

Attachment 1

NYFL Football Rules and Regulations

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As adopted by the Town Representative Board on 5/27/2020

Article 1: SCHEDULES

The Town Representative Board will assign a League Scheduler that will be responsible for divisional alignments, scheduling of games and planning of playoff/championship play. The league scheduler will be assigned by the end of the March meeting and may be a member of the Town Representative Board or a volunteer from outside of the board but part of a member town.

Where possible, member towns will host or travel together for ease of scheduling fields of play and to promote camaraderie amongst age divisions. Also, where possible, teams will have an equal number of home and away games.

The final schedule shall be released by the 2nd week in August after approval by the Town Representative Board.

Team practices may begin the first full week of August. Prior to the first full week, member towns may host conditioning sessions in a league setting but not divided up by teams.

Article 2: PLAYER QUALIFICATIONS

Each town shall collect the following prior to a player participating in any practice.

- Current year parental consent form signed by a parent/guardian.
- Current year Doctor's Statement signed by physician or nurse practitioner, clearing the child for participation in contact sports, cheerleading, or football.
- A copy of player's birth certificate. These are mandatory for all candidates prior to their first practice session each season.
- Weigh-in information for each player completed once during pre-season without equipment.
- All "A" Squad players may be required to submit a copy of their 4th term report card from the preceding year, or other form of proof, indicating that they will not be in HS during the playing year.

Football Divisions, Weights and Ages:

C Division:

- Players must be registered in grade 4 and under and cannot turn 11 years old before 12/1 of the present season with the exception of "older/lighters".
- Players over 125lbs during the pre-season weigh-in must play as interior lineman on offense (Center, Guard or Tackle) in a three-point stance and have a defining mark on the front and back of their helmet.
- Players between 116-125lbs during pre-season weigh-in may play as interior lineman as well as TE on the line of scrimmage on offense and have a defining mark on the front and back of their helmet. They may receive a forward pass over the line of scrimmage but cannot receive a handoff.

- Players weighing under 116lbs during pre-season weigh-in are not position limited and may run the ball after receiving a handoff or snap.
- “Older/Lighters” must first be approved by the Member Town Board and will then be approved by for Position Eligibility by the Nutmeg League Town Representative Board. Older/Lighter players need to be approved to play skill positions (QB, RB, WR, TE) and are able to take a direct snap or handoff if approved by the Nutmeg League Eligibility Board, by a majority vote. Position eligibility and Older/Lighter status may be revisited by the Nutmeg League Town Board at a future date at any time during the season if an unfair competitive advantage is in question, and final decision will be determined by the Nutmeg League Board by majority vote.
- The Nutmeg League Eligibility Board shall be comprised of one representative from each town, who shall meet before the first game of the season, for the purpose of determining eligibility of Older/Lighter players. Each town will have a single vote. Attendance at the Nutmeg League Eligibility Board meeting is mandatory; a Town’s vote must be taken in person and votes cannot be made by proxy.

B Division:

- Players must be registered in grade 5-6 and cannot turn 13 years old before 12/1 of the present season with the exception of “older/lighters”.
- Players over 155lbs during the pre-season weigh-in must play as interior lineman on offense (Center, Guard or Tackle) in a three-point stance.
- Players between 126-155lbs during pre-season weigh-in may play as interior lineman as well as TE on offense. They may receive a forward pass but cannot receive a handoff.
- Players weighing under 126 during pre-season weigh-in are not position limited and may run the ball after receiving a handoff or snap.
- “Older/Lighters” must first be approved by the Member Town Board and will then be approved by for Position Eligibility by the Nutmeg League Town Representative Board. Older/Lighter players need to be approved to play skill positions (QB, RB, WR, TE) and are able to take a direct snap or handoff if approved by the Nutmeg League Eligibility Board, by a majority vote. Position eligibility and Older/Lighter status may be revisited by the Nutmeg League Town Board at a future date at any time during the season if an unfair competitive advantage is in question, and final decision will be determined by the Nutmeg League Board by majority vote.
- The Nutmeg League Eligibility Board shall be comprised of one representative from each town, who shall meet before the first game of the season, for the purpose of determining eligibility of Older/Lighter players. Each town will have a single vote. Attendance at the Nutmeg League Eligibility Board meeting is mandatory; a Town’s vote must be taken in person and votes cannot be made by proxy.

A Division:

- Players must be registered in grade 7-8 and cannot turn 15 years old before 12/1 of the present season. No 9th graders will be allowed regardless of weight.
- There are no position restrictions based on weight.

Article 3: CONFERENCE REGISTRATION

The date and time of roster certification shall be determined by the Town Representative Board before the first game of the season.

Rule 1 – Roster Creation - Prior to league play each team shall construct an Official Team Roster which shall include the following information in the following order:

- game jersey number
- player name
- players weight as of day of Nutmeg League sanctioned weigh-in
- a notation of “O/L” indicating that the player is an Older/Lighter (B and C team)
 - each “O/L” player shall have an appropriate and uniform Nutmeg League approved designation on his/her helmet, which can be seen and easily distinguished from the opponent’s sideline.
- a notation of “R” indicating that the player is restricted by position and/or ability to carry the ball.
 - each “R” player shall have an appropriate and uniform Nutmeg League approved designation on his/her helmet, which can be seen and easily distinguished from the opponent’s sideline.

Rule 2 – Roster Sharing - Each Official Team Roster shall be emailed to the Nutmeg League Commission, posted to the Nutmeg Shared Drive, and exchanged with all Member Town league Presidents on the Sunday before the first Nutmeg League game. The reporting responsibility of this rule is required regardless if the Member Town league has a bye during Week 1 of the Nutmeg League schedule; all Official Team Rosters must be reported on the same date, the Sunday before the first Nutmeg League game.

It is the responsibility of each member Town President to ensure compliance with “Rule 2” above.

Prior to the kickoff of each game, the Head Coach, or their designee, shall exchange the Official Team Roster.

It is acceptable for the Official Team Roster to change throughout the season and after Week 1. For example, a new player may join a team after the first Nutmeg League game, a player’s jersey number may change, a player once considered O/L may change teams, a player may become an O/L after league play begins. In the event that an Official Team Roster changes for any reason, a new/revised Official Team Roster must be created in the form indicated in “Rule 1” above and distributed in accordance with “Rule 2” above by no later than the Friday before the Sunday game of the week that the Official Team Roster changes.

Failure to comply with any of the rules set forth in this Roster Management and Exchange rules will result in the Head Coach of the Team in violation from serving in that capacity and being on the sidelines of the game in which the violation occurred; unless such violation occurs, is discovered, and/or is raised in the second half of any game in which case the Head Coach will be assessed the above penalty (unable to serve as Head Coach and not be able to watch the game from the sidelines) for the remainder of the game in which the violation occurred and the next subsequent game, regardless if a regular season game or playoff game.

No team shall be permitted to start an official NYFL game unless the team has a minimum of fourteen (14) eligible players, but a scrimmage game is permitted. Eligible means meeting all league requirements as set forth in these rules and regulations as well as in league by-laws at game time.

Thirty-five (35) player limits per team will be enforced prior to the schedule being released. Once a team has 36 players, the team must split into two teams. If due to late registration (after the league schedule has been released), a team exceeds 35 players, the team will be permitted to continue with more than 35 players but minimum plays per player will still be enforced as noted in Article 6.

Players cannot be listed on different rosters simultaneously. Players must stay on the same roster after the player has been approved by NYFL unless petitioned and approved by the Town Representative Board.

Article 4: EQUIPMENT

Player:

Required: Intra-oral mouth guard, NOC-SAE approved helmets with unaltered, face guard, chin strap, shoulder pads, hip pads, thigh pads, kneepads, socks, shirt, pants, and a protective cup must be worn by both males and females.

Chin straps are required. Football shoes, if used, must be a non-metallic cleat. Detachable cleats are allowed but must meet NFHS Rules.

Rib pads, flack jackets, hand, wrist, forearm, elbow pads, neck rolls, and clear face shields only will be considered optional equipment. Helmets must be worn in accordance with the manufacturer's recommendations. Any belt must be standard football equipment without metal pointed buckle.

Any player that is not properly equipped will not be allowed to play.

Ball:

Composite and Rubber Balls are allowed at all levels.

- C Division: Wilson K2 or equivalent.
- B Division: Wilson TDJ or equivalent.
- A Division: Wilson TDY or equivalent.

Field:

A NYFL approved football regulation field with official game clock kept on the field by the officials is required. Yardage markers and end zone pylons are required. Chains will be done by the visiting team on the visiting sideline at all games/fields.

Article 5: WEIGH-IN PROCEDURES

To be eligible, each player must be weighed in prior to the submittal and approval of team rosters. Players will be weighed in once during the pre-season without equipment. All “older/lighters” must have marking visible on the front and back of their helmet and be noted on the team’s roster

Article 6: GAME REGULATIONS

All games shall be played in accordance with the NHFS rules unless otherwise noted.

Player changes from NFHS rules

Each team must have a minimum of 14 eligible players at the start of the game. Any team not able to field the 14 eligible players automatically forfeits the game but a scrimmage in place of the official game is encouraged.

Each team has three timeouts per half with no carry-overs.

A minimum of 10 plays per player will be required for A & B divisions (8 plays for teams with 25+ players on roster), and 12 plays for C division including special teams plays. Plays that result in a replay of down due to penalty will not count towards minimum plays

Any player sitting due to disciplinary or health reasons must be identified to opposing coach and cannot wear pads. If a player is injured during a game and is not able to return or is sat for disciplinary reasons is not subject to minimum play requirements. Coaches should make a reasonable effort to notify officials under these circumstances.

Each town will police themselves, however any coach proved not meeting minimum play requirement during a game will receive a warning for first offense, and forfeit any games proved for second or subsequent offenses as determined by the Nutmeg League Board.

Player ejections by officials at any point in a game will result in the following penalties:

- 1st offense – Current game suspension plus next game suspension
- 2nd offense – Current game suspension plus two additional game suspensions
- 3rd offense – Suspension for remainder of the season

Scoring changes from NHFS Rules

Extra Points:

- Ball starts on 3 ½ yard line
- 2 points for successful extra point kick
- 2 points for successful pass conversion
- 1 point for successful run conversion

Game clock changes from NFHS Rules

Game Time:

- C Division – 10-minute quarters with clock stoppages
- B Division – 10-minute quarters with clock stoppages
- A Division – 12-minute quarters with clock stoppages
- For all division's halftime shall be 10 minutes
- Overtime Procedures will be the same as the high school federation except teams will be allowed to attempt one or two-point conversions during all overtime periods. One timeout per team per overtime.
- Mercy Rule – At a 26-point differential or more, trailing team coach will meet with referees after each score to instruct their wishes with regards to:
 - Continue kickoffs or receive ball at 50-yard line
 - Commence running clock or continue with stoppages to ensure minimum play requirements met
- If the point differential drops below the 26-point threshold after the mercy rule is in effect, kickoff and time procedures will revert back to normal game operations.

Bench Conduct:

Only coaches or credentialed field personnel will be allowed on the bench or in the coaches' area during the game.

All coaches and professional people must stay within the coaching area, on the sidelines between the twenty-five (25) yard lines on either side of the mid-field stripe. Referees may impose a fifteen- (15) yard penalty for any infraction of this rule.

C Division Only – one coach is allowed on the field and in the huddle with their team (both offense and defense) for the first 50% of the regular season. Once the huddle is broken, the coach on the field is only permitted to realign their players through verbal instruction but may not physically move the player. This verbal instruction will be permitted up to the word “set” by the offense. The on-field coach must be a minimum of 15 yards deep of the line of scrimmage. The second 50% of the regular season as well as playoff games, all coaches must be on the sidelines. A coach or league rep may appeal to return to the field during the second 50% of the regular season or during the playoffs if the opposing coach or league rep approves.

A playbook is allowed in the huddle but must be pre-written. Plays may not be designed and drawn in the huddle. Officials will enforce the play clock.

Any misconduct by players or coaches must be brought to the attention “in writing” to the Town Representative Board, by the member town for action within five (5) calendar days of the game in question.

Any misconduct by a coach resulting in ejection from the game must be reported to the Town Representative Board. Coaches ejected from a game will follow the same penalties as players with regards to future game suspensions and coaches ejected will also be prohibited to attending the next game as a spectator as well.

Prohibition Against Crashing “The A Gap” (C Division only):

Defensive players may not lineup over the center in C Division. No Nose Tackles. Defensive Tackles must lineup over the offensive guard in a 3- or 4-point stance. Defensive Tackles must engage the guard before movement towards the A gap. Consequently, A QB may not run the A gap from under center but is permitted to run the A gap from shotgun. No blitzing the “A” gap. Linebackers must be 3 yards off the ball and cannot move towards the “A” gap until the ball is snapped. QBs and running backs are required to also line up a minimum of 3 yards off the line of scrimmage.

Infractions of this rule will draw an automatic five (5) yard penalty.

Punting changes from NFHS Rules

C Division – On fourth down, an offensive coach may choose from one of the following options:

- Run a play to attempt gaining a first down.
- No Punt – Ball is moved 20 yards down field where the ball will change possession

Cancellation of Games:

In the event of rain out or any potential game cancellation other than heat related issues, the hometown should call the opposing town’s representative and referees at least two (2) hours before the game is scheduled to start. Referees have the discretion to cancel any game any time.

In the event of heat related weather conditions that may affect the safety of players, the following rules are to be followed:

No games are to be played if, 1 hour before kickoff or at halftime during the game, the wet bulb globe temperature (WBGT) reads 87.0 at the location of the game. If the WBGT reading is between 82.0 and 86.9 1 hour before kickoff or at halftime, the home team must provide a cooling station to include but not limited to an iced immersion tub in shaded area.

If, 1 hour before kickoff or at halftime during the game, the wet bulb globe temperature reads 87.0 at the location of the game, the following procedure is to be followed:

1. The game is to be postponed and moved to a later time on the same game day and on the same field, under the assumption that later in the day the WBGT will drop to acceptable levels.
 - a. Other games shall not be moved or rescheduled to accommodate playing a rescheduled game.
Example: On Sunday 09/01, A is to play at 10:00, B is to play at 12:30, and C is to be played at 3. At 10:00 am the WBGT reads 87°. The A game will be postponed until

after the completion of the C game; under no circumstances should the B game or C game be moved to accommodate the playing of the A game.

2. If the postponed game cannot be played on the same game day, the game will be moved to the next succeeding Monday with kickoff at 6:30 pm.
3. If the home team cannot accommodate a Monday game because of either field availability or field lights (Granby and Farmington do not have access to field lights) the game will be moved to the away team's field if they have lights. The originally scheduled home team will maintain home team status even if playing on an away field.
4. If neither team playing in the postponed game has lights, the game will be played on the next succeeding Monday with kickoff at 6:30 pm at a field of another member town (West Hartford or Southington) who can accommodate a night game. The originally scheduled home team will maintain home team status even if playing on another member town field.
5. If neither 3. nor 4. above can accommodate the playing of the game, or, due to the rescheduling there is an inability to staff with approved officials and/or medical safety personnel, the game shall be recorded as 1 – 1 tie in the standings.
6. If a game is postponed midway thru the game due to a WBGT in excess of 87.0, the postponed game shall resume on Monday, as set forth hereinabove, at the same point and score as when the game was postponed. Ie.: If the game is stopped at halftime, with the score 6 – 0, it will resume, on Monday, at halftime with the score 6 – 0.
7. In the event a game has started and is then postponed, as in 6. above, and cannot be recommenced as set forth in 3. or 4., above, the game will be determined by the score at halftime.

These rules are subject to majority vote change **if** the final league game schedule includes a league wide bye week prior to playoffs under which circumstance a postponed game could be moved to the league wide bye week. If the league wide schedule does not include a league wide bye week before the playoffs, then 1 – 7 above shall solely govern.

Rescheduling of games:

Once the league schedule has been set, any rescheduling of game times or dates must be coordinated by the town Presidents (or their designee) involved. The Presidents will work together, in a timely manner, to reschedule the game(s).

If no resolution can be agreed upon, then both Presidents will present their alternatives to the Town Representative Board who will review and make a ruling as to the “best solution” by majority vote.

The Board decision is final and a team that cannot make the reschedule will forfeit.

In all cases the Town Representative Board must be notified of the changes.

This does not apply to league wide cancellation and rescheduling.

Lopsided Score Rule (Mercy Rule)

If at any time a team takes a 25 or more-point lead, the trailing team will have the option of receiving the ball at the 50-yard line rather than a kickoff when the winning team scores until the lead is less than 25 points. The game clock will also move to running time unless the lead is reduced to under 25 points, at which time the game will revert to regular kickoffs and game clock.

Playoff/Championship Procedures

The number of teams making the playoffs will be determined by the Nutmeg League Board through majority vote, taking into account the number of teams in each division, schedule/calendar allowances, etc. When possible, teams not making the playoffs will play a consolation game to give players an opportunity for additional game time. Seeding for playoffs will be based on regular season winning percentage with ties to be broken by the following procedure:

- 1st Tiebreaker – Head to Head
- 2nd Tiebreaker – Quality of Wins (combined win/loss of defeated opponents)
- 3rd Tiebreaker – Points Against
- 4th Tiebreaker – Coin Toss

In the case of a 3 or more-team tie, quality of wins will be used first to reduce the tie to two teams and the tiebreaker procedure will start at the top as listed above.

Article 7: OFFICIALS

All officials must be certified to officiate high school games.

Officials must always have foremost in mind the welfare of the players.

Game referees CANNOT make a determination on player eligibility as defined by NYFL Football Rules and Regulations but can and will enforce player position eligibility based on weights and ‘Older/Lighters’ as defined in the NYFL Rules and Regulations.

Home team is responsible for the paying officials for as many games that are played immediately following the game(s).

Article 8: FIRST AID and EMTs/Trainers

It is mandatory to have an emergency vehicle or communications to an emergency vehicle available at every game

Athletic Trainer / Emergency Medical Technician – Game Requirements

The home team will supply a certified Athletic Trainer and/or EMT who will be designated as the primary medical responder to any game injury. No game will begin without the presence of the designated Athletic Trainer and/or EMT.

The Athletic Trainer and/or EMT must have appropriate identification (ID card), which shall be presented to the head coaches and game officials prior to the start of each game upon request.

The Athletic Trainer and/or EMT will position himself and remain visible on either sideline in or near the team box during play of the game.

Once the designated Athletic Trainer and/or EMT takes the field the decision on whether or not that player returns to the game is the responsibility of this individual. (NO member of either team's coaching staff may function as the designated medical staff person for a contest in which they are the coach of that game).

If a parent refuses medical services, which is deemed as necessary their child is out of the game for the day. If a child is taken to the hospital, and later returns to the field, they must have a doctor's release before resuming play.

All coaches will carry a binder containing all medical and emergency contact information at all times on the sidelines during games and/or practice.