the player and the guardian such as adoption papers, marriage/divorce papers, or legal name change papers, or any other papers to completely connect the guardian to the player to satisfy the grievance committee. Any other proof of age or residency is subject to approval by the Roster Committee and/or the league. In the case of dual residency, proof of the registered sending school district is required.
 - c. Rosters submitted at the Roster meeting shall be in alphabetical order and on format provided by the league. All player addresses shall be of residence, mailing addresses will not be accepted. All rosters shall be deemed official at the end of the regular September meeting.

- d. A representative from all league member teams is required to attend an official roster meeting. It will be held prior to the first scheduled game. At this time the representative will receive a copy of all his opponent's rosters for the season. This will include Pre-Clinic, The Instructional Levels if applicable.
- e. To be eligible for game participation, a player must be on the roster submitted at the Roster meeting and/or amended at the regular September meeting. Each player shall be weighed at each game. Weight shall be 161 pounds for the Varsity division weeks 1 and 2, with a 1 pound growth weight **AFTER** the second week (162), third week (163), fourth week (164), fifth week (165), sixth week (166), and seventh week (167) of the season.

Each team may have players that exceed the weight limits above on the Varsity division with these restrictions. Each team may be allowed to play only 2 of these players at a time and only on plays from scrimmage and only from Tackle to Tackle. These players will not be allowed to play on kick-off or kick receiving, must line up in the tackle box, and can never be tackle eligible. Weights for these players shall be 171 pounds for the Varsity division weeks 1 and 2, with a 1 pound growth weight **AFTER** the second week (172), third week (173), fourth week (174), fifth week (175), sixth week (176) and seventh week (177) of the season.

These players shall be identified by transverse striping of no less than 1 inch wide running from ear hole to ear hole on the back side of the helmet. The stripe color shall be the same as decorative striping used by that team. If no decorative striping is normally used, color shall be the highest contrasting color from helmet color as possible.

- f. In the event that a new player is added to the roster after the roster is official, the team representative must submit the player's proof of age and the team's original roster with the player's name and address written in the space provided on the back of the roster to a League Officer. The officer will then sign for each added player in the space provided. Any added players not cleared in this manner are not eligible for play.
- g. The representatives of each team are to encourage among their team member's scholastic achievement and good school attendance.
- h. All players shall remain in the player bench area or be subject to penalty.
- i. All players shall be properly uniformed. Uniform shall consist of helmet **with** plastic clips or plastic coated metal clips and face guard, shoulder pads, jersey, padded pants (knee and thigh pads), hip pads, tailbone pad and shoes with non-detachable cleats and no visible metal on cleats or shoe bottoms. Mouth pieces shall be used. Once a player has weighed in (less helmet and optional equipment not described in this paragraph), he must play in the Uniform in which he weighed in.
- j. Swearing on the part of players, acts of unpartisan like conduct, unwarranted displays of temper, rough-house tactics, hits intended to injure or hits on defenseless players, and improper conduct will not be tolerated and should be reported to the MCYFL.
 - i. If a player is ejected from the game by a referee, that player will be suspended for the next game.

- ii. If a player receives an Unsportsmanlike Penalty without being ejected from the game, then that player will be suspended for the first half of the next game. If that player receives a second Unsportsmanlike Penalty in the same game or another game within the same season, then that player will be suspended the next game and the Head Coach will also be suspended for the next game. For each successive Unsportsmanlike Penalty, that player shall be suspended minimally for the next 2 games and the Head Coach will be suspended indefinitely until the matter is discussed by the Grievance Committee and their suggested penalty is voted on by the members of the MCYFL.
- iii. Flagrant violations will be considered by the league and may result in suspension or dismissal.

k. A mandatory weigh-in will be held not later than ½ hour before the game. A certified balance beam scale able to zero is mandatory. A representative from each team will officiate at the weigh-in. A mandatory fine of one hundred \$(100.00) dollars will be assessed any home team which does not hold weigh-in and the game will be forfeited to the visiting team. The equipment allowance shall be ten (10) pounds for Varsity, nine (9) pounds for Junior Varsity, and eight (8) pounds for Peewee. If a player makes weight with the applicable equipment allowance, he cannot be challenged to make the stripped weight. However, if the player does not make weight with the applicable equipment allowance, he has the option to make the applicable stripped weight. Any player doing a stripped weight weigh-in must have a parent or legal guardian present at the time of the weigh-in.

l. Any player weighing-in (on the scale) not properly uniformed as described above, ARTICLE II: Players, Section 1 Paragraph i, shall be ineligible to participate in that game. The equipment worn by a player at the weigh-in shall be of proper size for that player and must be the same equipment that player wears while participating in the game for which the weigh-in was held.

- 2. All players must reside in the respective territory submitted by their team. In the case of dual residency, the player's residence shall be that of the registered sending school district. If a player moves to another territory after registration (August 1), he is entitled to finish the season with the team he originally registered with. He will not be eligible to continue playing with that team the following season. Any infraction of this rule as determined by the grievance committee and/or a vote by the league representatives shall result in the following sanction (in addition to any penalties/fines imposed by the grievance committee or the league):

The offending franchise/team shall be required, for the next three (3) seasons/years, to provide proof of residency for all players on all league levels in addition to proof of age.

- a. If a franchise/team fails to field a Varsity level team, the Varsity age players from that franchise/team may be allowed to play out of their territory with the contiguous (bordering) franchise/team with the lowest number of JV players from original roster submitted at the roster meeting of the previous year, providing that that host franchise/team can accept these players (based on franchise/team rules).
- 3. The number of players on each team roster shall be governed by registration. Any team submitting more than one team roster at the same playing level must have an equal number of players, to the

nearest whole number, on each roster. Multiple teams are only allowed at the instructional levels.

4. Players will be put in the game at the discretion of the coaches.
5. A player once on a roster cannot participate in any other league ball lower than that level. A player may move up a level but never down. Once a player moves up, he cannot move back.
6. A minimum of fourteen (14) players must be in uniform, make weight, and be fit to play. If 14 players are not available, the game shall be considered a forfeit. (See Article V, 1.)

ARTICLE III: COACHES

1. Each Franchise/Team may have a clinic or clinics with a total of 5 days inclusive that is exclusive to their territory whether run by Outside Coaches, High School, or Recreation Departments prior to August.
 - a. All clinics must be Non-Contact with no player equipment issued.
 - b. No MCYFL Coaches including parent coaches are allowed in clinic vicinity (on the field or assist with the clinic or supervision of the children in any way, i.e. silent spectators).
 - c. Equipment may be issued to individual players registered who are going away to attend College or Professional run camps.
 - d. Youth footballs, blocking dummies, and shields may be provided to the High School or Recreation clinics.
2. Coaches may start practices on August 1. The first 2 sessions are either helmet or non-helmet only. The next 3 session's maybe helmets and shoulder pads only. After the above is completed, coach's can hold up to 6 sessions per week including scrimmages. A maximum of 5 equipment sessions including scrimmages per week. A session is a maximum of 2.5 hours and one per day. After the first season game, a team may practice four (4) times per week, but one of those practices must be a "Non-Contact Session." No equipment, but helmet only. All practices and central conference games may only be 4 weeknights inclusive.
3. Coaches may use no profanity or vulgar language at practice or games.
 - a. If a coach receives a bench foul he will be fined \$50.00 and is suspended for the next game. If a coach receives a second bench foul with-in the same season, he would be fined an additional \$100.00 and suspended for the year.
 - b. After receiving a bench foul, the coach that receives the bench foul must leave the playing area
 - c. If the coach or person that receives the bench foul cannot be identified the head coach is responsible for the \$50.00 fine, but this does not count as a bench foul on his record.
 - d. All coaches on the sideline (and on the field as allowed by the lower division rules) must display their league supplied sideline pass while on the sideline. Any coach or person on the sideline not displaying a pass shall be asked to leave the sideline area by a referee or league official. Failure to comply will result in a bench foul.
4. Coaches may use their own discretion concerning eligibility of players based on missed practices or other criterion.
5. Prior to August 1st, coaches may actively participate in or work with any player from his/her

program only in the months of April, May and June, up to at most 4 times each month per level, with each session not to exceed 2 ½ hours.

- a. These sessions must be non-contact and without equipment (e.g., helmet, shoulder pads, etc.)
 - b. A coach participating in or working with any player from his/her program other than April, May and June, or who exceeds 4 sessions per level or 2 ½ hours per session in April, May, or June, shall be suspended indefinitely from coaching any team in the MCYFL, and that program shall not be eligible for a division trophy or playoffs for three (3) years.
6. Coaches and or administrators may not use any recording devices (such as, but not limited to, cell phones, video cameras, tablets, still photos, etc.) to video tape, or seek to have someone use the same to video tape any game or scrimmage involving any team in the M.C.Y.F.L. other than their own team. Anyone found in knowing violation shall forfeit the upcoming game of the team they are videotaping and the head coach will receive a bench foul.
 7. Scouting of Instructional Level games and scrimmages is strictly prohibited. Any program that scouts instructional level games will be ineligible for division trophies or playoffs.
 8. All MCYFL teams will endorse USA Football, and coaches will maintain certification through USA Football to be a field eligible coach within the MCYFL League.

ARTICLE IV: GAMES

1. Games will be played at Home Team designated fields.
 - a. All fields must have equal sideline facilities for both teams (i.e., designated spectator seating, sideline space for cheerleading squads etc.). Bleacher size may vary from side to side as typical for High School fields. Location of refreshment stands and bathroom facilities is excluded. If sideline facilities are not equal the visiting team shall have choice of sidelines. Choice of sidelines shall remain the same for all games in a series/string (typically Clinic, SPW, Pre-Clinic or Peewee, JV, Varsity).
 - b. Press Box facilities for filming or coaches observation must be equally afforded to each team (home and visiting). If equal facilities cannot be obtained then such usage shall not be allowed for either team.
2. Games shall consist of four (4) quarters, each of ten (10) minutes duration, (stop clock). There shall be two (2) minute intermissions between quarters and not more than fifteen (15) minutes between halves. Three (3) timeouts of two (2) minutes duration will be allowed per half.
3. The following will govern game times and days.
 - a. Senior Level day games will be played on Sunday afternoons as follows: Peewee at 12:00 P.M., Junior Varsity at 1:30 P.M., and Varsity at 3:00 P.M.
 - b. Senior Level night games will be played on Saturday evenings as follows Peewee at 5:00 P.M., Junior Varsity at 6:30 P.M., and Varsity at 8:00 P.M.
 - c. If there are only two (2) games to be played on a game day the first game will be at 12:00 P.M. and the second game at 1:30 P.M. regardless of levels.
 - d. If there are only two (2) games to be played on a game night the first game will be at 6:30 P.M. and the second game at 8:00 P.M. regardless of levels.
 - e. S.P.W. and Clinic day games will be played on Saturday mornings as follows Clinic at 8:30

- A.M. and S.P.W. at 10:00 A.M.
- f. S.P.W. and Clinic night games will be played on Friday nights as follows Clinic at 6:30 P.M. and S.P.W. at 8:00 P.M.
 - g. Pre-clinic games should be scheduled at discretion of both coaches between the Thursday and Tuesday surrounding the game weekend.
 - h. Teams will have their choice of having their home games scheduled for day or night but must declare their preference to the league prior to the Scheduling Committee meeting.
 - i. **Any deviations of times must be agreed upon by both teams and reported to the league and league representatives.**
4. All games will be played as scheduled. In the case of cancelations due to adverse weather conditions it is mandatory that the home team notify the opposing team at least 2-1/2 hours before the scheduled start of the game, officials at least 2 hours before the scheduled start, and a league officer at least 1-1/2 hours before the scheduled start. Any rescheduling of games will be at the discretion of the coaches involved, and the home team must notify a League Officer of the rescheduled game time.
 5. A new date for rescheduled games must be agreed upon by both teams within one week of the cancellation. If both teams cannot agree upon a new date within one week, the league will mediate the process.
 6. **It is the responsibility of the visiting team to contact the home team one week prior to scheduled games confirming colors of jerseys, game time, and game location. Home team shall have choice of colors.**
 7. The league shall be conducted on a point system. Division points will be awarded as follows:
 - a. A win is worth 4 points.
 - b. A tie is worth 2 points.

Division Championship shall be determined by the following:

- a. Team with greatest number of Division points. If tied,
- b. Co-Champions declared if teams tie in points.
- c. Games for which points are awarded (in division/out of division) shall be decided by a majority vote at a league meeting prior to handing out of schedules.

At the conclusion of the regular season, the season will end with a challenge weekend.

- a. All teams may compete if they desire and there is an available matchup.
 - b. The suggested matchups would follow the format of 1st place playing 1st place, 2nd place playing 2nd place, etc., of the teams with the best record regardless of conference. Any additional challenges will be accommodated as best as possible to allow teams an additional game.
 - c. Host sites will be determined by league vote and can allow for multiple host sites as needed.
 - d. Proceeds of host sites would be split between host site and Charity division of MCYFL.
8. Varsity and JV must use the following approved balls:
 - a. Wilson TDY (leather) Wilson TDY (composite leather)
Wilson TDY GST (leather) Wilson TDY GST (composite leather)
 - b. Rawlings R5Y (leather) Rawlings Youth Pro5 (composite leather)
 - c. Baden 500 Y (leather) Baden Youth (leather composite)
 - d. Nike 2000Y (leather) Nike 1000Youth All Field (leather composite)

- e. Under Armour 495 Youth (composite leather)

Peewee and Super Peewee must use:

- f. Wilson TDJ (leather) Wilson TDJ (leather composite)
Wilson TDJ GST (leather) Wilson TDJ GST (composite leather)
- g. Baden 500 J (leather) Baden Jr (leather composite)
- h. Nike 2000Jr (leather) Nike 1000Jr All Field (leather composite)
- i. Under Armour 495 Junior (composite leather)

Clinic and Pre-Clinic must use the following approved balls:

- j. Wilson K-2 (leather) Wilson K-2 (leather composite)
Wilson K2 GST (leather) Wilson K2 GST (composite leather)
- k. Baden 500 Peewee (leather) Baden Peewee (leather composite)
- l. Nike 2000 Peewee (leather) Nike 1000 Peewee All Field (leather composite)
- m. Under Armour 495 Peewee (composite leather)

9. MCMFL Game Overtime Regulations: SENIOR LEVELS ONLY

- a. No coin toss. Winner of opening coin toss is automatic winner of overtime coin toss.
- b. Both teams attack the same end zone, which will be picked by the referees.
- c. Ball will be spotted on the 10 yard line.
- d. Number of series:
 - i. Peewee will get one series of downs for each team.
 - ii. Jr. Varsity will get two series of downs for each team (if needed).
 - iii. Varsity will get three series of downs for each team (if needed).
- e. If the score is still tied after one, two or three series of downs, depending on the level, game will end in a tie.
- f. All other MCMFL game rules still apply.
- g. All other H.S. game and overtime rules still apply.
- h. No overtime for pre-clinic, clinic or super peewee.
- i. No time outs during overtime.

ARTICLE V: FORFEITS

- 1. Any team failing to appear for a regularly scheduled game or removing its team from the field, shall forfeit the game and be fined \$100.00 by the league. In addition, the forfeiting team shall pay the fees of the game officials.
- 2. Any club voluntarily withdrawing from the League during the course of the year shall forfeit all monies on deposit with the League.
- 3. A fifteen minute grace period will be allowed for tardiness in starting the game.
- 4. Forfeits will be recorded as a 1-0 score where the score of the team that forfeits is recorded as 0 and the other team receives 1 for the win.

ARTICLE VI: AWARDS

- 1. Division Champions and Runners-up shall receive awards providing records are .500 or better.

ARTICLE VII: TERRITORIAL RIGHTS

1. Each team's territory shall consist of its towns or township boundaries. These territories shall be applied for and approved by the League.
2. Any member team which wishes to modify its territorial right must present at the regularly scheduled April League meeting, attended by a quorum the increase in territory for which it desires franchise coverage.
3. Any team or organization proposing to enter the League must present to the League its territorial requirement from which said team or organization plans to draw its playing personnel.
4. Any team temporarily withdrawing from the League within the guidelines of Article IV, Section 8 of the constitution shall have its present territory held in reserve by the League for the term of the withdrawal.

ARTICLE VIII: TEAM COLORS AND NAMES

1. Each team will submit their uniform colors and nicknames each year at the April meeting.

ARTICLE IX: DIVISIONS AND WEIGHTS

1. The league shall consist of two (2), three (3) or four (4) conferences based on school enrollment of grades 3 through 7. Morris, Sussex, Somerset and Warren County Board of Education records shall be used in determining the enrollment.
 - a. The number of divisions shall be decided by vote at a regular or special league meeting prior to release of schedules. A majority vote shall prevail.
 - b. Weight limits shall be reviewed by the Weight Committee on every even numbered year.

ARTICLE X: AMENDMENTS

1. These By-Laws or any part thereof may be amended. Any amendment shall be brought before a meeting to be acted upon in written form, with exact copies of the proposal for all team representatives. Amendment will become official after one vote at the next meeting, a majority vote of teams in good standing being necessary for passage. Any amendment changes not accepted by the May meeting will not become effective until the February meeting of the following year. Any one part or article of these By-Laws may only be subject to change once in a single year, unless there multiple proposals to the same article or part at the same meeting or the second change is to restore that part or article to its' original state.
2. Temporary suspension of a part of the By-Laws may be obtained by the following steps:
 - a. An emergency is when a team is in jeopardy of losing its franchise, or losing a football level.
 - b. Three-fourths (3/4) of teams in the League must agree that the case submitted is an emergency.
 - c. Three-fourths (3/4) of teams in the League must vote "Yes" to temporarily suspend a section of the By-Laws.
 - d. All temporary suspensions of the By-Laws apply to all teams and all levels in the M.C.Y.F.L.
 - e. An emergency cannot be declared prior to the official roster meeting.

MORRIS COUNTY YOUTH FOOTBALL LEAGUE
J.V. DIVISION

CONSTITUTION All articles covering the Morris County Youth Football League are applicable to the J.V. Division and will govern same.

BY-LAWS

All articles covering the Morris County Youth Football League are applicable to the J.V. Division and will govern same except as follows:

ARTICLE II, SECTION 1

1. Players must be from nine (9) to twelve (12) years of age inclusive at date of registration except as amended in paragraph b) below. If a player becomes thirteen (13) after registration date of July 31, he is eligible to play.
2. A J.V. team may register a maximum of three (3) players who meet the Varsity age requirements providing the players are 110 pounds or less. The player will get a 1 pound growth weight **AFTER** week 2 (111), 3 (112), 4 (113), 5 (114), 6 (115), and 7 (116).
3. No player on the J.V. level may turn 15 during the calendar year.
4. To be eligible for game participation, a player must be on the roster submitted at the roster meeting and/or amended at the regular September meeting. Each player shall be weighed at each game. Weight shall be 138 pounds for the J.V. division weeks 1 and 2, with a 1 pound growth weight **AFTER** the second week (139), third week (140), fourth week (141), fifth week (142), sixth week (143) and seventh week (144) of the season.

Each team may have players that exceed the weight limits above on the J.V. division with these restrictions. Each team may be allowed to play only 2 of these players at a time and only on plays from scrimmage and only from Tackle to Tackle. These players will not be allowed to play on kick-off or kick receiving, must line up in the tackle box, and can never be tackle eligible. Weights for these players shall be 147 pounds for the J.V. division weeks 1 and 2, with a 1 pound growth weight **AFTER** the second week (148), third week (149), fourth week (150), fifth week (151), sixth week (152) and seventh week (153) of the season.

These players shall be identified by transverse striping of no less than 1 inch wide running from ear hole to ear hole on the back side of the helmet. The stripe color shall be the same as decorative striping used by that team. If no decorative striping is normally used, color shall be the highest contrasting color from helmet color as possible.

ARTICLE II, SECTION 5

A player once on a J.V. roster may be promoted to the Varsity roster at any time, but will no longer be eligible to play J.V. ball.

ARTICLE IV, SECTION 2

Games shall consist of four (4) quarters, each of ten (10) minutes duration with a “stopped” clock. Each team is allowed three (3) time outs of two (2) minutes duration per half. One (1) minute intermission between quarters and ten (10) minutes between halves.

MORRIS COUNTY YOUTH FOOTBALL LEAGUE
PEEWEE DIVISION

CONSTITUTION

All articles covering the Morris County Youth Football League are applicable to the Pee wee division and will govern same.

BY-LAWS

All Articles covering the Morris County Youth Football League are applicable to the Pee wee division and will govern same except as follows:

ARTICLE II, SECTION 1

1. Players must be from nine (9) to eleven (11) years of age inclusive at date of registration. If a player becomes twelve (12) after the registration date of July 31, he is eligible to play.
2. A Pee wee team may register a maximum of three (3) players who meet the J.V. age requirements providing the players are 99 pounds or less. The player will get a 1 pound growth weight **AFTER** week 2 (100), 3 (101), 4 (102), 5 (103), 6 (104), and 7 (105).
3. To be eligible for game participation, a player must be on the roster submitted at the roster meeting and/or amended at the regular September meeting. Each player shall be weighed at each game. Weight shall be 123 pounds for the Pee wee division weeks 1 and 2, with a 1 pound growth weight **AFTER** the second week (124), third week (125), fourth week (126), fifth week (127), sixth week (128) and seventh week (129) of the season.

Each team may have players that exceed the weight limits above on the Pee wee division with these restrictions. Each team may be allowed to play only 2 of these players at a time and only on plays from scrimmage and only from Tackle to Tackle. These players will not be allowed to play on kick-off or kick receiving, must line up in the tackle box, and can never be tackle eligible. Weights for these players shall be 131 pounds for the Pee wee division weeks 1 and 2, with a 1 pound growth weight **AFTER** the second week (132), third week (133), fourth week (134), fifth week (135), sixth week (136) and seventh week (137) of the season.

These players shall be identified by transverse striping of no less than 1 inch wide running from ear hole to ear hole on the back side of the helmet. The stripe color shall be the same as decorative striping used by that team. If no decorative striping is normally used, color shall be the highest contrasting color from helmet color as possible.

ARTICLE II, SECTION 5

A player once on a Pee wee roster may be promoted to the J.V. roster at any time but will no longer be eligible to play Pee wee ball.

ARTICLE IV, SECTION 2

Game shall consist of four (4) quarters, each of ten (10) minutes duration with a “stopped” clock. Each team is allowed three (3) time outs of two (2) minutes duration per half. One (1) minute intermission between quarters and ten (10) minutes between halves.

SUPER PEEWEE

All constitution and by-laws governing the M.C.Y.F.L. are applicable and will govern the same except as follows:

- A player once on S.P.W. roster may be promoted to the Pee wee level at any time, but will no longer be eligible to play S.P.W. ball.
- AGE: Cannot turn 11 before August 1st.
- WEIGHT: 111 pounds stripped, 118 pounds dressed (minus Helmet). With a 1 pound growth weight after the second week, an additional 1 pound after the fourth week, an additional 1 pound after the sixth, and an additional 1 pound after the eighth week of the season, or 112 week 3, 113 week 5, 114 week 7, and 115 week 9.

Each team may have players that exceed the weight limits above on the S.P.W. division with these restrictions. Each team may be allowed to play only 2 of these players at a time and only on plays from scrimmage and only from Tackle to Tackle. These players will not be allowed to play on kick-off or kick receiving, must line up in the tackle box, and can never be tackle eligible. Weights for these players shall be 116 pounds for the S.P.W. division weeks 1 and 2, with a 1 pound growth weight **AFTER** the second week, an additional 1 pound after the fourth week, an additional 1 pound after the sixth week, and an additional 1 pound after the eighth week of the season, or 117 week 3, 118 week 5, 119 week 7, and 120 week 9.

These players shall be identified by transverse striping of no less than 1 inch wide running from ear hole to ear hole on the back side of the helmet. The stripe color shall be the same as decorative striping used by that team. If no decorative striping is normally used, color shall be the highest contrasting color from helmet color as possible.

- Must have official roster and birth certificate approved at the September meeting.
- Each player on each team will weigh-in before each game.
- Games shall be played on either a 100 yard or 80 yard field of official width (160 feet).
- Goal posts are recommended but not mandatory. Play will begin on the 40 yard line. Games played on 80 yard field will kick-off from 30 yard line.
- Quarters will be fifteen minutes (15) with a running clock, clock stops only on time outs, injuries and touchdowns, three (3) time outs allowed per half (two minutes).
- One (1) coach per team is allowed on the field during play. Coaches must be a minimum of 15 yards from the line of scrimmage at the snap of the ball. **No coaches allowed on the field for kickoff and kick return.**
- Once a point spread of 20 or more points is reached, the losing team will always receive the kick-off after scoring by either team or at the start of the second half until the point spread is under 20 points.
- **NO BLITZING:** Blitzing- Maximum of six (6) men on the line of scrimmage. Once Q.B. comes up to ball, cannot add or subtract to the line of scrimmage. The No Blitzing rule does not apply on fourth down when the team in possession of the ball is attempting to gain first down, or when offense is within defenders ten (10) yard line. Linebackers and defensive backs cannot rush until a hand-off is made, the QB starts to run forward, or the QB rolls out past the tackle position. If the QB drops straight back and remains inside the tackles the linebackers and defensive backs cannot rush. **NO BLITZING WHEN THE OFFENSIVE TEAM IS ATTEMPTING A PUNT, P.A.T., OR FIELD GOAL.**
- Linebackers and Defensive Backs must be lined-up at least three (3) yards behind the line of

scrimmage.

- **Game Times:** Refer to Varsity By-laws ARTICLE IV: GAMES for game times and days.
- Kickoffs, punts, field goals and P.A.T.'s are allowed. **Fakes are not allowed.** Once the offensive team declares a kick/punt they must attempt it. If the long snap is muffed, it must be fielded cleanly (it is allowed to bounce, as long as the kicker or holder can field it cleanly). If it cannot be fielded cleanly, the play will be blown dead and the ball will be placed at the original line of scrimmage and turned over on downs. Rugby style punts must be kicked (it cannot be pulled down and run with). Defense can only rush a maximum of six linemen. **No Blitzing. No coaches allowed on the field for kickoff and kick return.**
- One off sides warning per game.
- Coaches on the field - You must be at least 15 yards off the ball when the line is set and no adjustments or talking once they get set. This applies to offense and defense (you cannot yell reverse or tell the QB to pitch, etc).

CLINIC

All constitution and by-laws governing the M.C.Y.F.L. are applicable and will govern the same except as follows:

- AGE: Cannot turn 10 years old before August 1st.
- WEIGHT: 100 pounds stripped, 107 pounds dressed (minus helmet). With a 1 pound growth weight after the second week, an additional 1 pound after the fourth week, an additional 1 pound after the sixth week, and an additional 1 pound after the eighth week of the season, or 101 week 3, 102 week 5, 103 week 7, and 104 week 9.

Each team may have players that exceed the weight limits above on the Clinic division with these restrictions. Each team may be allowed to play only 2 of these players at a time and only on plays from scrimmage and only from Tackle to Tackle. These players must line up in the tackle box and can never be tackle eligible. Weights for these players shall be 104 pounds for the Clinic division weeks 1 and 2, with a 1 pound growth weight **AFTER** the second week, an additional 1 pound after the fourth week, an additional 1 pound after the sixth week, and an additional 1 pound after the eighth week of the season, or 105 week 3, 106 week 5, 107 week 7, and 108 week 9.

These players shall be identified by transverse striping of no less than 1 inch wide running from ear hole to ear hole on the back side of the helmet. The stripe color shall be the same as decorative striping used by that team. If no decorative striping is normally used, color shall be the highest contrasting color from helmet color as possible.

- Must have official roster and birth certificate approved at the September meeting.
- Teams will weigh-in before each game.
- A player, once on the Clinic roster may be promoted to the S.P.W. roster at any time, but will no longer be eligible to play Clinic.
- Quarters will be 15 minutes running clock only stopping on injury, time outs and touchdowns. Game must conclude with-in 90 minutes after it starts. Two (2) - one (1) minute time-outs per half.
- Two (2) coaches per team allowed on the field during play. Hurry up offense is not permitted until the final two minutes of each half (i.e. excluding the final two minutes of each half, offense must huddle to allow both teams to make substitutions and adjustments).

RULES

- No kicking of any kind
- There will be no Blitzing at any time. Maximum of six (6) men on the line of scrimmage. Once QB comes up to ball, cannot add or subtract to the line of scrimmage. A defensive lineman may be lined head up on the center. While a defensive lineman is over the center, there cannot be a lineman in either gap on each side of the center (you can have a man in each A gap, but you cannot double team the center). Linebackers and defensive backs cannot rush until a hand-off is made, the QB starts to run forward, or the QB rolls out past the tackle positions. If the QB drops straight back and remains inside the tackles the linebackers and defensive backs cannot rush. Linebackers and defensive backs must be lined-up at least three (3) yards behind the line of scrimmage.
- Play begins at the 40 yard line. 30 yard line if playing on 80 yard field.
- NO punts- four (4) downs to get first. If not, opponent starts 20 yards from the line of scrimmage. Play will always start outside the 20 yard line, except for turnovers occurring before fourth down. If turnover occurs on fourth down, the ball will not be moved 20 yards, unless the ball is inside of 20 yard line, at which point the ball will be moved out to 20 yard line.

- Games will be played on either 100 yard or 80 yard field of legal width, 160 feet. Goal posts are recommended but not required.
- Once a point spread of 20 or more points is reached, the losing team shall always receive the ball after any scoring by either team or at the start of the second half; until the point spread is under 20 points.
- You can advance a turnover; any turnover (muffed snap, fumble, interception, etc).
- Coaches on the field - Two (2) coaches per team allowed on the field during play. Coaches must be 15 yards off the ball when the line is set and no adjustments or talking once the offense is set and ready to run a play. This applies to offense and defense (you cannot yell reverse or tell the QB to pitch, etc). After the offense comes up to the line of scrimmage and is in a set position to run a play, they are unable to shift into another formation during that play. The offense is allowed to send one player in motion prior to the snap of the ball.

PENALTIES

- See Referee Guidelines for penalties.
- After a ball is set, the team has 45 seconds to run the play, one warning, second infraction 5 yard penalty.
- Game Times: Refer to Varsity By-laws ARTICLE IV: GAMES for game times and days.
- One off sides warning per half.

PRE-CLINIC

All constitution and by-laws governing the M.C.Y.F.L. and CLINIC division are applicable and will govern the same except as follows:

- **WEIGHT:** 90 pounds stripped, 97 pounds minus helmet. Player will get 1 pound growth weight after the 2nd week of the season, 1 pound after the 4th week, 1 pound after the 6th week, and 1 pound growth weight after the 8th week of the season, or 91 week 3, 92 week 5, 93 week 7, and 94 week 9.

Each team may have players that exceed the weight limits above on the Pre Clinic division with these restrictions. Each team may be allowed to play only 2 of these players at a time and only on plays from scrimmage and only from Tackle to Tackle. These players must line up in the tackle box and can never be tackle eligible. Weights for these players shall be 93 pounds for the Pre Clinic division weeks 1 and 2, with a 1 pound growth weight **AFTER** the second week, an additional 1 pound after the fourth week, an additional 1 pound after the sixth week, and an additional 1 pound after the eighth week of the season, or 94 week 3, 95 week 5, 96 week 7, and 97 week 9.

These players shall be identified by transverse striping of no less than 1 inch wide running from ear hole to ear hole on the back side of the helmet. The stripe color shall be the same as decorative striping used by that team. If no decorative striping is normally used, color shall be the highest contrasting color from helmet color as possible.

- **AGE:** Cannot turn 9 years old before August 1st. Note: A player within the age requirements of Pre-Clinic may participate on Clinic also providing all other rules governing the MCMFL are observed.
- **Game Times:** The game day and time will be at the discretion of the teams participating if agreed upon by both teams.
- The HOME team is responsible for securing 2 referees from the League Assigners.

RULES

All rules of Clinic apply, with the following additions:

- A defensive lineman may NOT be lined up in the A gap or head up on the center. A defensive player cannot engage the center until after the center/QB exchange is complete. QB keep over center or in the A gap is also not allowed.

MCYFL SUPER PEEWEE PROGRAM REFEREE GUIDELINES

- Time Clock:** 15 Minute running Time per quarter
Clock stops only for time outs, injuries and touchdowns.
- Time Outs:** Three (3) time outs allowed per half (2 minutes each)
- Qtrs/Halftime:** Three (3) minutes between quarters
Ten (10) minutes between halves
Change directions at halftime

RULES

Blitzing

NO BLITZING

The No Blitzing rule does not apply on the fourth down when the offense is attempting to gain first down, or is within the defenders ten yard line.

One (1) warning shall be given first, and the play will be replayed with the clock stopped. All further infractions of blitzing shall be a ten (10) yard penalty from the line of scrimmage or half the distance to the goal line and replay of down.

- Kicking:** Kickoffs, punts, field goals and P.A.T.'s are allowed. **Fakes are not allowed.** Once the offensive team declares a kick/punt they must attempt it. If the long snap is muffed, it must be fielded cleanly (it is allowed to bounce, as long as the kicker or holder can field it cleanly). If it cannot be fielded cleanly, the play will be blown dead and the ball will be placed at the original line of scrimmage and turned over on downs. Rugby style punts must be kicked (it cannot be pulled down and run with). Defense can only rush a maximum of six linemen. **No Blitzing.**

- Line:** Maximum of six (6) men on the line of scrimmage.
Once QB comes up to ball, cannot add or subtract to the line of scrimmage.

Linebackers and Defensive Backs:

Cannot rush until a handoff is made, the QB starts to run forward, or the QB rolls out past the tackle position. If QB drops straight back and remains inside the tackles the linebackers and defensive backs cannot rush. Linebackers and defensive backs must be lined-up at least three (3) yards behind the line of scrimmage.

- Coin Toss:** Coin toss for kickoff/receiving
Away team calls coin toss
100 yd field, kick from 40 yd. Line
80 yd field, kick from 30 yd line

- First Downs:** Same as High School, punting is allowed.

- 30 Second Rule:** After a ball is set the offensive team has 30 seconds to start a play-warn on the first infraction-penalize 5 yards for the next offense.

- 20 Point Rule:** If one team is winning by 20 or more points the losing team should always receive the ball after a score (by either team) and at the start of the second half.

- Coaches:** One (1) coach per team allowed on the field during play, **except for kickoffs and kick returns.**

- Penalties:** Penalize all personal fouls such as clipping, face mask, head slaps, piling on etc. when they occur.
Penalize all infractions that affect the outcome of the play, such as holding or tackling ends at the point of attack.
Do not call infractions away from the play except on dangerous fouls.
Be lenient on minor infractions such as motion, offsides, illegal formation etc. Warn player for first infraction then penalize on second infraction.
If possible correct offsides before play without a penalty.
One offsides warning per game.

One coach on the field - You must be 15 yards off the ball when the line is set and no adjustments or talking once they get set. This applies to offense and defense (you cannot yell reverse or tell the QB to pitch, etc).

MCYFL CLINIC PROGRAM REFEREE GUIDELINES

- Time Clock:** 15 Minute running time per quarter
Clock stops only on time outs, injuries and touchdowns
- Time Outs:** Two time outs allowed per half (one minute)
- Qtrs/Halftime:** One (1) minute between quarters, Change directions only at halftime
Ten (10) minutes between halves
- Total Time:** Must not exceed 90 Minutes

RULES

Blitzing: **NO BLITZING AT ANY TIME**

One (1) warning shall be given first, and the play will be replayed with the clock stopped. All further infractions of blitzing shall be a ten (10) yard penalty from the line of scrimmage or half the distance to the goal line and replay of down.

- Line:** Must have a minimum of four (4) men on the line of scrimmage and can have a maximum of six (6) men on the line of scrimmage. All linemen that are lined up Tackle to Tackle need to be in a 3 or 4 point stance. The defensive lineman lined up on the outside on both sides of the defensive line can be in a 2 point stance as long as they are lined up to the outside shoulder of the offensive tackle.
- Once QB comes up to ball, cannot add or subtract to the line of scrimmage and the down defensive linemen are unable to shift their alignment prior to the snap (for example: moving from head up on the offensive tackle to inside shade of offensive tackle prior to the snap).
- A defensive lineman may be lined head up on the center. While a defensive lineman is over the center, there cannot be a lineman in either gap on each side of the center (You can have a man in each A gap, but you cannot double team the center).

Linebackers and Defensive Backs:

Cannot rush until a handoff is made, the QB starts to run forward, or the QB rolls out past the tackle position. If QB drops straight back and remains inside the tackles the linebackers and defensive backs cannot rush. Linebackers and defensive backs must be lined-up at least three (3) yards behind the line of scrimmage.

- Coin Toss:** Coin toss for possession/Away team calls toss.

First Possession: 100 yd field, play starts at 40 yd line, for 80 yd field, play starts at 30 yd line

First Downs: Must make first down on 4 plays (10 yds)

Failure To Make First Down:

Move the ball 20 yds to simulate a kick

Play will always start outside the 20 yard line, except for turnovers occurring before fourth down. If turnover occurs on fourth down, the ball will not be moved 20 yards, unless the ball is inside of 20 yard line, at which point the ball will be moved out to 20 yard line.

You can advance a turnover; any turnover (muffed snap, fumble, interception, etc).

45 Second Rule: After a ball is set the offensive team has 45 seconds to start a play – warn on the first infraction, penalize 5 yds for the next infraction

20 Point Rule: If one team is winning by 20 or more points the losing team should always receive the ball after a score (by either team) and at the start of the second half

Coaches: Two (2) coaches per team allowed on the field during play. Coaches must be 15 yards off the ball when the line is set and no adjustments or talking once the offense is set and ready to run a play. This applies to offense and defense (you cannot yell reverse or tell the QB to pitch, etc). After the offense comes up to the line of scrimmage and is in a set position to run a play, they are unable to shift into another formation during that

play. The offense is allowed to send one player in motion prior to the snap of the ball.

Hurry up: Hurry up offense is not permitted until the final two minutes of each half (i.e. excluding the final two minutes of each half, offense must huddle to allow both teams to make substitutions and adjustments).

Penalties: Penalize all dangerous personal fouls that cause injuries such as clipping, face mask tripping, piling on, head slaps etc.
Call only infractions that affect the outcome of the play, such as holding or tackling ends at the point of attack.
Be lenient on minor infraction such as off sides, illegal formation etc. Warn player for first infraction then penalize on second infraction.
If possible correct offsides before the play without calling penalty.
One offsides warning per half.

MCYFL PRE-CLINIC PROGRAM REFEREE GUIDELINES

- Time Clock:** 15 Minute running time per quarter
Clock stops only on time outs, injuries and touchdowns
- Time Outs:** Two time outs allowed per half (one minute)
- Qtrs/Halftime:** One (1) minute between quarters, Change directions only at halftime
Ten (10) minutes between halves
- Total Time:** Must not exceed 90 Minutes

RULES

Blitzing: **NO BLITZING AT ANY TIME**

One (1) warning shall be given first, and the play will be replayed with the clock stopped. All further infractions of blitzing shall be a ten (10) yard penalty from the line of scrimmage or half the distance to the goal line and replay of down.

- Line:** Must have a minimum of four (4) men on the line of scrimmage and can have a maximum of six (6) men on the line of scrimmage. All linemen that are lined up Tackle to Tackle need to be in a 3 or 4 point stance. The defensive lineman lined up on the outside on both sides of the defensive line can be in a 2 point stance as long as they are lined up to the outside shoulder of the offensive tackle.
- A defensive lineman may NOT be lined up in the A gap or head up on the center. A defensive player cannot engage the center until after the center/QB exchange is complete. QB keep over center or in the A gap is also not allowed.
- Once QB comes up to ball, cannot add or subtract to the line of scrimmage and the down defensive linemen are unable to shift their alignment prior to the snap (for example: moving from head up on the offensive tackle to inside shade of offensive tackle prior to the snap).

Linebackers and Defensive Backs:

Cannot rush until a handoff is made, the QB starts to run forward, or the QB rolls out past the tackle position. If QB drops straight back and remains inside the tackles the linebackers and defensive backs cannot rush. Linebackers and defensive backs must be lined-up at least three (3) yards behind the line of scrimmage.

- Coin Toss:** Coin toss for possession/Away team calls toss.

First Possession: 100 yd field, play starts at 40 yd line, for 80 yd field, play starts at 30 yd line

First Downs: Must make first down on 4 plays (10 yds)

Failure To Make First Down:

Move the ball 20 yds to simulate a kick

Play will always start outside the 20 yard line, except for turnovers occurring before fourth down. If turnover occurs on fourth down, the ball will not be moved 20 yards, unless the ball is inside of 20 yard line, at which point the ball will be moved out to 20 yard line.

You can advance a turnover; any turnover (muffed snap, fumble, interception, etc).

45 Second Rule: After a ball is set the offensive team has 45 seconds to start a play – warn on the first infraction, penalize 5 yds for the next infraction

20 Point Rule: If one team is winning by 20 or more points the losing team should always receive the ball after a score (by either team) and at the start of the second half

- Coaches:** Two (2) coaches per team allowed on the field during play. Coaches must be 15 yards off the ball when the line is set and no adjustments or talking once the offense is set and ready to run a play. This applies to offense and defense (you cannot yell reverse or tell the QB to pitch, etc). After the offense comes up to the line of scrimmage and is in a set position to run a play, they are unable to shift into another formation during that

play. The offense is allowed to send one player in motion prior to the snap of the ball.

Hurry up: Hurry up offense is not permitted until the final two minutes of each half (i.e. excluding the final two minutes of each half, offense must huddle to allow both teams to make substitutions and adjustments).

Penalties: Penalize all dangerous personal fouls that cause injuries such as clipping, face mask tripping, piling on, head slaps etc.
Call only infractions that affect the outcome of the play, such as holding or tackling ends at the point of attack.
Be lenient on minor infraction such as off sides, illegal formation etc. Warn player for first infraction then penalize on second infraction.
If possible correct offsides before the play without calling penalty.
One offsides warning per half.

Central Conference Developmental Structure

Philosophy and Goals of the Central Conference

The Central Conference is a developmental division of the Morris County Youth Football League that is intended to give significant playing time to those players who are not getting much playing time in our regular games. This division is the place where these players can develop their skills in game conditions and experience football by playing against teams of similar skills and talent levels. This division is not a place for the outstanding player in our regular games to be shifted to another position and be given additional playing time. Coaches are still encouraged to give playing time to Central Conference players in regular season games.

Goals:

- To develop more players in the league.
- To get more playing time for more players.
- To equalize the playing field as much as possible.

Format:

- Towns are encouraged to field Central Conference Teams.
- Games to be played on Monday night or in relationship to regular schedule.

Players having significant playing time in regular season games must be excluded from Central Conference games. Players excluded from Central Conference games are based on the following roster sizes.

- If your roster has 25 or less players 7 players will be excluded
- If your roster has 26-28 players 8 players will be excluded
- If your roster has 29-30 players 11 players will be excluded
- If your roster has 31 or more players 13 will be excluded

All remaining players on your roster will be rated. If you are short Players you will notify the other teams coach 24 hours before the Game and you will both agree on which players will be added to the roster. You will add players in inverse order. Example your roster has 25 players 7 players are excluded player number 1 is your most talented Player. Player 7 would be the first player added, then 6 then player 5.

Non-excluded players are permitted to play up one level in Central conference games. Example JV player could play in Varsity game.

All rules remain the same except only 6 men can rush on all kicks and there will be no overtime.

The league reserves the right to exclude up to 2 players from a team if necessary.

Central Conference games will not count as a contact night but, will count as a session during the week.

CHARITY DIVISION OF MORRIS COUNTY YOUTH FOOTBALL LEAGUE, INC.

CONSTITUTION

ARTICLE I: Charity Division

1. **Name:** Charity Division of MCYFL, INC.

ARTICLE II: Purpose and Powers

1. **Purpose:** The purpose of Charity Division is to help participating individuals and/or their families. Participating individuals within the Morris County Youth Football League shall include Players, Coaches or individuals with association to the League Charity and Division. First preference will be given to the participating Player. When possible, financial help can be made available for a family or non-participating individuals.
2. **Authority:** The Division shall have the authority, directly or indirectly, alone or in conjunction or cooperation with others, to do any and all lawful acts which may be necessary or convenient to affect the charitable purposes, for which the Charity Division is organized, and to aid or assist other organizations or persons whose activities further accomplish, foster, or attain such purposes. The authority of the Charity Division of the MCYFL, INC may include, but is not limited to, the acceptance of contributions from the public and private sectors, whether financial or in-kind contributions. All contributions will be accepted with no expectations for any remuneration.

ARTICLE III: Membership and Donations

1. **Donations:** Annual donations in the amount of \$300.00 per participating program in the Morris County Youth Football League shall be paid to Charity Division no later than the end of each calendar year (December meeting date).

ARTICLE IV: Donations to the Charity Division

1. **Donations:** Each participating program of the Morris County Youth Football League & Charities is responsible for collecting/accepting donations at their home games. Monies can also be raised through raffles, outings, etc, etc approved by the member organizations at their discretion.

ARTICLE V: Qualifications

1. **Qualification:** Programs operating within the Morris County Youth Football League shall nominate a family or individual in need to all Morris County Youth Football League Representatives via email, or at a scheduled Morris County Youth Football League monthly meeting. Morris County Youth Football League Representatives will discuss and vote on approval/disapproval the eligibility of the nominee(s). There may be a need to determine the financial stress a family may be under.

ARTICLE VI: Financial Disbursements

1. **Donation:** Financial assistance to qualified nominated individual or families will be solely determined by the bank account balance of the MCYFL Charities with disbursements as follows:
 - a. Participating Players of the Morris County Youth Football League can receive a typical donation of up to but not more than \$7,000.00. This donation may be higher based on the surrounding circumstances. Participating Players shall be defined as players currently registered within an organization that participates in the Morris County Youth Football League.

- b. Associated Participant or family member can receive a typical donation up to but not more than \$2,500.00. Associated Participants include immediate family members to an active Participating Player, Referees and Officials, etc.
- c. These typical amounts in donations can only be changed in extreme situations and will require a majority vote of approval for increased amounts.
- d. Representatives within the MCYFL, INC will nominate Families or Individuals via email or at a league meeting. Representatives will discuss and vote on eligibility of nominated Families or Individuals, and financial proceedings will be discussed and determined by bank account balance not to fall below \$7000 unless approved by the majority of League/Division Representatives.