

**Article VII – Players.**

**Section 1 – Eligibility.**

a. Players to be eligible to compete in the CFA Football League must meet the requirements set forth below. The team registration "Roster Book" containing the completed player's registration form, birth certificate, physician's affidavit of physical examination and parent or guardian's consent authorization must be turned into the commissioner's office on Roster Night. This will be normally be the 3rd Monday in August, 6 or 7 days prior to the first regular season game. The team player roster for Smurf, Peewee, Pony and Midget players will be completed by each organization, in Microsoft Excel Format, and submitted to the commissioner by e-mail as soon as possible and at least one week prior to roster night. Each team will provide the commissioner with contact info on the person that will be responsible to develop the files. It is CFA league policy that no player is allowed to practice and/or compete in the CFA without these documents. Only the players listed in the submitted team roster book on roster night with all of the above mentioned documents included will be eligible to play. Late registration will be accomplished as set forth below.

1. Be between the ages of 5 and 13 years. The age shall be determined on April 30th. If a player is 13 on April 30th, the player is eligible. If a player is 14 on April 30th, the player is ineligible. Proof of date of birth shall be determined by birth certificate presented at the time of registration. Any other form of proof must be submitted to the Governing Body for certification.
2. Each CFA team will keep a copy of the Player Registration Form and submit a duplicate copy to the League Office, Commissioner and/or Secretary for review and entry into the CFA data roster system, for approval or rejection during the official Team Registration and Team Player Roster meeting.
3. A new CFA Registration Form will be submitted to the League Office each year that the player competes in the CFA Football League. The CFA Representative upon initial submission of the CFA Player Registration Form must only certify proof of date of birth. That is the players first year in the CFA Football League. CFA Governing Board approval and/or rejection will be indicated on the form each year.

b. Any team found using an ineligible player should forfeit all games in which said player has participated.

c. Parental Consent:

1. Each player must have the written consent of parent or guardian.
2. Consent affidavit, parent or guardian's authorization (signature), authorization for medical care and physician's affidavit must be completed and/or renewed each year.

d. Physical Examination: Each player must present a physical examination report for the current season from a physician on or before the first day of practice. Players without physicals will not be allowed to practice or play in scrimmages or games.

e. Registration:

1. Team registration shall take place prior to the opening game of the league schedule.
2. Late registration of individual players may be permitted if good cause is shown.
3. Under no circumstances will registration of players be permitted later than the second league game.
4. All requests for player exceptions will be requested by email or letter to the commissioner with the reasons for the exception. This will be reviewed by the commissioner and assistant commissioners and be acted upon. The commissioners' decision will be final.

***CFA Bylaws articles seven and eight, governing players' eligibility, levels, and weigh-in***

5. Any team that registers less than 24 players at player registration night may add additional players, not replacement players, up to a team size of 24. These additional players will not be eligible to participate in a league game until the second game following the player's date of registration in the CFA. Teams registering 24 or more players may add additional players, but they will not be able to participate until the fourth game following their league registration. In case of extreme hardship, the commissioner may grant a waiver, on a case-by-case basis.
  6. All CFA teams are required to submit their registrations to the league office 1 week prior to roster night.
  7. Player Registration. Provide for procedure for submission player registration form to commissioner. Identify contact for each association. All rosters (all levels) must come from the same individual. All rosters should be completed and submitted to the commissioner prior to the Monday before opening weekend.
- f. Financial Eligibility: To be eligible for registration, all dues must be paid.
- g. Players in question may be checked through the Bureau of Vital Statistics with parent's permission. Failure to comply, player will be immediately removed from the roster until the matter is resolved.
- h. Authorized officer of the association must verify and sign their respective roster.
- i. Player must participate in the authorized CFA program school district, and/or parish area, where he lives or attends school. The Commissioner will develop and keep on file team boundaries with each association. The Commissioner will resolve boundary questions. Players who move after their first year of competition or at any time during their eligibility have the option to remain in their original program without a waiver. If a player attends a parish and/or parish school that does not have a team participating in the CFA, the player may opt to play for a parish team that does participate in the CFA regardless of boundaries.
1. No player would be eligible to play outside the designated boundaries without the approval of the league Commissioner and the written approval from the team in whose area he resides. This will become open information by adding a column on the CFA roster form indicating any players that a team rosters beyond said teams' boundaries.
  2. Open area (free players). Open area players are defined as players not living in any association area, school districts or parish areas covered by CFA Team Boundaries. CFA teams that need additional players to fill a team may use these areas. Normally at the midget level. It is not to be abused.
  3. Players in open areas may play with any CFA team they choose, however a waiver must be obtained from the team they had previously played on. They are considered "Free Players" with no team affiliation.
  4. Any questions as to eligibility will be resolved by the Commissioner, and will be coordinated with the Assistant commissioners.
- j. No team is permitted to actively recruit a player(s) to switch team affiliations.
- k. Player(s) added to your roster after they were cut from another CFA team may play whenever the new association that signed them up decides to play them provided the player(s) had a physical and birth certificate completed during registration by the team that cut them. The "2 week" rule would not apply after rosters are closed.
- l. Once a player initiates participation with a designated team in a particular season, the player may not leave that team to play for another team in the CFA during that same season. The participation date will be roster night.
- m. Commissioners will publish all CFA teams' boundaries.

***CFA Bylaws articles seven and eight, governing players' eligibility, levels, and weigh-in***

**Section 2 - Size of Squad.**

- a. It is recommended that each team must register at least 18 players unless the Commissioner grants waiver of this.
- b. Each association sets its' own maximum players per level.
- c. Lower level players may be moved up to meet the recommended number of 18 players.
- d. All lower level players must appear on lower level roster and their normal level must be noted on upper level roster.

**Section 3 - Player Agreement**

- a. Each player shall sign a player agreement with his respective team.

**Section 4 - Player Personal Equipment**

- b. Full safety equipment is mandatory for each team participant.
- c. It is the individual team responsibility to provide or ensure the team participant has the following minimum safety equipment:
  - 1. NOCSAE approved helmet and face guard.
  - 2. Playing Jersey and Shoulder pads.
  - 3. Football pants with belt or waistband and proper fitting knee and thigh pads.
  - 4. Football girdles or belts pads with proper fitting hip and tail pads.
  - 5. Football shoes with rubber/plastic cleats or tennis shoes.
  - 6. Mouthpiece. Mouthpieces must be attached to the face mask at all times and cannot be clear/white. All mouthpieces must be colored.
  - 7. Visible exterior warning label for all helmets.
  - 8. All chinstraps are required to have plastic snaps.

**Section 5 - Game Equipment.**

- a. The regulation game balls shall be as follows:  
Pee Wee - Wilson K2" - "Pony - Wilson TDJ" - "Midget - Wilson TDY"
- b. No two or more players on the same team may wear the same numbered jersey in the same game.
- c. Team's helmets, jerseys, and pants should be closely associated in color and style as to easily enable team recognition.
- d. Each team must supply jersey colors, both home (dark) and away (light) prior to the start of the season to the Governing Body, in return, the Governing Body will supply each team with this list.

**Section 6 - Players Disqualification**

- a. Any individual who appears on the official team roster of an officially recognized scholastic football team during the current season shall be ineligible to become a team member and participate in CFA league play.
- b. The commissioner will resolve any questions as to eligibility.

**Article VIII - Level of Competition.**

**Section 1 - Midget Level.**

- a. Between the ages of 7 and 13 years old on April 30.

***CFA Bylaws articles seven and eight, governing players' eligibility, levels, and weigh-in***

- b. Official Weight. Player must weigh 148 pounds or less.
- c. The time period for playing game quarters or periods shall be 8 minutes.
- d. Games must be played with at least 3 PIAA Officials for each game.
- e. Any player whose name appears on the Midget roster as an officially recognized Midget player at the time of the first regularly scheduled league game may not play at a lower level during the regular season, unless otherwise authorized by the Governing Body.
- f. A trophy shall be presented to the 4 winning teams of their divisions as well as the league and Super Bowl champions.

**Section 2 - Pony Level.**

- a. Between the ages of 7 and 11 years old on April 30.
- b. Official weight: Player must weigh 120 pounds or less.
- c. The time period for playing game quarters or periods shall be 8 minutes.
- d. Games must be played with at least 3 PIAA officials for each league game.
- e. Any player who's name appears on the Pony roster as an officially recognized Pony player at the time of the first regularly scheduled league game may not play at a lower level during the regular scheduled season. A Pony player because of weight or other considerations may move up to the Midget team.
- f. A trophy shall be presented to the 4 winning teams of their divisions as well as league and Super Bowl champions.

**Section 3 - Pee wee Level.**

- a. Between the ages of 5 and 9 years old on April 30.
- b. Official weight: Player must weigh 96 pounds or less.
- c. The time period for playing game quarters or periods shall be 8 Minutes.
- d. Games must be played with at least 3 PIAA Officials for each league game.
- e. The Pee wee player may advance to a higher level.
- f. The length of the field shall be 100 yards. Penalties will be according to PIAA rules.
- g. A trophy shall be presented to the 4 winning teams of their divisions as well as league and Super Bowl champions.

**Section 3a – Smurf Level.**

- a. Between the ages of 5 and 8 years old on April 30. Recommended starting age is 6 years old. 5 year olds may be added based on team policy.
- b. Official weight: Player must weigh 75 pounds or less. Weigh in 90 minutes prior to start of the Pee wee game. This will also be an early weigh in for other levels.
- c. The time period for playing game quarters or periods shall be: Two (2) twenty (20) minute halves or as adjusted by the coaches prior to the game.
- d. No more than two (2) coaches per team, plus officials, on the field during play.
- e. A separate roster will be developed for Smurfs. A Smurf player may advance to a higher level.
- f. The length of the field shall be 80 yards. Eliminate 15-yard penalties. Change all 15-yard penalties to 10 yards.
- g. Score keeping and standings for this level are not allowed.

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- h. Trophies will not be awarded for this level of play.
- i. Both teams must appoint one official for the entire game; the appointed coach may not be a Smurf coach.
- j. Smurf defenses must be a 5-man front or less and blitzing is not permitted.
- k. Any smurf official must be at least 18 years of age.

**Section 4 - Weigh Master Guidelines.**

- a. Certified check weights: Each team may use a set of certified weights to balance scales prior to weigh in.
- b. Pee wee balance at 75 pounds, Pony balance at 100 pounds, Midget balance at 125 pounds.
- c. The individual teams shall have an appointed weigh master (and may have an assistant) who must be recognized by each team prior to weigh in time for each game.
- d. Weigh master must exclude any player from game participation if that player exceeds the weight requirements specified for that level of play.
- e. Scales used for weigh in must be certified each year from a weights and measurements firm with a current sticker attached. They shall be balanced beam or digital type scales.
- f. Both team weigh masters must agree on all points prior to weigh in and cannot disagree or protest weigh in once started unless a violation of rules is evident.
- g. Each team will provide to the league office during team registration and player roster meeting the name of its official weigh master. No coach may be a weigh master for the level of players coached.
- h. Only one team at a time may be present at the weigh in area. Visiting teams weigh in first.
- i. No jerseys or pants made of plastic including garbage bags permitted to be worn by any player at anytime to help in weight loss while under respective CFA Teams' care i.e. practice/games.

**Section 5 - Weigh In Times.**

- a. Weigh in times for all games follows.
  - 1. Smurf – 90 minutes prior to start of Pee wee game.
  - 2. Pee wee – 30 minutes before game time.
  - 3. Pony – halftime of Pee wee game.
  - 4. Midget – halftime of Pony game.
- b. Borderline weight Midget, Pony and/or Pee wee players may be weighed by each team weigh master any official weigh in time.
- c. Following weigh in, coaches are permitted to assemble their teams to prepare for the upcoming game in an area close by the playing field. In doing so, it is not permitted for any player to change the personal equipment used for weigh in.
- d. Weigh in must be accomplished prior to the start of the game being played. In case of inclement weather or incidents beyond control, the time may be changed by mutual agreement of both weigh masters of each team.
- e. When a team completes an official weigh-in and the game is cancelled by the officials due to unplayable conditions, all players that were weighed-in for that specific game, that weigh-in will carry over to the following day. No weigh-in is required.