

Warren County Midget League, Inc.

By-Laws

2009

Warren County Midget League, Inc.
By-Laws
Article Index

Article I ----- Name

Article II ----- League Objectives

Article III ----- Meetings

Article IV ----- Officers

Article V ----- Membership

Article VI ----- Representation & Voting

Article VII ----- Applications for Franchise

Article VIII ----- Referees

Article IX ----- Players

Article X ----- Coaches

Article XI ----- Games

Article XII ----- Practice

Article XIII ----- Forfeits

Article XIV ----- Playoffs

Article XV ----- Duties of the HOME Team

Article XVI ----- Penalties

Article XVII ----- Amendments to By-Laws

Article XVIII ----- Meeting Program

Good and Welfare of the League
1997 By-Law Addendums
Addendums
Flag Rules

ARTICLE I - Name

Section 1 - This organization shall be known as the **Warren County Midget 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 dollar will be levied for a violation of the above clauses.

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

ARTICLE IV - Officers

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

Chairman

President

1st Vice President

2nd Vice President

Director of Flag Football

Secretary/Treasurer

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, By-Laws, 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 By-Law 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 – Director of Flag Football

- a) Shall perform all duties deemed necessary and appropriate by the President. Responsible for all matters regarding the WCMFL Flag teams.

Section 7 – Secretary / Treasurer

- a) The Secretary / Treasurer 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 by the Charter, By-Laws, 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) The Secretary / Treasurer shall have charge of all funds of the League and shall maintain bank accounts for same.

- d) He / She shall report the financial condition of the League at every meeting.
- e) The President or Vice President, in his absence, shall be the co-signer with the Treasurer on all checks of the League.
- f) He / She shall have such other duties and responsibilities herein before and herein after specifically given him.

Section 8 – 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.

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 **Two Hundred Eighty-Five (\$285) Dollars**. Dues and a franchise renewal application form must be submitted by all member organizations by the March Meeting each year, the dues.

Section 4 - The League will consist of three (3) team levels: Midget, Bidy and PeeWee

Section 5 – The Warren County Midget League, Inc. shall be comprised of two Divisions for the **2009** Season.

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.

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 three (3) teams, one (1) Midget, one (1) Bidy and one (1) PeeWee 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.

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.

ARTICLE IX - Players

Section 1 - The following qualifications as set up by the Warren County Midget 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 **September 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.

PeeWee Division

Age seven (7) through nine (9) years old; players must be seven (7) years old on or before **September 1st** of the playing year to be eligible. Players turning ten (10) years old before **September 1st** of the playing year are **INELIGIBLE** to play in the PeeWee Division.

Biddy Division

Age eight (8) through eleven (11) years old, players who become twelve (12) years old before **September 1st** of the playing year are **INELIGIBLE** to play in the Biddy Division.

Midget Division

Age nine (9) through fourteen (14) years old, no person in ninth grade (**High School, freshman**) will be eligible to play in the League. No person who becomes **fifteen (15)** years old during the **CALENDAR** year is eligible to play in the League.

Section 2 – Player Participation

- a) No player shall be entered on a permanent roster until he has completed his first year of PeeWee.
- b) No player shall be permitted to participate in a 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 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 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 present a copy to the League Officials on the designated certification night.
- e) Team 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 smoking 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, Biddy and Midget should be studied and revised, if necessary, on a yearly basis.

PeeWee Division

One Hundred Ten (110) pounds

Biddy Division

One Hundred Twenty-Five (125) pounds

Midget Division

One Hundred Fifty (150) pounds

Each player **MUST** make weight before each game. After the fourth week, rosters are locked and cannot be modified to move players up to the next 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.

A player must make weight the weekend prior to the All-Star Game to be eligible to Participate in the All-Star Game, official rosters will be verified by a League Official at least one (1) quarter prior to the individual's participation in the game, for the teams Participating in the first quarter of the game the rosters will be verified **NO LATER** than 15 minutes prior to kickoff. Failure to comply will result in **FORFETURE** of the next regularly scheduled game and a League Maximum Fine.

Section 4 - 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 Midget 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 **Coaches** must insure that each player be given eight (8) live plays per game.

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 Midget 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 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 - 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 10 - All the above shall be subject to ARTICLE XVI of the By-Laws

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 will be conducted as follows:

Saturday Night Games:

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

Sunday Games:

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

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

Section 4 – Biddy and Midget 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.

PeeWee game will start with a Free Kick from the 35-yard line. The ball will be blown dead upon possession. 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 - All games will be played on a playing field not to exceed eight (80) yards in length from goal line to goal line, and forty (40) yards in width. Each end zone shall be ten (10) yards deep and hash marks twelve (12) yards in from the sideline.

Section 7 – Bidy and Midget 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. **Bidy Game** – Clock stops on change of possession, clock starts on snap of the ball.
- b. **Midget Game** – Clock stops on change of possession, clock starts on snap of the ball.
- c. **PeeWee Game** – Two (2) Thirty (30) minute halves with a Forty-Five (45) second play clock. This will be a 30-minute **running clock** with Ten (10) minutes between halves. Each team is permitted Two (2), Sixty- (60) second Time-outs per half per team.
- d. **Running Clock** –
 1. Upon completion of the first half of a League game at both the Bidy and Midget level, when one team gains a 24-point differential over the opponent, the clock will start “on the ready for play” when there is a change of possession.
 2. Upon completion of the first half of a League game at either the Bidy or Midget 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 other wise 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 Bidy games is 6:30pm.
- c) The game sequence will be played PeeWee, Bidy, and Midget 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 - Games will be played at League designated fields.

Section 10 - 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 11 - 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 (pre-season 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 12 - All fields will have two goal lines and eight (8) end zone flags, one in each corner each end zone.

Section 13 - Two (2) points shall be awarded for a kicked extra point. Goal posts shall be padded six (6) feet up from the ground.

Section 14 - Field to be marked with five (5) yard line or ten (10) yard line markers

Section 15 – Game Times:

Saturday: PeeWee game begins at **5:00pm**

Biddy game begins 5 minutes after the end of the PeeWee Game

Midget game begins 5 minutes after the end of the Biddy Game

Sunday: PeeWee game begins at **12:00pm (noon)**

Biddy game begins 5 minutes after the end of the PeeWee Game

Midget game begins 5 minutes after the end of the Biddy Game

Section 16 - Games cannot be protested.

Section 17 – Weigh Ins

- a) Every team in the League must have a certified scale. County Weights and Measures must check it before the start of the season.
- b) Each team is to have a weigh-in location with a level base for the scale. **NO SPECTATORS** are allowed at weigh-ins.
- c) Each team to designate a coach to conduct weigh-ins before each game.
- d) **OVERWEIGHT** players must make weight at least once in three (3) weeks before the All Star game to be eligible to play in the All Star game and two (2) of the first four (4) games to be eligible to continue participation in League play.

- 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.

Section 18 - If for any unforeseen or unavoidable conditions the Home Team is unable to provide a field with the standard Warren County Midget League specifications notification must be given to League President, Vice President, 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 19 – 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 20- Overtime criteria will be used to determine a winner in any and all **Midget and Biddy Divisions** Games.

PeeWee Division '**Will Not**' use overtime criteria during the regular season schedule.

Section 21 – All Star Game, all participants (Players) must have made weight for the preceding regularly scheduled game in order to be eligible to participate in the All Star Game. Coaches must maintain and provide the same certified roster for all weigh-ins throughout the season, to verify players' eligibility for participation. Requests for exceptions, due to illness, injury or personal reasons for missing the preceding regularly scheduled game must be brought to the attention of League Officers **prior to the day** of the All Star Game. **Failure** to comply with this All Star rule will result in the **maximum fine** to the Organization and **probation or suspension of the Head Coach** from the League as appropriate.

Section 22 - Game Balls for the WCML will be:

Manufacture: same as the NJ High School State Official Ball as defined by NJSIAA

Midgets: Leather or Composite: Intermediate 'TDY'

Biddy: Leather or Composite: Junior 'TDJ'

PeeWee: Leather or Composite: K2

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 23 – Biddy Game Variations: There will be a minimum of 8 plays per player at the Biddy Level. These plays may include special team play (ie 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:

<u>Roaster Size</u>	<u>Plays</u>
25 or less	8 plays
26-30	6 plays
31-35	4 plays

Section 24 – PeeWee Game Variations:

- Each game and half will start with a kick off.
- In the event of a turnover on downs, the ball will be advanced twenty yards from the original line of scrimmage spotted by the Officials and possession turned over to the opposing team.

Punting: The coach will advise the game officials if he intends to punt, **NO FAKES**. If punting:

- Punt is a free kick
- Ball will be blown dead on possession

- **No** Offensive/Defensive player may move across the line of scrimmage until the kick has been made
- There shall be a free catch of the punt
- A ball punted into the line of scrimmage becomes a dead ball at that point
- **NO** Turnovers under any condition. The kicking team cannot recover the punt under any conditions
- When the ball is inside the punting team's Twenty (**20**) yard line they will have the option to punt or move the ball Twenty (**20**) yards
- Each player must be given the opportunity to participate in at least 8 live plays.
- If a uniformed player will not participate in a game due to injury, illness or other reason, the head coach will notify the opposing coach and referees a before the start of the game or as soon as possible.

Offense: No limitations

Defense:

Defensive Line – all players inside the defensive ends will be in the down position

Linebackers and Defensive Backfield – players must stay 2 yards off the ball until the snap

NO BLITZING – “Blitzing” will be considered a **DEAD Ball Foul** resulting in a 10 yard penalty

Time Outs: Each team will have two (2)

Coaches: Two (2) permitted the field for both offense and defense. Both Offensive and Defensive coaches must stay 5 yards behind deepest back and between the hash marks. There **must be** one (1) Coach in the coaches' box on the sidelines at all times.

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 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) During the week of the All-Star Game (North/South game), the game itself shall not be considered a day of practice for teams participating.
- d) 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.
- e) Only authorized personnel shall be permitted on the practice or playing field.
- f) 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.
- g) 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 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 (Bidly and Midget). Teams not fielding a Bidly team must pay officials the full amount for both games (Home Teams) according to the contract between the Warren County Midget League and the North West Jersey Football Officials Association. Away games, they (**the forfeiting team**) must pay for the Bidly game for failing to field a team. Failure to field a Midget 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 both Bidly and Midget Levels. The top two teams from each division will participate in the playoff series. In round one of the series, the first place team of division 1 will host the second place team of division 2 and the first place team of division 2 will host the second place team of division 1. If the host team has approved lights, and Officials are available, and three of the four teams (2 Midget teams and 2 Bidly teams) scheduled to play at that field agree, the Playoff games can be scheduled for the Saturday Night instead of Sunday. Teams will be re-seeded after each round of playoffs, with the highest seeded team hosting the lowest seeded team..
- b) The Bidly Division games will be held in conjunction with the Midget games, in that the highest finishing team will play at the same field as the highest finishing Midget teams' field. This may split the Midget and Bidly teams of the same organization from a common location for the playoff games. The same tie breaking rules as used in the Midget 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 - Divisional Championship

Starting with the 2009 Season, the league will consist of two divisions. The division champion will be the team with the best divisional record. Only games played against divisional opponents will count towards the divisional record.

Section 3 – PeeWee Tournaments

- a) One (1) preseason, prior to the first game of the regularly scheduled season, and One (1) postseason, following the final game of the regularly scheduled season games can be held.
- b) The postseason tournament **will not** be held on the day of the League Championship.
- c) First preference will be given Washington Borough for the Preseason tournament. Participation in the preseason tournament is not mandatory.
- d) Riegel Ridge and Belvidere will be the first preference for the postseason tournament, Riegel Ridge will host the postseason PeeWee Tournament in even years and Belvidere will host the postseason PeeWee Tournament in odd years. Participation in the postseason tournament is mandatory.
- e) If Washington Borough, Riegel Ridge or Belvidere declines to host the postseason PeeWee Tournament, all organizations will be eligible to host a postseason PeeWee tournament on a rotating basis. The rotation will be yearly and the providing the host is approved by the League.
- f) If Washington Borough, Riegel Ridge or Belvidere declines to host a tournament they will lose first preference status and will go into the rotation for hosting either tournament.

- g) Only players on the PeeWee rosters at the end of the season will be permitted to participate in the postseason tournament.

Section 4 - A point system will be used to determine the Division 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) Regular season scheduled games record.
 - 2) Winner of Head to Head regular season scheduled games.
 - 3) Best road record.
 - 4) Regular season schedule games record against common opponents.
 - 5) Coin toss.

Section 5 - Weigh-Ins for all play-off and Championship games will be conducted at a time and place specified by the League Officers.

Section 6 – Home and Away Teams and corresponding Jerseys for the All Star Game to be determined at a League meeting prior to the game.

ARTICLE XV - Duties of the Home Club

Section 1 - The home club shall be responsible for good order and must furnish necessary police 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 – Penalties

Section 1 - In addition to any penalties herein before set forth for violation of any of the terms and provisions of these By-Laws 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 By-Laws 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 non-certified, 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 League.

ARTICLE XVII - Amendments

Section 1 - Any amendment to these By-Laws 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 By-Laws 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 By-Laws in any unusual and extenuating circumstances over which the parties have no control but may cause a violation or inconsistency with the By-Laws.

Section 3 - That proposed changes to the By-Laws are to be submitted at the December meeting and a By-Law Committee will be selected at that time. The By-Law 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 By-Laws except in the case of a tie.

Section 4 - The League By-Law committee will meet no later than March 1st of each year to consider changes to the By-Laws

ARTICLE XVIII - Meeting Program

Section 1 – 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 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 League.
- 2003** As a result of actions committed, Mike Webb is banned from any involvement in any capacity in the Warren County Midget League

Addendums

Number 1 - All Franchised Warren County Midget League teams, will on a yearly basis submit all helmets to an independent testing agency for compliance with current NOC-SAE Standards.

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 games 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.

**2009 FLAG FOOTBALL PROGRAM RULES
WARREN COUNTY MIDGET FOOTBALL LEAGUE**

1. **PURPOSE:** The purpose of the Warren County Midget Football League Flag Football Program is to:
- Teach the basics of football to 5, 6, & 7-year old players.
 - Encourage teamwork and participation in team sports.
 - Provide an enjoyable learning experience for younger players.
2. **AGE:** To be eligible to participate in flag football, all players must turn 5 years old on or before September 1st and may not turn 8 years old before September 1st.
3. **ROSTER:** No Flag Football player may play, or be on the roster, of any tackle football team regardless of weight class. A Flag Team Roster will be submitted to the League when the PeeWee, Bidy and Midget Rosters are certified.
4. **PLAYING TIME:** Each game will consist of 2 thirty minute halves with a continuously running clock.
If no scoreboard with a game clock is available, a timekeeper off field should maintain the game clock and time.
- Each team will be allowed 2 sixty-second time outs per half.
- The clock will be stopped after one minute for an injured player on the field and resume when the injured player is off the field.
- A 2-minute warning will be issued by the timekeeper at the end of the first half and at the end of the game. The two-minute warning does not stop the game clock.
- Half time will be 10 minutes.
- Referees may stop the clock for an official time out: however, the game clock will not be stopped while a referee corrects player placement, number of players on the field, or equipment.
- Sunday Flag Football games will start at 10:00AM; Saturday Flag Football games will start at 3:00PM. All Flag Football games must end 15 minutes prior to the scheduled start of the Pee Wee Game.
5. **PARTICIPATION:** Each player must be given the opportunity to participate in at least 8 plays.
- If a uniformed player will not participate in a game due to injury, illness or other reason, the head coach will notify the opposing coach and referees before the start of the game or as soon as possible.
- Any player who has scored 2 touchdowns in a game cannot carry, receive or otherwise advance the ball again in that game and must be removed from running back or receiver position. The only exception will be the quarterback who can hand off or pass the football but may not carry it for a gain.
- If an infraction of this rule occurs, the down will be replayed from the original line of scrimmage with proper player placement.
6. **EQUIPMENT:** All players must wear a mouthpiece when playing. The mouthpieces may not be altered to the point that it fails to cover the player's teeth.
- A K-2 League approved football, supplied by the home team will be used during games.
- All flags must be at least 16 inches long by 2 inches wide and of a bright color that contrasts with the player's pants.
- Every player on a team will wear the same color flags.
- Flags must be worn on the sides, hung from the waist belt, attached facing out with Velcro®.

Flags may not be wrapped or rolled over or around the belt.

Shirts / Jerseys must be tucked into the waistband of the player's pants and may not hang out so as to cover any portion of the flag.

Prior to the coin toss at the beginning of the game, all players will line up on the field for flag and mouthpiece inspection by the coaches and referees.

7. KICKOFFS: There will be no kickoffs. Play will start from the offense's 20-yard line.
8. PLACEMENT: The ball will be placed at the center of the field for all plays.
9. BLOCKING: Blocking will be above the waist with arms against the chest.
10. FIRST DOWNS: Four down rules, first down with 10 yard gain from first down line of scrimmage.
11. SCORING: A touchdown will equal one point, there will be no point after touchdown.
12. PUNTS: Automatic punt at the request of the offensive head coach. The ball will be placed 20 yards forward from the line of scrimmage and the possession changes. In the case of an automatic punt requests within the 25-yard line; the ball will be placed on the 20-yard line.
13. SAFETY: No points for a safety, change of possession, team gaining possession will start its offensive series of downs on the opponent's 20-yard line.
14. FUMBLE: On a center to quarterback fumble at the snap, the ball is considered dead, it is returned to the original line of scrimmage and the down is replayed. For all other fumbles, the ball is considered dead, the down is over and lost, the ball is placed at the point where the fumbled ball first contacts the ground. Shotgun snaps will be considered a quarterback/center exchange for one fumbled exchange, thereafter it will be considered a fumbled handoff and will result in a loss of down and yardage for all future shotgun snaps during the game.
15. INTERCEPTION: The ball is live and can be advanced.
16. DEFENSE: Six (6) or fewer linemen must be 2 yards from the line of scrimmage. Any player on the defensive Line inside the defensive ends must be in a 3 or 4 – point stance. Defensive ends are not required to be in a down position but must be 2 yards from the line of scrimmage.
- When the offense is within ten yards of the defense's goal line, the defensive linemen and ends may line up on the line of scrimmage.
- Linebackers / defensive backs must be 4 yards from the line of scrimmage.
- NO BLITZING.** Linebackers / defensive backs can only advance toward the line of scrimmage and into the offensive backfield after the quarterback has handed off the football or has advanced the ball.
- All defensive players must remain set when the cadence starts until the snap of the ball. When the center touches the ball, the defense must be set. The defense may not shift or move after the center has touched the ball.
17. OFFENSE: Seven players must be on the line of scrimmage; linemen inside the ends must be in a 3-point stance. Ends are not required to be in a down position.
18. PLAY CLOCK: Coaches should strive to comply with a 45 second time limit from the set of the ball to the set of the ball in an effort to complete the game in the allotted time.
19. LOSS OF FLAG: If a runner's flag falls off without being touched by an opposing player, the opposing team only needs to touch the runner with one hand anywhere other than the facial area to down the runner.
20. PENALTIES: Off sides: A warning will be issued to the coach.
- Blatant and repeated off sides: Re-play the down.

Holding: 5-yard penalty and loss of down.

Unnecessary roughness: Including tackling, leaving feet for a block, forearming, stiff arming, blocks below the waist, hitting, pushing or throwing a player to the ground after the whistle has sound to end the play, pushing from behind, pushing out of bounds, flag guarding or spearing (head to the body or head to head), will result in:

1st offense: Warning to the head coach and player.

2nd offense: Player leaves the game for 4 consecutive downs.

3rd offense: Player is ejected for the rest of the game and the next football game. Notify league official before next game.

21. COACHES: A maximum of three coaches per team will be allowed on the field at any time during the game. At least one coach must remain with players on the sidelines at all times. Coaches must be no closer than 15 yards from the line of scrimmage before the ball is snapped, and must move away from the ball as play progresses. Coaches must stop coaching from the snap of the football until the referee blows the whistle to end the play.

22. OFFICIALS/
REFEREES: Each team is to provide one referee for each game. Teams are encouraged to recruit a referee who is not a parent of a flag football player. Head coaches shall not serve as a referee during league games. Assistant coaches should not serve as referees. Both referees shall agree on infractions / penalties. Referees will maintain record of players who score touchdowns in order to ensure compliance with rule #5.

23. CANCELLATIONS: The home team must notify the opposing team 2 hours prior to the scheduled game time to cancel.

24. PRACTICES: The maximum number of practices per week before school starts is 4.

The maximum number of practices per week after school starts is 3.