

United Counties Junior Football League Incorporated
Incorporated February 21, 1996

Basic Rule Package
Adopted April 2011

Said Rules Package will remain in affect from April 2011 to March 2013

***Rules denoted in red are changes from 2007**

***Rules denoted in blue are changes from 2009**

*** Rules denoted in green are changes from 2011**

Section 1(A): Age

1. "A" Team players will not be 15 on or before Dec 1st of the current year. (No High School)
2. "B" Team players will not be 12 on or before Aug. 1st of the current year.
3. "C" Team players will not be 10 on or before Aug. 1st of the current year.
4. "D" Team players will not be 8 on or before Aug. 1st of the current year.

Section 1(B): Older/Lighter

All older/lighter players must play interior line tackle to tackle both offensively and defensively and must register with a lineman's jersey numbered fifty through seventy-nine and may not be eligible for a tackle eligible play. All are non-ball handlers who on kick-off, kick-off return, and punt cannot advance the ball. **All older/lighter players will wear a red/orange decal (OBL) on the front and back of their helmets.**

B(1): "B" Team older/lighter player who is eligible by weight is not to be 13 years of age prior to Dec. 1st of the current year.

B(2): "C" Team older/lighter player who is eligible by weight is not to be 11 years of age prior to Dec. 1st of the current year.

Section 2: Weight (Maximum)

"A" Team registered weight is 155lbs.

"B" Team registered weight is 130lbs.

"C" Team registered weight is 105lbs.

"D" Team registered weight is 90lbs.

2(A): Older/Lighter (Maximum)

"B" Team registered weight is 100lbs.

"C" Team registered weight is 80lbs.

Section 3: League Registration

The league will sponsor an official registration prior to the start of the season. All players must be registered to participate.

3(A): Late Registration

A player not registered by the official league registration will have until the 4th regular scheduled game to register. If the player had not registered, his name shall be removed from all rosters and his registration card removed. All new players will report and follow the official league registration policy.

Section 4: Game Weigh IN

Players from each team will be weighed in (1) hour before each game. (Stripped Weight) If a player fails to make weight, he becomes ineligible to play and must remove his shoulder pads and helmet. Scales will be closed 30 minutes before game time. **Players that choose to strip down to make weight are now required to wear a shirt and a pair of shorts as a minimum for weigh-ins. One pound will cover the MINIMUM REQUIRED shirt and shorts for weigh-ins. THERE WILL BE NO EXCEPTIONS.** Early weigh in for all level heavy weights can be done at any of the other scheduled weigh ins. League Delegate, Alternate, Weigh In "Official" (approved by the board) or opposing coach for that child's level must be in attendance for the weigh in.

4(A): Scales

All scales will be certified for current year, by the league and distributed accordingly.

4(B): Violations

No league officer, delegate, or coach may alter the weight limits in any way. Any violation shall result in a \$500.00 fine and forfeiture of that game.

Section 5: Eligibility

All players must register in the town where they live at time of League Registration. If a player moves during the course of the season, the player has the option where he can finish the season.

5(B): No player who has reached the 9th grade can participate.

Section 6: Registration

Each team will submit at the designated registration date and time the following:

1. **ID Card** (supplied by the league) One per player which will include a clear, up to date picture with the game Jersey on. The Jersey will have their current number on it. Once a player has been declared eligible, the card will be stamped and returned to each team's delegate. This card must be presented at each weekly weigh-in.
2. **Registration Form** (supplied by the league, one per player) This will include another clear, up to date picture with the correct and current game jersey number on it. Parent's signed consent form must be attached to the registration form.
3. **Birth Certificate.** One clear copy of each Player's Birth Certificate.

4. **Rosters.** Each Town is responsible for their own roster at game time. They are to be supplied to the announcement both ASAP so that the teams may be accurately announced.
5. **Jersey Changes** No player will be allowed to change Jersey Numbers as assigned on the rosters. In the event that a change becomes necessary the opposing team's delegate and weigh-in chairman are to be notified prior to the game. All Jerseys are to be tucked into pants.
6. **Player's Move:** Once a player has been registered he will be allowed one move up to the next level of play. A player can never be moved down on any level.

Section 7: Officials

7(A): Assignment

The United Counties Junior Football League Officials Assoc. shall assign officials.

7(B) Postponement

The home team is responsible for notifying the league president and the Official League Assigner by 8:00am on Sunday and 2:00pm on Saturday, if a game is to be cancelled, postponed, or delayed for any reason. If this procedure is not followed, any official showing up for the games will be paid.

7(C): Payment of Late Fee

The home team is responsible for paying officials. Any official 15 minutes late for a game, will have a fee of \$15.00 deducted from his fee.

Section 8: Game Rules

*Note: Except as listed below, National Federation of State HS Association as adopted by NJSIAA.

8(A): Field

Standard 100-yard field with goal posts.

8(B): Point After Touchdown

1. One Point: pass or run from regulation line
2. Two Points: kick from regulation line
3. Two Points: from four-yard line pass or run at C and D levels and one point from the two-yard line.

8(C): Length of Play

1(A) A B C Teams will play a ten-minute stop and go clock

1(B) D Team will play a 12-minute quarters continuous clock

1(C) D Team: the clock will stop when a touchdown is scored and will restart on the kickoff

2. Overtime Regular Season

- a. A and B Team's ball placed on the 10 yard line, 4 downs, 2 overtime periods max.
- b. C and D Team's ball placed on the 5-yard line, 4 downs, 2 overtime periods max, (4 downs each team offensively constitutes an over time period.) On second overtime both towns must go for 2 points.
(Overtime for playoffs, see 11B)

8(D): Footballs

- A Team: Wilson TDY (Leather or Rubber) or Comparable Ball (1000 Y)
- B Team: Wilson TDJ (Leather or Rubber) or Comparable Ball (1000 J)
- C Team: Wilson TDJ, Wilson TN, Wilson K-2 (Leather or Rubber) or Comparable Ball (1000 J or 1000 K)
- D Team: Wilson K-2 (Leather or Rubber) or Comparable Ball (1000K)

8(E): Footwear

Only sneakers or molded rubber cleats are allowed, any metal or removable type cleats are prohibited. If a player is caught wearing metal or removable cleats, he must replace footwear or he is ejected from the game immediately.

8(F): C and D Division Punts

The line of scrimmage (LOS) will be frozen for all players when Team "1" lines up to punt. Team "1" must declare its intentions to punt and cannot fake the kick. Should team "1" or team "2" players cross (LOS) play will immediately be stopped for re-kick. If team "1" attempts to fake, possession will turn over to team "2" at original (LOS). Once the ball has been spotted by the referee the team has 25 seconds to kick, then live play begins.

8(G): D Team

Only 2 coaches on the field from each team at any given time.

8(H): C Team

Only one coach on the field from each team at any given time.

8(I): D Team

Lineman from tackle to tackle must be in a 3-point stance both on offense and defense.

8(J) C and D Team

Field coaches can not audible at the C & D levels once the offensive huddle breaks. If there is no offensive huddle, field coaches cannot audible once the offensive line sets. A first offense would be a warning. The second offense would be an unsportsmanlike penalty.

8(K): D Team

Non major penalties will be called after the half for the first four regular season games, and then after the first quarter for the last four regular season games. During the playoffs and Super Bowl, all penalties will be called during the entire game.

Section 9: Postponements/Forfeiture/Conditions

9(A): Forfeits

Any team failing to appear for a scheduled game or rescheduled game shall forfeit that game and be subject to review by the Rules Enforcement Committee. All teams should report for weigh-ins 1 hour before the scheduled start of each game. Scales will be closed 30 minutes before the start of each game. Violators are subject to league review. **If a squad forfeits a game, they are responsible for the referee fees for that game.**

9(B): Postponements

If a field is unplayable, the home team can postpone the game by phoning the league president and official league assigner no later than 8:00am Sunday or 2:00pm Saturday. Once the visiting team has arrived, the game can only be postponed by mutual consent of both teams. If no agreement can be reached, the home team will make the final decision.

9(C): Field Décor

The home team is responsible for having the entire playing field fenced or roped off from fan participation or interference. When walkie-talkies are used, high school rule will be enforced. **Team utilizing headsets will offer the opposing team comparable equipment.**

9(D): Make Up Games

All postponed games on Saturday or Sunday of the regular season, will be made up on the next available day. Games that are cancelled on Saturday to be made up on Sunday if possible, to avoid conflicts, then go to the weekday schedule. Wednesday will be the last day for games to be made up. The president should be notified of field availability as soon as possible. The scheduled home team in which the game was cancelled will have the choice of fields available.

Order of Game Make Up

1st – C and A

2nd – D and B

Play Off Teams play first!

9(E): Schedule

A Schedule will be presented to the league no later than April meeting and voted upon no later than the May meeting each year.

Section 10: Playoffs

10(A): Point System

Teams will be awarded two points for a win and one point for a tie.

10(B): Eligibility

Top Four teams will be in league playoffs, team one will play four and team two will play three.

2-Way Tie:

In the event of a 2-way tie where 2 teams have the same record – head to head competition shall prevail.

2-Way Tie for Playoffs:

A and B Team's ball placed on the 25 yard line, 4 downs (first downs included), 2 overtime periods max. After the 2 OT attempts, revert back to Rule 8 (C) 2a: A and B Team's ball placed on the 10 yard line, 4 downs, 2 overtime periods max

3 Way Tie Breaker Tournament:

Tie Breaker Tournament will be played on a day at the discretion of the executive board but in no event later than Wednesday of the week of the playoffs. The place is to be determined by the executive board. The tiebreaker will be played under overtime rules, (see Rules Package, Section 8(C): Length of Play.) The Executive Board under playoff rules will conduct weigh-ins and the weigh-ins will begin at a time designated by the executive board. Prior to the tournament there will be a draw to determine the 1,2 and 3 seeds from a blind draw conducted by the Executive Board with each involved town's delegate present (NO COACHES.) The tournament will be played under the OT Rule with the scheduling from the draw as follows:

#1 plays #2
Maximum 10-minute intermission
#2 plays #3
Maximum 10-minute intermission
#3 plays #1

If it is needed to determine the seeding for the regular playoffs, play will continue until play from the tiebreaker tournament determines the 3rd and 4th seeds.

*Please review Sections 8(c), 1&2 and Section 11(B).

10(C): Division Champion

The team with the most points at the end of the season will be declared the Champion. Should two teams end the regular season in a tie after head to head competition, we will declare regular season co-champions. We will flip a coin for who will have number one seed and choice of bye.

10(D): Sites

Both Playoffs and the league championship "Super Bowl" will be held at predetermined sites.

Section 11: League Policy for Playoff and Super Bowl Game

11(A): The Super Bowl and Playoff games will be played on a 100-yard field with goal posts.

11(B): When a playoff or Super Bowl game ends in a tie, the High School Federation 10 yard Overtime rule shall apply for A and B Teams, 5 yard line for C and D, until completion.

11(C): Rain Date for Super Bowl will be played on the next available day. A Super Bowl cancelled on a Saturday will be played on the subsequent Sunday. If the hosting town cannot supply a playable field, an alternative site will be looked for and or chosen. If an alternative site is found, the hosting town will be given the option to run the event as if it were being played at their facility including field preparation, snack stand, 50/50s, etc. If the hosting town does not opt to host the event at an alternative location, the Executive Board will make a decision as to when and where the event will take place. If the game cannot be played on the subsequent Sunday it will be played the following Saturday/Sunday at the original hosting town's field whereby said previous rules apply. The decision to play will be made by UCJFL President and Executive Board – only to be superseded by High School AD if applicable.

11(D): During the playoffs and Super Bowl, the top seed will be considered the home team. The top seed will go to the designated home sideline. Lower seed will occupy the visitor's sideline. Any change to this will need the approval of both team's delegates (not coaches or league board members).

Section 12: Coaches Responsibilities on Field

12(A): Head Coach has full responsibility for his actions and those of his assistant coaches, players and staff.

12(B): All coaches must uphold all rules and regulations of our league. League officers will review violations.

12(C): Do not criticize opposing team, its players, coaches or fans by words or gestures.

12(D): Refrain from “piling on” as the phrase is used when a team takes commanding lead. In these instances every effort should be made to let all players play.

12(E): Do not deliberately incite unsportsman like conduct, or use abusive language and profanity during a game.

12(F): Score Control

Coaches will refrain from passing at D, C, B levels with an 18-point lead, and will refrain from passing at A level with a 21-point lead. **The only offensive option at this**

point would be to run the ball either up the middle, off tackle, or sweep outside.
During a D-level regular season game, if team "1" is leading team "2" by 18 points or more at the half, team "2" will get the ball on team "1's" 40 yard line (no kick off) at the start of the second half and begin play. This procedure will continue until team "2" has scored and made the game closer than 18 points.

12(G): Any violation and infraction of these rules are subject to review by the rules enforcement committee and article 8 of the by-laws.

Section 13: D Level Registration

13(A) D Level teams may play as low as eight players.

13(B): Opposing teams must adjust to lower numbers at this level.

13 (C): The League delegate of a town that has a D level team lower than eleven players must call its opposing team no later than Thursday of the current week. All towns should prepare and play by the D level registered rosters.