

Warren County Midget Football League

2025 Bylaws



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## **ARTICLE I - Name**

**Section 1** - This organization shall be known as the Warren County Midget Football League, Inc.

## **ARTICLE II - League Objectives**

**Section 1** -The purpose and objectives shall be to provide our youth with supervised athletic programs whereby our youth are taught fundamental principles of various sports and athletic activities, thereby building stronger minds and bodies of young people and at the same time teaching them sportsmanship, fair play, and how to live fuller and healthier lives in order 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 III - Meetings**

**Section 1** - The regular meeting of the League will be held once every month during the playing season and on as many other occasions as needed to properly run its business. The date, time and place of meetings will be set by a majority of votes by the League officials.

**Section 2** - The President shall call special meetings of the League

**Section 3** - Any three (3) League representatives (Members) may upon a written request, file with the Secretary of the League five (5) days in advance of said proposed special meeting, request for such special meeting.

**Section 4** - The meeting in November / December shall be called the Annual Meeting, which shall be the meeting at which officers of the organization are elected biannually, election in odd years for the following seasons (2-year terms).

**Section 5** - At all meetings, a majority of the organizations in the League shall constitute a quorum.

**Section 6** - It is compulsory that every organization or sponsor of teams affiliated with the League have, one (1) of their three (3) designated representatives, present at each regular or special meeting unless they contact the League President or one of the League Officers of their inability to have a representative present and shall be excused by the President or other League Official, prior to the regular or specially scheduled meeting.

**Section 7** - A twenty-five (\$25) fine will be levied for a violation of the above clauses.

**Section 8** - All meetings of the WCMFL be held at a place where the WCMFL has control of the atmosphere and the clientele.

## **ARTICLE IV - Officers**

**Section 1** - The Officers of the League will be as follows:

- **President**
- **1st Vice President**
- **2nd Vice President**
- **Secretary**
- **Treasurer**
- **Director of Flag Football**
- **Director of Player Safety**
- **Chairman**

**Section 2** – Arbitration Board

a) The President will establish an arbitration board consisting of the League Officials and League representatives as selected by the President.

**Section 3** – Duties of the President

a) The President shall preside at all meetings of the League, shall preserve order at such meeting and shall perform all duties pertaining to the office of the President.

b) Only the President or the President's designee shall have the authority to convene a meeting of the WCMFL.

c) The President and League Officials shall have the authority to carry out their official duties and responsibilities as set forth herein and have the power and authority to enforce the terms and provisions of the Charter, Bylaws, and all other regulations enacted by a majority vote of the League.

d) At the monthly League meeting before the Annual meeting of an election year, the President shall have the secretary accept nominations for officers of the WCMFL Inc.

e) The election of League Officers will be held during the annual meeting. Elected Officers will begin their term at the conclusion of that annual meeting and serve a two-year term.

**Section 4** – Duties of the First 1st Vice President

a) The First (1st) Vice President shall perform duties deemed necessary by the President; will be responsible for all regular season game schedule and playoff matters and responsible for maintaining WCMFL team standings and statistics. Decisions affecting the League, regarding the League Organization, Division structure and Policy require concurrence of the President and all other League Officers and be presented to the League and agreed upon by a majority vote.

b) The First (1st) Vice President shall perform the duties of the President in his absence or in case of resignation or removal of President from office.

c) In the event all League Officials are absent, then the representatives of the various organizations who are members of the League, should, by majority vote, designate one of the representatives to act as President for the purpose of conducting the meeting.

#### **Section 5 – Duties of the Second (2nd) Vice President**

a) The Second (2nd) Vice President shall perform the duties deemed necessary and appropriate by the President.

b) The Second (2nd) Vice President will have the authority to make decisions concerning Bylaw interpretations and the Good and Welfare of the League.

c) Should the President and First Vice President be absent, resign or be removed, the Second Vice President will assume the duties of President.

#### **Section 6 – Secretary**

a) The Secretary shall keep an accurate record of the proceedings at all regular and special sessions, keep a roster of players, attend to all correspondence, and furnish each club with rosters of the players during the playing season, and carry out all duties specifically given him/her by the Charter, Bylaws, and other regulations duly passed by a majority vote of the League representatives.

b) After all rosters are certified all teams shall receive a roster from the League Secretary for the teams they will play.

c) He / She shall have such other duties and responsibilities herein before and herein after specifically given him/her.

#### **Section 7 – Treasurer**

a) Treasurer shall have charge of all funds of the League and shall maintain bank accounts for same.

b) He / She shall report the financial condition of the League at every meeting.

c) The President or Vice President, in his absence, shall be the co-signer with the Treasurer on all checks of the League.

d) He / She shall have such other duties and responsibilities herein before and herein after specifically given him/her.

#### **Section 8 – Director of Flag Football**

a) Responsible for all matters regarding the WCMFL Flag teams. This includes rule interpretations, games, tournaments, and yearly updates to the rule book.

b) Shall perform all duties deemed necessary and appropriate by the President.

## **Section 9 – Director of Player Safety**

- a) Responsible for all matters regarding player safety for all WCMFL football players and coaches. This includes reporting, training, implementation, and enforcement.
- b) Shall perform all duties deemed necessary and appropriate by the President.

## **Section 10 – Chairman**

- a) The position of Chairman is an honorary position on the WCMFL Board.
- b) Past Presidents of the WCMFL will be eligible for this position.
- c) Chairman will provide guidance to the Officers of the WCMFL particularly from a historical perspective.
- d) Chairman will also serve in those capacities deemed appropriate by the WCMFL Officers for the Good and Welfare of the League.

**Section 11 – Liability Insurance for League Officers –** The WCMFL will purchase liability insurance to cover the officers conducting business on behalf of the WCMFL. The cost of this insurance will come directly out of the league fees. This cost will be considered an operating expense and will take the highest priority.

## **ARTICLE V - Membership**

**Section 1 -** The membership of the League will be confined to the affiliated organizations or individuals who are sponsoring teams in the League and Charter members of this organization.

**Section 2 -** The Franchise fee of One Hundred Twenty-Five (\$125) Dollars will be required at the time of initial application to the WCMFL for a franchise. The Franchise Fee is in addition to the annual League Dues for the year of application. Such Franchise fee and annual dues shall become the property of this League in the event a team leaves the League.

**Section 3 –** Member organizations will be required to pay annual dues of One Thousand (1,000) Dollars. Dues and a franchise renewal application form must be submitted by all member organizations by the March Meeting each year. Annual dues may change based on the projected operating costs of the league. League fees will be announced no later than the January meeting.

**Section 4 -** The League will consist of four (4) team levels: Varsity, Junior Varsity, PeeWee, and Flag

**Section 5 –** It is mandatory to have all 4 team levels to participate in the WCMFL (Flag, PeeWee, Junior Varsity, and Varsity). If there is ever a season when all 4 levels are not met, then that organization will be placed on probation for that WCMFL season but will be allowed to participate with the teams that they do have enough players to play. It is expected that they will make every effort to fill all 4 levels the following year or they may be asked to leave the WCMFL.

**Section 6 -** Each team is entitled to one (1) vote.

**Section 7 -** A fine of twenty-five (\$25) dollars will be assessed for late payment of dues. They are due no later than July 1st of the playing year.

**Section 8** – Each organization will conduct background checks on all football coaches and assistants at each level including flag.

**Section 9** – Each organization must carry liability insurance to participate in the WCMFL. Proof of insurance will be required by every team. The deadline to submit proof of insurance will be set forth by the President each year.

## **ARTICLE VI - Representation and Voting**

**Section 1** - Each club or individual shall have three (3) designated representatives at League meetings, one of these to act as chairman and spokesman. Only one (1) representative from each organization shall be eligible to vote. A roll call vote shall be taken on all matters brought before the League. The board for the WCMFL may not consist of more than two (2) members from any one organization. This would include but not be limited to the following: coaches, recreation members, parents, directors, residents, and anyone who is or was a part of a particular organization in the previous five years.

Only League representatives and Officers shall debate matters discussed. A majority of the voting representatives of the various teams and trustees shall constitute a quorum. The President of this League shall cast a deciding vote in case of a tie.

No team will maintain their voting rights while owing outstanding fines/penalties to the League or registration fees delinquent after July 1st of the current playing year.

## **ARTICLE VII - Application for Franchise**

**Section 1** - Application for a Franchise in the League shall be received no later than the July meeting of each year.

- a) All new entries will be under a one (1) year probation, subject to League approval.
- b) New teams will be admitted into their respective Division upon unanimous approval of the existing Division teams and officers of the WCMFL, Inc.
- c) Organizational entry into the League requires four (4) teams, one (1) Varsity, one (1) Junior Varsity, one (1) PeeWee, and one (1) Flag team.

## **ARTICLE VIII - Referees**

**Section 1** - League shall hire Officials to officiate at the League's games

- a) Officials are subject to approval by the League Officers.
- b) The League Officers shall negotiate a contract for the League every two (2) years; the contract must be approved by a majority vote of the League members.

**Section 2** - No person shall be employed as an Official who has any interest in or is member in any way connected with a club in this season.

**Section 3** - Official's salaries to be paid by the home team before the start of the game during the regular season (see Section 7 for Playoff and Championship salaries).

**Section 4** - An Official who fails to arrive at the site of a scheduled League game at least fifteen (15) minutes before the game shall forfeit his officiating fee unless he can present a satisfactory excuse.

**Section 5** - An Official has the right to order any player from the field for infractions of the rules or conduct unbecoming a good sport.

**Section 6** - All those designated to officiate in games of the League must attend the meetings with the coaches of all teams one (1) week before the season opens for the purpose of discussing rules and rule changes. Each team participating in the League must have at least one (1) coach present at such meeting.

Any team not having a coach present may be penalized, in such a manner as the League Officers may think proper and just, considering all the circumstances involved.

**Section 7** – Playoff and Championship Official Salaries shall be paid by the WCMFL from funds obtained through league fees.

## **ARTICLE IX - Players (Eligibility)**

**Section 1** - The following qualifications as set up by the Warren County Midget Football League, Inc., will govern the eligibility and conduct of the League.

### **Flag Division**

Age five (5) through seven (7) years old; players must be **five (5) years old on or before October 1st** of the playing year to be eligible. **Players turning eight (8) years old before September 1st of the playing year are INELIGIBLE to play in the Flag Division.** No person in third (3rd) grade or higher will be eligible to play in the Flag Division.

### **PeeWee Division**

Age seven (7) through ten (10) years old; players must be seven (7) years old on or before September 1st of the playing year to be eligible. **Players turning eleven (11) years old before December 31st of the playing year are INELIGIBLE to play in the PeeWee Division.** No person in fifth (5<sup>th</sup>) grade or higher will be eligible to play in the PeeWee Division.

### **Junior Varsity Division**

Age eight (8) through twelve (12) years old, **Players turning thirteen (13) years old before December 31st of the playing year are INELIGIBLE to play in the Junior Varsity Division.** No person in seventh (7<sup>th</sup>) grade or higher will be eligible to play in the Junior Varsity Division.

**Older/Lighter Exception:** Any 7th grader that is 90 lbs. or less and does not turn 13 before December 31st of the playing year.

### **Additional Requirements:**

- Parental/Guardian permission is required.
- Varsity team must have at least 18 players rostered in order for a varsity aged player can be considered for JV Older/Lighter.
- Older/Lighter Players must be identified and certified during roster certification.
- Older/Lighter Players should be highlighted on roster sheet.
- Older/Lighter Players have an official weigh-in Week 1 and must make weight.
- Older/Lighter Players are required to make weight each week, like any other player.
- Older/Lighter Players are considered rostered and permanent after completing an official game weigh-in Week 1.

## **Varsity Division**

Age nine (9) through fourteen (14) years old, **Players turning fifteen (15) years old before December 31st of the playing year are INELIGIBLE to play in the Varsity Division.** No person in ninth (9<sup>th</sup>) grade or higher will be eligible to play in the Varsity Division.

## **2025 Varsity Unlimited Eligibility Rules**

### **Unlimited Varsity Weigh-In Certification:**

Each Varsity Player must be weight certified prior to playing their first game. Official League Certifications shall be conducted week 1 by a league official, this requirement is for VARSITY ONLY. Exceptions will be made to teams on a bye-week, non-rostered players (late signups); any player who is rostered but cannot make the first game must have a notice sent to the WCMFL explaining why this player could not attend certification. No player shall arrive to the game and not participate in weight certification. If the player is available for the game week 1, they must step on the scale.

### **Exceptions:**

Apart from a team who has a bye week 1; all EXCEPTIONS must be approved by the WCMFL prior to weigh-ins week 1.

Example: Player A is on vacation during weigh-ins week 1. An email to [board@wcmfl.net](mailto:board@wcmfl.net) for approval is required to make arrangements for the player to be officially weighed. The WCMFL board will determine the next steps to certify the player. This could happen on game day or during the week, depending on the availability of the League Officers. WCMFL Board shall respond to any requests within 24 hours.

### **Tracking:**

All players regardless of weight and playing status must appear on the official roster sheet.

- All roster sheets will have a space to document the weight of each player during official weigh-ins. This documentation is REQUIRED regardless of player weight. This is only for the official weigh-in and will not be required each week. Players who are heavier than 171.0 pounds will have a line drawn horizontally through “all weeks” (Officers shall not cross out the players name, number, grade or age). Officers shall highlight this player with a highlighter.

### **Game Day:**

**Unlimited** players will be tagged with a florescent identifier initially during the start of the season. Proper tagging will be provided by WCMFL and will be administered by league officers.

Players who are not designated as “**Unlimited**” must still make weight each week to play skilled offensive positions. Players who do not make weight may still participate, but they will be designated as “**Unlimited**” and may not play offensive skilled positions for that game. Coaches conducting weigh-ins after week one are responsible for ensuring players who do not make weight are “striped” prior to the game. After the official weigh ins, teams will be provided with a small quantity of “**Unlimited**” stickers for these instances. Should a team run out, they may request more from the WCMFL. As with all weigh-ins, teams are expected to follow WCMFL rules and regulations. Any coach(es) or organization(s) violating these rules will be subject to the same penalties that apply to using an ineligible player. This applies to both organizations. Coaches shall not make deals, or special arrangements to allow overweight players to play skilled positions. Incompetence is not a valid excuse for allowing ineligible players to compete in prohibited positions.

## **Section 2 – Player Participation**

- a) No player shall be entered on a permanent roster until he has completed his/her first year of PeeWee.
- b) No player shall be permitted to participate in a PeeWee League game prior to his or her seventh (7th) birthday. All players on a team’s roster must be seven (7) years old on or before September 1st of the playing year. Players whose birthday are on or prior to September 1st of the playing year, may participate in preseason practice and activities with the team for which they are eligible and on which they will be rostered.
- c) Each player must present the following to their organization to be eligible for participation in the Warren County Midget Football League, Inc. The Acceptable Documents are: Birth Certificate, Baptismal Certificate, Adoption Papers, Court Records, School Documentation or Naturalization Papers. All documents must clearly display the Birth Date and be a certified document or copy of such with evidence of the Certification Seal. Additionally, a parent’s permission slip and pass a medical examination before being able to practice or participate in physical activities associated with the Warren County Midget Football League, Inc.
- d) The Manager of each team shall retain a copy of each player’s birth or baptismal certificate, successful completion of the physical examination, and parent permission slip to play and shall certify with League Officials on the designated certification night.
- e) All players are to be encouraged to have a good school standing, good behavior, and regular attendance in school.
- f) All players shall be properly dressed as specified by the latest version of the National Federation rules.
- g) Each team is required two sets of game jerseys. One set to be white; the traveling team will wear the white jerseys.
- h) All players must remain on the player’s bench or be subject to a penalty.

i) Swearing or the use of tobacco of any kind; on the part of the players, acts of unsportsmanlike conduct, unwarranted displays of temper, roughhouse tactics or improper conduct will not be tolerated. Flagrant violations will be considered by the League and may result in suspension or dismissal, or a fine of individuals involved.

j) Any rostered player that chooses not to practice and play in the WCMFL for one entire season is eligible to sign-up for any other organization the following season without requiring a release from his/her previous organization. If a first-time player signs-up for football and quits a team before weighing in for the first regular season game, he/she will not be considered rostered by that team the following season. This player can sign-up the next season for any team they so choose. Any player that is added to a roster after the first week of the season but quits subsequently will remain rostered by that team and will need a release if looking to go to another team for that season or the following season.

### **Section 3 – Weight Limits**

Weight limits for PeeWee, Junior Varsity and Varsity should be studied and revised, if necessary, on a yearly basis.

#### **PeeWee Division**

One Hundred Fifteen (115) pounds + 1 pound see Article XI Section 17-D

#### **Junior Varsity Division**

One Hundred Thirty-Five (135) pounds + 1 pound see Article XI Section 17-D

#### **Older/Lighter: Ninety (90) pounds + 1 pound\***

#### **Varsity Division**

Ball Carrier Restriction: One Hundred Seventy (170) pounds + 1 pound see Article XI Section 17-D

Any player not being recognized as **Unlimited** MUST make weight before each game. See A

### **Section 4 – Locked Rosters**

At the conclusion of Weigh-Ins for the third week, rosters are locked and no additional players are permitted to be added to the roster. Once a player has played a game at a level, they cannot move to another level. A player who does not make weight by the fourth week can remain at the level they are rostered and play in any game they make weight in, only the games they make weight in, for the remainder of the season. \*\* The only exception to this rule is Article X, Section 9. Under this extreme scenario, a player may be promoted from his/her original roster to support a higher level.

### **Section 5 - Coaches Responsibilities**

a) All players, regardless of age, weight, or ability MUST appear on the team roster submitted to the League.

b) The number of players on the Varsity roster is unlimited. All players on the roster of any given team shall remain on the roster of such team during the entire period of their eligibility in all divisions.

c) If a player's name has been officially placed on the roster of any team, they will not be allowed to transfer from that team to another without the written consent of the releasing team coach.

d) Each team shall submit two (2) copies of their rosters on certification night to the League Secretary. There will be no additions to the rosters after weigh-ins on the third week of the schedule.

e) During player registration coaches are to ask all perspective players if they have participated in the League in the past and if so with which organization. If the player has participated and it was NOT with the organization, they are attempting to register with they MUST be informed that a release has to be requested, by the player, from the organization they participated with and granted prior to participation in any football activities with the new organization.

f) Coaches will respond in a timely fashion, within two (2) days to request from a player for a release from their organization.

g) Any addition to a certified roster, prior to the third (3rd) game, must be certified by a League Officer at least one day prior to the "New" Player's participation in a league game. Certification must be completed by the Saturday preceding a Sunday game or Friday for a Saturday game.

The HEAD Coach for the Player(s) "New" Organization is responsible to contact a League Officer and make the required arrangements for the certification to be accomplished.

h) PeeWee & JV Coaches must ensure that each player be given eight (8) live plays per game\*.

i) Tryouts in the WCMFL is strictly prohibited on all levels of play. The act of cutting players at any level is strictly prohibited. Organizations that are found to be violating this rule shall 1) be prohibited from participating in the current postseason; 2) complete the remainder of the season or face expulsion from the league; 3) vacate any wins during that season; 4) suspend head of football organization [director/president] for the remainder of the season.

j) All rostered WCMFL football players (PeeWee-Varsity) may not be rostered on another contact football team inside or out of the WCMFL. This includes club, middle school, or any other league that runs during the traditional WCMFL season (Aug-Nov). Organizations that are found to be violating this rule shall 1) be prohibited from participating in the current postseason; 2) complete the remainder of the season or face expulsion from the league; 3) vacate any wins during that season; 4) suspend head of football organization [director/president] for the remainder of the season. 5) remove these players immediately from the team's roster.

## **ARTICLE X - COACHES**

**Section 1** - Coaches are required to conduct practice sessions of not more than THREE (3) times per week with pads during the Varsity Football season, following the first scheduled game, and ONE (1) session per week with no pads, helmets and mouth pieces are permitted. Each practice session is NOT TO EXCEED two (2) hours in duration.

**Section 2** - Teams shall be required to prepare a duplicate report of any injury requiring any medical attention and present a report of that injury to the parents of the player involved.

**Section 3** - Coaches are encouraged to require their team to give a cheer or handshake for the opposition at the conclusion of each game.

**Section 4** - One coach will be permitted to walk along the sidelines between the ten (10) yard lines. All other coaches must stay in the confines of the coaches' box.

**Section 5** - The head coach will talk with the officials.

**Section 6** - Individual clubs will be held responsible for the conduct of their coaches and other supporting personnel on the field and sidelines. Coaches shall conduct themselves at all times in a manner that reflects their position, attitude and sportsmanship that does not bring dishonor to his organization or the League. It shall also be the responsibility of each coach to see that his players conduct themselves in a similar manner.

**Section 7 – Certification Documentation** is required to be provided by each Head Coach at Certification Night for each player on their roster prior to participation in any games/contests associated with the Warren County Midget Football League, Inc. Failure to provide one of these documents will result in the individual (Player) being ineligible to participate in the League.

**Acceptable Documents:** Birth Certificate, Baptismal Certificate, Adoption Papers, Court Records, School Documentation or Naturalization Papers. All documents must clearly display the Birth Date and be a certified document or copy of such with evidence of the Certification Seal.

**Section 8** - Rosters used for Weigh-In, on game day will be the same roster for the entire season. This roster will be one of the certified rosters signed in colored pen by a League Officer on "Certification Night" and will not be a copy of a certified roster. Failure to comply with this can result in Forfeiture of all games not in compliance with this section.

**Section 9** - If a team has less than 15 players available to participate in a game, the organization may promote enough players to improve the roster number to 15. These players may only come directly from their rostered team one level/division below. This applies to Junior Varsity and Varsity only (Flag players cannot not be promoted to Pee Wee). Player promotions may not leave the lower-level roster (from which is pulling players from) to 14 players or less. Promoted players may only participate in one game per week. Organizations promoting players must receive a waiver from the parent of the child participating in the game. Organizations promoting players must carry a copy of the certified roster for the level which corresponds with the player being promoted during weigh-ins.

**Section 10** - Any Coach permitting an ineligible player to participate in a scheduled game will be subject to the League Maximum Fine and their team will forfeit said contest. The definition of participation is to enter the playing field, in uniform, anytime or anywhere through the end of the game. Coaches of both teams involved are subject to this rule and can result in a double forfeit of the contest and dual fines.

**REPEAT** offenses can result in the doubling of fines and banishment of the offending Coaches from the League; Head Coaches are responsible for the actions of their Assistants.

**Section 11** - All the above shall be subject to ARTICLE XVI of the Bylaws

## ARTICLE XI - Games

**Section 1** - All scheduled League games will count in Division and League Standings.

**Section 2** - All games shall be played according to the New Jersey Interscholastic Rules. Free substitution will be permitted.

### Section 3 – Weigh-Ins

a) Every team in the League must have a certified scale. County Weights and Measures must certify the scale before the start of each season. The year on the certification sticker must match the playing year.

b) Each team is to have a weigh-in location with a level base for the scale.

c) **Certification weigh-ins will be completed as a team, No Individual early weigh-ins**, individuals may check weight at any time after the scale is opened for PeeWee weigh-ins. Weight checks WILL NOT interfere, delay, or interrupt team weigh-ins. NO SPECTATORS are allowed at weigh-ins

d) Each team must designate a coach to conduct weigh-ins before each game.

e) Players will wear at a minimum, gym shorts and a shirt for weigh-ins. **Players will be granted a one (1) pound allowance for the weight of the gym shorts and a shirt.**

f) During the official weigh-in, any player that exceeds the weight limitation, **regardless of the difference**, is not qualified to participate in that particular game. **EXCEPTION – Any varsity player who does not make weight, may participate as an unlimited player for that game.** Please see [Article IX Varsity Unlimited Eligibility](#) further information.

g) Unlimited players do not need to weigh in each week. See section [Article IX Varsity Unlimited Eligibility](#) Rules for more details.

h) **Weigh-In Times:**

#### Saturday Night Games:

- **PeeWee Division** – Start at **3:30pm** and will be completed by **4:15pm**
- **Junior Varsity Division** – Start at **5:00pm** and will be completed by **5:45pm**
- **Varsity Division** – Start at **6:30pm** and will be completed by **7:15pm**

#### Sunday Games:

- **Varsity Division** – Start at **10:30am** and will be completed by **11:15am**
- **Junior Varsity Division** – Start at **12:00pm** (noon) and will be completed by **12:45pm**
- **PeeWee Division** – Start at **1:30pm** and will be completed by **2:15pm**

**Section 4** – Junior Varsity and Varsity games will start with a kickoff from the thirty (30) yard line. Should the ball go into the end zone, the ball is dead, and play shall resume on the offensive team’s fifteen (15) YARD LINE.

No touched ball can be advanced. NO Turnovers under any condition.

**Section 5** - Penalties are five (5), ten (10), and fifteen (15) yards. All penalties such as holding, clipping, blocking below the waist, etc., will be assessed ten (10) yard penalties. All penalties with the intent to injure and unsportsmanlike conduct penalties will be assessed fifteen (15) yard penalties.

## Section 6 – Game Time and Game Regulations

**PeeWee, Junior Varsity and Varsity Games** shall consist of four (4) quarters, each of ten (10) minutes duration with a two (2) minute intermission between quarters and not more than fifteen (15) minutes between halves, from stop to start.

- a. **PeeWee Game** – Clock stops on the change of possession; clock starts on the snap of the ball
- b. **Junior Varsity Game** – Clock stops on change of possession; clock starts on snap of the ball.
- c. **Varsity Game** – Clock stops on change of possession; clock starts on snap of the ball.

## Section 7 - Running Clock:

1. Upon completion of the first half of a League game at the PeeWee, Junior Varsity or Varsity level and when one team gains a 24-point differential over the opponent, the clock will start “with the ready for play” when there is a change of possession.
2. Upon completion of the first half of a League game at the PeeWee, Junior Varsity or Varsity level and when one team gains a 30-point differential over the opponent, the clock shall be stopped only when an official’s time out is taken, a charged time out is granted, a period ends, or a score occurs. Note: After an official’s time out, the clock will start on the ready for play. The clock will start on the snap after a charged time out or the beginning of a quarter. After a score, the clock will start after the ready for play is given for the free kick (kick off).
3. In either 1 or 2, the clock will not revert back to the original timing process when the point differential becomes less after the opponent scores points. Once this alternate timing process is instituted, it will remain in effect for the remainder of the game.
4. Same as 2, except that with verbal consent of both coaches the clock will not stop at all.

## Section 8 – Game Days

a) Games will be played Sunday afternoons, unless otherwise specified. Teams with lights on their fields will have the option of playing their “Home Games” under the lights on Saturday evening; this is a “Home Team Decision.” All teams must notify the League by the August meeting as to whether their “Home Games” will be on Saturday night under the lights; this is subject to the availability of game officials.

b) All teams must be on the field fifteen (15) minutes prior to game time. A standard Saturday evening start time for the Junior Varsity games is 6:30pm.

c) As of the 2024 season, Sunday game sequence will be played as follows: Flag, Varsity, Junior Varsity, PeeWee; Saturday Night game sequence will be played as follows: Flag, PeeWee, Junior Varsity, Varsity.

\*Unless there is agreement between both coaches and notification and concurrence of the Game and League Officials has been made prior to game night to change the order of play.

**Section 9** - All games will be played as scheduled except in the case of adverse weather or unforeseen conditions.

a) The home team shall determine the condition of the field for play in the case of adverse weather conditions; the home team shall notify the visiting team and assigned officials at least two (2) hours before the scheduled game time.

b) If, at game time, the game officials make a determination that the conditions are such that the game shall not be played, then the coaches will be notified immediately.

c) All postponed games must be played before the Thursday following postponement or at another agreed upon designated date.

**Section 10** - After official practice begins, no exhibition games are permitted unless approved by the League.

Permission from the League must be secured to play a post-season game.

a) A Scrimmage is defined as a full pads practice session involving two or more teams that is conducted and controlled by the teams' coaching staffs, but without the use of any officials. A scrimmage does not require any League approval. After official practice begins with pads allowed, teams may have scrimmages against another team in the League or a team outside of the League. Once the first scheduled game is played, teams are allowed to have no more than two scrimmages per week during the season.

b) The League will consider any scrimmage conducted with the use of any official, other than coaching staff, an Exhibition Game. League approval is required for any Exhibition Game (preseason through post-season). No exhibition games are permitted unless approved by the League. There will be no post-season games played on the date of the League Championship game. By definition, an Exhibition game counts as both a scrimmage and full pads practice.

**Section 11** - Two (2) points shall be awarded for a kicked extra point or an offensive conversion from the ten (10) yard line. This shall be permitted at all contact levels, PeeWee, Junior Varsity, and Varsity. *Note: As with all PATs, once it is apparent the play is dead or the defense gains possession of the ball, the play is blown dead. There shall be no returns by the defense.*

### **Section 12 – Start Times**

- Saturday:
  - PeeWee game begins at 5:00pm
  - Junior Varsity game begins 5 minutes after the end of the PeeWee Game
  - Varsity game begins 5 minutes after the end of the Junior Varsity Game
- Sunday:
  - Varsity game begins at 12:00pm (noon)
  - Junior Varsity game begins 5 minutes after the end of the Varsity Game
  - PeeWee game begins 5 minutes after the end of the JV Game

**Section 13** - Games cannot be protested.

### **Section 14 – Game Fields & Dimensions**

Games will be played at League designated fields. All fields must be inspected prior to competitive play each year.

The width of the game field shall be no smaller than 120 feet (40 yards) and no larger than 160 feet (53 1/3 yards). The length of the field shall not vary and must be 240 feet (80 yards) long in length from goal line to goal line. Each end zone shall be ten (10) yards deep and hash marks shall divide the field in thirds (1/3). All fields will have two goal lines and a minimum of eight (8) end zone flags, one in each corner each end zone. All fields to be marked with five (5) yard line or ten (10) yard line markers. Sideline, Goal Line, End Line and Hash Marks shall be 4 inches in width. Goal posts shall be padded six (6) feet up from the ground.

Field dimensions can be found on the [WCMFL Website](#).

**Section 15** - If for any unforeseen or unavoidable conditions the Home Team is unable to provide a field with the standard Warren County Midget Football League specifications notification must be given to League President, Vice President(s), Referees and Opposing Team at least two (2) hours prior to game time, if conditions are known and not provided until game day the League will award the Opposing Team a Forfeit and 2 points for a win.

**Section 16** – In the event of a suspended or reschedule game all players must be weighed-in prior to participation in the continuation or start of the rescheduled game.

### **Section 17 – Overtime**

Overtime criteria will be used to determine a winner in any and all Varsity, Junior Varsity, and PeeWee Division Games.

Varsity, Junior Varsity, and PeeWee divisions will follow the NFHS overtime/extra period; summarized as:

- The winner of a coin flip will determine who has first choice of offense, defense or of designating the end of the field to start overtime. If additional overtime periods are required, the options will be alternated with no coin toss.
- Each team shall be permitted one time-out during each overtime period.
- To start, the offensive team shall put the ball in play, first and goal, on the defensive team's 10-yard line.
- A field goal attempt is permitted during any down.
- If the defense gains possession, the ball becomes dead immediately.
- After the first team has completed its series of downs, the first team on defense will become the offensive team with the ball in its possession at the same 10-yard line.
- If the score remains tied after each team has been given one series of downs in an overtime period, then
  - Regular Season: A third and final overtime period will be played. Should a team score a touchdown they must perform a two-point conversion (Kick or an attempt from the 10-yard line).

- Post Season: the procedure shall be repeated until a winner is determined. After two overtime periods, any team scoring a touchdown must perform a two-point conversion (Kick or an attempt from the 10-yard line)

#### Section 18 – Game Balls for the WCMFL will be:

Manufacturers and models as follows:

- **Varsity:**
  - Wilson TDY (leather) Wilson TDY (composite leather) Wilson TDY GST (leather) Wilson TDY GST (composite leather)
  - Rawlings Pro5 Youth (leather) Rawlings R2 Youth (composite leather)
  - Baden QB1 Youth (leather composite)
  - Nike Vapor One Youth (leather) Nike Vapor Strike Youth (leather composite)
  - Under Armour 495 Youth (composite leather)
- **Junior Varsity:**
  - Wilson TDJ (leather) Wilson TDJ (leather composite) Wilson TDJ GST (leather) Wilson TDJ GST (composite leather)
  - Rawlings Pro5 Junior (leather) Rawlings R2 Junior (composite leather)
  - Baden QB1 Junior (leather composite)
  - Nike Vapor One Junior (leather) Nike Vapor Strike Junior (leather composite)
  - Under Armour 495 Junior (composite leather)
- **PeeWee (and Flag):**
  - Wilson K-2 (leather) Wilson K-2 (leather composite) Wilson K2 GST (leather) Wilson K2 GST (composite leather)
  - Rawlings R2 PeeWee (composite leather)
  - Baden QB1 PeeWee (leather composite)
  - Nike Vapor One PeeWee (leather) Nike Vapor Strike PeeWee (leather composite)
  - Under Armour 495 Peewee (composite leather)
- The same ball must be used for kicking and offensive plays. A team can switch between composite and leather, but not have a different ball for kicking and offense.

#### Section 19 - Mercy Punt

- **Definition:** Mercy Punt is a new option in the WCMFL when there is a 24-point differential or greater, that allows teams (who are losing and are completely out matched) at a competitive level to move the football out of their own territory to the opponents 20-yard line, on 4<sup>th</sup> down with no action.
- **Justification:** Mercy Punt is beneficial to both teams. 1) it allows the inferior team an opportunity to move the ball unopposed into the superior teams (own) territory; 2) it puts the superior team in a better position to manage the game with a longer drive, with the expectation that it is understood the game is well in hand. This is NOT an opportunity for the superior team to experiment with long distance plays, trick plays, etc.
- **Rationale:** Teams that are well ahead should be afforded the opportunity to run basic plays, without worrying about scoring as a result of taking over on a short field.

- **Ruling:** Can only be used when the point differential is 24 points or greater. **Cannot be used prior.**
- **Plain English from the League President:** If you're winning by a lot, and receive the Mercy Punt, run a basic offense, finish the game with class. If you're losing by a lot, and if you choose to utilize the Mercy Punt, the game is essentially over, THIS IS NOT AN OPPORTUNITY FOR YOUR TEAM TO GET BACK INTO THE GAME.
- **Audience:** PeeWee, Junior Varsity (JV) and Varsity football divisions in the WCMFL.

## Section 20 – Playing Time / Minimum Play Count

**PeeWee and Junior Varsity:** There will be a minimum of 8 plays per player at the PeeWee and Junior Varsity Level. These plays may include special teams play (i.e. kickoffs, extra points). Starting with the 2008 season, the number of plays will be scaled in relation to the number of players on the roster as follows:

<b><u>Roster Size</u></b>	<b><u>Plays</u></b>
<b>25 or less</b>	<b>8 Plays</b>
<b>26 – 30</b>	<b>6 Plays</b>
<b>31 or more</b>	<b>4 Plays</b>

**Varsity:** there is no play count requirement at the varsity level.

## Section 21 – PeeWee Game Variations

### **Kickoffs:**

**None!** The winner of the coin toss will have the option to go on offense, defense, defend a goal or defer their option to the second half. The ball will be placed on the 25-yard line of the team on offense (1<sup>st</sup> and 10) and the clock will start on the snap.

**NOTE:** If there is a safety, the ball will be placed on the offensive teams own 35-yard, 1<sup>st</sup> & 10. The clock will start on the ready for play.

### **Punting:**

On 4<sup>th</sup> down the coach has two (2) options and he **must** advise the officials if he intends to:

- Go for the 1<sup>st</sup> down or;
- Automatically have the ball moved twenty-five (25) yards from the present line of scrimmage and then stop the clock unless already stopped due to incomplete pass or play ends out of bounds (OOB). The clock will next start on the snap.

**Note:** If the line of scrimmage is inside the forty (40) yard line (midfield) of the opponent, the ball cannot be placed inside the opponent's twenty (20) yard line.

### **Offense:**

Once the offense breaks the huddle, it must run the play that is called. It **cannot** change the play at the line of scrimmage by calling an audible. The whistle will be blown immediately before the ball is snapped. A warning will be given the first time, and then it will be an unsportsmanlike foul every time after that which will be administered before the ball is legally snapped.

### **Defense:**

- Defensive Line - all players inside the defensive ends will be in the down position.
- Max number of defenders on the Line of Scrimmage is limited to SIX (6), this includes defensive ends.

- a. Remaining players must remain two yards off the ball.
- C. Linebackers and Defensive Backfield - players must stay 2 yards off the ball until the quarterback has possession of the ball and turns to either hand off or run.
- D. **THERE ARE NO GOAL LINE OR SHORT YARDAGE SITUATIONS** that allow for more players to be on the line of scrimmage; or closer than two yards on the line of scrimmage.
- E. **NO BLITZING!** – “Blitzing” will be considered a **DEAD BALL FOUL** resulting in a 10-yard penalty.
- F. **ILLEGAL DEFENSIVE FORMATIONS-** Will result in one warning and then a 5-yard penalty.

### **Try for point (PAT):**

The coach must tell the officials if he intends to:

#### A. Run Options:

- 1 point – place the ball anywhere between the hash marks on the 2-yard line
- 2 point – place the ball anywhere between the hash marks on the 10-yard line

**NOTE:** Once it is apparent the play is dead or the defense gains possession of the ball, the play is blown dead. There shall be no return by the defense.

#### B. Kick Option:

- 2 point – place the ball anywhere between hash marks on the 2-yard line
  - i. “Remember K can advance on a muff”

**NOTE:** The clock will not run during the try for point. After the try for point is completed, the ball will be placed on the 25-yard line of the opponent who was scored upon (1<sup>st</sup> and 10) and the clock will start on the snap.

### **Fumbles/Interceptions:**

- A. The play will be blown dead immediately when the ball is recovered after a fumble and/or when a defensive player steals the ball away from the offensive ball carrier.

**EXCEPTION:** When the quarterback **does not** get immediate possession of the ball at the snap. The play will **not** be blown dead when the ball is intercepted.

### **Touchback:**

- A. When an offensive player fumbles the ball into the opponent’s end zone and is either recovered by the defense and/or ruled dead, it will be ruled a touchback. It will be “B’s” ball, 1st and 10 on its 15-yard line. If “A” recovers the ball in the end zone, it will be ruled a touchdown.

### **Section 22 - 8 on 8 Requirements**

A FLAG team that is rostered with 14 or LESS players must play 8 on 8, no exceptions. 8 on 8 must be declared before the start of the season. If a team’s roster is lower than 14 players from week to week, that team must inform their opponent at the start of the week (Monday).

**Section 23 - CHEERLEADERS/DRILL TEAM (S):** The following must be adhered to due to a ten (10) minute time limit at half time:

- a. The cheerleaders of the visiting team will perform prior to the start of the game and the home team will perform at half time of the game.
- b. If there is a drill team, it can perform prior to the game or at halftime. The home team shall make the final decision before game day on when it will perform.

### **Section 24 - Varsity Unlimited Game Rules**

1. **Unlimited** players will be identified by a stripe across their helmet.
2. During pre-game discussions, as included with the “all players are legally equipped, certified by weight, and **unlimited** players identified”.
3. Special Teams: **Unlimited** Players are not permitted to play on Kick Off or Kick Off Return **except for the following situations**:
  - a. An **Unlimited** player may participate as the Kicker on a Kickoff, Punter, or Place Kicker (Extra Point/Field Goal).
    - i. As a Place Kicker or Punter, if the ball is not successfully kicked, i.e., fumbled snap, the Place Kicker/Punter may not advance the ball, the play will be blown dead.
  - b. A situation where a team no longer has enough players to support 11 on the field. Should this scenario occur, this must be brought to the attention of the officials prior to any kickoff or kick return.
  - c. An **Unlimited** player may participate as an offensive lineman on Punt and PAT/FG, and defensively on Punt Return and PAT/FG
4. Defense: No **Unlimited** player shall play from A Gap to A Gap. The Center shall be protected from an **Unlimited** player on Defense. This is only limited to an **Unlimited** player. Traditional players may play over and through the center during a regular defensive play.
5. Offense: **Unlimited** Players are restricted to the traditional tackle box, this includes Tackle/Guard/Center/Guard/Tackle.
  - a. They may not be in a traditional offensive skilled position: such as QB, RB, WB, WR, SLR, TE
  - b. They may not be in the backfield.
  - c. They may not be lined up outside of the tackle box such as the “swinging gate, Tommy Pro Throw, Washington Twp Panthers “Panther Set”.
  - d. An **Unlimited** uncovered Tackle is never permitted to be an eligible receiver.
6. If an **Unlimited** Player breaks the huddle and lines up outside of the tackle box, it is considered Delay of Game and should follow the existing penalty. Player must come out for one play.
7. If a player’s stripe falls off during the play, the player cannot return to the field until it is applied back to the helmet. (No penalty)
8. If it is discovered that an **unlimited** player’s stripe has purposely been removed and the player has been put into a **restricted position**, the player and coach are to be ejected from the game.
  - a. If a play occurred and the player was identified post play (example, hurry up offense, **unlimited** player sets up in the backfield and carry’s the ball in for a touchdown), the play is called back, the penalty being illegal formation. This is on top of the ejection of both

player and coach. Both player and coach must exit the field in a timely manner. If the coach and or player do not leave, the game is forfeited.

9. An **unlimited** player who takes possession of the football **offensively may not** advance it. This includes fumbles, unintended receptions (batted ball), laterals, trick plays, etc., the play will be blown dead immediately.
10. The only time an **unlimited** player can take possession of the football is during a recovery of a fumble or interception on **DEFENSE**.

#### **General Statement:**

If any situation that occurs during the game, that is not covered by these guidelines, there will be an immediate official's time out. Both head coaches and all officials will discuss the situation to come to a **mutual agreement** to continue the game. The crew chief will immediately contact Dave Race and explain the situation. Dave will then contact the League President to make all aware of this situation and modify accordingly for the rest of the season.

## **ARTICLE XII - Practice**

**Section 1** - Each team shall participate in Four (4) weeks of practice before the opening of the season.

- a) Prior to the first game of the season, practice sessions shall only be conducted six (6) days out of a seven (7) day week.
- b) After the first game of the season, practice sessions shall be conducted four (4) days out of a seven (7) day week. Three (3) days with pads and one (1) day without any pads whatsoever, except the wearing of helmets shall be permitted on that day.
- c) Only one (1) practice session shall be conducted per day and shall last no longer than a period of two (2) hours. Movies, blackboard, drill, and demonstration, etc., shall be considered a practice session.
- d) Only authorized personnel shall be permitted on the practice or playing field.
- e) The first Three (3) days of practice will be without pads (helmets and mouth pieces are permitted) Monday through Wednesday. Practice in full pads will begin NO Earlier than Thursday of the first week of practice.
- f) Practice is defined as a controlled activity conducted by a Coach of the Organization, with or without football uniform items, (helmets, pads) or footballs. Activities consisting of exercises, agility drills, techniques instructions including stance, blocking, passing offensive/defensive and ball handling.

## **ARTICLE XIII - Forfeits**

**Section 1** - Any team failing to appear for a regularly scheduled game or taking its team from the field will be fined the League Maximum Fine. The game officials shall receive their standard fees. The team that forfeits the game must pay the fine to a League Officer of the Warren County Midget Football League and

an additional League Maximum Fine to the opposing team. Any club voluntarily withdrawing from the League during the course of the season or failing to complete their schedule shall forfeit all monies on deposit with the League and shall forfeit all games.

**Section 2** - Teams must give notice to the League at the end of the second week of practice if they “CANNOT” field two teams (Junior Varsity and Varsity). Teams not fielding a Junior Varsity team must pay officials the full amount for both games (Home Teams) according to the contract between the Warren County Midget Football League and the Northwest Jersey Football Officials Association. Away games, they (the forfeiting team) must pay for the Junior Varsity game for failing to field a team. Failure to field a Varsity team shall be judged under the rules of Section 1 of this ARTICLE and a ruling of the League Officers for possible dismissal from the League.

## **ARTICLE XIV - Playoffs**

### **Section 1 - League Championships**

a) A Championship Playoff Series will determine the Division Championship for **PeeWee, Junior Varsity and Varsity** Levels. The top four teams from each level will participate in the playoff series. In round one of the series, the first-place team will host the fourth-place team and the second-place team will host the third-place team. If the host team has approved lights, and Officials are available, and five of the six teams (2 Varsity teams, 2 Junior Varsity teams and 2 PeeWee teams) scheduled to play at that field agree, the Playoff games can be scheduled for the Saturday Night instead of Sunday. Teams will be reseeded after each round of playoffs, with the highest seeded team hosting the lowest seeded team.

b) The PeeWee and Junior Varsity Division games will be held in conjunction with the Varsity games, in that the highest finishing team (JV and PeeWee) will have the liberty to select their desired playoff location based on the Varsity predetermined playoff locations. This may result in the splitting of the Varsity, Junior Varsity, and PeeWee teams of the same organization from a common location for the playoff games. The same tie breaking rules as used in the Varsity Division will govern the determination of who finishes higher.

c) In the event of a tie game the National Federation of State High Schools Association rules will be used to determine the winner of the game.

### **Section 2 - A point system will be used to determine the Championship standings.**

- a. This system will be: Win = +2 Points, Tie = +1 Point and NO (0) Points for a Loss.
- b. In the event of a tie, the following criteria will be used in the following order until the tie is broken:
  1. Winner of Head-to-Head regular season scheduled games.
  2. Power Points
    - i. For each win, multiply 1 x winning percentage of opponent. Winning percentages determined by wins/games played counting only regular season games.
  3. Regular season schedule games record against common opponents.
  4. Best road record.
  5. Coin toss

### **Section 3 – Weigh-Ins**

Weigh-Ins for all playoff and Championship games will be conducted at a time and place specified by the League Officers.

#### **Section 4 – Hosting the Championship Game**

Any team hosting the WCMFL Championship game must provide an environment that is both safe and adequate for players, coaches, fans and the spirit of the game. The WCMFL Board has the right to deem a site unsatisfactory. Should this occur, it is the responsibility of the home team to find a new location.

### **ARTICLE XV - Duties of the Home Club**

**Section 1** - The home club shall be responsible for good order and must furnish necessary security to keep order at all times. The home team shall also be responsible for the protection of the visiting team and game officials. They must keep the field free of all obstructions. Failing to do so will be sufficient cause for the referee to forfeit the game to the opposing team. Such failure shall also, in addition to the forfeiture of the game, the team or teams, as the case may be, liable for the violation of these provisions, may be subject to a fine not exceeding twenty (\$20) dollars or such other disciplinary actions the League Officials deem equitable and just under the circumstances.

**Section 2** - The home team shall furnish the visiting team with a bench and access to drinking water, at no expense (charge) for players and staff. Each team, home, and visitors, are responsible for supplying their own containers, coolers/water bottles suitable for use at the bench and on the field.

**Section 3** - First Aid Equipment and personnel must be on hand during the game. Medical coverage to consist of one of the following: Rescue Squad, Paramedic, EMT, or a Physician supplied by the Home Team.

**Section 4** - The playing field must be fenced or roped off.

### **ARTICLE XVI - Duties of the Away Club**

**Section 1** - Starting in 2018, it is no longer the responsibility of the home team to provide personnel on the visitors' sideline to manage the down marker and chain set. The away team shall provide 3 ADULT volunteers to manage the chains during regular season games. If the visiting team cannot field 3 adult volunteers, they will be fined \$75 and will be required to fill the void with assistant coaches.

### **ARTICLE XVII - Penalties**

**Section 1** - In addition to any penalties herein before set forth for violation of any of the terms and provisions of these Bylaws or any rules and regulations enacted pursuant to and in accordance with the same shall be as follows:

a) The League Officers may, if in their opinion there has been a violation of any of the terms and provisions of these Bylaws or the rules and regulations made pursuant thereto, impose against the individual or individuals, organization or organizations, representative or representatives of member organizations of the League, and official or officials, a fine not exceeding seventy-five (\$75) dollars or impose a suspension from the League for such time as, in their discretion, shall be warranted or both for the one or ones, as

the case may be, found guilty of any violation or violations or that there may be a reprimand for the one or ones found guilty and they may be placed on probation.

**Section 2** – Not providing truthful responses to the League concerning players weight, age or permitting noncertified, overweight, or otherwise ineligible players to participate (play in a scheduled game), or any other issue addressed by the League, will result in the forfeiture of the contest, elimination of the involved team from participation in Post Season Play (League Championship Play-offs) a League Maximum Fine and one (1) years' probation for the Organization and Head Coach.

Repeat offense, involving the same or different player, will result in a One Hundred (\$100) Dollar fine, the team will be banned from post season play (League Play-offs) for the current and following season, the Head Coach, and other involved coaches, will be banned from participation in the Warren County Midget Football League.

## **ARTICLE XVIII - Amendments**

**Section 1** - Any amendment to these Bylaws shall be brought before a meeting, read and left on the table until the following meeting to be acted upon. A combined vote of the League Officers and League Representatives present is necessary for passage. However, the President shall not vote on any amendments to these Bylaws except in the case of a tie.

**Section 2** - The Officers shall have the sole authority to act in the best interests of the League including the power to modify these Bylaws in any unusual and extenuating circumstances over which the parties have no control but may cause a violation or inconsistency with the Bylaws.

**Section 3** - That proposed changes to the Bylaws are to be submitted at the November/December meeting and a Bylaw Committee will be selected at that time. The Bylaw Committee will meet before the next regularly scheduled League meeting to review and decide which changes, if any, will be brought before the League for further action. When brought before the League the proposed change(s) will be read, discussed and left on the table until the following meeting to be acted upon. A combined vote of the League Officers and League representatives present is necessary for passage, however, the President shall "NOT VOTE" on any amendments to these Bylaws except in the case of a tie.

**Section 4** - The League Bylaw committee will meet no later than March 1st of each year to consider changes to the Bylaws.

**Section 5** - Any team in good standing and has participated in at least 80% (9 out of 11) of the league meetings for that year (Jan-Nov) can cast a vote during the December meeting via an absentee ballot. This condition would only be possible for proposals that are announced prior to the December meeting.

## **ARTICLE XIX - Meeting Program**

### **Section 1 – Meeting Cadence**

- Roll Call
- Reading of the Minutes
- Treasurer’s Report
- Officer’s reports
- Committee reports
- Old Business
- New Business
- Good and Welfare of the League
- Nomination of Officers
- Election of Officers
- Adjournment

**Section 2** – For rules herein before mentioned, the Association will use Robert’s Rules of Order, Latest Edition.

## Good and Welfare of the League

**1995** No coach or player at the coaches urging or instruction will be permitted to influence a player's decision to leave or join a team once the player is signed by another organization.

**1995** Any coach or Organization Official / representative found to be promising, proposing, granting, or providing incentives to a player to switch or play for their organization will be subject to penalties determined by the League. These penalties may include, but are not limited to, fines to the Organization, suspensions or banning for the League the Organization / Official / Representative or Coach(s).

**1996** The League will begin the development of a PeeWee Division during the 1996 season. This division will be a non-sanctioned division, there will be no Champion or Championship Game and there will be no standing maintained. The League will appoint a Commissioner to organize and oversee development of this division. The Commissioner will conduct regularly scheduled meeting with representatives from each of the franchises represented to set age and weight limits, develop all rules and regulations to be used by this PeeWee Division. All League franchises currently fielding PeeWee teams must participate in this division.

**1998** As a result of actions committed by Lopatcong Head Coach and with agreement with the Lopatcong Township Committee responsible for Youth Activities, former Lopatcong Head Football Coach Mathew Veres has been banned from Coaching, in any capacity, from the Warren County Midget Football League, Inc. for life.

**2001** Organizations having lighted fields, which have been approved by the League, will have the option of designating all or individual regularly scheduled home games as Saturday night games with concurrence from the game officials of their ability to support the Saturday night schedule. This must be accomplished by the July meeting of the WCMFL League.

The League, in the 2002 By Law Updates, has amended this item.

**2003** As a result of actions committed, Tara Apgar and Mark Apgar are banned from any involvement in any capacity in the Warren County Midget Football League.

**2003** As a result of actions committed, Mike Webb is banned from any involvement in any capacity in the Warren County Midget Football League.

**2022** As a result of a violations to the Parental Code of Conduct, Isiah Corn is banned from all activities, in any capacity, in relation to the Warren County Midget Football League, for life.

## Addendums

**Number 1** - ~~All Franchised Warren County Midget Football League teams will on a yearly basis submit all helmets to an independent testing agency for compliance with current NOC-SAE Standards. See addendum #10.~~

**Number 2** – ~~Starting with the 2007 season, the season will start on August 1st. One game will be played prior to Labor Day. There will be no games on Labor Day weekend. The remaining schedule will be unchanged. If the extra week is not needed, the playoffs will start one week earlier.~~

**Number 3** – ~~Starting with the 2007 season, there will be a north/south all star game for 8th graders. At the end of the season, each team will send 4-5 players to play in an all star game to be held at either Hunterdon Central or North Hunterdon. This game will not replace the mid-season all star game.~~

**Number 4** – ~~Starting with the 2009 season, the season will start on August 12th. Games will be played after Labor Day.~~

**Number 5** – Starting with the 2013 season, it will be permissible for teams to record an opponent's game play for the purpose of scouting a team.

**Number 6** – Starting with the 2016 season, the names for the biddy and midget levels have been changed to Junior Varsity and Varsity, respectively.

**Number 7** – Starting in the 2017 season, all coaches, on every level must successfully complete the USA Football Coaching Certification as specified (see policy).

**Number 8** – Starting in the 2017 season, all games will be played on a playing field not to be smaller than 120' wide by 80 yd. long in length from goal line to goal line. Each end zone shall be ten (10) yards deep and hash marks shall divide the field in thirds (1/3).

**Number 9** – Starting in the 2018 season, the WCMFL will allow different manufacturers of footballs as outline in Article XI Section 21.

**Number 10** – (Overtaking Addendum #1) As of 2017, the requirements from all football helmet manufacturers for recertification is a minimum of every other year. If you acquired new helmets in 2017 these helmets will need recertification per this standard. Helmets that have a lapsed certification per NOCSAE DOC. 001 may be recertified under most conditions. Always ask your NAERA representative if you have doubts. It is the responsibility of each organization to ensure all helmets meet the NOCSAE standards for player safety. (As voted in unanimously by the WCMFL League of Representatives 6/29/20)

**Number 11** – Starting with the 2022 season, the first games will be played after Labor Day.

**Number 12** – Starting in 2022, all coaches who have less than 3 years' experience at the PeeWee/JV/Varsity (combined) must attend a mandatory coaches clinic performed by the referees.

## USA Football Certification Policy:

USA Football Certification Policy:

This policy has been established by the board for the specific safety of all youth athletes in mind. It shall be the policy of this board that all teams associated with the WCMFL (Warren County Midget Football League) specifically head coaches and directors at a minimum, at all levels, as described in the bylaws and more specifically in Article IX, be certified by USA Football. Upon completion of this mandatory certification, it shall be the responsibility of that coach to hand in the printed-out certification to their respective director of football or designee prior to the first youth practice. This certification will be good for 3 years (Year 1 of completion plus 2 consecutive years). At the beginning of the fourth year, a coach must be recertified through USA football.

It is the responsibility of the Director for Football or designee to maintain a copy of certificates and supply a copy should he be asked by the Safety Director or President.

Flag Football coaches that transition to Pee-Wee Football must retake the USA contact certification. This is due to the transition from no contact-to-contact sports. As mentioned before, all certifications shall be maintained by the director of football.

Again, all head coaches and directors at a minimum shall possess their certification. It shall be the responsibility of the director of that team to insure the minimum standard is adhered to. Should it be found a head coach is not certified prior to and up to scheduled game. That team shall be found in violation of this policy and also be forced to forfeit game should there be no other certified coach on the sidelines.

This policy is effective August 1<sup>st</sup> 2025.

All questions can be directed to the WCMFL Director of Player Safety, [Bobby Paulus](#).

## **YEARLY ADDITIONS (2025)**

**Older/Lighter Exception:** Any 7th grader that is 90 lbs. or less and does not turn 13 before December 31st of the playing year.

### **Additional Requirements:**

- Parental/Guardian permission is required.
- Varsity team must have at least 18 players rostered in order for a varsity aged player can be considered for JV Older/Lighter.
- Older/Lighter Players must be identified and certified during roster certification.
- Older/Lighter Players should be highlighted on roster sheet.
- Older/Lighter Players have an official weigh-in Week 1 and must make weight.
- Older/Lighter Players are required to make weight each week, like any other player.
- Older/Lighter Players are considered rostered and permanent after completing an official game weigh-in Week 1.

### **Varsity Unlimited:**

#### **Unlimited Varsity Weigh-In Certification:**

Each Varsity Player must be weight certified prior to playing their first game. Official League Certifications shall be conducted week 1 by a league official, this requirement is for VARSITY ONLY. Exceptions will be made to teams on a bye-week, non-rostered players (late signups); any player who is rostered but cannot make the first game must have a notice sent to the WCMFL explaining why this player could not attend certification. No player shall arrive to the game and not participate in weight certification. If the player is available for the game week 1, they must step on the scale.

#### **Exceptions:**

Apart from a team who has a bye week 1; all EXCEPTIONS must be approved by the WCMFL prior to weigh-ins week 1.

Example: Player A is on vacation during weigh-ins week 1. An email to [board@wcmfl.net](mailto:board@wcmfl.net) for approval is required to make arrangements for the player to be officially weighed. The WCMFL board will determine the next steps to certify the player. This could happen on game day or during the week, depending on the availability of the League Officers. WCMFL Board shall respond to any requests within 24 hours.

#### **Tracking:**

All players regardless of weight and playing status must appear on the official roster sheet.

- All roster sheets will have a space to document the weight of each player during official weigh-ins. This documentation is REQUIRED regardless of player weight. This is only for the official weigh-in and will not be required each week. Players who are heavier than 171.0 pounds will have a line drawn horizontally through "all weeks" (Officers shall not cross out the players name, number, grade or age). Officers shall highlight this player with a highlighter.

#### **Game Day:**

**Unlimited** players will be tagged with a florescent identifier initially during the start of the season. Proper tagging will be provided by WCMFL and will be administered by league officers.

Players who are not designated as “**Unlimited**” must still make weight each week to play skilled offensive positions. Players who do not make weight may still participate, but they will be designated as “**Unlimited**” and may not play offensive skilled positions for that game. Coaches conducting weigh-ins after week one are responsible for ensuring players who do not make weight are “striped” prior to the game. After the official weigh ins, teams will be provided with a small quantity of “**Unlimited**” stickers for these instances. Should a team run out, they may request more from the WCMFL. As with all weigh-ins, teams are expected to follow WCMFL rules and regulations. Any coach(es) or organization(s) violating these rules will be subject to the same penalties that apply to using an ineligible player. This applies to both organizations. Coaches shall not make deals, or special arrangements to allow overweight players to play skilled positions. Incompetence is not a valid excuse for allowing ineligible players to compete in prohibited positions.

#### **Unlimited Game Rules:**

11. **Unlimited** players will be identified by a stripe across their helmet.
12. During pre-game discussions, as included with the “all players are legally equipped, certified by weight, and **unlimited** players identified”.
13. Special Teams: **Unlimited** Players are not permitted to play on Kick Off or Kick Off Return **except for the following situations**:
  - a. An **Unlimited** player may participate as the Kicker on a Kickoff, Punter, or Place Kicker (Extra Point/Field Goal).
    - i. As a Place Kicker or Punter, if the ball is not successfully kicked, i.e., fumbled snap, the Place Kicker/Punter may not advance the ball, the play will be blown dead.
  - b. A situation where a team no longer has enough players to support 11 on the field. Should this scenario occur, this must be brought to the attention of the officials prior to any kickoff or kick return.
  - c. An **Unlimited** player may participate as an offensive lineman on Punt and PAT/FG, and defensively on Punt Return and PAT/FG
14. Defense: No **Unlimited** player shall play from A Gap to A Gap. The Center shall be protected from an **Unlimited** player on Defense. This is only limited to an **Unlimited** player. Traditional players may play over and through the center during a regular defensive play.
15. Offense: **Unlimited** Players are restricted to the traditional tackle box, this includes Tackle/Guard/Center/Guard/Tackle.
  - a. They may not be in a traditional offensive skilled position: such as QB, RB, WB, WR, SLR, TE

- b. They may not be in the backfield.
  - c. They may not be lined up outside of the tackle box such as the “swinging gate, Tommy Pro Throw, Washington Twp Panthers “Panther Set”.
  - d. An **Unlimited** uncovered Tackle is never permitted to be an eligible receiver.
16. If an **Unlimited** Player breaks the huddle and lines up outside of the tackle box, it is considered Delay of Game and should follow the existing penalty. Player must come out for one play.
17. If a player’s stripe falls off during the play, the player cannot return to the field until it is applied back to the helmet. (No penalty)
18. If it is discovered that an **unlimited** player’s stripe has purposely been removed and the player has been put into a **restricted position**, the player and coach are to be ejected from the game.
- a. If a play occurred and the player was identified post play (example, hurry up offense, **unlimited** player sets up in the backfield and carry’s the ball in for a touchdown), the play is called back, the penalty being illegal formation. This is on top of the ejection of both player and coach. Both player and coach must exit the field in a timely manner. If the coach and or player do not leave, the game is forfeited.
19. An **unlimited** player who takes possession of the football **offensively may not** advance it. This includes fumbles, unintended receptions (batted ball), laterals, trick plays, etc., the play will be blown dead immediately.
20. The only time an **unlimited** player can take possession of the football is during a recovery of a fumble or interception on **DEFENSE**.

**General Statement:**

If any situation that occurs during the game, that is not covered by these guidelines, there will be an immediate official’s time out. Both head coaches and all officials will discuss the situation to come to a **mutual agreement** to continue the game. The crew chief will immediately contact Dave Race and explain the situation. Dave will then contact the League President to make all aware of this situation and modify accordingly for the rest of the season.