

2025 ALL COUNTY CONFERENCE JUNIOR FOOTBALL LEAGUE BYLAWS



ARTICLE I NAME

This Organization shall be known as the All-County Conference Junior Football League, Inc.

ARTICLE II MISSION AND OBJECTIVE

Section 1. All County Conference Mission Statement. It is the purpose of the All-County Conference to teach and promote youth football and cheerleading. Our primary concern is that our children learn the sports of football and cheerleading properly and by the rules. We believe winning is secondary to good sportsmanship. We believe that all children and parents should feel confident that they are participating in a safe, healthy and fun activity. To insure this, the A.C.C.J.F.L. insists on high standards of conduct and fair play from all its member teams, their coaches, players and parents.

Section 2. Members shall provide a safe environment for our players and cheerleaders as they participate in junior football and cheerleading activities. Our responsibility is to the participants on the field regardless of team affiliation.

Section 3. Promote good sportsmanship between all teams by teaching our players and cheerleaders the values of fairness, respect, and compassion. We will demonstrate those values every day as we lead by example.

Section 4. Place the good of the league over and above all else. Individual accomplishments will never take precedence over the wellbeing of the league and its participants.

Section 5. The objective and mission statement may be read at each league meeting, following the pledge of allegiance.

ARTICLE III GOVERNMENT

Section 1. The government of this league shall be vested in the board of directors.

Section 2. The board of directors will consist of (1) director from each member organization. Whoever signs the roll call at the meeting will be recognized as director from the team and shall be allowed to speak and vote for the team at the meeting.

Section 2a. Each organization must list at least one representative and two alternates to the league contact list. In the event the representative or alternates cannot make the meeting the secretary must be notified as to who will make the meeting.

Section 3. The highest officer present of the All-County Conference shall serve as chairman of the board of directors.

ARTICLE IV MEMBERSHIP

Section 1. Teams that are a representative of a community, city or section of a city shall be eligible to make application for membership in the league. The board of directors at a meeting of the league must approve any exceptions.

Section 2. New applications shall be voted on by the total membership. Ties are regarded as a no vote.

Section 2a. All new applications for a team shall be reviewed upon request.

Section 3. All newly admitted teams shall be required to pay an initiation fee of three hundred dollars (\$300.00).

Section 4. If an organization wishes to re-enter the league, an initiation fee of three hundred dollars (\$300.00), plus all monies owed to the league at the time of withdrawal must be paid.

Section 5. Future monies, should they be needed for the league, shall be raised by special projects or assessment fees.

Section 6. If a team applying for membership in the same boundaries as a current A.C.C.J.F.L. member, the current member has first refusal on the team coming in.

Section 6a. For the purpose of league expansion, one way travel between two organizations shall be limited to an hour or less.

Section 7. For league expansion, any organization seeking membership in the A.C.C.J.F.L. must be approved by the February meeting of the current year.

Section 8. All teams must comply with all provisions of *Article XIV Boundaries*.

Section 9. All organizations must submit the following documents on an annual basis: Current by-laws; proof of insurance; helmet recertification memo; and a memo certifying that all officers, coaches and advisors are in compliance with current Commonwealth of Pennsylvania laws regarding background checks for volunteers.

Section 10. Members are expected to uphold all provisions of *Article II Mission and Objective*.

Section 11. Members shall follow the rules set forth in the A.C.C.J.F.L. bylaws, if in doubt ask!

Section 12. Members will assist with the financial needs of the A.C.C.J.F.L. by paying the administrative fee no later than the September meeting of the current year. Additionally, all members shall pay an apportioned share of any League approved expenditures as authorized by the A.C.C.J.F.L. Board of Directors.

Section 13. Each year prior to the March meeting all member teams must inform the A.C.C.J.F.L. if they will be, or expect to be, unable to field a team at any level for any reason. Following the March meeting all member organizations will be placed on the schedule for the upcoming season at all levels unless they have informed the A.C.C.J.F.L. that they will not be participating at a particular level (I, C, B, A).

Once a team is scheduled to participate, they may not fold a team at any level prior to the end of week three. All eligible players by boundary, registered or not, are ineligible to participate with another organization prior to the start of week 4.

If a member organization has two teams within the same boundary all players must remain with their respective team until the start of week 4. The two teams may not combine their roster prior to the start of week 4.

Following the start of week four, only those players already registered may participate with another organization. However, this participation with the other member organization or team is not a release for future participation with that organization or team. The only exception to this rule is if the player moves into another organization's boundary, then only the provisions contained in *Article XIV Boundaries* will apply to this player.

Section 14. Any member organization that is determined by the A.C.C.J.F.L. board of directors to have failed to comply with their responsibilities as a member of the A.C.C.J.F.L. will be placed on probation for a period of not less than a year. Repeated occurrences whether consecutive or not may result in an additional period of probation, dismissal of individuals responsible for the violations or expulsion from the A.C.C.J.F.L. In the event

a team is expelled from the league they may reapply to the A.C.C.J.F.L. and must demonstrate they have corrected the problems within their organization by remedial actions taken.

ARTICLE V MEETINGS

Section 1. Regular meetings during the off-season shall be held on the first (1st) Sunday of each month, unless otherwise specified. Starting time for meetings will be at 1:00PM. Regular meetings during the season shall be held on the first (1st) Monday of each month. Starting time for meetings will be at 7:00 PM unless otherwise specified.

Section 1a. All meetings will be held at a centrally located place, as designated by the board of directors.

Section 1b. Alcoholic beverages will be allowed. If a board member consumes too much alcohol and disrupts the meeting, the member shall be removed and the team will lose their ability to vote for that meeting and the next meeting.

Section 2. Special meetings may be called by any officer of the All-County Conference League at any time or shall be called upon written request of at least three (3) teams and presented to the Secretary.

Section 2a. All meetings will not be the responsibility of any one-member organization.

Section 3. Any league officer, except the President can represent his team or member of a team provided he is not chairing the meeting in order.

Section 3a. All meetings of the league are mandatory. Any member organization not in attendance will lose their voting privileges at the next regularly scheduled meeting, excluding votes for election of officers and bylaw revisions.

Section 4. Each organization will be entitled to one vote at each meeting per issue.

Section 5. Once a subject has been voted upon, it cannot be voted upon again during that year (EXCEPT WHEN VOTING FOR OFFICERS). Every team has the right to abstain from a vote.

Section 6. The Nomination for officers for the next year shall be one (1) month prior to the November meeting. To be eligible for nomination to be an Executive Officer an individual must attend two thirds of the regularly scheduled meetings, or at least (7) seven meetings. The nominations shall formulate a slate of officers consisting of President, Vice President, Secretary and Treasurer, Publicity Person /League statistician, and Sergeant at Arms.

Section 7. The Executive committee will meet as needed to prepare an agenda for the next regularly scheduled meeting. This agenda will be included with the notice of meetings sent via e-mail and posted on the A.C.C.J.F.L. secure website at least one (1) week prior to the meeting. Any A.C.C.J.F.L. member may request a topic be placed on the agenda by contacting the President prior to the meeting. For a topic to be placed on the agenda it must be submitted in writing, by email, or by facsimile. An acknowledgement of the request shall be provided within 24 hours of the request. If a confirmation is not received within 24 hours, it is the responsibility of the member to obtain an acknowledgement. This acknowledgement may be obtained by contacting the A.C.C.J.F.L. President or Secretary by telephone at least 72 hours prior to the meeting. Failure to do so will result in the topic being placed on next month's agenda.

Section 8. Quorum is a simple majority of the teams in the organization and two executive officers. A quorum is required to have an official meeting.

Section 9. All meetings will be conducted in accordance with Robert's Rules of Order.

ARTICLE VI OFFICERS

Section 1. The Officers of this league shall be as follows:

- A. President
- B. Vice President
- C. Secretary
- D. Treasurer
- E. Publicity Person/League Statistician
- F. The Commissioner of Officials (Appointed by the Officials)
- G. Sergeant at Arms

Section 2. Any vacancies that may exist shall be filled by a vote of the League at a regular meeting or at a special meeting called for that purpose.

Section 3. The Executive Officers are the President, Vice President, Secretary, and Treasurer.

ARTICLE VII DUTIES OF THE OFFICERS

Section 1. **The President** shall:

- A. Preside at all meetings of the League.
- B. Appoint the chairperson of all committees.
- C. Plan the meeting and activities of the League.
- D. Represent the League or appoint a representative at area meetings or such where the welfare of the League deems necessary.
- E. Serve as an ex-officio member of all committees.
- F. Cast the tie-breaking vote, excluding election of officers. In the event, of a tie vote for the election of officers the incumbent will retain his or her office.
- G. Not nominate anyone for office.
- H. Send agendas to each organization one week prior to scheduled meetings.

Section 2. **The Vice President** shall:

- A. Conduct meetings in the absence of the President.
- B. Serve as a special assistant to the President with the member teams.

Section 3. **The Secretary** shall:

- A. Maintain a record of all proceedings of the league and shall read these minutes at the next meeting.
- B. Provide each team representative with a copy of the minutes following that meeting within one week.

Section 4. **The Treasurer** shall:

- A. Take receipt of all monies and deposit it in the League account.
- B. Pay all bills by check as directed by the A.C.C.J.F.L. Board of Directors.
- C. The Treasurer shall report all monies spent and that are available with a report at every monthly meeting.

Section 5. **Publicity Person / League Statistician** shall:

- A. Send scores and rankings to each organization in a timely manner.
- B. Keep records for scheduling.

Section 6. **The Commissioner of Officials** shall:

- A. Appoint four (4) officials for each game if possible.
- B. Inform officials and teams of any rule changes.
- C. Attend the July through November meetings or send a representative to these meetings.

Section 7. Sergeant At arms shall:

- A. Maintain order at all meetings.

Section 8. It is the responsibility of all A.C.C.J.F.L. Officers to attend the Super Bowl, Cheerleading Competition, and the I-Team Toys for Tots Game. At least two executive officers must be present at these events, except for the Cheer Competition which requires all four executive officers present.

ARTICLE VIII RULES AND REGULATIONS

The conference shall be governed by the P.I.A.A. and National Federation of High Schools rules along with the following rules and regulations:

SECTION A. APPLICATIONS AND ROSTERS

1. Each team must complete their roster at the required time one (1) week before the first game, to the Publicity Person / League Statistician at a designated place. All copies of the rosters will be distributed.

1a. The roster, shall be in numeric order, and include the following: the players number name, birth date, weight, and initials of one of the board members. The A.C.C.J.F.L. registration forms for each player and a verified copy of their birth certificate must be signed by an A.C.C.J.F.L. officer and be kept in the team book.

1b. No player may be added to the roster, without notification to the President and each team in writing or by phone call, excluding the I-Team. No player can be advanced a level for any reason after the fourth game. After the teams third game of the season no player can be added to the roster without approval of the Board. After roster turn in you cannot be on two rosters.

1c. Violation of Section D Rule 1b will result in a one game suspension for the coach and forfeiture of the games that the illegal player played in.

1d. In emergency circumstances, the opposing coach must be informed of a jersey number change of any player(s) prior to the individual(s) playing in the game, failure to inform the opposing coach will result in a one game suspension for the head coach.

2. If a player is on the roster of an eighth grade or freshman team at the time of our first (1st) game, the player is ineligible for play in the A.C.C.J.F.L. while the player is on the freshman or eighth grade roster. If the player is off the freshman roster by the third game the player is eligible for play in the A.C.C.J.F.L.

2a. Any player who dropped out of Junior Football and then dropped out of freshman football or 7th/8th grade football before the first regular scheduled game or by the third game, will be allowed to play in the A.C.C.J.F.L.

2b. Violation of Section D Rule 2 or 2a will result in a one game suspension for the coach and a forfeiture of all games that the ineligible player played in.

3. Applications, birth certificates or registrations, pictures and medical information form must be checked by an A.C.C.J.F.L. board member at the roster turn in and must be available to any opposing coach before any regular season games.

3a. Any birth certificates or registration that does not meet standards will be accompanied by a signed letter by the coach, parents, and school officials verifying the date of birth from the school. This will be standardized form from the league.

3b. Birth certificate copies must have original ink on them; copies of the copies will not be accepted. Full legible signatures and team affiliation are required on all birth certificates, if possible, use red ink. Illegible signatures must have the name printed below it. A.C.C.J.F.L. Officers will handle all team weigh-ins and seal each birth certificate. A.C.C. J.F.L. Officers are prohibited from certifying players from their own team.

3c. Baptismal, Passport, or hospital certificates are acceptable.

SECTION B. ELIGIBILITY RULES.

1. Any age eligibility rule change must be approved no later than the regularly scheduled July meeting and will be effective for the current year. Weight requirements may be modified annually and must be adopted prior to the start of the season.

2. Organizations with multiple teams shall determine player selection using a player draft as determined by the organization. Once a player is selected to a team and placed on a roster that player will remain on that team throughout their participation in junior football. Any player reassignment must be approved by the ACCJFL at a regular or special meeting called for that purpose.

SECTION C. AGE REQUIREMENTS

All youngsters listed as players on the team rosters must meet age requirements set forth by the league.

1. A Team -A youngster who becomes fourteen (14) years of age before May 1st of the current season will be ineligible to compete on the A team unless the player is 120 pounds or less and will not turn fifteen (15) prior to December 1st of the current season. The use of older but lighter players is restricted to teams with fourteen (14) players or less on their roster. Additional eligible players will be permitted however no additional older but lighter players once the roster has filled to fourteen. **All older but lighter registrations must be submitted to the ACCJFL secretary by email on the date of the registration along with the current roster.**

1a. Any A-team unable to field a 14-team roster on the first day of practice may sign-up enough fourteen-year-olds to make a 14-player team roster. The 14-year old's players may not weigh more than 120 pounds nor turn 15 before December 1st of the current year.

Example A-Team: If a child turns fourteen (14) on April 30th, that child is ineligible for Junior Football unless the player weighs 120 pounds or less, will not turn fifteen (15) prior to the end of the season and the team has 14 players or less on the roster.

1b. Any organization that is found to have withheld 12/13-year-old applications until after the start of practice in order to add 14-year-old to the roster shall: Forfeit all games played up to the discovery of the illegal player(s)

Remove all 14-year-olds from the roster

Be subject to a minimum one-year suspension for the head coach and any other member of the organization that participated or had knowledge of the illegally rostered player(s).

2. B Team -A youngster no older than eleven (11) years of age as of May 1st of the current season will be eligible to compete on the B Team.

3. C Team -A youngster no older than the age of (9) years of age before May 1st of the current season will be eligible to compete on the C Team.

4. I Team – A youngster no older than the age of (7) years of age before May 1st of the current season will be eligible to compete on the I Team.

Original Birth Certificates or Birth Registrations and a copy of either will be attached to the

A.C.C.J.F.L. application along with a recent picture. If a Birth Certificate is not available a passport, baptismal or a letter from the school with a school official's signature along with phone number is acceptable. An A.C.C.J.F.L. officer will sign the copy of the birth certificate or birth registration and it will be valid if the youngster plays in the league. All teams will use the standard applications approved by the A.C.C.J.F.L. board of directors, and must be signed by a parents or legal guardian before practice starts.

SECTION D. WEIGHT REQUIREMENTS

All players must meet weight requirements set forth by this league.

1. A Teams - The weight limit for the A-Team for 2024 will be up to 160 pounds for skill positions (QB, RB, WR, TE on offense and LB, Safety, CB on Defense). Players weighing between 160-175 pounds are eligible to play at the A-Team level on the offensive line (no skill positions) and defensive line (no skill positions). **Players weighing between 160-175 must be in a 3-point stance when playing on the defensive line."**

2. B Teams - A player's weight cannot exceed **145 pounds** prior to the first game. There will be no progressive weight gain.

3. C Teams - A player's weight cannot exceed **120 pounds** prior to the first game. There will be no progressive weight gain. The maximum weight for **I-team** players is **105 pounds**.

4. Ineligible player - An ineligible player or overweight player must take off his pads and be visible from the sidelines during the game. If the player does not intend to stay at the game, the opposing coach should be notified.

4a. Violation of Section D. rule 4 will result in a one game suspension for the head coach and forfeiture of the game that the ineligible player played in.

5. A coach may challenge any opposing player and require him to be weighed prior to any game. A roster with the players challenged must be signed by both coaches and dated. No challenges may be made on the field, only on the sidelines prior to kickoff.

5a. All rosters must read the weight of all challenged players. Any player that is challenged will be stripped of his equipment when necessary.

5b. All teams must have a copy of their roster for the opposing team at each game.

5c. If a player arrives after weigh-in, he must be presented to the opposing coach before playing the game. If violated, the player will become an ineligible player and the team will automatically forfeit the game.

5d. Violation of Section D. rule 5c will result in a one game suspension for the head coach and forfeiture of the game.

5e. Players may attempt to make weight, up until 5 minutes before the start of the game.

5f. Each team shall maintain a team book. The book will be made up of an updated roster, A.C.C.J.F.L. application, birth certificate, and current picture all in numerical order. The A.C.C.J.F.L. application must have weight & number with birth certificate all signed or stamped by an A.C.C.J.F. L. officer. If this is not completed, then the player is ineligible to play. All team rosters must include the player's number during weigh-ins. **No Exceptions.**

An A.C.C.J.F.L. officer at the official weigh in must certify the players weight on the A.C.C.J.F.L. form and must initial the copy of the birth certificate. This book will be presented to the opposing coach at every game (30) minutes prior to the C game and at the beginning of half time during the game in progress. The best method is to line up both teams when exchanging books so that the opposing coach can eyeball each team. (Check number etc.)

5g. If the TEAM BOOK is not present at the game, the coach will present the book within twenty-four (24) hours to the opposing head coach or representative who will check for accuracy, if this book is not completed the team will forfeit that game.

5h. Weigh-ins may be scheduled for any players within 1 day of a game provided both teams agree to a time, and place for the weigh-in. Any player certified eligible to play by weight is exempt from being weighed again on game day; the player's weight shall be noted on the team roster and the opposing coach must initial the team roster for each player weighed and certified eligible to play. If a player fails to make weight for the game, the player may be weighed-in on game day subject to requirements set forth in Section D. Weight Requirements.

5i. At least one hour prior to the start of the I-game until the second half of the B-game each team must provide at least one representative to weigh in any player (C, B, or A) presented for weigh-ins by a coach.

6. All teams shall use a balance beam scale. The limitations for errors on the scales will be plus or minus a 1/2 pound.

7. Any player found guilty of using a sweatbox, steam bath, diet pills, or laxative to intentionally lose weight will be barred from further play in the League for one (1) year. Assistance or an order from a coach can result in the coach being expelled from further participation in the League. No plastic wrap or garbage bags on the field for the sole purpose to be used for losing weight. No coach shall allow any player on his team to wear any type of plastic or garment to induce sweating to lose weight.

7a. Any coach, knowingly allowing an overweight player to participate in a game shall forfeit the game and be ejected from the league on the second offense.

SECTION E. OFFICIAL WEIGH IN

1. During the week prior to roster hand in meeting an A.C.C.J.F.L. officer shall conduct an official weigh in.

2. The weight shall be written on top of the A.C.C.J.F.L. registration form along with the official's name, initials, and date.

3. The A.C.C.J.F.L. officer shall also check the date of birth on the original birth certificate and sign the copy for all new players.

SECTION F. PRACTICE

1. The first day of practice for the 2024 season is July 15, 2024.

2. **Offseason Development Program (ODP)**- Defined as players who aspire or are already involved with the ACCJFL organization. Participants have the right to attend a maximum of two (2) structured off-season developmental programs per week. These sessions are not to extend past 1.5 hours per workout. Commence date of December 1st through June 30th. The ODP is defined as an optional opportunity where a member of the organization coordinates a non-padded/non-contact program that is devoted towards the development of safe football habits and mechanics, stretching techniques, proper nutrition, & game rules and regulations.

3. Organizations may practice and conduct conditioning five (5) days per week, not including Saturdays prior to the start of the school year. Once the school year begins, organizations are limited to three (3) practices per week, not including Saturdays. Only exception to the definition of practice is as follows: An official Football Skills/Agility Camp or clinic that is open to the public AND with 2 or more different organizations represented by attendees will not be deemed a practice that will violate Section 2 above. Members of ACCJFL organization are allowed to help facilitate any such event.

4. Reviewing film does NOT constitute a practice session.

5. Violation of Section F will result in a one (1) game suspension for the coach.

SECTION G. INSTRUCTIONAL SQUAD

1. **PURPOSE:** The purpose of the Instructional Squad is to provide an opportunity for five, six, and seven-year old's to learn the game of football and good sportsmanship in a non-competitive atmosphere.

2. **COACHES:** The Instructional Squad is an extension of the C-Team. The C-Team head coach may name an assistant head coach in charge of the Instructional Squad. This assistant has all the responsibilities as a head coach and is responsible for his/her own actions.

3. **ROSTER:** The Instructional Squad shall consist of all five, six and seven years old. The Instructional Squad may consist of an unlimited number of five, six and seven years old.

3a. Seven years' old may be moved from the I-team to the C-Team prior to the end of the third week of the season, after the third game to move a player up will require league approval.

3b. Seven years' old placed on the C-Team Roster are not exempt from the minimum play rule.

3c. In the event, a C-team has less than 14 players capable of playing in any game, a sufficient number seven-year old's may be used to fill the roster without those players losing their eligibility to participate on the Instructional squad, however the opposing team's head coach must be made aware of the player's name, number and weight prior to the player playing in a game. All players must be on the I Team roster and must be properly documented in the team book, which must include a completed A.C.C.J.F.L. registration form, photograph and certified copy of the player's birth certificate.

3d. Failure to inform the opposing coach will make the player illegal and may subject the coach and team to the penalties prescribed in Article VIII Section (K) Illegal players.

3e. I-Team players used to fill a roster to 14 players are exempt from the minimum play rule.

3f. Any I-Team player moved to the C-Team roster is no longer eligible to participate on the instructional squad that includes the I-Team All-star game.

3g. All 8 and 9-year-old players are ineligible to participate on the I-team regardless of experience; these players must be placed on the C-Team roster.

3h. All I-team players are exempt from the six-play rule and since the purpose of the Instructional Squad is to teach good sportsmanship and the game of football all attempts shall be made to give as much play time as possible for these players.

3i. A complete roster and book must be made available to the opposing coach before any game. An opposing coach may challenge any player they may feel does not meet the requirements for the instructional squad.

4. GAMES: All games will be played immediately before C games.

4a. If either team has less than (12) twelve players, the scrimmage may be played using 8 or 9 man rules or the coaches may choose to combine players from both squads.

4b. No time will be kept for the game; however, no game shall last more than one hour.

4c. Because the purpose of the Instructional Squad is instructional, there will be no limit to the number of coaches on the field. However, there must be at least one coach on the sidelines always.

4d. No penalties will be called during this game. If an infraction does occur, the coaches will take the time to instruct the player as to what was done wrong.

4e. Each game will be played as a ten-play scrimmage. Each team will get ten plays on offense and ten on defense. A coin toss will determine who will start on offense. Play will start on the fifty-yard line. At the end of ten plays the ball will be placed back on the fifty and the other team will run ten plays. This will continue until either both coaches agree to end the game or time has run out.

4f. No score will be kept. No winner will be declared. The emphasis should be placed on participation as well as good and fair play, not on who won the game.

4g. Coaches on the field should make every effort to cooperate and help all coaches and players from both teams. This is not supposed to be a competitive game. Good sportsmanship starts with the coaches.

4h. All teams shall limit their offensive plays to sweeps, power, dives and short passes. No trick plays. On defense, 4-4, 5-3, or 6-2; no blitzing or stunting with the center not covered.

5. PRACTICE: Since the Instructional Squad is an extension of the C-Team they may practice together. However, if the team decides to practice separately, all players that plan on playing in the Instructional Squad game must practice at least one night with the Instructional Squad.

6. INSTRUCTIONAL ALL-STAR GAME

Each year on the Saturday before the first playoff game, the Instructional Teams in each division will play an All-Star Game. Two games will be played, with the playing order of the games alternating each year; first game NFC and second AFC, then first AFC and second NFC and so on. Both games will be an officiated A.C.C.J.F.L. regulation game. Teams will take turns for each series of downs, for offense until they score or loose the ball on downs, for defense until they get the ball and loose it. Teams that host the Cheer Competition will host this game. Fields with lights should play at night starting at 6:30 PM; fields without lights will start playing at 3:00 PM. Times can be adjusted if needed.

SECTION H. EQUIPMENT

1. All equipment must meet approval for competition for all players.
2. All players will be required to wear NOC-SAE approved Helmets with Face Mask, Shoulder Pads, Rib Pads, Thigh Pads, Knee Pads, Hip Pads, and Tail Bone Pad.
 - 2a. It is the responsibility of the official or head coach of each team to enforce this rule prior to the start of the game.
 - 2b. There must be a re-certification bill for all helmets placed into the minutes of the A.C.C.J.F.L. by each participating team. This must take place every two years.
3. Mouthpieces must be attached to the facemask and worn in the mouth always when the ball is in play. Mouthpieces must be colored, not clear or white, unless a special mouthpiece is required by a Dentist.
4. Players are permitted to wear sneakers or ½ inch rubber cleats only.
5. The Wilson K-2 is the official ball for the C Teams, The Wilson TDJ is the official ball for the B Team, and the Wilson TDY is the official ball of the A Team. All game balls shall be new leather not composite. In addition, the Wilson GST ball is an approved ball for competition and any footballs made of composite materials are not authorized.
6. The use of an eye shield is permitted. Any player required to wear an eye shield must have a doctor's excuse attached to his A.C.C.J.F.L. application. Eye shields may be clear or shaded. The use of a tinted eye shield by a player must be reported to the A.C.C.J.F.L. and the commissioner of officials prior to use.
7. All ineligible receivers must wear an orange wristband while playing offense.

SECTION I. GAMES

1. Pre-Season scrimmages will be allowed at the rate of two (2) per week.
2. Each team will be allowed two (2) pre-season game to a team not in the league. The board of directors must approve additional pre-season games.
3. Teams are limited to one (1) regularly scheduled game per week unless extenuating circumstances arise. Teams cannot play any non-league games during the regular season without the board of directors approval.
4. Should the home team be aware of a problem supplying a field prior to the scheduled game, they will be obligated to play at the visitor's home field if available.

5. All teams are limited to eight (8) adults per bench; in addition to two junior coaches between the ages of 15 and 17 years will be permitted on the sideline. The head coach is responsible for his bench: First Violation warrants a warning; Second Violation is a fifteen (15) yard penalty.

5a. Two (2) medical personnel cannot coach and are excluded, for a total of eighth (8) adults. Each team will supply the A.C.C.J.F.L. with a complete coaches' roster.

6. The home team is responsible to rope off the sidelines from end zone to end zone for approximately 15 to 30 feet from the sideline, where feasible.

7. Persons working the sidelines chains are not allowed to coach or cheer in any form. First penalty warning, second penalty - ejection by the officials or league representative.

8. Length of quarters shall be ten (10) minutes for A Team, eight (8) minutes for B Team, and eight (8) minutes for the C Team, providing both teams have at least 22 players eligible to play, otherwise eight (8) minute quarters will be played.

8a. Halftime intermission shall be ten (10) Minutes for all games. There will be a five (5) minute intermission between each game.

8b. In the event, an A- team's game is scheduled at a different field then their team's I/C/B teams a ½ hour delayed start shall be permitted when necessary.

9. A running clock may be used where available. A trained adult must run the clock. The home team may elect to hire an official to run a scoreboard clock, if the clock is available. The opposing team will not be responsible for paying that official.

9a. If the Officials do not like how the clock is being run, they may stop it and keep the time on the field.

10. The home team will be responsible for cancellation of the game during inclement weather. The home team shall decide if the field is playable or not. Officials and away teams must be notified three hours before the start of the game.

10a. If agreed upon by the head coaches that the field is unplayable, the games (C, B and A) will be postponed. Postponement of the C game postpones the B games and A games, and so forth. If the head coaches DO NOT agree on the field conditions, the decision to play will go to the game officials.

11. Number of officials if there are not at least two (2) officials to the start the game; the game will be postponed until a later date unless all head coaches from the opposing teams agree to play with less than two (2) officials.

12. The number of games to be played in the season and not post season will be determined before the first game of the season.

SECTION J. OVERTIME RULES

At the end of regulation play of a tie game, there will be a coin toss to determine which team will be offense and which team will play defense. The winner of the coin toss gets the choice and the series of offense and defense will flip flop for each series thereafter. The defense can score to end overtime by an interception or fumble; however, if they cannot, a change of possession will occur and the ball will be placed on the ten (10) yard line. During overtime, after a loss the ball does not go back to the ten (10) yard it is spotted at the point of

the loss. During the overtime, one (1) time out is allowed for each team per series of downs and any carry over from the second half.

Example A:

Team A throws an interception and Team B defense returns it to the other end zone. The defense scores a touchdown and Team B wins the overtime game.

Example B:

Teams A throws an interception on a second down and Team B fails to score. Team B immediately starts their first series of downs on the ten (10) yard line.

The game can possibly end on any series provided each team gets an equal opportunity or the defense scores.

SECTION K. EXTRA POINTS

1. One (1) point for a pass or run and two (2) points for a kick are part of the scoring.

SECTION L. PLAYOFFS AND CHAMPIONSHIP GAMES HOST

1. Selected organizations within the A.C.C.J.F.L. will host playoff games and championship games.
2. If you hosted a Conference Championship Playoff game or Super Bowl Championship you will not host one until every A.C.C.J.F.L. organization has hosted one.
3. Each Organization shall pay an administrative fee, which represents 1/16th of all A.C.C.J.F.L. expenses. The administrative fee shall be set annually and must be paid by the September meeting. The administrative fee for 2025 \$700.00. Additionally, due at the September meeting members are responsible for a \$1 fee per participant to be calculated using official rosters due at the August meeting.
4. All refreshment stand monies will be kept by the host team.

SECTION M. PLAYOFFS

1. Teams in the playoffs will pay for the officials. The A.C.C.J.F.L. will set the price for the year.
2. Four (4) officials will be used for the playoffs.
3. No minors will be allowed to work yard markers or clock. The use of an official to operate the clock is optional. The hosting team will be responsible to pay the clock official if used.
4. Half time entertainment will be up to each team in the playoffs. They will be given equal amount of five (5) minutes each. The home team or team with the better record will be allowed to go first.
5. The A.C.C.J.F.L. overtime format will be enforced until there is a winner.
6. Times of the games will be made to try and accommodate all teams in the playoffs.
7. Weigh-ins will be at the discretion of both head coaches.
8. The host team will provide the scale along with yard markers.
9. Roster changes will not be allowed for the Playoffs and Championship games.

10. The team hosting a playoff game will be responsible for cleanup of the field.
11. Each team is responsible for bringing their own ball
12. Playoff format for the C and B division will be an American and National division playoff bracket. The National and American division's top seed would get the bye, first round 7-2, 6-3, and 4-5. The Super bowl would be the winner of the American Conference vs National conference.
13. The A division will be a total of all team's playoff bracket, with the National and American Conference tops seeds obtaining a bye, if needed, along with being 1 and 2 in the brackets. Seed Teams 1 to 10 based on overall record, not by divisional record. If only one bye is needed the team with more wins overall, would get the bye. If both are tied head-to-head would break the tie. the team with the most regular season wins will be the higher seed. If the teams have the same number of wins, then strength of schedule to the 5th decimal place will be used to break the tie. Finally, a coin toss will determine.
14. Teams will be seeded 1-18th by overall record calculated to the fifth decimal place. To calculate results, take wins divided by total games played in regular season. Crossover games are included and forfeits DO count toward final win total.
15. Tie breaker rules apply as follows the winner of head-to-head play will always be the higher seed. In the event the teams did not play during regular season, the team with the most regular season wins will be the higher seed. If the teams have the same number of wins, then strength of schedule to the 5th decimal place will be used to break the tie. Finally, a coin toss will determine seeding. If more than two teams remain tied after the first two tie breaking rules the teams will randomly draw numbers to determine the order of coin toss, loser moves down.
16. All teams must have a representative present for football playoff meeting.

SECTION N. CHAMPIONSHIP GAME

1. Teams in the championship game will pay for the officials.
2. Four (4) officials will be used for the championship game.
3. No minors will be allowed to work yard markers.
4. Half time entertainment will be up to each team in the playoffs. They will be given an equal amount of five (5) minutes each. The home team or team with the better record will be allowed to go first.
5. The A.C.C.J.F.L. format for overtime will be in effect. Teams will play to win.
6. Starting time of the games will be the hosting team determine. It will be no earlier than 11 am and any start time after 12 pm requires approval by the A.C.C.J.F.L. 12:00 PM (noon) beginning with the C Team followed by the B Team and then the A Team.
7. Participating teams will have a spotter and roster in the press box.
8. Weigh-ins will be at the discretion of both Head coaches.
9. Roster changes will not be allowed for the Playoffs and Championship games.

10. Every team participating in the Championship game will receive a trophy.

11. Trophies will be supplied and paid for by the A.C.C.J.F.L.

12. Playoff format for the C and B division will follow a two conference playoff bracket, American and National. The top 8 teams from the 2024 season will compete in the National Conference and the bottom 9 will compete in the American Conference. For C and B divisions, standings from the 2025 regular season will determine playoff bracket seeding. The ninth seeded team in the AFC conference will be eliminated from playoffs. AFC & NFC teams will be seeded 8v1, 7v2, 6v3m etc. Superbowl competition will be determined by the top NFC & AFC teams.

13. The A division will be a total of all team's playoff bracket, with the National and American Conference tops seeds obtaining a bye, if needed, along with being 1 and 2 in the brackets. Seed Teams 1 to 10 based on overall record, not by divisional record. If only one bye is needed the team with more wins overall, would get the bye. If both are tied head-to-head would break the tie. the team with the most regular season wins will be the higher seed. If the teams have the same number of wins, then strength of schedule to the 5th decimal place will be used to break the tie. Finally, a coin toss will determine.

14. Teams will be seeded 1-17th by overall record calculated to the fifth decimal place. To calculate results, take wins divided by total games played in regular season. Crossover games are included and forfeits DO count toward final win total.

15. Tie breaker rules apply as follows:

AFC: Head to Head

NFC: Head to Head first, strength of schedule, coin toss. SOS is ALL GAMES PLAYED. Wins/games played = %.

16. All teams must have a representative present for football playoff meeting.

SECTION O. MERCY RULE

At any point prior to the start of the fourth quarter if the point spread becomes 21 points or more the team with the advantage will institute the following:

First Half – If the point spread reaches that required to initiate the mercy rule during the first half the following changes must be made:

On Offense:

Players: No changes.

Plays: Restrict plays to runs between the tackles, sweeps and short passes (less than 10yards). No trick plays, reverses, option passes, etc.

On Defense:

Players: No changes.

Plays: No Blitzes or line stunts (both teams).

Third quarter- If the point spread reaches that required to initiate the mercy rule by halftime, or anytime during the third quarter the following changes must be made:

On Offense:

Players: The team that is ahead must replace any player in the backfield that has scored with their second-string players. Scoring includes extra points. If there are not enough players on the sideline those players that have scored may play any offensive line position. If the second-string quarterback is in the backfield, he may continue to play quarterback but is restricted to handing the ball off and short passes.

Plays: Restrict plays to runs between the tackles, sweeps and short passes (less than 10yards). No trick plays, reverses, option passes, etc.

On Defense:

Players: No changes.

Plays: No Blitzes or line stunts (both teams).

Both teams must agree to a continuously running clock during the 3rd quarter

Fourth Quarter- If at the start of the fourth quarter the mercy rule is not in effect, then there shall be no mercy rule regardless of the score.

At any time that the score closes to less than that necessary to initiate the mercy rule normal offensive and defensive play may resume.

Once the mercy rule is instituted the clock will run continuously throughout the fourth quarter, regardless of the point differential. The clock will only stop for an official timeout, or a coach may use one of the three (3) timeouts permitted each half.

SECTION P. MERCY RULE VIOLATION

If a coach participating in the game feels that a team is in violation of the Mercy Rule, the coach shall immediately call a time out and:

1. Notify the head official who shall make a note of the score and the time of the game.
2. The head official shall, and both head coaches will meet on the field away from their teams to make notification of the violation, and to attempt to immediately rectify the problem.
3. The game shall then resume; the time-out will not be charged against the team calling the time-out.
4. If the team with the advantage continues to violate the Mercy Rule the head coach whose team is at the disadvantage will notify the head official and then follow the protest procedures for the A.C.C.J.F.L.
5. Violation of Section P will result in: 1st violation is a one game suspension for the coach and a 2nd offence is a suspension for the remainder of the season (not less than three (3) games)

SECTION Q. MANDATORY PLAY RULE

1. The following shall be a Minimum Play Rule (MPR) for all A.C.C.J.F.L. teams. If a child makes three practices during the week, the player shall receive six (6) plays including special teams.
2. Prior to the start of each game during weigh-ins each coach shall provide a list, if any, of all players that are excluded from the Mandatory Play Rule to the opposing coach. This list shall be in the form of a complete roster with those excluded players clearly identified by number. The reason for the exclusion is not required. Excluded

players may play in the game at the coach's discretion. In the event of a protest the head coach shall be required to present to the A.C.C.J.F.L. the reasons for exclusion within 24 hours of protest.

SECTION R. CHALLENGE AND TEAMS

1. Each player must be present at the time of challenge. If unable to be present, the coach must present the said player to the opposing coach before being allowed to play. Failure to do so can cause forfeiture of game.

2. A team must have a minimum of eight (8) eligible players after weigh-in and must be in uniform to start the game. The officials must call the game when a team cannot field eight (8) players.

2a. If a team playing with only eight (8) players sustains an injury to a player, a five (5) minute delay (maximum of three delays per game) will be called to allow the injured player recovery time to return to the game and circumvent an immediate forfeit situation.

2b. In eight (8) or nine (9) man ball the two (2) outside linemen are eligible.

2c. A courtesy call should be made to the opposing team within 72 hours of the game to let the opposing team know your dropping down to eight (8) or nine (9) man ball.

2d. If a team is unable to field an eleven (11) man team prior to or during a game; the game shall be played or continued by both teams dropping to eight (8) or nine (9) men. If either number of players (8) or (9) man, the offensive line shall consist of five (5) men and the game shall be played on a regulation (100) one-hundred-yard field. **Note:** The two (2) outside linemen are eligible.

2e. All teams with at least thirteen (13) players capable of playing must play eleven (11) man football; teams with twelve (12) players capable of playing or less must play eight (8) or nine (9) man football.

2f. If a team has less than 12 players eligible to play, all eligible players will participate on all special teams including kick-off, kickoff return, punt, not extra-points unless attempt is kick.

3. Taxi squads are permitted and are not required by organizations

3a. Taxi squads shall be permitted for C and B teams only which have 13 players or less to start a game. Before a taxi squad can be used, however, the team in question must have at least 9 players on its regular roster to start the game.

3b. Only 4 players may be used as a taxi squad.

3c. Any team wishing to use a taxi squad must notify the opposing team that it is using a taxi squad.

3d. Any team wishing to use a taxi squad also must have a signed permission slip from a parent/guardian, in a form approved by the League, for each player (football players only) on the taxi squad before that player will be eligible to play for the taxi squad.

4. In the Event a team cannot field 14 players for A team, or B team the team may move up enough younger players who meet the following criteria:

4a. B Team players that turn twelve (12) by December 1st of the current year may compete on A team with parental consent.

4b. C Team players that turn ten (10) by December 1st of the current year may compete on B team with parental consent.

Note: Only enough players to fill a 14-man roster may be moved up.

5. Once a player is declared an A team player he cannot go back to the B team; or a B team player cannot go back to the C team at any time during the same season, unless the player was moved up to fill a roster and the team folds for whatever reason.

SECTION S. PLAYERS EJECTED or SUSPENDED

1. Any player ejected by officials on game day will be suspended for the following game.

1a. The ejected player will be listed on the roster sheet as being ejected from the game.

1b. A forfeiture or an open date does not constitute a game of suspension.

1c. In the event the ejected player plays, their team will forfeit that game the player plays in and any other game until that player serves their suspension.

1d. The A.C.C.J.F.L. will notify all impacted organizations of a player suspended due to an ejection until the suspension is served.

SECTION T. ILLEGAL PLAYERS

1. Each case shall be brought up at a special meeting within forty-eight (48) hours of a violation. The Board of Directors will consider any illegal players to vote on. The team that lodged the protest about the illegal players and the team accused will not be allowed to vote.

1a. If a player is found to be an illegal player, the violation of section K will result in a (1) one game suspension for the coach and forfeiture of all games that the illegal player played in.

SECTION U. PROTESTS

1. Any team choosing to lodge a protest must notify the President after the completion of the game by stating the specific reasons. Also, the protesting team must submit in writing the specific charges to the Secretary within the (48) forty-eight hours.

2. Protest and grievances will be reviewed and acted upon at a special meeting with one representative from each team involved. Teams will specify what action they desire. The meeting will be held within one (1) week of the game. If a tie vote occurs, any not involved officer other than the President will break the tie.

3. No Protests of judgment call by an official will be considered. Any coach found to be physically abusing a player, will be banned from the A.C.C.J.F.L. for LIFE.

SECTION V. MISCELLANEOUS RULES

1. Only one (1) coach will be allowed on the field with the C team only during the game, offense and defense.

1a. The coach on the field must be a reasonable distance, five (5) yards behind the deepest player on the field.

1b. The coach on the field cannot yell instructions once the huddle breaks.

1c. Violations of this rule; first offence will be a verbal warning to the coach. Second offence will result in a five (5) yard dead ball penalty.

2. Game Start Times

The start times for Sunday games are as follows:

I Game	11:45 AM
C Game	01:00 PM
B Game	02:45 PM
A Game	04:00 PM or 4:30PM

The start times for Saturday games are as follows:

I Game	4:15 PM
C Game	5:30 PM
B Game	6:45 PM
A Game	8:00 PM

2a. Games will start as close to the starting time as possible.

2b. In the event, an A- team's game is scheduled at a different field then their team's I/C/B teams a ½ hour delayed start shall be permitted when necessary.

2c. The start times for DFL Saturday games are as follows:

I Game	12:45 PM
C Game	2:00 PM
B Game	3:30 PM

2d. Changes may be made to the start times if both teams are agreeable.

3. Every organization will provide facilities for bathroom area for changing of clothes and weighing players at home games.

4. All teams will participate in all league functions that are sponsored by the A.C.C.J.F.L.

5. If during halftime there is not enough room for both teams to use the locker room, then neither team will be allowed to use the locker area.

6. An ambulance should be able to arrive at the field within fifteen (15) minutes from the time of the call. The home team is responsible for these arrangements. All member organizations must ensure a phone is available for emergencies during all games and practices held by any team in the A.C.C.J.F.L.

7. All alcoholic beverages shall be strictly prohibited at all team stadiums during A.C.C.J.F.L. games.

7a. All illegal drugs shall be strictly prohibited at all team stadiums during A.C.C.J.F.L. games.

8. No A.C.C.J.F.L. organization shall film another team's practice or scrimmage. No team shall show any films during halftime.

8a. Violation of Section M. Rule 8 will result in a verbal reprimand to the coach.

9. The sideline chains go to the visitor's side of the field.

10. The home team is responsible for reporting scores, weight changes, and any write-ups to the conference publicity person after the games are completed for the day before 7:00 PM on game day.
11. Any coach using foul language shall receive a verbal reprimand.
12. No coach can attend opposing team practices without written permission of that team's head coach.
13. Prior to the second league game (week 2) of the season, if a team is disbanding any players are eligible to continue playing elsewhere with the games that team played in becoming a forfeit. After the fourth league game (week 4) of the season, if disbanding occurs players are through for the season and are ineligible to play elsewhere with all games played to date becoming forfeits.
14. All home teams using communication (headsets) must supply the opposing team with equal area to participate in communications. Headsets cannot be worn on the playing field.
 - 14a. The use of headsets is only permitted for coaches on the team roster; the number of coaches permitted on the sideline for each team during the game shall be reduced by the number of coaches using the headsets regardless of whether they are on the sideline or in a designated area for headset use. Only the team using headsets must reduce the number of sideline coaches. No additional coaches may assist the headset coaches, these coaches must remain in the designated area while using the headsets during the game. A strict limit of 6 adult sideline coaches shall be observed.
 - 14b. The use headsets are limited to one pair per team. Bluetooth devices are not to be used.
15. All teams except the C Teams must center the ball vertically.
16. Payment of the referees for the regular season and preseason games is the responsibility of the hosting team. During the playoffs, and championship games the participants are responsible to pay the referees. The A.C.C.J.F.L. will assume no responsibility.
17. A participating organization must field at least two (2) teams to start the season.
18. Players with casts must have approval by the officials and the opposing team's coach.
19. The play clock will be run by PIAA Rules; Stopping on all change of possession.

SECTION W. STRENGTH OF TEAM RATING

At the end of the season the wins of each organization's B and C teams regular season games will be added together (excluding post season games) and then be divided by the total games played.

Example:

B= 6 - 2 and C= 5 - 3

Total wins 11 total games played-16

11 divided by 16 = .688 average.

SECTION X. DIVISION STANDINGS

1. Standings will be determined by overall wins for all games played in the A.C.C.J.F.L., both conference and crossover games will be counted.

2. Overall win/loss record to the fifth decimal place will be the first tiebreaker.
3. If two or more teams are still tied, head-to-head competition will be used to break the tie.
If these teams did not meet during their regular season or their game ended in a tie, then strength of schedule (S.O.S) shall be used.
4. S.O.S. is determined by calculating win/loss records of all A.C.C.J.F.L. opponents calculated to the fifth decimal place.
5. Finally, in the unlikely event that a tie still exists a coin toss will determine the higher seed.
6. The only team that does not host a playoff game will be the team hosting the cheerleading competition.

SECTION Y. SOCIAL MEDIA

The A.C.C.J.F.L. will enforce zero tolerance for any derogatory comments made on social media, team websites, or any public forum, by all A.C.C.J.F.L. members. Allegations of violation of the A.C.C.J.F.L. social media policy shall be presented to the Board for investigation. The Board at a special meeting called for that purpose shall decide, and when appropriate sanctions as prescribed in the bylaws up to and including a permanent ban from participation with any A.C.C.J.F.L. organization shall be imposed. The use of audio/visual recordings of all ACCJFL meetings is strictly prohibited without the prior consent of the A.C.C.J.F.L. The consent must be in writing and unanimous among all organizations.

(See Article XVII Penalties).

ARTICLE IX ACCJFL CHEER COMMITTEE

The cheer committee is a sub entity of the A.C.C.J.F.L., established as a committee by members and is not intended to operate as a separate entity of the league. It is intended to assist members of the A.C.C.J.F.L. in facilitating the annual cheer competition and is subject to all governing rules of A.C.C.J.F.L. By-laws.

The cheer committee is composed of member delegates representing the interest and success of the annual A.C.C.J.F.L. Cheer Competition. Guidance and oversight of competition organization, planning and rules are overseen by appointed chairpersons of this committee. As per Article VII, Section 1.B. these appointments are to be made by A.C.C.J.F.L. President and shall consist of the following chaired positions: Committee President, Committee Vice President, Committee Secretary, Committee Sergeant at Arms, Competition Commissioner, Competition Host, and member cheer representatives.

SECTION A. CHAIRPERSONS OF CHEER COMMITTEE

1. Committee President
 - a. Call all meetings of the committee to order and chair as head of the committee.
 - b. Prepare and present the agenda for committee meetings and distribute to representatives prior to the meeting.
 - c. Represent the cheer committee at all ACCJFL monthly meetings and disclose pertinent information discussed on the agenda to members.
 - d. Represent the cheer committee at all ACCJFL postseason events.
 - e. Verify all official Competition Standings and present them to the committee for review.
2. Committee Vice President
 - a. In absence of the Committee President be prepared to fulfill his/her duties as defined in Section A.
 - b. Preside over roster turn in and competition registration.
3. Committee Secretary

- a. Record all proceedings of the cheer committee in the form of minutes.
 - b. Distribute recorded minutes via email to committee representatives as well as ACCJFL executive officers.
4. Committee Sergeant at Arms
 - a. Maintain order at all committee meetings
 - b. Work cooperatively with ACCJFL Executive Officers to ensure bylaws are governing committee meetings
5. Competition Commissioner
 - a. Work with ACCJFL appointed judges in establishing competition rules
 - b. Present representatives with competition rules including:
 - . Safety
 - i. Points
 - ii. Deductions
 - iii. Score Sheets
6. Competition Host
 - a. Represent their organization as chair of competition committee
 - b. Provide ACCJFL with competition arrangements including
 - . Date, times, location
 - i. Confirmation of ambulance and security
 - ii. Provide total number of items to be purchased by ACCJFL including banners, medals, ribbons, A squad graduate flowers and spirit awards by quote and invoice.
 - iii. Present members with parking passes, coach badges and wristbands for competition.
7. Member Cheer Representatives
 - a. Attend monthly committee meetings and act as delegate on behalf of member and league interest
 - b. Provide member organization with accurate information pertaining to agenda discussion

Members are required to name one cheer representative and one alternate to attend cheer committee meetings. In the event neither can attend the committee meeting members are required to notify the Committee Secretary of who will be attending in the absence of their representative. Whoever signs the roll call at the meeting will be recognized as the member representative for all matters addressed on the agenda for that meeting.

SECTION B: DUTIES AND RESPONSIBILITIES OF THE CHEER COMMITTEE

1. Attend scheduled monthly meetings the week following ACCJFL monthly meetings. Meetings are scheduled the Monday following ACCJFL league meeting at 6:30 PM.
2. Review and approve competition rules presented by the Competition Commissioner.
3. Present rosters and squad books at the scheduled roster meeting as requested by the Committee Vice President.
4. Review and approve competition standings presented by the Committee President.

SECTION C. APPOINTMENT OF CHAIRPERSONS OF CHEER COMMITTEE

During the month of October A.C.C.J.F.L. President will preside over the scheduled cheer committee meeting and hold an open session for nomination of chairpersons for the following season. Representatives seeking appointment may volunteer at this time or motion nomination of any member. The A.C.C.J.F.L. President will return nominations to members for discussion at the November meeting. Cheer Committee will reconvene in November for appointment and or request cheer representatives cast a vote when multiple nominations are made for any chair position. In the event a tie vote is determined as per Article VII, Section 1 A.C.C.J.F.L. President will cast the tie breaking vote.

ARTICLE X ACCJFL CHEER COMPETITION

During the month of September, the ACCJFL will host an annual cheer competition for members to showcase their cheer participants. The event will be hosted by an alternating member with assistance from the cheer committee.

SECTION A. HOSTING MEMBER

1. The annual ACCJFL Cheer Competition is confirmed by league members at the May meeting. The A.C.C.J.F.L. Cheer Competition host is determined by the order in which an organization joined the A.C.C.J.F.L. New members will be added to the end of the current hosting order. The competition is held by an alternating member predetermined the season prior. Hosting organizations work with A.C.C.J.F.L. Cheer Committee in planning the event and must name a representative to chair cheer committee as dictated in Article IX, no later than the October meeting prior to their event. Hosting members are required to provide alternate indoor accommodation for unforeseen weather interruption of the event. They must provide the cheer committee and A.C.C.J.F.L. with details set forth in Article IX, Section A.6 no later than the scheduled May league meeting. Host must be able to accommodate all 18 member participants, fans, parking, security, and emergency services and take on any and all expenses associated with competition accrued by their organization not relevant to competition expenses as outlined in Section B below. Hosts must provide seating and tables for judges to sit together. Different color ink pens for each judge. Judges must initial the corner of score sheets and any corrections they make.
2. Hosting team must provide a calculator with register tape, tally and score sheets.
Only A.C.C.J.F.L. Official Score Sheets can be used. Master sheets, awards, music, etc. must go home with each team after competition.

SECTION B: COMPETITION EXPENSES

A.C.C.J.F.L. will take on responsibility for competition expenses associated with awarding its member's participants placement at the annual cheer competition. These expenses are limited to banners, medals, ribbons, A Squad graduate flowers, and spirit awards. These expenses will be deducted from administrative fees established at the annual A.C.C.J.F.L. budget meeting and payable to predetermined A.C.C.J.F.L. vendors.

SECTION C. COMPETITION RULES, SCORING & PLACEMENT

1. There will be one (1) mandatory A.C.C.J.F.L. Competition that all teams must participate in.
2. Competition rules are established by the Competition Commissioner and appointed by A.C.C.J.F.L. judges. Rules presented are not intended to be ambiguous.
3. If a team is split, the lower score of the two will be thrown out the following year for ranking purposes only. (See Section 16 Squad Requirement)
4. Mascots will be allowed to attend Competition and sit with their team but will not be allowed to compete or perform.
5. Competitions shall be split as the American and National Conferences, to be determined by the previous year medal placement based on a point system. Point system is as follows:
 - 1st place: 4 points
 - 2nd place: 3 points
 - 3rd place: 2 points
 - 4th place: 1 point
6. The year, A.C.C.J.F.L. Cheerleading Competition, placement, and division:
 - (6) 1st place A, B, C Squad
 - (6) 2nd place A, B, C Squad
 - (6) 3rd place A, B, C Squad
 - (6) 4th place A, B, C Squad
 - Ribbons for Hello Cheer 1st, 2nd, 3rd, and 4th place
 - Ribbons for Chant 1st, 2nd, 3rd, and 4th place

- Gifts/flowers for the A Squad graduates
- Spirit award for both AM and PM sessions

7. Competition will be held in two sessions on the same day.

1. The time and agenda will be made available for the PM session one week after the rooster hand in. Hosting competition will compete in AM.

Competition Order of Events:

Session One

National Conference

Registration 8:45 - 9:15 am

Practice 9:15 - 9:45 am

Competition 10:00 am

C and B compete

15 minute intermission/A squad warmup

A competes

Senior recognition

Awards for Session One

Raffles

Session Two

American Conference

Registration *TBA*

Practice

Competition *TBA*

C and B compete

15 minute intermission/A squad warmup

A competes

Senior recognition

Awards for Session Two

Raffles

2024 Competition Standings

American Conference

	C Squad	B Squad	A Squad	
Team	H/C/D=Total	H/C/D=Total	H/C/D=Total	Total Points
DFL	0/0/3=3	2/3/3=8	0/0/0=0	11
Mid Valley	4/4/1=9	4/4/4=12	2/4/0=6	27
Valley View	4/4/1=9	4/4/4=12	2/4/0=6	27

Western Wayne	0/0/0=0	0/0/0=0	0/0/0=0	0
Tunkhannock	2/3/0=5	3/1/0=4	0/0/1=1	10
Dunmore	0/0/0=0	0/0/0=0	3/1/3=7	7
North Scranton	3/1/0=4	0/0/2=2	1/2/2=5	11
WHYFO	1/0/2=3	1/0/0=1	0/0/0=0	4
<i>National Conference</i>				
	C Squad	B Squad	A Squad	
Team	H/C/D=Total	H/C/D=Total	H/C/D=Total	Total Points
Old Forge	2/4/4=10	3/4/0=7	3/0/2=5	22
West Scranton	0/0/0=0	2/1/2=5	2/0/3=5	10
Abington	0/2/2=4	4/3/4=11	1/3/0=4	19
Wallenpaupack	1/1/0=2	0/0/0=0	0/0/0=0	0
Carbondale	0/0/1=1	0/0/0=0	0/1/0=1	2
Lakeland	3/3/3=9	0/2/1=3	0/4/0=4	16
Lackawanna Trail	0/0/0=0	0/0/0=0	0/0/0=0	0
Riverside	4/0/0=4	1/0/0=1	0/0/1=1	6
North Pocono	0/0/0=0	0/0/2=2	4/2/4=10	12

B. The 2025 Cheerleading Competition placement will be as follows:

<u>NFC</u>	<u>AFC</u>
Valley View	West Scranton
Mid Valley	Dunmore
Old Forge	Riverside
Abington	WHYFO
Lakeland	Wallenpaupack
North Pocono	Carbondale
DFL	Western Wayne
North Scranton	Lackawanna
	Trail

ARTICLE XI INSURANCE

1. Each team must provide at its own expense adequate insurance.
2. The League will be in no way responsible for insurance coverage for each of its players.
3. Certificate of Insurance must be presented by roster turn in of each team.
4. Each organization must be covered from June till November thirty-first (31st).

The Organization must turn in a receipt signed by the President of their organizations Insurance agent that their insurance is paid in full. This receipt must be turned in by the July Meeting.

5. All coaches and cheerleading advisors must complete an annual criminal and child abuse background check. A letter of compliance signed by the organizations President shall be submitted along with the require insurance paperwork. This letter shall list all coaches, assistant coaches, and cheerleading advisors that have complied with background checks.

ARTICLE XII COACHES CODE OF CONDUCT

All coaches, football and cheerleading, will abide by a code of conduct which includes the follow provisions. If any of these rules are broken, the A.C.C.J.F.L. board of directors shall have the authority to impose a penalty.

The Coaches Shall:

1. Not smoke, NOT use smokeless tobacco, NOT use e-cigarettes/vapes on the field or in the field house with children present.
 - 1a. Violation of Article XII will result in: 1st violation is a verbal reprimand; 2nd offense will result in a one game suspension for the coach.
2. Not criticize players/cheerleaders in front of spectators, but reserve constructive criticism for later, in private, or in the presence of team members if others might benefit.
3. Accept decisions of the game officials and judges on the field in competitions as being fair and called to the best of said officials.
4. Not criticize an opposing team, its players, coaches, cheerleader or fans by word of mouth or by gesture.
 - 4a. Violation of Article XII 4. will result in 1st violation is a verbal warning, 2nd offense will result in a one game suspension for the coach.
5. Emphasize that good athletes strive to be good students and that both are physically and mentally alert.
6. Strive to make every football/cheerleading activity serve as a training ground for life, and basis for good mental and physical health.
7. Emphasize that winning is the result of good teamwork.
8. Together with team officials, be jointly responsible for the conduct and control of the team fans and spectators. Any fan who becomes a nuisance and out of control will be asked to leave.
9. Not use abusive or profane language at any time.
10. Not deliberately incite unsportsmanlike conduct.
 - 10a. Violation of Article XII 10. will result in verbal reprimand to the coach.
11. Abstain from possession and drinking alcoholic beverages and the possession of illegal substance on both the practice and game fields.
 - 11a. Violation of Article XII 11. will result in a one game suspension for the coach.
12. Remove from a game or practice any participant when even slightly in doubt about their health.
 - 12a. Violation of Article XII 12. will result in Expulsion from the A.C.C.J.F.L.

13. Control their fans. Remember, as a team coach you are responsible for your team and fan reaction will usually be in step with your reaction.

14. Uphold all the rules and regulations, Regarding the All-County Conference Junior Football League.

15. Any coach found to be physically abusing a player will be banned from the A.C.C.J.F.L. for LIFE.

ARTICLE XIII SPORTSMANSHIP AND CONDUCT ON THE FIELD

1. See Article II
2. All players, coaches, and officials must conduct themselves in a sportsmanship like manner.
3. The league will not tolerate unsportsmanlike conduct or profanity at the game by team representatives, players, or officials.
4. Anyone that represents a team in the A.C.C.J.F.L. may bring charges against a coach in front of the board of directors. The board of directors will then hold a special meeting with both parties.

ARTICLE XIV BOUNDARIES

1. Boundaries will be determined by School Districts areas unless there are two teams from the same School District then it will be determined by municipalities' boundaries.

1a. Boundary between North Scranton and West Side as Farr Street.

2. Any area that does not have a team in the A.C.C.J.F.L. is open territory to any A.C.C.J.F.L. team.
3. All players requesting a release from his/her team must present a waiver form to the A.C.C.J.F.L. Board for approval. Prior to presenting a waiver request to the board for approval, a representative for both teams must sign the release form as an acknowledgement of the request. The release must be approved by the A.C.C.J.F.L. Board prior to the player or cheerleader participating with the accepting team. If a player or family member has not returned equipment or paid all fees to any teams in the A.C.C.J.F.L. that player/cheerleader cannot sign up with another team until the issue is resolved.
4. When a player starts with a participating organization, that player may stay in that organization, even if the player was to relocate out of that organization area or for any other reason not stated here. Once a child starts in an organization the family can stay with that organization.

5. In the event a player or cheerleader participates with any A.C.C.J.F.L. organization in violation of any provision of **Article XIV Boundaries**, that player or cheerleader is prohibited from asserting the boundary exclusion and must obtain a waiver to contain participation with their current A.C.C.J.F.L. team. Failure to obtain a properly signed waiver/release will prevent the player or cheerleader's participation with their current A.C.C.J.F.L. team and requires reassignment to the proper team in compliance with **Article XIV Boundaries**.

5a. Violation of **Article XIV Boundaries**, if deliberate, exposes the organization and/or the responsible individual(s) to penalty as set forth in **Article XVII Penalties**. Any A.C.C.J.F.L. member organization may request sanctions be imposed against the violating organization. Sanctions may only be imposed by vote

of the ACCJFL Board of Directors at a regular or special meeting and only after proper notice and due process is given to the violating organization and the individual(s) responsible for the failure to comply with the rules governing boundaries.

ARTICLE XV TAX EXEMPTION STATEMENT

This Corporation is organized exclusively for charitable purposes as such purposes are defined by (501 c) (3) of the Internal Revenue Code (or the corresponding section of any future Internal Revenue Law of the United States). No part of the net earnings of the corporation shall inure to the benefit of any individual and no member, director, officer or employee of the Corporation shall receive any pecuniary benefits of any kind except reasonable compensation for services in effecting the corporate purposes. No substantial part of the services of the corporation shall consist of carrying on propaganda or otherwise attempting to influence legislation, nor shall the Corporation participate or intervene in (including the publishing or distributing statements of) any political campaign on behalf of any candidate for public office.

ARTICLE XVI SUSPENSION

When a coach is suspended due to violation of these by-laws or rules, he or she shall be allowed to attend the game as a spectator. The suspended coach will follow the following procedures:

1. Have no contact with his coaches or players either in person, electronically, or through third party, from the time he arrives at the game site until the end of the game.
2. During the game the coach must remain in the stands until the end of the game. The coach may leave the stands to use the restrooms or refreshment stand but not during halftime.
3. Violation will result in additional disciplinary action to be determined by the board of directors.

ARTICLE XVII PENALTIES

The A.C.C.J.F.L. board of directors reserves the right to impose any penalty it determines to be appropriate based on the severity a violation of any provision of these bylaws.

TEAM:

1. Forfeiture of Game

COACH:

1. Verbal Reprimand
2. One Game Suspension
3. Suspension for remainder of season (Not Less Than Three (3) Games) Suspension(s) may carry into following season.
4. Expulsion from A.C.C.J.F.L. (requires a 2/3 two-thirds affirmative vote of the Board)

Any coach that is verbally reprimand three (3) times during a season shall receive a one game suspension.

OTHERS: Parents, Team Officials, Spectators, Volunteers, ETC.

1. Expulsion from attending ACCJF games or functions.

ARTICLE XVIII BY-LAW AGREEMENT

All organizations, team representatives and coaches must agree to comply with the stated objective and rules set forth by The All-County Conference Junior Football. If they do not comply and follow the objective and rules they can be reviewed and possibly removed from the All-County Conference Junior Football. This By-Law Agreement must be signed by a representative of each Organization in The All-County Conference Junior Football at the July Meeting.

Print name: _____

Abington Heights

_____ Print Name: _____
Carbondale Area

_____ Print name: _____
DFL

_____ Print name: _____
Dunmore Jr. Bucks

_____ Print name: _____
Lackawanna Trail

_____ Print name: _____
Lakeland Jr. Chiefs

_____ Print name: _____
North Pocono Jr. Trojans

_____ Print name: _____
North Scranton Vikings

_____ Print name: _____
Old Forge Blue Devils

_____ Print name: _____
Mid Valley Jr. Lions

_____ Print name: _____
Riverside Jr Vikings

_____ Print name: _____
Tunkhannock Jr. Tigers

_____ Print name: _____
Valley View Cougars

_____ Print name: _____
 Wallenpaupack Jr. Buckhorns

_____ Print name: _____
 Wayne Highlands Stingers

_____ Print name: _____
 Western Wayne Jr. Wildcats

_____ Print name: _____
 West Scranton

