

**North Jersey Youth Football League
Constitution and By-Laws
2009**

A. Name:

This organization shall be known as the **NORTH JERSEY YOUTH FOOTBALL LEAGUE** hereinafter abbreviated NJYFL.

B. AIM:

To strengthen the physical and mental well being of the youth involved in our programs through the teaching and exhibition of good sportsmanship.

C. MEMBERSHIP:

1. Membership will be open, subject to a majority vote to accept any organization willing to field teams in accordance with the NJYFL rules and will adhere to these by-laws.

a. A NJYFL organization is defined as a midget weight class squad and any two other level squads. This in turn will allow said team to confirm to the 4 level structures by the beginning of the third season (rev. 08)

2. RECRUITING AREA: Each football player must register and play for the Organization that lies within the sending district of the local public high school of the member organization.

a. Grandfather Clause: Those players who have registered and Played for other organizations may continue with that organization until the player graduates from the NJYFL.

b. Playing at any level other than Pony, Super Pee Wee, Pee Wee And Midget levels does not constitute playing for another organization.

c. Challenges: The NJYFL recognizes that from time to time Special circumstances including but not limited to full rosters or Extreme personal differences, etc. Any conflicts may be resolved among the players, parents, president or league representative of the organization willing to register the player and the president or league representative of the organization where the player lives. Any conflicts must be resolved prior to the annual roster meeting of the NJYFL.

d. Unresolved conflicts must be decided by the Executive Board (new 08)

3. Each organization will be comprised of a duly appointed League Representative and an Alternate League Representative (rev. 3/07)

D. ELECTION OF OFFICERS:

1. Nominations of officers shall be at the October meeting and closed at the end of that meeting.
2. Nominations do not need a second.
3. A notice of the election meeting will be given to each League Representative prior to the election meeting.
4. Elections will be held at the regular November meeting.
5. Ballots will be secret.

E. MEETINGS:

1. Meetings will be held as necessary.
2. The President shall have the power to call special meetings.
3. Each organization will send one representative to each meeting.
4. Each organization will have but one vote in any pool or election. The League Representative shall cast the vote. In the event that the league Representative is not available, the Alternate shall be authorized to cast any votes on behalf of that organization. (rev. 3/07)
5. All meetings are to be conducted in accordance with ROBERT RULES OF ORDER except as otherwise specified.
6. An organization which fails to have a duly authorized representative at any regular meeting or special meeting will be assessed a \$25.00 fine for each meeting missed.

F. DUES:

1. Membership dues of \$400.00 will be paid annually prior to voting on the Upcoming season's laying rules. (rev. 3/04)
2. An additional \$50.00 will be paid for each additional team (new 3/04)
3. A \$25.00 per month assessment will be charged if the initial dues that are not paid at or before the February meeting.

G. AMENDMENTS:

1. A majority vote of the league committee will be necessary to amend the Constitution, By-laws and playing rules for an eight organization league. In the event the NJYFL returns to 9 or more organization it will return to a 2/3 majority vote.
2. All proposals to change the Constitution, By-Laws and playing rules be proposed at the February meeting and voted at the March meeting (rev. 08)
3. Any extreme circumstances that are deemed to be detrimental to the NJYFL or one of its chartered members can be addressed by the Executive Board at any time (new 08)
4. A vote will be taken at the first meeting after the reading of the proposed Change.
5. Officers may not vote.

H. LEAGUE COMMITTEE:

1. The League Committee shall be composed of the President, Vice President/Player Agent, Secretary, Treasurer and one representative of each organization.
2. Attendance at 2/3 of this group will constitute a quorum at a meeting.
3. Each organization may cast one vote.
4. Officers may not vote.
5. The EXECUTIVE COMMITTEE shall be composed of the four elected Officers and the LEAGUE COORDINATOR OF OFFICIALS. The Executive Committee shall meet as required to consider complaints regarding violations of the Constitution, By-Laws and playing rules. The Executive Committee may call witnesses if they feel they are necessary.

I. DUTIES OF OFFICERS:

1. PRESIDENT: Shall preside over meetings, appoint committees, call Meetings and such other duties as are usual to such a position.
2. VICE PRESIDENT/PLAYER AGENT: Shall cause team rosters to be Prepared and distributed to all member teams, mediate questions of player Eligibility and recruiting boundaries. If the problem cannot be resolved by mediation, the final decision would be the League Committee.
3. SECRETARY: Shall perform those duties as are usual to an organization such as this.
4. TREASURER: Shall faithfully keep safe the funds of the organization And make financial reports as requested.

J. PRESIDENTIAL APPOINTED COMMITTEES:

1. RULES: Consisting of the League Representative to evaluate and/or recommend proposed changes to the By-Laws or playing rule.
2. PUBLICITY: To provide and release information regarding happenings in or about the NJYFL and to promote the activities of the league.
3. SCHEDULE: To formulate and present a proposed playing schedule.
4. NOMINATION: To prepare and present a slate of candidates for league officers annually.
5. DISCIPLINARY COMMITTEE: To be presided over the President and three members. This committee will have the power to enact fair and proper rulings and judgments against any organizations, team, coach or player that does not adhere to the League Rules or By-Laws.
6. LEAGUE STATISTICIAN: To maintain official standings weekly throughout the season and make those standings available to each League Representative. Each league representative is to notify the League Statistician of game results Sunday evenings. (3/98)

7. LEAGUE COORDINATOR OF OFFICIALS: Shall perform all duties in regard to coordination with the scheduling of all game officials, rescheduling of postponed games and coordinating these duties with the OFFICIALS COORDINATOR.

K. OPERATIONS:

1. Each organization will appoint a SITE MANAGER. A person from the home field responsible to confirm game times with officials. (rev 00)

2. NON LEAGUE PLAY:

a. Non League games, exhibition or otherwise shall not interfere with the league schedule.

b. Prior to and immediately after the regular season schedule, there shall be no restrictions.

c. No team may play in a non-league game as a representative of the NJYFL unless such representative has been approved by the League Committee.

3. VIOLATIONS:

a. Should a member organization fail to abide by these By-Laws, should there occur a violation of the playing rules, the President shall be notified and a meeting of the DISCIPLINARY.

b. If the violation occurs in a game situation the protesting club Representative or coach shall cause to be prepared a brief written protest setting forth the particulars to be signed by the chief official of the game.

c. It will be the duty of the DISCIPLINARY COMMITTEE to decide, in its sole discretion any penalties or sanctions imposed.

(rev. 07)

d. Should a team be judged in violation of NJYFL by-laws and or Current season playing rules any number of the teams games may be declared loses through the procedure outlined in current NJYFL by-laws.

4. HALL OF FAME: The NJYFL will on an annual basis elect retired or former members of the NJYFL who have contributed to this organization to the NORTH JERSEY YOUTH FOOTBALL LEAGUE HALL OF FAME. (new 3/03)

5. PARENTS CODE OF CONDUCT: Each organization will be required to keep in force a "Parents Code of Conduct" the contents of which will be at their discretion. At a minimum it will outline expected behavior and penalties or violations. (new 3/07)

6. OPERATIONS: The start of the NJYFL practice season is no sooner than August 1st. (new 08)

H. COACHES

A. EJECTIONS:

1. Coaches who are ejected will relinquish their ID badge to the head referee. Coaches who are ejected will then immediately leave the field area without further incident or comment to the referees, players, coaches or parents of either team (new3/07)

2. Coaches ejected from a game shall be automatically suspended from the next game and his/her organization shall be fined \$100.00.
 3. In addition to the suspension and fine this matter will be referred to the DISCIPLINARY COMMITTEE where additional penalties and sanctions May be imposed (rev. 3/01).
- B. INELIGIBLE PLAYER: Playing an ineligible player is an automatic loss.
- C. CODE OF CONDUCT: The NJYFL will install a CODE OF CONDUCT (new 3/04).
- D. COACH ID BADGE: Coaches will be required to wear a NJYFL issued identification badge (ID). The ID badge will be worn outside of all clothing and will be visible at all times. Coaches will not be allowed to be in the bench area without a current approved NJYFL ID Badge. Coaches found to be in violation will be subject to a one game suspension (new 3/07).
- E. SCOUTING: No coach may attend practices of any other team with the Appearance of scouting that team (3/04).
- F. TEAM ROSTERS:
1. Each organization will include a complete list of coaches approved by their organization on the team's roster.
 2. Persons not listed on the official team roster cannot be in the designated bench area. (3/04).
 3. Each organization will submit a complete list of coaches with their phone numbers at the roster meeting (3/03).
- G. BENCH AREA:
1. No more than 6 certified coaches will be permitted in the bench area of either team during any NJFYL game. (3/07).
 2. The bench area is defined as inside the rope, fence or markers surrounding the field and between the 20 yard markers.
 3. No coach or parent will be allowed outside the designated bench area within the confines of the playing area. (3/07).
 4. One medical person will be allowed on the sidelines, along with the coaches and players.
- H. TIME OUTS: One coach from each team is permitted to enter onto the playing field during any charged time out.
- I. Only the head coach of the team participating in a game may address the officials For time outs and any disputed rule interpretations. (new 05).
- J. The NJYFL will hold a rules interpretations meeting prior to the regular season that all coaches from each level must attend. (rev. 3/07)

III. GAME OFFICIALS

- A. Game officials shall be assigned by the NJYFL.
- B. Each member organization shall pay for the services of officials at home games as Determined by a majority vote at a monthly or special meeting.
- C. There shall be three officials at all Pony, Super, Pee Wee and Midget level games; However, a game may be played with two officials. (rev.. 3/07).
- D. The head official may elect to cancel a game in progress, after joint consultation With the head coaches of both teams when in his judgment, continued play would Result in unnecessary risks to the players or in the event of prolonged failure of the lighting facility during a night game.
- E. No active coach for any organization in the NYJFL may officiate within the NJYFL except Pony level games.

IV. EQUIPMENT

- A. Players must be properly uniformed and padded as specified in the current season Playing rules. NJSIAA and National Federal of High School (NFHS) rules to Participate in NJYFL games.
- B. Team uniform colors may not be adopted or changed except by the majority vote at a league meeting.
 - 1. Duplicate uniform numbers between Midgets and Pee Wees or within any weight class are not allowed unless their Midget or Pee Wee have different uniforms.
- A. The home team will see that a MD, EMT or ambulance squad is present at the start of each game. (rev. 2009)
- B. Each team will have a first aid kit in it's possession at each game.
- C. **PLAYING FIELD:** Playing fields must conform to NJYFL specifications.
 - 1. The playing field must be 80 yards long with an 8 yard end zone at each end and must be 40 yards wide.
 - 2. The playing field must be marked with a "hard marker" stripe every 5 yards and with a hash mark placed on each marker stripe 13.3 yards (40 feet) in from the sideline.

3. The goal post cross bar will be 7 feet from the ground. The width inside the vertical bars will conform to current federation high school rules, or no less than a minimum of 14 feet. The goal posts shall be no less than 5 yards and no more than 8 yards from the goal line.

4. Bench area is defined as the area between the field and inside the fence, Rope or markers between the 20 yard lines.

F. GAMES BALLS:

1. The Midget and Pee Wee game ball shall be a Wilson TDY or Spalding J5Y (rev. 03)

i. The Super Pee Wee game ball shall be a Wilson TDJ or Spalding J5J (rev. 03)

ii. The Pony level ball shall be the Wilson K2 or Spalding equivalent (rev. 03)

G. Each organization will insure that all their helmets have been NOXSAE certified For the current playing season.

H. CERTIFIED SCALES:

i. The home team will provide a suitable enclosed place for the pregame weigh-ins.

ii. The home team will provide a scale of the balance type, which can be adjusted to "0" at the balance.

iii. A current certification scale and or facility may be subject to a fine of \$50.00 for each occurrence.

I. LIGHTING:

1. Adequacy of existing lighting shall be decided by a majority vote or organization representatives at a regular or special meeting.

2. Should lighting of any field be declared inadequate, the remainder of the current season home games shall be rescheduled for the following Sunday

J. PLAYER EQUIPMENT: The following individual player equipment is mandatory for the players participating in NJYFL play.

1. Helmet with current NOXAI certification visible and a face mask.

2. Shoulder, hip, tail pad, thigh pads and knee pads (rev. 04)

3. Athletic supports must be worn.

4. Shoes must be rubber soled without detachable cleats.

5. All players must use a mouthpiece.

V. PLAYERS

A. AGE LIMITATIONS:

1. Minimum: must turn 7 prior to September 1, current season (rev. 3/07)
2. Must not reach fifteenth (15) birthday on or before end of current season.
Current season is defined as ending with last prescheduled NJYFL game or 10/31 whichever is later. (rev. 08)..
3. Proof of age: Birth certificate or other legally accepted proof of birth (rev. 3/07).
4. Restrictions: High school freshman (9th grade students or equivalent) Are not eligible regardless of age.
5. Super Pee Wee must not reach 12th birthday prior to September 1 Current season (rev. 3/07)
6. Pony cannot turn 10 prior to September 1, current season (rev. 3/07)
7. 8th graders regardless of age must play Midget Class Football.
8. OLDER/LIGHTER RULE: Any player turning 14 years old prior to 9/1 of current season, regardless of weight must play Midget Class only.
An 8th grader who turns 14 after 9/1 and it less than 100 lbs., may play Midget class or Pee Wee class if they choose. (rev. 3/07). This player will be allowed weight increments of 1 pound every two weeks as the season progresses rev. 04.

B. WEIGHT LIMITATIONS:

		(rev 98)	(rev 05)	(rev 01)	rev 2009
	PONY	SUPER	PEE WEE	MIDGET	
WEEKS 1 & 2	95	110	125	160	line 170
WEEKS 3 & 4	96	111	126	161	line 171
WEEKS 5 & 6	97	112	127	162	line 172
WEEKS 7 & 8	98	113	128	163	line 173
WEEKS 9 & 10	99	114	129	164	line 174

1. There is no minimum weight.
2. On the Midget level no more than three (3) heavy players may be on the field at any given time. (new 2009}
3. All Midget weighing in as “line players” will be limited to playing line positions from tackle to tackle. Uniform numbers for these players must be from 50 to 79 and have a marking on the helmet. “Line players” can not advance the ball under any circumstances during play. “Line Players” would not be eligible to play on kick off or kick off return teams. (new 2009}

VI. ROSTERS

- A. Players must be certified by age, weight and school grade at the initial registration to qualify to play in the first game of the NJYFL season.
- B. Initial registration must take place within the two weeks of the first game of the season. **Specific scheduling will be set by the LEAGUE COMMITTEE during the August meeting.**
- C. Supplementary registrations will be held where and when designated by the VP/Player Agent with the approval of the League Committee to allow the registration of newly rostered players.
- D. Roster changes are to be completed prior to week three (3) of the playing season except for the hardship cases for teams with 15 players or less (new 01).
- E. Players initially qualified as Pee Wee may be moved to the Midgets class on or before week 8. (rev. 7/07)
- F. Super Pee Wees maybe brought up to the rostered as Midget or Pee Wee on or before week 8. (rev. 7/07)
 - 1. Any player who is current rostered as a Midget or Pee Wee is ineligible for play as a Super Pee Wee.
 - 2. Violation of this rule may be considered grounds for expulsion from the league for the team and would usually result in the expulsion of the coach of the offending team.
- G. The NJYFL will provide a standard form for the rostering of players.
- H. Rosters shall show the name, municipality of residence, league age, current and previous school grade, birthday and weight.
- I. Each team is permitted to roster 30 players at the Midget and Pee Wee classes. There is no roster limit for the Super Pee Wee class or Pony class.
- J. All rosters must be typed and in numerical order by jersey number.
- K. A birth certificate or other acceptable proof of birth for each player must accompany the typed, roster at initial registration.
- L. Certification of players on the initial team roster constitutes registration and acceptance of the players for league play.
 - 1. This acceptance is contingent upon the player meeting initially and continuing to meet all criteria for eligibility.
 - 2. The players failing to meet one or more requirements of registration may remain on the roster, but may not participate in league play until all requirements are met by the player and certified by the player agent or his representatives.
- M. The player agent will see that each team receives a complete set of team rosters as certified by him as quickly as possible after the initial registration but no later than one day preceding the second game of the current season.
- N. A player whose names appears on the current certified roster of one team or who has participated in current season practice with a team cannot be rostered by

another team, except upon presentation of a written release from the initial team to the player agent and then only prior to the first game of the season, unless the player has physically moved to a resident address in the receiving town.

O. Players may be removed from the official roster for the following reasons:

1. Moved from area, release is mandatory.
2. Released from the team, release is mandatory if requested by player.
3. Resignation of player, release is mandatory provided all obligations to the Releasing team are met.

P. Disputes regarding rostering will be resolved by the Executive Board.

Q. Players removed from the roster may not be rostered by the same team during the balance of the current playing season.

R. Organizations fielding more than one team on a Super Pee Wee or Pony levels will divide those teams equally by **LEAGUE AGE** (rev.02).

S. League Representatives must have their number of teams in to the scheduling committee no later than July 1st. (new 2009)

VII. WEIGH INS

A. Official team rosters must be presented at all weigh-ins.

B. Players must qualify for the class which they are rostered to be eligible for that game.

C. Teams will present all players on Midget and Pee Wee teams for weigh-ins at the home field as a group, not later than 30 minutes (if possible) prior to the scheduled game time.

D. The scale will be set at the weekly maximum for the weight class being weighed plus a 10 pound allowance for equipment for Midgets and Pee Wees (rev. 00)

1. Players must wear all required equipment except for their helmet.
2. Overweight players may remove enough equipment to meet the weekly Maximum weight however; they lose the weight allowance for equipment.

E. The scale will be set at the weekly maximum for the weight class being weighed plus an 8 pound allowance for equipment for Super Pee Wees and Pony (rev. 00).

1. Players must wear all required equipment except for their helmet.
2. Overweight players may remove enough equipment to meet the weekly maximum weight however; they lose the weight allowance for equipment.

F. Players found ineligible for play for any reason, will remove their shoulder pads, wear their jersey and must remain on the bench area. (rev. 99).

G. Weigh-in Procedure (new 04):

1. Players to be weighed in will be presented in the number order as they appear on the league signed roster.
2. They will present themselves for equipment and non rostered checked birth certificate check by the opposing coach.

3. At this time, if a player is found to be missing proper game equipment as listed in the rules, he forfeits his weigh-in and is ineligible to play in that game.
4. Players will then get on the scale when told to do so by the opposing coach. The player will not get off the scale until the opposing coach has approved them for play.
5. Any objections about the player's eligibility due to weight, equipment or birth certificate must be made at that time.
6. Any player not present for weigh-in must be presented to the opposing coach prior to the game and approved prior to that player taking part in the game.
7. Failure to do so could result in an automatic loss pursuant to current by-laws.
8. Players must weigh-in with a jersey tucked into pants so that hip and tail pads can be seen (rev. 05).

VIII. PLAYING RULES

- A. Current season New Jersey State Interscholastic Athletic Association (NJSIAA) rules shall govern all NJYFL games, except when specifically modified by the NJYFL by-laws or playing rules (rev. 08).
- B. Ten (10) minute quarters are prescribed for all NJYFL games.
 1. Running clock time is prohibited.
 2. Quarters may be shortened but not lengthened by mutual agreement of Opposing head coaches (rev. 02).
- C. OVERTIME: In the event of a tie at the end of regulation time for Midgets, Pee Wees and Super Pee Wee level games NFHS rules adopted by the NJSIAA will apply.
 1. Ball will be placed at the 20 yard line.
 2. No overtime for pony level.
- D. A two (2) minute warning will be given at the end of each half.
- E. PENALTIES:
 1. Penalties for minor infractions will be 4 yards or 1/2 the distance to the goal Line, whichever is less.
 2. A ten yard penalty by NFHS rules will be marked off as 8 yards or 1/2 the distance to the goal whichever is less.
 3. Penalties for major infractions will be 12 yards or 1/2 the distance to the Goal line, whichever is less.
 4. A team not present itself on the field and ready for play within the time limit will be judged to have committed a "technical" infraction of the rules and is subject to a 12 yard penalty on the first play from scrimmage following the initial kickoff.
- F. INBOUND PLACEMENT:
 1. The ball will be placed a minimum of 40 feet inbounds, at the hash marks when put in play.
 2. Balls punted over the goal line will be put into play at the fifteen (15) yard line.

G. KICKOFF:

1. Kickoffs will be at the 35 yard line (rev. 00)
2. Balls kicked over the goal line will be put into play at the fifteen (15) yard line.

H. POINT(S) AFTER TOUCHDOWN:

1. 1 point is awarded for a successful conversion run or thrown in.
2. 2 points are awarded for a successful conversation kick.

I. PONY SPECIFIC RULES:

1. League age seven, eight and nine year olds, can't turn 10 prior to September 1.
2. No more than one coach per team may be on the field at a time.
 - i. A team doesn't have to have a coach on the field unless it wants to.
 - ii. Coaches on the field should keep a 10 yard buffer from the deepest player and must keep sufficient distance so as to not interfere in any play.
 - iii. Coaches may not intentionally touch a player while ball is in play.
3. The clock may be stopped when, in the opinion of the officials an unwarranted delay or injury has occurred.
4. 35 seconds are allowed between plays.
5. Major penalties are 12 yards and are applied throughout the game.
6. Minor penalties: Warnings are issued in the first half and enforced in the second half.
7. No rushing the punter.
8. Defense can rush on conversion kick attempt.

IX. GAME AND LEAGUE OPERATIONS

- A. Forfeit games are not allowed.
- B. Any games appearing on the official league schedule shall be governed by the current season NJYFL playing rules.
- C. Games involving non league opponents shall not appear on the official NJYFL schedule and are not subject to league jurisdiction.
- D. Games not appearing on the NJYFL official league schedule may not be publicized as representing the NJFYL in any way.
- E. Friday night games are mandatory provided adequate light facilities are available at the home field or evening or night play.
- F. Super Pee Wee games should be scheduled for Saturday nights whenever possible.
- G. Friday and Saturday games that are postponed due to weather, field conditions or other authorized reason, shall be rescheduled for play the following Sunday, if officials are available. If officials are not available, then the game shall be rescheduled for the earliest possible date that the officials and a playing field are available (rev. 3/07).
- H. In the event of two teams without lights scheduled for a Sunday afternoon and the game is postponed, the game will be played on Monday night at a

neutral field agreeable to all three teams involved. In the event the three teams cannot agree the final decision will be made by the League President.

- I. Games will be played as scheduled unless postponed due to weather or field conditions threatening the safety of players. The home team shall notify the team representative or head coach of the visiting team and the league coordinator of officials of non playable conditions not less than three hours prior to the scheduled game time. Failure of the home team to provide such notification is subject to a fine of not less than the amount of money the league must pay to the officials due to lack of notification plus any bus transportation costs incurred by the visiting team. Liability for such fines will be judged by a majority vote of team representatives at a regular or special league meeting (rev. 98).
- J. Competition between different weight classes is not permitted.
- K. Separate scores will be recorded for each weight class contest.
- L. Not more than ten minutes should elapse between the end of the first and the start of the second contest except by decision of the head game official.
- M. Only games not completed will be rescheduled.
- N. Cancelled games will be rescheduled and replayed in accordance with current league policy.
- O. No player may play in more than one game during any one weekend. A player starting or entering a game is considered to have played the game.
- P. EMEGENCY RULE:
 - 1. If a team does not have 11 players to begin a game, that team loses by Default and the two teams will play a scrimmage game with an equal number of players from each team on the playing field.
 - 2. If a team starts a game able to field 11 players and loses any number of Players, the two teams must continue to play with an equal number of the players on the playing field. In the event a team has less than 9 players the game ends regardless of the score and the team with 11 or more players wins.
- 3. If a player or players are moved up to fill a roster spot for emergency situation, that player must remain on the roster of the remainder of the season.
- Q. The NJYFL will have jurisdiction to schedule games between the same organizations at the Pony, Super Pee Wee, Pee Wee and Midget levels. This will be done when needed.

X. CHAMPIONSHIP AWARDS AND POINTS

- A. League Trophy:
 - 1. The Midget and Pee Wee championships will be determined by a point system based on completed games only. Points will be awarded as follows: 2 points for a win 1 point for a tie and no points for a loss.
 - 2. The league trophy will be awarded to the Pee Wee and Midget teams with the best individual point totals.

3. Separate totals for Midgets and Pee Wee contests will be combined for the overall league championship.
4. If an organization has one midget and two pee wee teams or vice versa, the point system will be as follows. For the level with two teams 1 point for a win and _ point for a tie and no points for a loss.
5. If an organization has two Pee Wee and Two Midget Teams, that organization may compete as two separate teams in their quest for the overall championship trophy. That organization must declare those teams by color and prior to the schedule preparation . (new 05)
6. The overall winner will have possession of the league trophy for the following season and shall have their name affixed to it.
7. No team can obtain permanent possession of the league trophy.

B. Team Championship:

1. A championship plaque shall be awarded to the Midget Team with the best regular season record. In the event of a tie all teams with the best records receive a plaque. (rev 02)
2. A championship Plaque shall be awarded to the Pee Wee team with the best regular season record. In the event of a tie all teams with the best records will receive a plaque. (rev 02)
3. A championship plaque shall be awarded to the Super Pee Wee team(s) with the best record.
4. There will be no championship for the Pony (Instructional Level)
5. The costs of the Championship Plaques will be paid from the NJYFL Treasury.

B. Championship Playoff System.

1. Beginning in the year 2000 an additional playoff system for the Super Pee Wee, Pee Wee and Midget class teams will be put into effect to supplement not replace the current League Trophy. (rev 03)
2. Seeding will be determined after the last week of the regular season based on the following:
 - a. Best records.
 - b. Head to head games (rev 02)
 - c. Best record against common opponents.
 - d. Power Point system: For each win a team will receive 3 points for every game that the opponent won, and 1 point for a tie. Example: Team A beats team B. team B won 5 games and ties 1. Team A receives 16 points for that victory. The team with the highest power point scored will be the higher seed (rev04).
 - e. If there is still a tie between any two teams there will be a mid week playoff game on Wednesday prior to the playoffs to determine the final playoff spot (rev. 03).
 - f. Seeding will never be determined by points scored or points allowed.
 - g. Round #1: #4 players #1 seed, #3 players at #2 seed.

- h.. Consolation Games: #6 players at #5 seed, #8 seeds players at #7 seed, seed #10 players at #9, etc.
- i. In the event there are an odd number of teams in the division, the team with the worst record will not be able to participate.
- j. Consolation games are considered part of the season and must be played.

3. Championship: The winners of round one play at one site for a championship.

- a. Beginning in the year 2000 the first side was determined by drawing and awarded to Wallkill Valley and will continue to rotate in alphabetical order on a yearly basis.
- b. The NJFYL will be responsible for the awards and officials for the championship finals. The winner of these games will receive a trophy (rev.. 02).
- i. In the year 2009 the Super Pee Wee Level will have an experimental Playoff Championship consisting a two divisions that will culminate in a championship game between the winner of each division playing on the same day as the Midget and Pee Wee Championship. This is contingent upon the scheduling committee developing a schedule that would allow this to happen. (new 2009)