

# Westchester Youth Football League

## WYFBL

**League Bylaws**

**Forms**

**Official Game / Quick Rules**

**Revised 09/07/11**

**Mike Archie - President**

# BYLAWS

## **Purpose**

The Westchester Youth Football League was formed in 2008 as a youth sports football league for Westchester players and cheerleaders to practice and play in Westchester County. All coaches, administrators and assistants are volunteers and are dedicated to the development of youth football and promotion of fair play, good sportsmanship and fun. The rules contained herein are required to be enforced by each coach and league officials. The WYFBL motto is to:

"Include everyone and exclude no one!"

For all intent and purpose, season shall be defined as the second week of August through the second week of November. All league officials, coaches, players and cheerleaders are to adhere to all the rules, regulations, policies and procedures of the league and could be subject to disciplinary action for violations of the same at any time during the stated season.

## **WYFBL Board**

One representative from each town will encompass the WYFBL Board. Each town gets one voice on issues brought to vote. In order to have a vote, a town needs to be playing in the WYFBL for a period of one year (365 days)

The Chairperson, Vice Chairperson, Treasurer and Recording Secretary will be elected every two years to allow continuity. Decisions will be of a Democratic nature with majority voting establishing procedures, rules, team entry. To be nominated to a Board position, a person must be in good standing with the league, been to a majority of the meetings, and has sat on a committee or been a Town Representative for at least one season.

### 2011-2012 Board of Directors

Recording Secretary: Chris Tateo – Armonk

Treasurer: John Rosenfeld – Ardsley

Vice President – Mike Disanto

Chair Person: / League Coordinator - Mike Archie

### 2011-2012 Grievance Committee

Rob Wootsen – Ardsley

Chris Hutter – Tarrytown

### 2011 – 2012 Rules Committee

Referee – Clarence Cavness

Steve Baiz - Greenburgh

Eric Goldstein - Ossining

## **Current Members**

The original towns from conception in 2008 included in the Westchester Youth Football League-

2008 – Joining - Ardsley, Armonk, Bronxville, Dobbs Ferry, Greenburgh, Ossining, Pleasantville, Rye Town, Tarrytown, Yonkers, White Plains, WP Wolverines Flag

2009 – Joining - Tuckahoe and Hillcrest . Left – Rye Town

2010 – Joining - Westlake, Valhalla, John Jay, Putnam Valley, North Yonkers. Left – Yonkers

2011 - Joining – Cortland. Left – John Jay, Putnam Valley. Hillcrest

A town requesting admission to the league will do so formally in writing to the Board before April 1<sup>st</sup>. The existing towns in the league will vote at a special meeting or via email meeting to add new towns

## **Fees**

New town entry fees will be \$500.00 per town. Annual Team fees - 1 team = \$200.00, 2 teams = \$400.00, 3 teams = \$600.00, 4 + teams = \$800.00 Checks are made to WYFBL and can be paid at the meeting before their due dates. Checks may also be mailed to John Rosenfeld C/O WYFBL 56 Ivy Lane Hartsdale, NY 10530. The fees will be used to pay the referee assigner fee, administration, web site, and assorted league fees. Any remaining money will be used to pay for the bowl games for that year. If there is a shortfall for the bowl games, teams will be assessed fees at the end of the season. The Treasurer will be tasked to record monies and items purchased each year

## **Player Registration Requirements & Restrictions**

Players may only play for a team where they live and/or attend the school district. A player may play on a team if their town and/or school district does not have a team in any youth football program. If a player has two residences due to divorced parents he may play for either town program. No coach may allow a player to join their team unless these rules apply.

Towns should not close their registrations at a specific number of players. We encourage all towns to allow everyone to register and play in this league. Teams should not close registration to keep from splitting their teams into two teams.

Teams must be comprised of two combined grade levels (3/4, 5/6, 7/8). If having more than one team, talent must be split as evenly as possible. No "A" or "B" teams. No 3<sup>rd</sup> grade team and 4<sup>th</sup> grade team.

Players are allowed to play up a grade level if the town determines that the player is capable both mentally and physically to perform at that level.

Players are not allowed to play down regardless of his age, weight or talent level.

If a player has been left back during the time he plays in the league (3<sup>rd</sup> grade-8<sup>th</sup> grade), he must play on the team as if he was not left back. If a player is older because he started grade school later, he is allowed to play in the grade is enrolled.

Rosters are limited to a minimum of 18 and a maximum of 35. If a team has 36 players or more they are required to split into two teams of at least 18 players. If a team has more than 32 players and has more than 5 X's, or 4 XX's, that team must split to two teams If you feel there is a reason that you cannot split your teams, this must be approved by the Executive Board.

Team registrations submissions to the league are based on a first come, first serve basis. The divisions (3/4, 5/6 or 7/8) must be even with teams to avoid bye weeks. If the last team to register and pay makes the division uneven, that team will be on a waiting list until another team steps up to register. If a division is not even, the teams already registered in that division will decide if they want an unbalanced division with a bye week. This will insure the teams get their registration in early and are committed to the league.

If a registered teams cancel and pulls their team out of the league they may forfeit the opportunity to put a new team in the league the following year. They may be forced to wait until all teams register and those teams who register will vote to allow that team back in the league.

If a new player joins a team, this player may only join: if he moves to the community where the team plays, upon approval from the league board, does not create a roster that exceeds the 36 max, attends a total of 6 practices ( or two school weeks), gets weighed by the league prior to playing in a game

## Player Game Eligibility

Scrimmage eligible players need to attend a total of 9 practices to be eligible for the first scrimmage. If not participating in the scrimmage, players must have 9 practices to play in their first game.

Players coming off any severe injury must attend a minimum of 6 practices to be eligible to play in his next game. A doctor's note must be kept in the team binder if a player returns from a serious injury.

All players must weigh in on an official weigh-in date as specified by League (see below). If a player misses official the weigh-in day he may not play in a league game or scrimmage until a league official weighs him in.

## Weigh In

Weigh in will be one date and time at two or three local locations decided by the league during the summer meetings.

A player's official league weight is determined at weigh-in day. To determine the official weight of a player; he is weighed without his equipment or uniform. He can wear shorts and t-shirt. No shoes. This is considered strip down weight.

Each team must complete two copies of the Player Classification Form (attached) and bring the two copies to the official weigh in. The league will fill in both copies of the weights and give one back to the team. The copy kept with the league is the official weigh in. The league will designate the X players and XX players. This list will be distributed via email to the entire league. A player cannot be added to the team after the weigh in date unless approved by the league. If a player misses the weigh in, he must attend a special weigh in substitute date and location designated by the league.

If a new player or player that has not been weighed prior to a football game is found competing, the game is an automatic forfeit for the team that he is playing on. If it is found that the same team has broken this rule a second time, then the head coach of that team is automatically suspended from that moment through season. This suspension includes practices and that coach is not allowed on or within the field area of the suspended game.

No older lighter players allowed.

## Deadlines for Fees and Team Information

June 1<sup>st</sup> = New Town Fees ( \$500.00 )

July 1<sup>st</sup> = Team Fees including the number of teams at each level

July 1<sup>st</sup> = Town Home Field Availability dates and Times.

August 15<sup>th</sup> = Team Roster Classification Forms including Coaches List

**\*\*Teams will not be included in the game schedule if their fees are not sent to the league by July 1<sup>st</sup>. If a team cancels a team, their team and/or town fee will not be refunded. No team will be sent their schedule until their teams fees are paid and their roster classification form is sent in**

## Insurance

Each town is responsible for insuring their teams. The policy must include coverage for all visiting players, coaches and parents when playing on said home teams field. If a town needs an insurance company, please contact the Secretary of the league.

## Uniforms

A player must be in official league game uniform to participate in any league game. All towns must have their uniform colors approved by the league (helmets, jerseys and pants). This is to avoid similar type uniforms by two towns. The list becomes official at the annual meeting. Any changes to a uniform for the following season must be voted upon by the board before the next year's annual meeting.

Players are allowed to wear molded rubber cleats or sneakers, no metal are allowed. No jewelry is allowed to be worn during games.

## Cheerleaders

Cheerleaders are a welcome part of the Westchester Youth Football League. Each town is responsible for running the cheerleading part of their program. Each town will make necessary arrangements at the field to allow an area for the cheerleaders to warm up, cheer and remain during games. It is required that one cheerleading coach be present with all cheerleaders before and during games.

There may be a demonstration and contest involving cheerleading teams during the half times of the bowl games.

## Flag League

A Flag League is also incorporated in the WYFBL and rules can be found separately

## Coaches Certification

All coaches MUST be certified through the SUNY Certification Course offered by the WYFBL or a program that is equivalent. All towns are responsible for having all of their coaches attend a clinic all coaches must be certified. A lanyard with the approved credentials must be worn to every game

## Coaches Responsibility to Players

Coaches should check the player's equipment prior to every practice and game for safety. All coaches are responsible to have an adequate supply of water available for players during all practices and games.

Abusive language, profanity or obscene gestures by coaches or players will not be tolerated. A fifteen (15) yard penalty will be imposed upon a team and the possibility of that game's ejection and/or further actions will be taken by the board for the violation will occur.

Each coach in the WYFBL is a volunteer. Every coach will be responsible for his own actions and should be aware that he is on the honor system. Every practice format and every game play should be designed for safety of the football players. Aggressive behavior, trick plays, deceptive plays\* cheating, and taking advantage of the rules will not be tolerated. Sportsmanship should be led by example.

**Deceptive plays include but are not limited to "hideout" , "fake snap", "planned loose ball", "multiple qb" or "wrong ball" plays**

## Game Fields

Games rules shall be played in accordance to the National Federation of Rules and Regulations except otherwise noted in the rules of this league

Every football field should be checked by the home team one day before the game and should be cleared of any debris, puddles or any item deemed to be unsafe to the players, coaches, and referees. If a field is deemed unplayable prior to game day, the field should be switched to the opposing teams field or a field agreed upon by both teams. On game day, if the head coaches are in disagreement as to whether the game is playable, the head referee has the deciding vote on whether the game will be played.

3/4 - 80 yard or 100 yard football lined field.     5/6 - 100 yard field football lined field.     7/8 -100 yard football lined field.

## Practices

Summer camp -Pre-season practices (conditioning camps)are limited to five days per week, two hours per day from the 2<sup>nd</sup> week in August through the 1<sup>st</sup> week in September ( Labor Day weekend) A total of 10 hours in each of 5 days is the maximum. It is recommended that all players practice at least three days without pads for conditioning purposes prior to practicing in pads.

## Scrimmages

The league will hold a large multi team scrimmage after summer camp if it fits in to the season schedule. This is optional for teams who believe their team is not prepared. This scrimmage will be held at a location that will allow the teams to play at least (10) minute offensive minutes and (10) defensive minutes against at least four teams.

During the season, if teams choose to scrimmage in place of a practice, only one scrimmage per calendar week is allowable. There must be two days rest for a team between scrimmages or games. Teams involved in a scrimmage must notify the league through a phone call or e-mail prior to the scrimmage.

Filming and scouting practices are not allowed. This would constitute a coaching unsportsmanlike violation; a board vote will decide penalties which could include a coach being removed from the WYFBL. Opposing coaches are not allowed to visit another teams facility unless they have a game scheduled that day at that facility

## 2011 Referee Fees

Fees will be paid on the field prior to the start of the game. No exceptions. The fees will be split between the two teams

3/4 = \$50.00 per referee per game. (Based on 2 referees per game = \$100.00 (\$50.00 per team)  
5/6 = \$60.00 per referee per game. (Based on 3 referees per game = \$180.00 (\$90.00 per team)  
7/8 = \$70.00 per referee per game. (Based on 3 referees per game = \$210.00 (\$105.00 per team)

Towns should budget accordingly based on the number of teams the project to have. The season will have nine games and towns should budget for at least 10-20% more to cover any unforeseen referee expenses.

If the league schedules games and teams do not review the weekly schedule, referee fees are still owed to these fees if the teams fail to show up for this scheduled game.

A 3/4 game must be played with two referees. If one does not show, the game will not count. (Usually we will reschedule in advance)  
If any 5/6 or 7/8 game is played two referees the total fees paid based on three referees will be split between the two referees

If any game is played without referees it will not count as an official game toward the final standings.

## Game Schedule

A field schedule is due from each team by August 1. This schedule must include all available home field dates and times along with the days and times your team can play away games.( Sat and/or Sun from September through November) The initial field schedule is created in August. If a team does not report their field availability, they may be subject to rejection from participating in the league.

Once the schedule goes out to the Town Representatives, they must be reviewed and approved. If any team wishes to alter games due to changes in field availability, time changes, special events, the scheduler must be contacted prior to the beginning of the season.

The schedule will include multiple games played back to back on the same field to insure referees attendance. If your town has a 3/4, 5/6 and a 7/8 home games will attempt to be played on the same field back to back (to back). If not possible, single games will be scheduled and will automatically have a higher rate (\$10 additional per referee. 7/8 games may be scheduled separately to work around their town schedules.

Changes happen each week to the game schedules. If there is a change to a game location or time, an email will go out early in the week. There will be updated weekly game schedules sent out prior to the weekend games to confirm games and referees. It is very important that each head coach review the weekly schedule. Home teams must confirm the game time and place with the opposing team. Please email the scheduler directly if you do not get a referee schedule by Friday morning of each week.Weather may also change the schedule at the last minute. Everyone should email, text or call to confirm any changes.

## Changes to Game Schedule

If any changes need to be made by coaches during the season, the scheduler must be contacted before the schedule can be considered officially changed. The scheduler will check with referees to see if the game can be changed. Then both coaches must agree to the change. This must happen at least five days prior to the game. If there are changes to the schedule that result in a single game on a field, the league may alter the start time because the referees may be traveling to or from another game in the area. Any change may be subject to additional fees.

There must be at least four (4) full days rest between games. No games can be played earlier than four days apart from each other.

## **Delay to game**

The referees are on time (usually). Each coach should check the field (or parking lot) before the start of the game to see if the referees are ready to go. The teams have 15 minutes from the scheduled start to start the game due to any delay. If fifteen minutes pass, the referees will decide if the game is forfeited by the team who is not ready or will be paid a ½ of the game fee for up to 30 minutes

There may be a case where the game can be played after this fifteen minute delay. But keep in mind that if there are other games after the delayed game on that field, these games will also be delayed and the other visiting teams need to be called to be notified of this delay. They must also approve of this delay in game time. If the referees are not traveling to another field to referee a game and the all opposing teams approve if the delay, the teams and referees will discuss the late fee for the delay. This fee will be paid by the team who caused the delay.

## **Weather Cancellations**

If the weather looks bad for any WYFBL game the home team coach (or league representative ) must make the call as to whether their field is open and/or playable. If during a game the weather turns bad the referee will make the call to end the game. At no time should a game be played during thunder/lightning storm. If lightning and or thunder occurs, everyone must leave the field. If after 20 minutes, there is no thunder and/or lightning play may resume. If after 60 minutes, the thunder/lightning does not subside, the game will be postponed. Referees must notify the head coaches if they will be late to the next game

The home team must:

1) Call the opposing coach on his cell phone (everyone should have the contact list) and confirm whether the game is on or off. It doesn't hurt to give the other coach a heads up before the decision is made and check on back up dates. Calls should be made as early as possible. ( If possible, the night before or at least two hours before the game) If the game is off, choose another date that is acceptable to both teams. The home team gets the opportunity to re-schedule the home game first. If the field is not available, then the game must be attempted to be played at the opposing coach's field. Games should try to be re-scheduled prior to playing their next game.

2) Call Clarence Cavness (Head Referee) at (914) 497-2683 right away to inform them if the game is canceled. Do not wait until the opposing coach re-schedules to call Clarence. . Call Clarence as soon as you know the game is canceled for that day. Either inform him of the new game date or tell him you will get back to him when the opposing coach reschedules.,

When the game is rescheduled, please email Mike Archie (Scheduler) at [mikearchie@optonline.net](mailto:mikearchie@optonline.net) and report the date and time for the new game once it is known to confirm referees can be assigned through Clarence.

## **Reporting the Score**

Every head coach should report each game score to the Mike Archie (Scheduler) at [mikearchie@optonline.net](mailto:mikearchie@optonline.net) before Sunday evening . This will insure that the scores are correct and that the next week's schedule can be officially assigned right away.

## **Regular Season**

Each team will be divided up into conferences. Each team will be scheduled to play the other teams in and out of their conference. The league will do the best they can to schedule games as close to each towns location as to minimize driving.

## **Playoffs**

Playoffs will be the WYFBL Playoff/ Bowl System. Teams will be ranked by wins/losses after the conclusion of the regular season schedule. The top 60% of the division will be scheduled to play in a playoff system format and the bottom 40% will play in consolation games. See the page designated to the current years' schedule for the schedule and playoff format.

## **Red Zone Tournament**

Starting in 2011 there will be a Red Zone Tournament for all 3/4 players. This tournament will be played in round robin games based on points for scoring. Winning teams advance until we have a tournament winner.

## **Graduation Bowl**

A Graduation Bowl game will be played at the conclusion of the season. A specific number of players from each town will be chosen by their coaches to participate in a North vs. South Graduation Bowl. 6<sup>th</sup> grade who are advancing to the next level of football. Positions chosen will be an even amount of Offensive Lineman, Offensive Backs, Defensive Lineman, and Defensive Backs. The amount chosen from each team will be determined by the number of teams in each division each year. Coaches must report their players for the Graduation Bowl at the end of the regular season. This must include the players name, one offensive position, one defensive position, jersey number and jersey size. Practice will be held for the players during the week preceding the Bowl Game.

There is no scheduled Graduation Bowl for 8<sup>th</sup> Graders unless their number of teams reaches 10.

## **Violations/Infractions of Rules**

Violations will be handled by the referees on the field. If a situation does occur that a WYFBL Board decision is to be made it will be made at the earliest possible time. Violations of the rules are a most serious infraction. The WYFBL will have the authority to vote on penalties up to and including suspensions/disqualifications and forfeits.

Ejection due to misbehavior - If a player or coach is ejected from a game because of misbehavior in or around the playing field, he shall be suspended for that game and be reviewed ASAP by the Grievance Committee. It shall be the discretion of the Grievance Committee to impose any harsher suspension if deemed necessary regarding players or coaches.

Changes to Rules – Once the Season Starts there will be no Changes of any Rules. The only way there will be changes if and only if the safety and welfare of the players and the game will be jeopardized.

Hearings - Upon any allegation of a major violation by a coach, a hearing of the Grievance Committee must be held. Disciplinary action may be taken by the Grievance Committee, depending upon the infraction and their findings. The head coach has 48 hours to file a protest to the league board. Hearing must be held before next week's game.

**End of Bylaws**