

2024



Football Rules

CCMFL RULEBOOK 2024

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I. Rosters:

- A. NO handwritten rosters are permitted. Rosters must comply with the format example below. You need the Head Coach & one Assistant Coach, their addresses & phone number on the roster for contact purposes.
- B. The total number of players per team will be determined by the complete roster after the first game of the season. An extension can be given with league permission.
- C. Final Rosters will need to be emailed to the league secretary the Monday following the first weekend of games.
- D. If the final roster is not accurate and turned in on time the coach will be subjected to discipline which will be determined by the disciplinary comity.

i. Roster Example

ROSTER

#	First	Last	Birth Date	Age	Weight	Position
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

ii. 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 e-mail 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.

II. Duties of Coaches:

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

III.III. Players:

A. Age:

- i. Any child ages 6 through 11(Football) and 6 through 12 (Cheer) as of December 1st (NY Teams) and August 1st (PA Teams) is eligible to play or cheer in the CCMFL.
- 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 the dates above.
- iii. A 12-year-old can play midgets if they are in 6th grade if they are 12 on or before the dates above.
- iv. This is because a 6th grader cannot play Modified football at the high school level. All football players from 7th grade on will not be eligible to play football in the CCMFL.
- v. Copies of each player's birth certificate or certified proof of age shall be filed with the league secretary as well as sign up forms at 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.
- vi. The league board will review each team's roster, birth certificates and sign-up forms at the roster meeting to ensure accuracy. Teams will need to have paper copies in a binder for the league secretary.
- vii. The CCMFL will have 48 hours after reviewing the documents to inform teams of any inaccuracies.
- viii. A coach allowing a player to participate without proof of age will be suspended pending a hearing by the Disciplinary Comity.
- ix. At sign-up's all teams must have each player show their certified proof of age.
- x. No team may play or practice any person who is under or over age.

- xi. Players must have 4 days of non-contact play with helmets and spikes only.
- xii. All female players must be accompanied by her parent, adult female or a document notarizing for any other at all practices.
- xiii. Every player or cheerleader must have parental form signed by his or her legal guardian and all parents and participants must sign a code of ethics form.
- xiv. This form must be on file with the Head Coach of each team and with the league secretary by the roster meeting.
- xv. The coach must have current registration 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.
- xvi. Anyone on the roster, or any participants under 18 years of age must have a special release signed and notarized.

B. Weigh ins:

- i. Weight will be certified by opposing coaches signing the opposing coaches game roster.
- ii. 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.
- iii. All participating teams must have a digital scale for weigh-ins. Digital scales go to the next full weight to be overweight.
- iv. League Representatives 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
- v. Players must wear; during the game, the equipment they weigh-in (such as pads, no exchanges allowed)
- vi. Players weigh fully dressed minus their helmet, rib pads, arm guards, undershirt, socks and shoulder pads. Footwear is optional. Helmets and footwear MUST be brought to weigh-ins to be checked. The player does not have to be wearing their jersey to weigh in but must at least be holding onto it for the weigh in.
- vii. 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 game jersey.
- viii. All line weight players must wear tape on their helmets and must contrast with the color of the helmet.
- ix. All female players must be accompanied by an adult female at weigh-in.
- x. 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.
- xi. Midget teams are to weigh-in at the beginning, or before half time of the preceding game, or when requested to by presiding league official.
- xii. Teams failing to weigh-in on time will be subject to discipline by the disciplinary comity.
- xiii. 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.
- xiv. At the weigh-in the head coach must add the names of any statisticians over 18 to the roster

C. Weight:

- i. Midgets
 - 1. Tackles, guards and centers have unlimited weight.
 - 2. Backfield, linebackers, and ends-maximum weight 120.9 lbs. There will be no re-weighs.
- ii. Pee Wees
 - 1. Tackles, guards, and centers will have unlimited weight.
 - 2. Backfield, linebackers, and ends-maximum weight 105.9 lbs. There will be no re-weighs.
- iii. Teams will be allowed only 5 players at the line weight to be on the field at any one time.
- iv. All interior and line weight players will be in a 3- or 4-point stance on the line of scrimmage.
- v. All interior players within 1 yard of the line of scrimmage must be in a 3- or 4-point stance.
- vi. A line weight player can punt and kick extra points at both levels. Line weight kicker can only kick, they cannot advance the ball or throw the ball.

IV. 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 leagues age and eligible standards) shall be brought before the Disciplinary Comity and will be subject to dismissal if found guilty of violation.
- B. A child can play on only 1 team in this league or any other organized team.
- 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. All teams will institute the heads-up football system, be heads up certified and implement these practices.
- G. Uniforms must be numbered on the front and back of the jersey.
- H. All head coaches must file 20 copies of a complete roster with the president or their representative at a roster meeting held the Monday 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 coach and president and/or commissioner 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 signup ups. Teams will still have the option to take on more kids until the first 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. Any additions to the roster must be filed with the president 1 week before the new player can participate in a league game.
- I. 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.
 - J. 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.
 - K. The only exception to rule (“J” above) is if the child gets signed off by both team’s head coaches. 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.
 - L. Once a child starts practicing with a team they cannot be signed off of. The child must remain on the current team. No exceptions.
 - M. Splitting and dissolving of teams
 - 1. 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.
 - 2. Any team that chooses to not field a team for the upcoming season must notify the league by the June scheduling meeting.

V. 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 for making 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 disciplinary action from the disciplinary comity.
 - ii. If this occurs during the Super Bowl, the same rules and penalties from I will apply and be carried over to the following season.
 - iii. 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.
 - iv. Head Coaches must have a designated person to keep track of plays. Head coaches cannot keep track of plays themselves.
 - v. 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 result in disciplinary action from the disciplinary comity.
- B. Prior to the start of each game opposing coaches will confer regarding disciplinary action, injuries, or other reasons why any child on his or her roster will not be playing.
- C. Opposing coaches must exchange up to date roster at weigh-in
- D. Violation of any of the above five rules will continue as an un-sportsman like conduct and result in disciplinary action against the head coach of said team from the disciplinary committee.

- E. 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.
- F. A team failing to appear by 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.
- G. In the event of a game must be postponed, said coach of team must notify opposing coach and league president 48 hours prior to the start of the game.
- H. The game is to be rescheduled at the discretion of the league commissioner and the opposing coaches.
- I. League sportsman statement must be read aloud prior to each game.
- J. 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.
- K. No OFFENSIVE lineman is allowed to carry the ball on scrimmage plays.
- L. 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.
- M. No practice can proceed with the presence of thunder, lightning, or tornadoes. You must wait 30 minutes after with no interruptions.
- N. The CCMFL will pay $\frac{1}{2}$ the officials for the games that are postponed or suspended due to lightning, thunderstorms, or tornadoes.
- O. Coaches and assistant coaches are not allowed beyond the 25 yards line or on the playing field.
- P. Game time.
 - i. Sunday games start at 1:30pm
 - ii. Friday night games are 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
- Q. 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-time outs per half.
 - v. A Two-minute warning will take place in the 4th quarter and will count as a referee timeout.
- R. Ball:

- i. All teams will use the same style and brand ball which will be ordered from the same place. Flag and Pee wee will use the pee wee size ball. Midgets will use the junior size ball.
 - ii. Any violation of the ball rule is 15-yard penalty for each offense as well as a \$50 fine.
- S. Field:
 - i. A regulation-sized football field will be used.
 - ii. To start the game a clock is required and must be operational and readily visible on both side lines.
- T. Goals:
 - i. Goal posts are required.
 - ii. If no goal posts are available, the said team shall forfeit the game or games involved.
 - iii. All goals posts must be padded, subject to league approval.
- U. 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 that player will be seen by game medical staff evaluation. Concussion protocol is mandatory.
- V. Insurance:
 - i. Each team must carry league accident and liability insurance.
 - ii. All accident forms must be turned in to the league president within 1 week of an accident.
 - iii. Failure to turn in the forms within 1 week will result in disciplinary action by the disciplinary committee.
- W. 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
- X. Scoring a safety: the ball will come out to the 50-yard line. The team that scored the safety will commence on offense the next play.

VI. Start of the game:

- i. No kick-offs 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. Games commencing after half time will start with the ball on the 40-yard line.
 - c. The ball will be placed at the 40-yard line after each score.
 - 2. Pee wees:
 - a. Place the ball on the 40-yard line to start at each half.
 - b. Games commencing after half time will start with the ball on the 40-yard line.
 - c. Ball placed at the 40-yard line after each score.

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 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.
2. Pee wee walk off yardage: 15 yards
3. Midgets walk off yardage: 20 yards.

C. Onside Kick:

- i. Coaches have the option to use an onside kick (no actual kicking) one time and only in the 4th quarter. This can only be used if the team is trailing or tied. It cannot 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 4th 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.

VII. 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 league representative or coaches.
- B. All players must wear proper football padding (see weigh ins section v and vi)
- C. Any player caught violating this rule at weigh in shall be suspended for that game.
- D. Molded rubber cleats, turf shoes, and screw in non-metal spikes 3/4 "in length, spikes cannot have metal shanks.
- E. All helmets must be NOCSAE approved and retested as per manufacturer requirements.
 - i. A proper warning sticker must be affixed to the helmet.

VIII. 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 at said game, Head coaches and league representatives 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 @ 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.
2. They must be @ least 16 years of age or older.

3. Statisticians are to be 14 years of age or older.

IX. 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.

X. Conduct & Discipline:

- A. All participants in the operation of the league & individual teams shall conduct themselves in a proper manner.
- B. Coaches shall refrain from swearing & un-sportsman like conduct.
 - i. If this conduct is not followed coaches can be subject to disciplinary action by the disciplinary committee.
- C. Player Conduct
 - i. There will be no un-sportsman like conduct on or off the field by players. Officials may eject players from the game for un-sportsman like 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 Presidents 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 or league representative.
 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. This includes vaping as well.

- xi. If a referee throws a flag on a coach in a game the referee will not tack on the yardage for the penalty. The head coach will be subject to discipline set up by the disciplinary committee. If 2 flags are thrown on the coach in one game the coach will be ejected from the game and will not be allowed to coach the following week's game.
- xii. Each assistant coach is answerable to the Head Coach and the Head Coach is empowered to discipline any assistance coach for his un-sportsman like 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 Committee. 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 suspension, termination, and/or fine.
- xvi. Head coaches must be present on the sidelines during the entire game.

XI. Videotaping and Headsets:

- A. There will be no videotaping of games, practices or scrimmages 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 the Disciplinary Committee will deal with violations as they occur.

XII. Twenty-One Point Rule:

- A. When a team obtains a 21-point lead over its opponent, it must either substitute 11 non starting players or substitute to the maximum extent of his remaining bench who have not played.
- B. The starting players on both offense and defense must remain out of the game until the opposing team scores to go under the 21-point deficit.
- C. A starter can be placed back into the game barring injury and no other back up 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.
- F. A Referee time out will be called immediately after the extra point try so the head coaches can meet on the field to confer on the substitutions after the first 21-point occurrence. Both coaches will meet at midfield to also discuss continual running of the clock, both coaches must agree to have a running clock.
- G. Once a team scores a TD 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.

XIII. 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 protest 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. Games 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 own team's game allowed.

XIV. Football Games:

- A. Regular season games can end in a tie.
- B. In case of a tie
 - i. A flip of the coin will determine who has the ball first.
 - ii. Both teams will get 4 plays from the 10-yard line.
 - iii. If still tied the ball will be placed at the 5-yard line.
 - iv. Any turnovers result in the loss of the ball and the end of that team's series of downs.
 - v. Teams are to go for the extra point after each score in overtime as in regulation play.
 - vi. What is looked for is a team to score in a series when the other team doesn't score.
 - vii. If the game is still tied after the second series, then it is a tie, and each team receives $\frac{1}{2}$ points for the game.
- C. Tie in Playoffs:
 - i. A flip of the coin will determine who has the ball first.
 - ii. For the first series, both teams will get 4 plays from the 10-yard line.
 - iii. Any series after the first will start on the 5-yard line.
 - iv. 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 tie after completion of the 4th quarter, playoff rules will apply.
 - vi. There will be no co-winners.

D. Amendments of Rules:

- i. These rules and regulations remain in effect indefinitely but may be amended in the following manner.
- ii. Amendment proposal shall be put on the floor and properly seconded.

- iii. Proposal shall automatically be tabled for 30 days or until the next scheduled meeting where upon the president or the person in charge of the meeting will be introduced on onto the floor.
- iv. 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.
- v. 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 2024. All previous versions of these rules shall be considered obsolete and not valid.
- iv. CCMFL rules will be the same across the league no matter how the divisions are set.

XV. Seeding Meeting:

- A. This meeting will take place the Monday following the last weekend of scheduled games at 8pm.
- B. Rules for Seeding:
 - i. All teams are seeded in the playoffs according to their win-lost record during the regular season in their division / conference.
 - ii. In the event of a tie between seeded teams, the criteria for breaking these ties are as follows:
 - 1. Head-to-Head record in regular season.
 - 2. Toughness of schedule in regular season (number of victories per regular season opponents added up). One point for win, ½ point for tie.
 - 3. Win-lost record with common opponents.
 - 4. Win record with higher seeded teams.
 - 5. In the event teams are still tied after all the above criteria, their seeding will be determined by the flip of a coin.
 - iii. Teams will be reseeded after every round so the high seed always plays the low seed.

XVI. Teams and Divisions:

- A. CCMFL EAST
 - i. Cattaraugus Little Valley Timberwolves
 - ii. Ellicottville Eagles
 - iii. Franklinville Panthers
 - iv. Pioneer Jr Panthers
 - v. Randolph Raiders
 - vi. Salamanca Warriors
 - vii. Seneca Sachems
 - viii. Springville Griffins
- B. CCMFL WEST
 - ix. Allegany Limestone Gators
 - x. Bolivar Richburg Wolverines
 - xi. Bradford Raptors
 - xii. Cuba Rebels
 - xiii. Olean Huskies
 - xiv. Portville Panthers

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 cancelled, 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 chooses 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 cancelled, 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.

