

MORRIS COUNTY YOUTH FOOTBALL LEAGUE, INC.

**Revision 9.0
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BY-LAWS

ARTICLE I: CONFERENCES

Section 1: Structure of Conferences

- 1. The Competition Committee shall be responsible for evaluating and recommending the placement of programs into conferences to ensure competitive balance across the MCYFL. This includes:**
 - i. Reviewing and evaluating programs using the guidelines below.
 - ii. Being consulted regarding the addition of new programs to the league.
 - iii. Participating in the development or revision of conference-specific rules.
 - iv. Making formal recommendations to the Board for final approval of team placements.
- 2. Guidelines for Consideration:**
 - i. Competitive Record – Performance of teams at the 5th through 7th grade levels from the previous season.
 - ii. Program Enrollment – Total enrollment from the prior season across 3rd through eighth grades, providing a snapshot of overall program size.
 - iii. Roster Sizes by Level – Evaluation of each grade level's roster size to identify inconsistencies in player distribution.
 - iv. League-Wide Competitive Balance – Consideration of overall league parity when placing teams into conferences.
 - v. Discretionary Considerations – The Committee may evaluate any other relevant information that could assist in determining appropriate conference placement.
- 3. Conference Assignment Process**
 - i. Each program shall submit a formal declaration of its intended conference placement in accordance with existing MCYFL team declaration timelines.
 - ii. The Competition Committee will review each request, using the above guidelines, and determine whether the request can be accepted as is or if further discussion is necessary.
 - iii. After all programs have submitted their intentions, the Competition Committee will convene to finalize team placements.
 - iv. Finalized placement recommendations shall be submitted to the MCYFL Board for review and approval.
- 4. Conference Structure and Suggested Guidelines: The league shall be organized into three (3) conferences: Freedom, National, and American. The following criteria are suggested guidelines to help determine appropriate placement:**
 - i. American Conference**
 1. Intended for smaller or developing programs.
 2. Placement Guidelines:
 - a. For programs that do not meet the requirements of the Freedom or National Conferences.

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- b. May be used as a developmental or transitional placement for growing programs.

ii. Freedom Conference

1. Intended for larger and more established programs.
2. Placement Guidelines:
 - a. Should have a minimum of 120 enrolled players in the previous season (Pre-Clinic through Varsity).
 - b. Must field six (6) teams, one at each level (Pre-Clinic through Varsity), unless it is the program's first year in the league.
 - c. A minimum of 16 players per roster is expected at each level.

iii. National Conference

1. Intended for medium-sized programs with solid player enrollment.
2. Placement Guidelines:
 - a. Should have no more than 150 enrolled players from the previous season (Pre-Clinic through Varsity).
 - b. Must field at least five (5) teams from Pre-Clinic through Varsity. Programs with only four (4) teams are not eligible for this conference.
 - c. A roster size of 16 players per team is preferred.

Section 2: Player Eligibility by Conference:

1. **American Conference:** A 3-level conference for programs that combine grades, based on grade and age:
 - Varsity: Grades 7 & 8 combined; player must not turn 15 during the season.
 - Peewee: Grades 5 & 6 combined; player must not be or turn 13 during the season.
 - Clinic: Grades 3 & 4 combined; player must not be or turn 11 during the season.
 - Rumble: 2nd grade only; player must not turn 8 before June 1. (*Optional level*)
2. **Freedom Conference:** A 6-level conference intended for larger programs (typically NJ Group 3, 4, and 5 schools), based on age:
 - Varsity (8th Grade): Must not turn 15 before November 15.
 - Jayvee (7th Grade): Must not turn 13 before June 1 and must not turn 15 during the calendar year.
 - Peewee (6th Grade): Must not turn 12 before June 1.
 - Super Peewee (5th Grade): Must not turn 11 before June 1.
 - Clinic (4th Grade): Must not turn 10 before June 1.
 - Pre-Clinic (3rd Grade): Must not turn 9 before June 1.
 - Rumble (2nd Grade): Must not turn 8 before June 1. (*Optional level*)
3. **National Conference:** Also, a 6-level conference, designed for smaller programs (typically NJ Group 1, 2, and 3 schools), based on age:
 - Varsity (8th Grade): Must not turn 15 before November 15.
 - Jayvee (7th Grade): Must not turn 13 before June 1 and must not turn 15 during the calendar year.
 - Peewee (6th Grade): Must not turn 12 before June 1.
 - Super Peewee (5th Grade): Must not turn 11 before June 1.
 - Clinic (4th Grade): Must not turn 10 before June 1.

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- Pre-Clinic (3rd Grade): Must not turn 9 before June 1.
- Rumble (2nd Grade): Must not turn 8 before June 1. (*Optional level*)

Section 3: Conference Selection

1. Each town will declare the conference(s) in which they wish to participate in during the official Team Declaration Meeting to be considered by the Competition Committee as described in CONSTITUTION, ARTICLE VIII, SECTION B.

Section 4: League Conference Rules:

1. Varsity Level Eligibility (8th Grade):

A player may participate in the Varsity Level only once, as an 8th-grade student. If a player is reclassified and repeats eighth grade, they are not eligible to participate at the Varsity Level again, regardless of age or birth date eligibility.

2. Conference Rule Deviations (Freedom, National, American)

Each Conference—Freedom, National, and American—may establish rule deviations specific to gameplay at any level within that conference. These deviations must be limited strictly to game play rules and may not affect:

- How teams or levels are formed
- Player eligibility, including age and weight requirements as defined in the League By-Laws

Such aspects are governed at the league level and are not subject to modification by individual conferences. Examples of permissible gameplay deviations include:

- Number of unlimited-weight players allowed on the field at one time.
- Game ball specifications.
- Methods for identifying unlimited players.
- SPW game structure (e.g., quarter length, coaches on field, PAT procedures, punting rules)

Each conference must vote on any proposed deviations, with a simple majority required for approval. All approved deviations must be finalized and reported to the League no later than the July League meeting in order to be included in that season's official By-Laws.

Section 5: 6-Level Conference Guidelines

1. To participate in a 6-level conference, a town must field at least 5 teams, each with a minimum preferred roster size of 18 players.
2. Teams in a 6-level conference may combine levels to participate in 3-level Central Conference games, following Central Conference rules.
Example: A single 6-level Varsity team cannot play in the 3-level Central Conference. However, a combined JV and Varsity team may be allowed under 3-level Central rules.

Section 6: 3-Level Conference Guidelines

1. Team Splitting Rule: If a team has 40 or more players, that team must split into two equal teams:

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- The split should be equally based on both talent and grade. So, for each grade at that level, there must be an equal number on each team. Within each grade, the talent should further be divided equally.
 - If a Clinic team has 40 or more players after August 15th, they will not be required to split the team.
 - If a Clinic team has 40 or more layers after August 15th and does not split the team, they are required to exclude 12 players from their Central Conference roster.
2. Central Conference Play
- Central Conference games will be held at all three levels.
 - Teams with 25 or more players are strongly encouraged to participate.
 - If a program has multiple teams at a level, they may combine players for Central Conference games.
 - 1. Exclusion requirements (players who must sit out) must be equally divided between the combining teams.
Example: If a combined roster requires 12 exclusions, each team must contribute 6 excluded players.

ARTICLE II: OFFICIALS/TRAINERS

1. All game officials must be assigned by the League Assigners and must follow all MCYFL rules and by-laws.
 - a. Instructional Levels: 3 officials will be assigned.
 - b. Competitive Levels: 3 or 4 officials will be assigned.
2. The Referee has the authority to remove any player or coach from the field for rule violations or unsportsmanlike conduct.
3. The Home Team must provide a chain crew, and the chains must be kept on the home team's sideline.
 - a. If the home team cannot provide a full chain crew, the visiting team may provide one, and the chains will be moved to the visitor's side.
 - b. Chain crew members must stay silent during the game.
4. The Home Team must provide and pay for on-site medical coverage at all Competitive Level games (including Central Conference).
 - a. Acceptable medical personnel include trainers, EMTs, paramedics, doctors, ambulance squads, or other qualified medical professionals.
5. All programs must attend a referee meeting before the season starts. This may be scheduled individually or with other programs.
6. Referee fees for the 2024 season are \$70.00 per official, per game.

ARTICLE III: REGISTRATION

1. 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 The Competitive level and the Instructional Levels including Rumble if applicable.
 - a. Rosters must be presented at the Roster meeting in alphabetical order and on the format provided by the league. All players' addresses shall be residence

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therefore mailing addresses will not be accepted. All rosters will be deemed official at the end of the regular September meeting.

1. Team representatives must present rosters with proof of age clearly identified on league roster form. These documents must 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.
 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/she is entitled to finish the season with the team he/she originally registered with. He/ She 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):
 3. 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 a 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, and 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.
 4. 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.
 - b. 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. On the 6-level division, multiple teams are only allowed at the instructional levels.
 - c. 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.
2. To be eligible for game participation, a player must be on the league approved roster and weighed at each game. Weights are posted on the MCYFL website for each

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- conference. If new weights are not available for the current year, the prior season weights are used.
3. OLDER LIGHTER is defined as players that are currently registered at their age-appropriate grade, but due to smaller size wish to play one grade lower.
 - a. Must meet weight chart criteria on MCYFL website.
 - b. Freedom & National Conference – JV, Peewee, Super Peewee, Clinic and Pre-Clinic levels may register a maximum of three (3) players who meet the higher age requirements providing the player meet weight criteria above.
There is no OLDER LIGHTER in RUMBLE
 - c. There is no older/lighter rule in the American conference.
 4. If a new player is added to the roster after the roster is official, the team representative must submit the players proof of age and the team's original roster with the players' name and address written in the space provided on the back of the roster. To a league Officer or advisor. The officer or advisor will then sign for each added player in the space provided. Any added players not cleared in this manner are not eligible for play.
 - a. Any new players added to the official roster after the weekend of week 6 will be ineligible for any post season games including playoff and championship games.
 5. 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).

ARTICLE IV: PLAYERS/CODE OF CONDUCT

1. All players shall be properly uniformed. Uniform shall consist of helmet, face guard and chinstrap, shoulder pads, jersey, athletic cup, padded pants (knee and thigh pads), hip pads, tailbone pad and shoes with nondetachable 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.
 - a. Any player weighing-in (on the scale) not properly Uniformed as described above, 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. Player Code of Conduct:
 - a. All players shall remain in the player bench area or be subject to penalty.
 - b. 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.
 - c. If a player is ejected from the game by a referee, that player will be suspended for the next game.

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3. If a player is ejected or disqualified from a game, then that player will be suspended for the next schedule league game.
4. Players will be put in the game at the discretion of the coaches.

ARTICLE V: TERRITORIAL RIGHTS /TEAM COLORS/ NAMES

1. Each team will submit their uniform colors and nicknames each year at the April meeting.
2. Each team's territory shall consist of its towns or township boundaries. These territories shall be applied for and approved by the League.
3. Any member team which wishes to modify its territorial rights must present at the regularly scheduled April League meeting, attended by a quorum the increase in territory for which it desires franchise coverage.
4. 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.
5. Any team temporarily withdrawing from the League within the guidelines of Article IV, Section 10 of the constitution shall have its present territory held in reserve by the League for the term of the withdrawal.

ARTICLE VI: WEIGHTS

1. Weight limits shall be reviewed by the Weight Committee on every even numbered year and posted to the MCYFL website.
2. Scales certification process: scales must be registered with the state of New Jersey and certified by the local county weights and measures. NJ Weights and Measures offices and phone numbers can be found on their website:
<https://www.njconsumeraffairs.gov/OWM/Pages/offices.aspx>

ARTICLE VII: COACHES

1. Each Franchise/Team may have 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

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above is completed, coaches 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 within the same season, he would be fined an additional \$100.00 and suspended for 12 months and cannot be on the sideline in any capacity (regardless of season, level, and/or program). Any coach ejected from a game that refuses to leave the facility IMMEDIATELY will be reviewed by grievance for possible ban from coaching within the MCYFL.
 - 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.
4. Coaches may use their own discretion concerning the eligibility of players based on missed practices or other criteria.
5. The Franchises and Coaches should encourage and promote their team members to have high scholastic achievements and good school attendance.
6. Prior to August 1st, coaches may actively participate in or work with any player from his/her program only in the months of March to July, up to 10 hours each month per level, with each session not to exceed 2 ½ hours (e.g., four 2 ½ hour sessions, eight 1 ¼ hour sessions, ten 1-hour sessions, etc.).
 - 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 March to July, or who exceeds 10 hours per level or 2 ½ hours per session in March to July 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.
7. Coaches and/or administrators may use any recording devices (such as, but not limited to, cell phones, video cameras, tablets, still photos, etc.) to video tape or record games or scrimmages of upcoming opponents only at the varsity and combined varsity levels. Coaches and/or administrators may not use any recording devices (same as above) 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, at any other level. 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.
 - a. The Freedom Conference has agreed to share game films at the Pee Wee, Jr. Varsity, and Varsity levels only.
8. 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.

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9. All MCYFL coaches regardless of level must have the Rutgers coaches S.A.F.E.T.Y. certification

ARTICLE VIII: GAMES

1. Game Field Requirements:

- a) Home Field Standards: Games will be played at the home team's designated field. All fields must provide equal sideline accommodation for both teams, including Spectator seating, Sideline space for cheerleading squads. Note: Bleacher size may vary (as is common with high school fields), and refreshment stands, or bathroom facilities do not need to be equal.
- b. If sideline accommodation is not equal, the visiting team will choose which sideline to use. That choice will apply for all games in the day's lineup (e.g., Clinic, Super Peewee, Pre-Clinic, or Peewee, JV, Varsity).
- c. Press Box Access: If either team is allowed to film or use the press box for coaching observation, equal access must be provided to both teams.
 - If equal access is not possible, neither team may use the press box for that purpose.

2. Game Timing:

- 1 (American- Varsity/ Peewee) (Freedom & National- Varsity/ JV/ PW)
(Freedom- Super Peewee)
 - Four (4) quarters, 10 minutes each, stop clock.
 - 3 timeouts per half (2 minutes each).
 - 2-minute break between quarters; teams switch direction.
 - 15-minute halftime.
- 2 (American- Clinic/ Rumble) (Freedom & National- Clinic/Pre-Clinic/
Rumble)
 - 15-minute quarters. Clock stops for: Timeouts, injuries, touchdowns.
 - 2 times outs per half (1 minute each).
 - 1-minute break between quarters.
 - 10-minute halftime (switch sides).
 - Max game time: 90 minutes.
3. (National- Super Peewee)
 - 15-minute quarters. Clock stops for: Timeouts, injuries, touchdowns.
 - 3 times outs per half (2 minutes each).
 - 3-minute break between quarters. 10-minute halftime (switch sides).

3. Game Times and Scheduling:

- **Freedom/National 6-Level Division** (Pre-Clinic, Rumble, Super Peewee, Clinic, Peewee, Junior Varsity, Varsity)

<u>DAY</u>	<u>Time</u>	<u>Levels</u>
Saturday	12 PM	Pre Clinic
	1:30 PM	Clinic
	3 PM	Super Peewee
	4:30 PM	Peewee

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<u>DAY</u>	<u>Time</u>	<u>Levels</u>
	6 PM	Junior Varsity
	7:30 PM	Varsity
Sunday	12 PM	Peewee
	1:30 PM	Junior Varsity
	3 PM	Varsity
Rumble	Flexible	Scheduled between Thurs–Tues by coaches

Other 6-Level Division Notes:

- Home teams must declare day or night game preference before the Scheduling Committee meeting.
- Any changes to game times must be approved by both teams and reported to the League and League representatives.

• **American 3-Level Division (Clinic, Peewee, Varsity)**

<u>DAY</u>	<u>Time</u>	<u>Levels</u>
Saturday	5 PM	Clinic
	6:30 PM	Peewee
	8 PM	Varsity
Sunday	12 PM	Clinic
	1 PM	Peewee
	3 PM	Varsity
Rumble	Flexible	Scheduled between Thurs-Tue by coaches

Other 3-Level Division Notes:

- Any changes to game times must be approved by both teams and reported to the League and League representatives.
4. **Weigh-in Procedures:** A mandatory weigh-in must take place no later than 30 minutes before the start of the game. A certified balance beam scale capable of being tared to zero is required, and a representative from each team must be present to officiate the process. If the home team fails to conduct the weigh-in, a mandatory fine of \$100 will be assessed, and the game will be forfeited to the visiting team.
- Weight allowances with equipment are as follows: 10 pounds for Varsity, 9 pounds for Junior Varsity, 8 pounds for Peewee, and 7 pounds for all instructional levels (Super Peewee, Clinic, and Pre-Clinic).
- If a player does not make weight using the applicable equipment allowance, they may attempt a stripped weight re-weigh. A parent or legal guardian must be present for any stripped weigh-in.
5. **Tackle-to-Tackle Players (Unlimited Player Guidelines):** Teams are permitted to use players who exceed skill player weight limits under the following conditions:
- a. American & National Conferences: Up to 3 unlimited players may be on the field at one time.
 - b. Freedom Conference: Up to 5 unlimited players may be on the field at one time.
 - c. These players are:

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- i. Only permitted during plays from scrimmage
 - ii. Required to line up within the tackle box
 - iii. Not allowed to participate in kickoffs or kick returns
 - iv. Never eligible as tackle-eligible receivers
 - Note: The tackle-to-tackle weight limit is unrestricted across all levels.
 - d. Instructional Levels (Rumble, Preclinic, Clinic, Super Peewee)
 - i. Offensive alignment: May line up from offensive tackle to opposite offensive tackle.
 - ii. Defensive alignment: May align from a 5-technique (outside shoulder of the tackle) to a 2-technique (head up on the guard).
 - iii. Prohibited: Lining up directly over the center is not allowed.
 - e. Upper Levels
 - i. Offensive alignment: May line up from offensive tackle to opposite offensive tackle.
 - ii. Defensive alignment: May line up from 5-technique to opposite 5-technique, but must stay within the offensive tackle framework.
 - f. Helmet Identification: All unlimited players must be marked with a transverse helmet stripe that: Is at least 1 inch wide, Runs earhole to earhole across the back of the helmet, contrasts the team's helmet striping if used.
 - g. If no helmet striping exists, the stripe must be in the highest contrast color to the helmet for visibility.
7. **Game Cancellations** (Weather-Related):
- All games are expected to be played as scheduled.
 - If a game must be canceled due to bad weather, the home team must notify the following people in advance:
 - 1. Opposing team: at least 2.5 hours before kickoff
 - 2. Game officials: at least 2 hours before kickoff
 - 3. League officer: at least 1.5 hours before kickoff
 - Coaches will work together to decide a new game time.
 - The home team must notify a League Officer once a new time is set.
8. **Postponed Games:** Make-up games must be played the next day, and no later than Tuesday of the following week.
- If either team plays on Friday, the make-up must be on Monday.
 - Rescheduled regular season games take priority over Central Conference games.
 - Central Conference make-up games should be played:
 - 1. The day after the rescheduled regular season game, and
 - 2. No later than Wednesday of that same week.
 - If the home field is not available due to bad conditions or a conflict:
 - 1. The game should be moved to the visiting team's field.
 - 2. Field change must be made at least 2.5 hours before kickoff.
 - 3. If the Central Conference game can't be played that week, it should be: Rescheduled later in the season, when possible.
9. **Home Team Responsibilities:** The home team must contact the visiting team at least one week before the game.

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- Confirm the following: Jersey colors, Game time, Game Location.
- The home team gets to choose their jersey color.
- 10. **Approved Game Day Footballs:** All game balls must be NFHS approved footballs.
 - Varsity and JV must use TDY or equivalent leather or composite ball.
 - Peewee and Super Peewee must use TDJ or equivalent leather or composite balls.
 - Clinic, Pre-Clinic & Rumble must use K-2 or equivalent leather or composite balls.
- 11. **Forfeits:** Weekend and Central Conference games.
 - a. A team must have at least 14 eligible players in uniform who have made weight and are fit to play. If not, the game is considered a forfeit.
 - b. If a team fails to show up for a scheduled game or walks off the field, it will:
 - i. Forfeit the game
 - ii. Be fined \$100
 - iii. Pay any game official fees already incurred.
 - c. If a team quits the league during the season, it forfeits any money held by the league.
 - d. A 15-minute grace period is allowed for teams arriving late before the game is officially forfeited.
 - e. A forfeit will be recorded as a 1-0 win for the opposing team. The forfeiting team will receive a score of 0.
 - f. Teams are not allowed to forfeit games without cause.
 - i. Only weather-related cancellations are acceptable.
 - ii. If a game is canceled for any other reason, it will be reviewed by the Grievance/Protest Committee for possible by-law violations and penalties.
 - iii. A decision will be made within 10 business days and reported at the next MCYFL business meeting.
 - 1. When reviewing a cancellation, the committee will consider:
 - 2. Financial loss to the host town
 - 3. Waste of perishable goods or supplies
 - 4. Costs for officials or medical staff
 - 5. The past conduct of the team involved

ARTICLE IX: CENTRAL CONFERENCE

1. **Purpose and Philosophy:** The Central Conference is a developmental division within the MCYFL, created to provide additional playing opportunities for athletes who receive limited time in regular weekend games. Its primary goal is to foster player growth by allowing these athletes to gain experience in real-game situations against opponents of similar skill levels.

The Central Conference is not intended to serve as an avenue for top players to receive additional playing time by switching positions. Coaches are expected to continue making efforts to include developing players in regular Saturday/Sunday games as appropriate.

Central Conference Eligibility Requirement: To be eligible to field a Central Conference team or receive a Central Conference schedule, a program must also field a corresponding Saturday/Sunday weekend team at the same level of play within the MCYFL. Programs are not permitted to forfeit or opt out of their full weekend schedule while continuing to participate in the Central Conference with the same team roster.
2. **Goals**

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- a. Develop more players across the leagues.
- b. Increase playing time opportunities.
- c. Create fair and balanced matchups.
3. **Format and Rules:**
 - a. All towns are encouraged to enter teams in the Central Conference.
 - b. Central Conference games are typically played on Monday nights after regular season games. (For makeup games, see By-Laws, Article VIII: GAMES, 8.)
 - c. Players who receive significant playing time in regular games must be excluded from Central Conference games based on team roster size:
 - 25 or fewer players: exclude 7 players.
 - 26–28 players: exclude 8 players
 - 29–30 players: exclude 9 players
 - 31 or more players: exclude 10 players.
 - d. All remaining players should be ranked by ability.
 - If your team is short players, notify the opposing coach at least 24 hours before the game.
 - You will add players starting from your lowest-ranked excluded player upward.
Example: For a 25-player roster excluding players 1–7, player 7 would be added first, then player 6, then 5, and so on.
 - e. Non-excluded players may play up a level in Central Conference games. (e.g., a JV player can play in a Varsity Central Conference game.)
 - f. All normal rules apply, with two exceptions:
 - Only 6 players may rush on any kick
 - No overtime will be played
 - g. The league may exclude up to 2 additional players from any team if needed.
 - h. Central Conference games do not count as a contact night but do count as a practice session for the week.

ARTICLE X: PLAY-OFFS

1. **Playoff Committee Guidelines:** The league will use a point system to determine playoff standings.
 - Point System (Regular Season): Win = 4 points, Tie = 2 points
 - **Game Eligibility for Points:** Which games count for playoff points (division or non-division) will be decided by league vote before the season schedule is released.
 - **Game Requirements:**
 - Competitive Levels (Pee Wee, JV, Varsity, Combined Pee Wee, Combined Varsity): Minimum of 8 games.
 - If a team doesn't make the playoffs, the Playoff Committee will schedule a 9th game.
 - Teams not in the championship may choose to play in the Challenge Weekend.

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- Rumble, Pre-Clinic, Clinic, Combined Clinic, and Super Peewee levels will play 8 games and may also participate in the Challenge Weekend.
- **League Champions:**
 - All playoff games must be sanctioned by the league.
 - Eligible Levels (6-level Conferences): Super Peewee, Peewee, JV, Varsity
 - Eligible Levels (3-level Conferences): Combined Peewee, Combined Varsity
 - Playoff games will **not** be played between different conferences.
- **Playoff Qualification and Seeding:**
 - Top team in each conference = #1 seed.
 - Next 3 teams selected based on **playoff points**.
 - Seeding tiebreakers:
 - Total playoff points
 - Head-to-head results
 - Division points
 - Playoff Committee decision
 - If a team is disqualified (e.g. disciplinary action), the next best team replaces them.
- **Playoff Points System (Strength of Schedule):** After the regular season, teams earn bonus points based on the strength of the teams they beat or tied:
 - Beat a team with:
 - 4+ wins = 4 pts
 - 3 wins = 3 pts
 - 2 wins = 2 pts
 - 1 win = 1 pt
 - 0 wins = 0 pts
 - Ties = ½ the value of a win
- **Playoff Format:**
 - **Semi-finals:**
 - 1st seed vs 4th seed
 - 2nd seed vs 3rd seed
 - Higher seed = home team
 - **Championship:**
 - Winners of semi-finals play in the conference title game
 - Coin Toss decides home team
 - If a 10-week season is needed, only the top 2 teams in each conference play the Championship Game.
- **Game Locations and Hosting:**

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- Playoff games held at 1–2 sites, chosen by the Playoff Committee.
- First-round games happen the weekend after the regular season ends.
- Programs interested in hosting must notify the league by the October meeting.
- If multiple programs qualify, locations are decided on a rotational basis.
- Each team playing pays half the fees of referee and trainer fees.
- MCYFL pays referees through normal process.
- Host towns keep all concession profits.
- Trophies awarded to Conference Champs, Division Champs, and Runners-Up.
- Division champs/runners-up only receive awards if they have a .500 or better record.
- **Inclement Weather:** If the regular season doesn't finish due to weather, playoffs/championships may be canceled. Hosts carry over to next season.
- **Notification:** League President and Playoff Committee will notify eligible teams by Monday morning before playoff games.
- **Oversight:** At least one board member must attend each playoff game to ensure rules are followed and present trophies.
- **Challenge Weekend (Optional)**
 - Open to all non-playoff or non-championship teams.
 - Date set by Playoff Committee.
 - Levels: Rumble through Varsity.
 - Matchups based on interest and availability.
 - Multiple host sites may be used and voted on by the league.

ARTICLE XI: AMENDMENTS

1. Amending the By-Laws & Game Day Rules

- These By-Laws can be amended with a written proposal presented at a league meeting.
- All team representatives must receive an exact copy of the proposed change.
- Amendments require a majority vote by teams in good standing at the next meeting to become official.
- Any amendment not approved by the June meeting will not take effect until the February meeting of the following year.
- Any one section or article of the By-Laws may only be changed once per year, unless: Multiple proposals are submitted for the same section at the same meeting, or a second change is to restore that section to its original wording.

2. Temporary Suspension of By-Laws (Emergency Use Only): a part of the By-Laws can be suspended in the event of an emergency, using the following steps:

- a. An emergency is defined as a team being at risk of losing its franchise or a football level.
- b. At least three-fourths (3/4) of league teams must agree that the situation is an emergency.
- c. Then, at least three-fourths (3/4) of league teams must vote "Yes" to temporarily suspend the rule or section.

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- d. Any temporary suspension will apply to all teams and all levels within the MCYFL.
- e. An emergency cannot be declared before the official roster meeting.