

# CCMFL RULEBOOK 2023

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## **I. Organization & Government**

- A.** The rules contained in Robert's Rule of Order shall govern the organization on all cases to which they are applicable, & in which they are not inconsistent with the Constitution & By-Laws.
- B.** ALL CCMFL RULES will override all individual team rules, if there is a conflict between the two.
- C.** Individual team: organization & commissioners must abide by CCMFL By-Laws.
- D.** Failure to do so will mean suspension by  $\frac{2}{3}$  majority vote of the Disciplinary Committee.
- E.** The executive board is responsible for day-to-day operation of the corporation
- F.** The CCMFL rulebook is an add-on to the high school rulebook. Any rule not in the CCMFL Rules will be reverted to the NYS high school rulebook.

## **II. Rosters**

- A.** NO handwritten rosters, Rosters must comply with format example on page 18 you need the Head Coach & one Assistant Coach, their addresses & phone number on the roster for contact purposes.
- B.** The number of players will be determined by the complete roster after the second game of the season. An extension can be given with league permission.
- C.** If the final roster is not turned in on time, then the first roster will be used to determine the number of players. A \$50 Fine will be assessed for failure to turn in.
- D.** All rosters must conform to league format as detailed on page 15.

## **III. Meetings**

- A.** Mandatory attendance at regularly scheduled monthly meetings shall be one representative per team (Midget or Pee Wee coach, director or another authorized representative). There is one vote per Coach Midget & Pee Wee (Flag when a flag issue) and a team representative must have attended 2 consecutive meetings to have a vote.
  - i. Missing 1 meeting will be a \$10 fine.
  - ii. Missing 2 consecutive meetings is a \$25 fine.
  - iii. Missing 3 consecutive meetings is a \$50 fine.
  - iv. Missing 3 consecutive meetings will result in a Disciplinary Committee meeting with the Head Coach or Team Representative, and the problem will be resolved.
  - v. Penalties and fines will be assessed immediately, and payment shall be made at the next regularly scheduled meeting.
  - vi. Any team and/or Coaches failing to pay the assessed fine within allotted time.
  - vii. Period shall be on probation and subject to removal by Disciplinary Committee.
  - viii. All Coaches fines not paid on time shall be suspended until fine is paid.
- B.** All teams with booster clubs will submit their By-Laws to the CCMFL Board of Directors for review by April of each year if there are any changes. There is a \$25



fine for not submitting by April. By-Laws may not conflict with CCMFL Corporation rules.

- C. All teams must submit team organization officers and changes of head coaches yearly. There is a \$25 fine for not submitting by April of each year.

**IV. Voting:**

- A. A quorum will be a simple majority of the total representation.
- B. The head coach is the primary voting representative and if he or she cannot be present the chosen representative will report to the President or his representative prior to the start of the meeting.
- C. Telephone voting is authorized when a quorum is not reached at a meeting and a vote is needed to be taken which can't wait until another scheduled meeting or if an emergency arises and the president determines that the issue can wait.
- D. Once a motion has been voted on it can't be brought back up for 1 year from the date of the original vote unless for legal reasons

**V. Duties of Coaches:**

- A. Head coaches are the Board of Directors of the CCMFL, it is expected that the ideas of the assistant coaches be given consideration and a feeling of teamwork be established.
- B. Head coaches with their assistants are to always maintain order and discipline during practice and games. Head Coaches are responsible for their assistant coaches actions during games and practices
- C. Head coaches and assistants will be required to dress appropriately at all practices and games.
- D. Head coaches shall attend all meetings or delegate someone to attend on their behalf.
- E. Head coaches are responsible to get insurance forms filled out for each occasion of injury and turn in these forms immediately to the league representative.
- F. Head coaches are responsible for taking all information obtained from coaches meeting back to the booster club.
- G. All head coaches will sign the Coaches Code of Ethic form along with the job description YEARLY.



**VI. Players:**

**A. Age**

- i. Any child ages 6 through 11(Football) and 6 through 13 (Cheer) as of December 1st is eligible to play or cheer.
- ii. A child may play if they turn 6-7 for Flag 8-9 for Pee Wee or 10- 11 for midgets on or before December 1st. A 12-year-old can play midgets if they are in 6<sup>th</sup> grade if they are 12 on or before December 1<sup>st</sup>. This is because a 6<sup>th</sup> grader cannot play Modified football at the high school level. All football players from 7<sup>th</sup> grade on will not be eligible to play football in the CCMFL.
- iii. Copies of each player's birth certificate or certified proof of age shall be filed with the president prior to the league roster meeting every year before they can participate in league functions, other than 4 non-contact practices Failure to do so will cause suspension of player or players until certified proof of age is turned in.
- iv. A coach allowing a player to participate without proof of age will be suspended pending a hearing by the Disciplinary Board
- v. At sign-up's all teams must have each player show their certified proof of age.
- vi. No team may play or practice any person who is under or over age.
- vii. Players must have 4 days of non-contact play with helmets and spikes only.
- viii. All female players must be accompanied by her parent, adult female or a document notarizing for any other at all practices.
- ix. Every player or cheerleader must have a parental form signed by his or her legal guardian and all parents and participants must sign a code of ethics form.
- x. This form must be on file with the Head Coach of each team and with the President by the roster meeting.
- xi. The coach must have current notarized release forms as well as birth certificates in their possessions at all practices, games, playoffs, and super bowl. Booster clubs must provide a copy of these forms to the head coach prior to the first practice.
- xii. Anyone on the roster, or any participants under 18 years of age must have a special release signed and notarized.

**B. Weight**

- i. Players weigh fully dressed minus their helmet, rib pads, arm guards, and shoulder pads. Footwear is optional. Helmets and footwear MUST be brought to weigh-ins to be checked.
- ii. Weight will be certified by opposing coaches signing the game roster of players.
- iii. Violation of weight and or age rules will result in a 1-week suspension of the head coach, or the coach in charge, from all league functions and duties. Players must have 4 non-contact practices before any contact. They may wear helmets and spikes only.
- iv. All participating teams will have a digital scale for weigh-ins. Digital scales go to the next full weight to be overweight.
  1. Midgets
    - a. Tackles, guards and centers have unlimited weight.



- b. Backfield, linebackers, and ends-maximum weight 120.9 lbs.  
There will be no re-weighs.

2. Pee Wees

- a. Tackles, guards, and centers will have unlimited weight.
- b. Backfield, linebackers, and ends-maximum weight 105.9 lbs.

**C. Weigh-In:**

- i. The president or commissioners shall oversee all weigh-ins. If a league representative is not available, head coaches will work together to conduct weigh-ins, and monitor infraction of league rules and Code of Ethnic Violations
- ii. Players must wear; during the game, the equipment they weigh-in (such as pads, no exchanges allowed)
- iii. Mandatory equipment at weigh-in is: Athletic supporters with regulation hard cup, regulation hip and tail pads, regulation thigh pads, regulation knee pads, regulation pants and shirt \*\*All line weight players must wear tape on their helmets and must contrast with the color of the helmet.
- iv. All female players must be accompanied by an adult female at weigh-in.
- v. Pee Wee teams are to weigh-in ½ hour before the start of the scheduled game or when requested to be presiding league official and then take the field of play.
- vi. Midget teams are to weigh-in at the beginning, or before half time of the preceding game, or when requested to by presiding league officials.
- vii. Teams failing to weigh-in on time will be assessed a fine of \$50 for the 1st offense.
- viii. A fine of \$100 will be assessed for the 2nd offense.
- ix. The weigh-in rules apply to all regular, play-off games. Super bowl game weigh-ins will be a half hour before the start of the scheduled game.
- x. At the weigh-in the head coach must add the names of any statisticians over 18 to the roster
- xi. Teams will be allowed only 5 players at the line weight to be on the field at any one time.
- xii. All interior and line weight players will be in a 3- or 4-point stance on the line of scrimmage.
- xiii. All interior players within 1 yard of the line of scrimmage must be in a 3- or 4-point stance.
- xiv. A line weight player can punt and kick extra points at both levels. Line weight kickers can only kick, they cannot advance the ball or throw the ball.
- xv. Colored tape will be defined on all line-weight players' helmets.

**VII. Teams**

- A.** Any coach found to be cutting or discouraging children from playing football in our league (a person from within their boundaries who meets the league age and eligible standards) shall be brought before the Disciplinary Board and will be subject to dismissal if found guilty of violation.
- B.** A person can play on only 1 team in this league or any other organized teams.
- C.** A player may not switch from one team to another unless authorized by the Executive Board



- D.** This league will abide by high school rules regarding persons in our league playing modified football. The rule states a person can participate in only 1 game per week. What we are saying is that a person cannot play midget football and high school football at the same time.
- E.** All teams must institute policy utilizing the Abuse Info Packet found in the league by-laws.
- F.** The 6 and 7-year olds will play non-contact flag football. The 8 and 9 year olds will play as a Pee Wee team and the 10 and 11 year olds will play as a midget team.
- G.** All teams will institute the heads-up football system, be heads up certified and implement these practices.
- H.** Practices will start the Last Monday of the last full week of July.
- I.** Uniforms must be numbered on the front and back of the jersey.
- J.** All head coaches must file 20 copies of a complete roster with the president or their representative at a roster meeting held the second Wednesday prior to the first league game each year.
  - i. Failure to do so means suspension of the head coach for the first game and any game thereafter until such rosters are filed with the commissioner.
  - ii. Up to date rosters are to be given to opposing coaches and president and/or commissioners at the weigh-in of every game.
    - 1. Teams need to have 5 copies of their roster available at every game including playoffs and Super Bowl games.
      - a. No exceptions permitted.
  - iii. No roster cut offs can be done until the end of the first week of practice. Teams at that point have the option of stopping signups. Teams will still have the option to take on more kids until the second scheduled game of the season.
  - iv. Any early roster cut-offs must be recorded with the president to be reviewed by the president and commissioner.
  - v. ROSTER MUST INCLUDE THE FOLLOWING INFORMATION IN THIS ORDER:
    - 1. Jersey number in numerical order
    - 2. Name
    - 3. Age
    - 4. Date of birth
    - 5. Actual weight fully dressed minus helmet and shoulder pads (other pads are optional, i.e., arm and rib pads, neck rolls)
    - 6. Position (B=Back, L=Lineman)
    - 7. Names of Coaching staff including statisticians & ball boy (Head coaches need name, address, phone number, coaches must furnish an email address if available for themselves)
    - 8. All personnel inside the barrier are to be listed on the roster; this includes team photographer: limit 1 per team.
    - 9. All professional photographers are exempt from being on the rosters, they must get approval from the league.
  - vi. Any additions to the roster must be filed with the president 1 week before the new player can participate in a league game.



- vii. A new player must have at least 4 individual days of non-contact practice before contact practice is allowed, helmet and spikes only.
- viii. No additions to the roster will be allowed after the 2nd week's individual schedule without the league's approval.
- ix. Final roster must be submitted to the president after the 2nd scheduled game
  - 1. Failure to do so is a \$50 fine.
  
- K.** Participants of the CCMFL will play for the team that resides in the existing school district that the child lives in or the school district the child attends. Children from outside the CCMFL can play on any team he or she chooses.
- L.** Once a child signs up for a team they must stay with that team for the remainder of their CCMFL career. They can only switch teams if they move to a different school district (residential change) but do have the option to stay with the current team even if they move.
- M.** The only exception to rule ( L above ) is if the child gets signed off by both teams head coaches.
  - i. Example: team A midget coach and team B midget coach. If both head coaches do not agree to sign off on the move then the child must stay with the current team.
- N.** Once a child starts practicing with a team they can not be signed off of. They must remain on the current team.
- O.** Splitting and dissolving of teams
  - i. If a team has enough players and has the desire to split into two teams then they must notify the league by the June scheduling meeting No team splitting is permitted after that time.
  - ii. Any team that chooses to not field a team for the upcoming season must notify the league by the June scheduling meeting

### **VIII. Games**

- A.** All players in the roster must have played 6 plays by the 2-minute warning in the fourth quarter. The head coach is responsible to make sure all players have had their required plays. a kneel-down or spiking the ball is not a countable play toward the minimum plays required by these rules. This will be ruled on at the commissioner's discretion.
  - i. Failure to abide by this rule will result in a \$50 fine and immediate suspension through the next game, including all practices.
  - ii. The 2nd offense will be a \$200 fine, immediate suspension, until a decision is determined by the Disciplinary Board, which could result in termination.
  - iii. If this occurs during the Super Bowl, the same rules and penalties from ii will apply and be carried over to the following season.
  - iv. A penalty on a play will not count as a required play count for the penalized team. The non-penalized team can count the play as part of the required plays.
  - v. Head Coaches must have a designated person to keep track of plays. Head coaches cannot keep track of plays themselves.



- vi. Coaches must have a valid tracking system sheet. This can be integrated into the roster. One must be given to the commissioner at weigh ins. Failure to supply one will be a \$50.00 fine.
- B.** Prior to the start of each game opposing coaches will confer regarding disciplinary action, injuries, or other reasons why any person on his roster will not be playing.
- C.** Roster must be signed by opposing coaches.
- D.** Opposing coaches must exchange up to date roster at weigh-in
- E.** Violation of any of the above four rules will constitute as an unsportsmanlike conduct and result in disciplinary action against the head coach of said team
- F.** A team must be able to field 11 players to start the game (reference rule 1, article 3 of the high school handbook). Failure to do so will result in immediate forfeiture of said game.
- G.** A team representative failing to appear after the starting time of a league game will cause forfeiture of said game. Said team will be assessed a fine at the paying rate of officials.
- H.** In the event that a game must be postponed, the coach of the home team must notify the opposing coach and league president 48 hours prior to the start of the game.
- I.** The game is to be rescheduled at the discretion of the league commissioner and the opposing coaches.
- J.** League sportsman statements must be read aloud prior to each game.
- K.** Teams will be allowed only 5 players at line weight to be on the field at any one time.
  - i. Linemen are to remain on the line of scrimmage until the snap of the ball.
  - ii. Defensive linemen must have forward motion at the snap and engage with the offensive line player.
  - iii. The defensive line cannot be lined up any wider than the outside shoulder of the offensive tackle.
- L.** Tape of contrasting color will be applied to the helmet to define all line weight players.
- M.** No interior OFFENSIVE lineman is allowed to carry the ball on scrimmage plays.
- N.** A DEFENSIVE lineman can advance the ball on fumbles and interceptions only. All lineman offense and defense must be covered by a back weight player. A 5-yard penalty will be assessed by the referee if a line weight player is left uncovered.
- O.** Defensive lineman can line up no more than the outside shoulder of the offensive tackle.
- P.** No practice can proceed with the presence of thunder, lightning, or tornadoes. You must wait 30 minutes after with no interruptions.
- Q.** The CCMFL will pay ½ the officials for the games that are postponed or suspended due to lightning, thunderstorms, or tornadoes.
- R.** Game time
  - i. Sunday games start at 1:30pm
  - ii. Friday night games at 6:30pm. Saturday Day games start at 1:00. Saturday night games 6:00pm.
  - iii. Game start times can be changed with League President Consent.
  - iv. Playoffs TBD
  - v. Night games are only permitted on Friday and Saturday nights.





- vi. Where applicable the pee wee schedule will be counted toward a playoff at the end of the season as well as the midget schedule

**S. Length of Quarters:**

- i. The midget game will consist of four 10-minute quarters and an 8-minute half.
- ii. The midget game will start 5 minutes after the completion of the pee wee game.
- iii. The pee wee game will consist of four 10-minute quarters and an 8-minute half time.
- iv. Each team is allowed 3-timeouts per half.
- v. A two-minute warning will take place in the 4<sup>th</sup> quarter and will count as a referee timeout.

**T. Ball:**

- i. All teams will use the same brand ball which will be ordered from the same vendor. Flag and PeeWee will use the pee wee size ball. Midgets will use the junior size ball.
- ii. Any violation of the ball rule is a 15-yard penalty for each offense as well as a \$50 fine.

**U. Field:**

- i. A regulation size football field is used with basic high school rules.
- ii. To start the game a clock is required and must be operational and readily visible by both side lines.

**V. Goals:**

- i. Goal posts are required.
- ii. If no goal posts are available, said team shall forfeit the game or games involved.
- iii. All goal posts must be padded, subject to league approval.
- iv. Coaches and assistant coaches are not allowed beyond the 25 yards line or on the playing field.

**W. Injuries:**

- i. If a person is injured, he must come out of the game for a minimum of 1 play.
- ii. Certified EMTs, doctors or an ambulance must be provided at all games. Game medical staff will be identified to both teams prior to the start of the game.
- iii. If a player has the symptoms of a concussion, that player cannot return to play without being cleared by professional medical documentation. Players that show symptoms of a concussion will be seen by game medical staff evaluation. Concussion protocol is mandatory.

**X. Insurance:**

- i. Each team must carry league approved health, accident and liability insurance.
- ii. All accident forms must be turned in to the league treasurer within 1 week of an accident.
- iii. Failure to turn in the forms within 1 week will result in a \$50 fine per accident.

**Y. Scoring:**

- i. Touchdown: 6 points



- ii. Safety: 2 points
  - iii. Field Goal: 3 points
  - iv. Extra points: run: 1 points, forward pass or kick: 2 points
- Z. Scoring a safety: the ball will come out to the 50-yard line. The team that scored the safety will commence on offense from the point.

**IX. Start of the Game**

A. No kickoffs are permitted. The ball placement shall be as follows:

- 1. Midgets:
  - a. Place the ball on the 40-yard line to start at each half.
  - b. Game commencing at the half time will start with the ball on the 40-yard line.
  - c. Ball placed at 40-yard line after each score
- 2. Pee wees:
  - a. The ball shall be placed on the 40-yard line.
  - b. After score by team "A" the ball will be placed on the 40-yard line of team "B".
  - c. Offensive play by team "B" will commence at this point.

B. Punting:

- i. Teams will have the option of either physically punting the football or doing a walk off punt. Teams will need to announce to the referee if they are doing a walk off or a live punt. The walk off option is voided once the ball crosses midfield but a team can choose to physically punt still if they choose to after midfield.
  - 1. Peewee walk off yardage: 15 yards
  - 2. Midgets walk off yardage: 20 yard

C. Onside Kick

- i. Coaches have the option to use an onside kick (no actual kicking) one time and only in the 4<sup>th</sup> quarter. This can only be used if the team is trailing or tied. It can not be used if a team is winning.
- ii. The team using the onside kick will get the ball on the 40-yard line. They will have a 4<sup>th</sup> and 15. If they convert it, they keep the ball and proceed with the ball where the play ends. If they fail to convert the defense will take over at the spot of the stoppage.

**X. Equipment**

- A. Mouth pieces, athletic supporters and protection cups are mandatory. Mouth pieces must be in good condition and must be attached to the helmet unless approved by the commissioner.
- i. All players must wear proper football padding:
    - a. Thigh pads
    - b. Knee pads
    - c. Hip pads.
    - d. Tail pads
    - e. Shoulder pads



- f. All other padding optional (ex. Arm pads, rib pads, etc.)
- ii. Any player caught violating this rule at weigh in shall be suspended for that game.
- iii. Molded rubber cleats, turf shoes, and screw in non-metal spikes  $\frac{3}{4}$ " in length, spikes cannot have metal shanks
- iv. All helmets must be NOCSAE approved and retested as per manufacturer requirements.
  - 1. Proper warning stickers must be affixed to the helmet.

**XI. Officials**

- A. A minimum of 2 accredited or league approved officials are required for each game.
  - i. In the event of no officials or less than 2 officials & said game Head coaches and league commissioner will meet to determine if the game will be rescheduled or played with voluntary referees that are 18 years or older.
  - ii. Payment will be at the yearly prevailing wages. This includes any voluntary referees as well.
  - iii. Officials will have the right to suspend players without proper equipment.
  - iv. Chain crewmembers are part of the official crew & must act in an official & nonpartisan manner.
    - 1. They must be at least 16 years of age or older.
    - 2. Statisticians are to be 14 years of age or older

**XII. Schedule**

- A. A league schedule will be drawn up in advance by the President.
  - i. The time & place of any scheduled game or games can be changed by mutual agreement of the head coaches involved, provided such agreement is made prior to 7 days before the scheduled game & approved by the President.
  - ii. The President shall be notified immediately of any changes in the schedule.
- B. At the scheduling meeting all home teams will pick what day and time the games will be.
  - i. The away team can discuss with the home team if they would like a different time or day, but the home team has the final say.

**XIII. Conduct & Discipline**

- A. All participants in the operation of the league & individual teams shall conduct themselves in a proper manner.
- B. Teams shall refrain from swearing & unsportsmanlike conduct
  - i. If this conduct is not followed, commissioners will have the right to fine the individual or individuals. Fine will be \$50.00.
- C. Player Conduct
  - i. There will be no unsportsmanlike conduct on or off the field by players. Officials may eject players from the game for unsportsmanlike conduct.
  - ii. A player ejected from a game will not play in the next game his team participates in.
  - iii. There will be no head tackling or spiking of players.
  - iv. Any coach that has a discipline problem with a player can confer with the President for a determination. The President's ruling may be appealed to the Disciplinary Board.



- v. Commissioners, coaches, players, cheerleaders, statisticians, EMTs, chain crews, equipment managers, and photographers are the only people permitted beyond the restraining lines of the football field.
- vi. No parents are allowed on practice field or game field unless and injury of their child or at the coach's discretion.
- vii. The number of statisticians per team will be a maximum of 2, ages 14 years and up. They will not be allowed to coach, or they will be removed from the field.
- viii. Cheerleaders must stay back 3 yards or a reasonable distance from the sidelines of the field.
  - 1. A coach must be on the field with them.
  - 2. Cheerleaders are subjected to placement by the President and Commissioners.
  - 3. Cheerleader coaches are responsible for the safety and welfare of their cheerleaders during the game.
  - 4. Football Head Coaches must be at least 18 years old and Assistant coaches must be at least 18 years old. Junior coaches are 14 years old or older.
- ix. Crowd control is the responsibility of each respective organization
- x. The use of alcohol, tobacco, narcotics or other illegal substances is strictly forbidden at any games, practices or youth event.
- xi. Violation by Head Coach of conduct or discipline rule shall be:
  - 1. 1st Offense is a \$50 fine.
  - 2. 2nd Offense is a \$100 fine.
  - 3. Any other penalty deemed appropriate to Disciplinary Board
  - 4. Violating any conduct or discipline rule will be throwing a penalty flag by the official.
    - a. Yardage will not be assessed against the team.
    - b. Fine is due at the next regularly scheduled meeting.
- xii. Each assistant coach is answerable to the Head Coach and the Head Coach is empowered to discipline any assistance coach for his unsportsmanlike or improper conduct.
- xiii. If the head coach does not properly address any problems, he will receive 1 warning in writing from the president and/or the Board of Directors, along with recommendations.
- xiv. If any additional similar violations occur within 1 year of the date of the warning disciplinary action shall be taken against both the head coach and the assistant coach, as determined by the Disciplinary Board. Both coaches will be given written notice of a Disciplinary Board meeting. Before said meeting the President may suspend either or both coaches at his sole discretion.
- xv. Disciplinary action may include suspensions, termination, and/or fine.
- xvi. Head coaches must be present on the field of play during the entire game.



**XIV. Videotaping and Headsets**

- A. There will be no videotaping of games or practices other than a team's own games, practices and scrimmages.
- B. Headsets and walkie –talkies will be allowed only for coach-to-coach use.
- C. No device can be placed in a player's helmet for coach to player use.
- D. The League President and his Board will deal with violations as they occur.

**XV. Twenty-One Point Rule**

- A. When a team obtains a 21-point lead over its opponent, it must either substitute 11 players who have not played, or substitute to the maximum extent of its remaining bench who have not played.
- B. The players who score the 21st point must remain out of the game until the opposing team scores.
- C. A starter can be placed back into the game barring injury and no other backup player can be put into the game. Once the injured player can go back into the game they will go in and replace the starter
- D. Unless scoring players are given permission to remain in the game by the opposing coach they must come out of the game.
- E. Further if a team does not have 11 substitutes the coach will take out the player or players that scored the touchdowns (meaning his best athletes), at the discretion of the opposing coach.
  - i. NOTE: An official timeout will be called immediately after the first 21-point gap is established, to permit substitutions.
- F. The head coaches are to meet on the field and confer on the substitutions after the first 21-point occurrence. Both coaches will meet at midfield to also discuss continuous running of the clock, both coaches must agree with the Commissioner present.
- G. Once a team scores a touchdown to go up by 21 points they will do the extra point try before having to substitute for the 21 point rule.
  - i. That extra point will only count as a 1-point conversion no matter which option a team uses to get the extra point.
  - ii. So if a team kicks or passes it in it will still only count as 1 point.
  - iii. Once the conversion is completed the two head coaches will meet up to make the necessary substitutions.

**XVI. Protests**

- A. If a protest is a result of a playing rule of the league, the coach shall notify the officials, league officials and the opposing coach that he is playing the game under protest.
- B. All protests must be submitted, in writing, to the President within 24 hours following the protested game.
- C. The President and his Commissioners shall have the power, at a closed meeting, to solve or rule invalid all protests filed.
- D. Judgment calls cannot be protested.
- E. Game officials have complete control 15 minutes before the Pee Wee game and up to 15 minutes after the completion of the Midget game.
- F. Video tape of protest during your own team's game allowed.



**XVII. Football Games**

**A. Regular season games can end in a tie.**

- i. In case of a tie:
  - 1. A flip of the coin will determine who has the ball first
  - 2. Both teams will get 4 plays from the 10-yard line.
  - 3. If still tied the ball will be placed at the 5-yard line.
  - 4. Any turnovers result in the loss of the ball and the end of that team's series of downs.
  - 5. Teams are to go for the extra point after each score in overtime as in regulation play.
  - 6. What is looked for is a team to score in a series when the other team doesn't score.
  - 7. If the game is still tied after the second series, then it is a tie and each team receives ½ points for the game

**B. Tie in Playoffs:**

- i. A flip of the coin will determine who has the ball first.
  - 1. For the first series, both teams will get 4 plays from the 10-yard line.
  - 2. Second series, the ball will be placed at the 5-yard line.
  - 3. Third series, the ball will be placed at the 5-yard line.
  - 4. Fourth series, the ball will remain on the 5-yard line. This will continue till a winner is declared.
- ii. Any turnovers result in the loss of the ball and the end of that team's series of downs.
- iii. Each team will be allowed 2-time outs during this period.
- iv. Extra point conversions are at the coaches' discretion.
- v. If in the super-bowl game, there is a time after completion of the 4th quarter, playoff rules will apply.
- vi. There will be no co-winners.

**C. Amendment of Rules:**

- i. These rules and regulations remain in effect indefinitely but may be amended in the following manner.
- ii. Amendments shall be as follows:
  - 1. Amendment proposal shall be put on the floor and properly seconded.
  - 2. Proposal shall automatically be tabled for 30 days or until the next scheduled meeting whereupon the president or the person in charge of the meeting will be introduced onto the floor.
  - 3. After the discussion, voting will be by the prescribed methods and the amendment must receive a 2/3-majority vote to be placed into these rules and regulations.
  - 4. Once an issue has been discussed and voted on, it cannot be brought up again for 1 year.
- iii. These rules were updated and revised by the Board of Directors for the year 2023. All previous versions of these rules shall be considered obsolete and are not valid.



- iv. CCMFL rules will be the same across the league no matter how the divisions are set.

**XVIII. Teams:**

- A. Allegany Gators
- B. Bradford Raptors
- C. Bolivar Richburg Wolverines
- D. Cuba Rebels
- E. Ellicottville Eagles
- F. Franklinville Panthers
- G. Olean Huskies
- H. Pioneer Jr Panthers
- I. Portville Panthers
- J. Randolph Raiders
- K. Salamanca Warriors
- L. Seneca Sachems
- M. Springville Griffins
- N. Wellsville Lions

**XIX. CCMFL Divisions**

- A. CCMFL West
  - i. Ellicottville Eagles
  - ii. Franklinville Panthers
  - iii. Pioneer Jr Panthers
  - iv. Randolph Raiders
  - v. Salamanca Warriors
  - vi. Seneca Sachems
  - vii. Springville Griffins
- B. CCMFL East
  - i. Allegany Limestone Gators
  - ii. Bolivar Richburg Wolverines
  - iii. Bradford Raptors
  - iv. Cuba Rebels
  - v. Olean Huskies
  - vi. Portville Panthers
  - vii. Wellsville Lions

**XX. Seeding:**

- A. Seeding for the seeding committee, to be elected by the league, to meet on the first Monday, at 8:00pm, will be the first round of playoffs after the regular season ends.
  - i. The seeding committee will have full authority to see playoff brackets according to the final standing. The regular meeting will be at 8:00pm.
- B. Rules for Seeding:
  - i. All teams are seeded in the playoffs according to their win-loss record during the regular season in their division.
  - ii. In the event of a tie between seeded teams, the criteria for breaking these ties are as follows:



- iii. Head-to-Head record in regular season.
- iv. Toughness of schedule in regular season (number of victories per regular season opponent). One point for win, ½ point for tie.
- v. Win-loss record with common opponents.
- vi. Win record with higher seeded teams.
- vii. In the event teams are still tied after all the above criteria, their seeding will be determined by the flip of a coin.
- viii. Playoffs will be set at the regular scheduled league meeting in August.
- ix. Teams will be reseeded after every round so the high seed always plays the low seed.





### **CCMFL Flag Football Rules**

- Players must be 6-7 years old by December 1st.
- Players must provide a copy of their birth certificate.
- Mouth guards are required.
- A cup is optional.
- Spikes are optional.
- Team colors: All players must wear the same color jersey or shirt.
- Practice is limited to 4 times per week. Once games start, practice will be limited to 3 times per week.
- Practices can last a maximum of 1.5 hours per practice; after games begin practices will be dropped to 1 hour.
- Games will start 1 1/2 hours prior to the Pee Wee game.
- Game length will be (2) 20-minute halves with a 5-minute half time.
- The ball will be placed on the 30-yard line to start the game, the second half, and change of possession.
- Maximum players of 7 on 7.
- Minimum players of 5 on 5. A team with ten players must split into two 5 player teams.
- If intercepted, fumbled, or dead ball, spot ball where fumbled. If run past the 30-yard line, it counts as a touchdown.
- Each team will have 1 timeout per half.
- Clock continues except for time outs, injuries.
- Pee Wee size football must be used.
- A 2-flag system will be utilized with jerseys tucked in.
- 2 counts before rush. Must snap the ball.
- Coaches:
  - Only 2 coaches on the field during plays. Coaches must be behind the play.
  - Coach must have a background check.
  - Coach must sign the Code of Ethics.
  - Coaches must attend roster meetings in August with 20 copies of the roster.
- All rosters must follow CCMFL guidelines.
- Must have an ambulance present and or EMT.
- All paperwork must be at the field.
- All players must play both offense and defense.



**Attachment I: Severe Weather Procedures**

**In the event of severe weather, the following criteria will be followed to delay, suspend, or end a contest:**

- Suspension of play criteria: when thunder is heard or lightning in any form (cloud-to-ground, cloud-to-cloud, etc.) is seen, which means that the thunderstorm is close enough to strike your location with lightning, the suspension of play at contests and at practices is warranted and the execution of your school's emergency/severe weather action plan, including the taking of shelter immediately, is recommended.
- Same Day return to play criteria (thirty-minute rule): once play in a contest or practice has been suspended, resumption of play, if warranted, should not occur until at least thirty (30) minutes has passed since the last thunder was heard or the last flash of lightning was witnessed. Note that any thunder heard, or lightning seen after the beginning of the 30- minute count resets the clock and another thirty (30) minute count begins.
- If the game is unable to resume due to thunder, lightning, winds, rain, snow or any other weather event, and the game clock has not yet reached half time it will be rescheduled to the next available time agreed upon by head coaches from, officials, league commissioner, and league president.
- If the game is unable to resume due to thunder, lightning, winds, rain, snow or any other weather event, and **the game clock has reached half time**, the game will be canceled, and the current score will determine the winner using the following criteria:
  - If the point differential is greater than 24 the game is over, and the leader is declared winner.
  - If the team in the lead has possession of the ball and the point differential is 18 or greater, the leader is declared the winner.
  - If the head coach from the team with the losing score choses to not resume play at any time after halftime due to weather, the game is over, and the leader is declared winner.
- If the game is unable to resume due to thunder, lightning, winds, rain, snow or any other weather event, and **the game clock has reached the fourth quarter**, the game will be canceled, and the current score will determine the winner using the following criteria:
  - If the point differential is greater than 16 the game is over and the leader is declared winner.
  - If the team in the lead has possession of the ball and the point differential is 12 or greater, the leader is declared the winner.
- Once the game reaches the 2 minute warning in the fourth quarter, the game will be called regardless of possession or score.

The criteria listed above are in place to create a fair and equitable way to determine when a game should be called, keeping in mind player safety, traveling parents, scheduling difficulties for officials, and availability of facilities. It is understood by the league that coaches and players want every opportunity to finish a game, but it must also be understood by the coaches and players that many factors can make it difficult to do so.



**Attachment II: Roster Example**

**Springfield Spartans  
Midget Football  
101 Main Street; Springfield, NY**

**ROSTER**

<b>#</b>	<b>First</b>	<b>Last</b>	<b>Birth Date</b>	<b>Age</b>	<b>Weight</b>	<b>Position</b>
51	Zachary	Evans	5/20/06	8	75	LB
52	Max	Milbrand	1/22/04	10	140	L
54	Aydin	Greene	12/28/05	8	70	LB

**Head Coach**

Thomas Poppenberg  
191 Maple Ave  
Springville, NY 14141  
Phone Number: (716) 592-3584

**Photographer**

Jeff Goodridge

**Assistant Coaches**

Tom Poppenberg Jr.  
Mike Cooper  
Dave Sigano  
Brian Poppenberg

**Videographer**

Jim and Maria Orndorff