

Orange County Youth Football League

2018 Division 2 Rules and Regulations

Chester – Cornwall – Goshen- Highland – Highland Falls – Kingston – Marlboro – Middletown – Minisink Valley – Monroe – Monticello – New Platz – Newburgh – City of Newburgh – Pine Bush – Port Jervis – Valley Central – Wallkill – Warwick – Washingtonville

Primary Rules: The Orange County Youth Football League will follow National Federation of High Schools and Section 9 football rules. The following rules are only modifications or exceptions to these rules.

1. **Age:** 10 & 11 years old on or before 11/30 of calendar year.
2. **Weight:** 135 pounds

Players must weight within 10 pounds of the maximum weight for division in order to start practice at the beginning of the season.

3. **In- Season weigh in:**

All towns must have medical scale to conduct weigh ins.

All players will be weighed in before each game. Any player not making weight will be ineligible to play for that entire game.

A player may remove clothes from the waist up, as well as socks and shoes only, to make the required weight. An allowance of 3 pounds will be given for pants, knee pads, hip pads, thigh pads, jock and underwear. Total weight not to exceed 138 pounds.

Coaches from each team must be present at weigh in with a completed and OCYFL Board approved official team roster. If a player arrives at the field before the start of the game, he will be weighed in before the game begins. If a player arrives after the start of the game, he will be weighed in at halftime. A player will be officially weighed in once before a game.

All towns must have books with rosters for each team in their town handed into the OCYFL Board before scrimmage day at a time and place to be determined by the board. The Board of Director's must be notified of any changes to a team's roster. All participants' medical release must be in by August 1st for the current year. Any player without a medical release may not participate in any practice, contact or non-contact. There will not be any exceptions.

Players who will be ineligible for a game must be indicated to the opposing coach at or prior to weigh-in (i.e. required practices not met, medical excuse, overweight, not properly equipped). Ineligible players are allowed on the sidelines only if helmet and shoulder pads are removed.

4. Roster Size

There is no limit to the maximum number of players a team can have. To begin a game each team must have 11 eligible players ready to play and begin the game. It is up to the discretion of The Board of Directors to set up the roster size of teams.

5. Roster Balancing

In division, the number of players on each team for each age group must be equal. A maximum of discrepancy of 2 player's difference will be allowed per approved roster.

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Each team must present OCYFL Official approved roster prior to weigh in or that team will forfeit the game. Game will be played anyway. Roster will not be modified after September 1st except a player moving up due to weight, said player must have been on an approved roster of that town on or before September 1st. There will be no moves after the second week of the season.

Any town President who has a player sign up to play that does not live in their school district must contact the town president which school district they are from and ask for permission (in writing or e-mail) to register said player. This must be done as soon as possible to avoid a later conflict, if agreement between towns cannot be reached, the OCYFL Executive Board will have discipline and administrative authority over the resolution of the dispute.

6. Transfers

Any player that has been assigned to a team must stay with that team for the duration of that player's eligibility in that division. The only exceptions are 1-Parent/Guardian, 2-Transportation, 3-Parent Concern. In the event that a town adds or drops a team in a division the town may redraft or assign players to a team to make the remaining teams equal.

Any and all exceptions must be brought in front of the OCYFL Board of Directors.

Players must play for the town in which school district they live in. Players may play for another town if the two towns vice-presidents agree to allow it. If they cannot agree an appeal can be made by the player's parents. The appeal will be made to the OCYFL Board of Directors. The decision of the Board of Directors is final.

A player may move up divisions because of age, weight or ability.

Any such moves must be done prior to the third game of the season. Quitting players may not return for the current season.

7. Registration

A player cannot play in a game or participate in practice until he or she has signed parental consent form, shown proof of age, shown proof of current medical release form, dated after January 1st of the current year, and has signed Parent Code of Conduct and Ethics. No exceptions.

No uniform will be issued with any of the before mentioned forms turned in. A player must weigh no more than 10 pounds over his or her division requirements to receive a uniform.

8. Playing Fields

Must be a regulation size for high school and contain full markings as far as yardage, yard lines and goal lines. The bench should be marked between the 25 yard lines. Chains will be kept on the home sidelines.

9. Game Balls

Each team must supply its own ball.

Game balls must be of good grade leather or composite leather and be official youth size.

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Junior or youth size

10. Equipment

All players must wear the following equipment in order to be eligible to play.

- Helmet only league issued bearing NOCSAE seal of certification
- Shoulder pads
- Thigh, Knee, Tail and Hip Pads
- Pants and Jersey
- Sneakers or Rubber Cleats (not provided by the league) Screw in cleats are not allowed, no metal.
- Athletic supporter (not provided by the league)
- Mouthpiece with strap
- Rib guards are optional

At no time is any piece of league equipment to be altered or modified in any manner.

11. Length of Periods

Quarters are 12 minutes.

12. Intermission

There will be an 8-minute break between the second and third quarter.

Cheerleaders will be allowed to perform during this break.

13. Scoring

Scoring will be as follows

- Touchdown 6 points
- Field Goal 3 points
- Safety 2 points
- Kick PAT 2 points
- Run PAT 1 point

14. Run up Score Substitution

Any time a team goes ahead by 18 points the following shall be instituted: The team with the low score will receive the ball on the 50-yard line. If a team is down by 18 points or more at half time they are to receive the ball for the 1st offensive series of the 2nd half regardless of who received the 1st offensive series of the game.

The coaches of both teams will first request an official time out to give the referee notification that the mercy rule has been reached. The official will warn the high scoring team's head coach regarding player substitution requirement as follows

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The high scoring team must remove the starting quarterback, backfield and receiver's from the game on the next offensive possession (they are allowed to remain in game for completion of the extra point(after the high score is reached).

They may reenter the game on offense as interior lineman (guard, tackle, center) only if the number of eligible players is below 17. If the roster has 17 or more platers those starting backfield players may not re-enter the game on offense until the point difference is below set limits.

Starting defensive players on the high score team may remain in the game but team should substitute non-starting player's as much as possible. One extra time out will be given to high score team making the changes.

The penalty for failing to substitute or illegal player re-entry into game will result in that team's final home game of the season moved to the opponent's field (with the penalized team responsible to pay the opponent's referees fees) and the high score team's head coach suspended for a minimum of one game subject to multiple game suspension at the discretion of the OCYFL Executive Board. If the offending team has played their last home game of the season, then that team's 1st home game the following season moved to opponent's home field and the offending team will be scheduled just 3 home games.

After the official's warning, has been given, the referee is to be notified of any infraction of the substitution rule for which the referee will then issue a forfeit of game. The head coach of the team awarded the forfeit will notify his town vice president that same day and the vice president will then notify then commissioner who will suspend the head coach of the team with the rule infraction.

The high score team may run any offense as long as they do not is a hurry up style and the quarterback is the only one who passes or hand's off. No trickery allowed.

Punting or Kicking are considered offensive plays. As such staring backfield may not be in the backfield for these plays either. This includes holding, punting and kicking. This rule applies to Field Goals, Extra Points (except for initial extra point at time of 18 points or more is achieved), and Kick offs & Punts. Often in the past the wording of this section was miss applied.

A copy of the rules and regulation's must be in every concession sand.

15. Mandatory Cuts

- Mandatory cuts will be made for the following reasons
- Parents or Players cannot fulfill registration requirements
- There is an extreme discipline problem
- Player is playing on another league, high school or modified team
- Parents or Player refuses to abide by league rules

16. Use of Ineligible Players

If an ineligible player is used, the league vice president to determine if the plater was indeed ineligible will review coach's actions

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Team found guilty of using ineligible players during the season will forfeit all games in which the ineligible player played. The commissioner, upon the recommendation of the League Executive committees will suspend the head coach. The team that had the ineligible player is still eligible for post season play if there updated records allow.

17. Practices

Practice may begin on August 1st

The first 3 practices will be non-contact

There will be a minimum of three non-contact and six contact practices for every player before they can play in a game.

Before school starts there is no limit to the number of days a team may practice. While school is in session, there will be a maximum of four practices a week.

In warm weather, practice's will be scheduled for early evening.

There will be several water breaks at every practice with water being available.

Practice should not exceed two hours.

Addendum:

No full speed head on blocking or tackling drills in which the platers line up more than 3 yards apart are permitted. (Having two linemen in stances immediately across the line of scrimmage from each other and having full speed drills where the players approach each other at an angle, but not straight ahead in to each other are both permitted). However, there should be no intentional head to head contact.

The amount of contact (drills or live scrimmage) at each practice will be reduced to a maximum of 1/3 practice time (either 40 minutes' total of each practice or 1/3 of total weekly practice time) In this context, "contact" means any drill or scrimmage in which drills; down line vs down line dull speed drills; and scrimmages where tackling occurs.

18. Games

Mandatory playing time rule will be determined by the approved roster and total number of eligible size at the start of game time.

- Roster 25 or more: minimum of eight (8) plays per player per game.
- Roster of 19 -24: Minimum of ten (10) plays per player per game,
- Roster of 18 or less Minimum of twelve (12) plays per plater per game
- Roster of 30 or more platers minimum of 6 plays per player per game.

The penalty for not meeting the minimum playing time for players will be a one game suspension for that team's head coach and forfeiture of that game. Coach's actions are to be reviewed by League Executive Committee and Commissioner.

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Teams must be ready to take the field immediately at the conclusion of the producing game or a 10 -yard penalty will be imposed.

19. Kick offs, Field Goals and Pat's by Kick

Kick off's

There will be no kick offs. At the beginning of each half and following each touchdown or field goal, the ball will be placed on the 35-yard line.

Punts

Referee hands the ball to the punter at 7 yards from the line of scrimmage and blows the whistle to start the play.

Field Goals or PAT

Line of scrimmage shall be the 3-yard line for PAT; the kicker will set up to kick at least 7 yards behind the line of scrimmage. (The ball must be on or behind the 10-yard lone for a PAT.) The ball will be placed on a tee or kicking block and maybe held.

After the referee checks that both teams are ready, he will blow the whistle to begin play. At the whistle, the kicker will kick the ball and the defense may rush to attempt to block the kick

Fake Kicks

Are not permitted

20. Defense

There may be any defensive formations with a maximum of a six-man line.

The interior defensive linemen must be heads up and in a 3 or 4-point stance. Any defender on the line of scrimmage and on the tackle, or inside the tackle, must line head up on the man across from him. Defensive ends can line up head up or any distance further out to the sideline. When teams are lined up to kick, either to punt or kick PAT or Field Goal, any man lined up on the center must be 3 yards off the ball.

Linebackers must be 3 yards off the ball.

There is no blitzing off the line of scrimmage; however, linebackers and defensive ends may rush after the ball is snapped. All interior defensive lineman (guards, nose guard, tackles) must be lined up head on with the offensive lineman across from him at the time of the snap. After 2 warnings for head up alignment or blitzing the defensive team is subject to a 5-yard penalty every time after.

21. Offense

Formations and plays should conform to the local high school

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Mandatory splits for offensive lineman are fingertip to fingertip or less.

All offensive backs excluding the quarterback cannot line up less than 3 yards off the ball while they are between the interior line. Tackle to tackle. The only exception is a back in motion at the snap of the ball. After one warning for less than 3 yards behind the line of scrimmage the offensive team is subject to a 5-yard penalty every time after that.

The OCYFL does not conform to High School Rule's in reference to jersey numbers. The position of the player dictate's his or her eligibility for that particular play. (i.e. 62 can be an offensive end, 54 can be a running back)

22. Safeties

In the event of a safety, the ball will be placed on the 40-yard line of the team that suffers the safety.

The coaching staff is under the direction of the head coach who will assume responsibility for the actions of any and all assistants. Only 1 head coach, 5 assistant coaches and 1 trainer are allowed on the sidelines during a game. All the coaches must be adults over the age of 18. All coaches must have photo identification attached to lanyard as well be attired in town's coaching shirt.

Two coaches are allowed on the field during a time out, except in the case of an injury. Any ineligible coach on the field at any time will receive a 15-yard penalty for misconduct. In case of injury, the coach is to help clear the field so medical vehicle and personnel may get to the injured player.

Coaches are responsible for completing accident report forms for every injury that occurs during practice or games.

If a coach is ejected from a game, he will serve a minimum (the OCYFL Executive Board will reserve the right to extend additional penalty's/suspensions at their discretion) of a one game suspension. (that is an additional game to the one he is removed from).

23. Coaches Code of Conduct:

- No smoking on school grounds or around players or at league activities
- No criticizing player in front of spectators
- Accept decisions of the official's as being fair
- Emphasize that winning is only possible as a result of teamwork
- Strive to make every football activity serve as a training ground for life and good mental and physical health.
- Emphasize that good athletes strive to be good students
- Refrain from excessive sideline coaching
- Together with game official's, be responsible for the conduct and control of fans and spectators, any fan that is out of control will be asked to leave, and your team will be penalized

- Abusive and profane language is prohibited
- Coaches do not receive any monetary payment for coaching
- Direct involvement of encouragement of sweat down or hard dieting to enable a player to make weight is prohibited

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- Do not allow an ineligible player to play
- Do not incite or allow un-sportsmanlike behavior to occur.
- Alcohol is prohibited on practice or playing fields or at any league activity
- Remove from the game or practice any player if you are in doubt of his or her health.
- Coaches are expected to uphold all league rules and regulations.

24. Schedules

Town vice presidents will be responsible for adopting the game schedule and any post season schedule as presented by the league president each year. After adoption of the league schedule, if any changes are to be made to the schedule, the two town vice presidents and the OCYFL President must agree to these changes.

Super bowl games will be played at a site of the League's choice.

25. Referees

Each town will supply at least two referees for all games at their site. If there are no referees, then the home team will forfeit the game. If only one referee shows up, then the game will be delayed one half hour from the official start time. If a second referee has not shown up by then, the home team forfeits. The game will then be played as a scrimmage. All games are to be played whether they are protested or they are controlled scrimmages. The Board of Directors will work out the details after the games are played. Any problems before the games are to be reported to the OCYFL President, his cell phone and home phone will be available to all coaches.

All referees must be certified for the current season and all towns must submit to the league a list of referees and their current certifications.

Appendix One

20 Yard Line Overtime Procedure

If, at the end of the fourth quarter, the teams have identical scores, the tie will be resolved by the following method approved by the Orange County Youth Football League Board of Director's. All game rules will apply except:

- No try will be made if the winner of the game has been determined
- If Team B scores a safety, the game has ended;
- If Team B gains possession, the down and series for Team A ends immediately.
- No free kick privileges are awarded a fair catch or awarded fair catch.

When the score is tied at the end of the fourth quarter, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. All officials will assemble at the 50-yard line, review the procedure and determine the number of time outs

remaining for each team. The linesman will go to the team on the side of the field where the line to gain equipment is located the line judge will go to the other team, to inform the coaches of the number of time outs each team has remaining and escort the respective team captains to the center of the field for the coin toss.

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At the coin toss, the visiting team captain shall be given the privilege of calling the coin while it's in the air. The winner of the toss shall be given the choice of defense or offense, or the designing the end of the field at which the ball will be put into play. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on offense first, the referee will place a ball in the team captain's chest area while he is facing the goal toward which his team will advance and give the first down signal. The other team captain will face the offensive captain with his back towards the goal which he will defend.

Each team shall be permitted one additional time out for each extra period plus any unused regulation game time outs. The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during the regulation and overtime periods.

To start the overtime, the offensive team (Team A) shall put the ball in play, first and 10 on Team B's 20-yard line anywhere between the inbound lines. Team A shall have a series of four downs. The series shall be terminated by any score by Team A or, if Team B had possession, at the end of any down. Team A shall be awarded a new series when:

- The penalty for defensive pass interference is accepted
- Team A recovers a scrimmage kick (field goal attempt) between goal lines after it has been touched first by Team B beyond the neutral zone.
- When Team B is guilty of roughing the kicker or place kicker holder or passer.

If Team A scores a touchdown, it is entitled to the opportunity to try for points, except when it is unnecessary to break the tie. A field goal attempt is permitted during any down. If the defensive team gains possession the ball becomes dead immediately and Team A's series is ended.

After Team A has completed its series, Team B will become the offensive team with the ball in its possession at the 20-yard line anywhere between the inbound lines. The same end of the field will be used for both possessions in order to insure equal game conditions and conserve time.

If the score remains tied after each team has been given one series, the ball will be placed at the 10-yard line and shall be repeated until a winner is determined. There will be an intermission of two minutes during which the loser of the coin toss will be given first choice of the options. If additional periods are required, first choice of options will be alternated.

Appendix Two

At the beginning of each season each team will turn in book to the league which will be used to determine every player's eligibility for the current season. The final copy of the will includes a complete team roster, signed coaches code of conducts for each coach on the coaching staff and a sleeve of information for each player on the roster. In each player's sleeve, will be a registration form, birth certificate, signed parent code of conduct, and a physical

dated for current year. All of the player's information will be placed in the sleeve so it is visible to anyone looking at the book. When books are turned in they must have 3 rosters with in it. One roster will stay with the book, one

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roster will be returned to the team to be copied and turned over to each opposing team throughout the season and the third copy will go to the league official responsible for keeping all of the rosters in one place.

Appendix Three

Playoff tie break procedure for teams to qualify for playoffs

Tie breakers are as follows

1 Overall Record

2 Head to Head

3 Town Names will be listed on paper & randomly drawn (playoff seeding only)