



**Cornwall – Goshen- Highland – Kingston – Marlboro – Middletown – Minisink Valley –
Monroe – Monticello – Newburgh – City of Newburgh – Pine Bush – Port Jervis –
Valley Central – Wallkill – Warwick – Washingtonville**

Division 2 Rules

D2 Age & Weight

Age: 10 & 11 years old on or before 11/1

Weight Limit: 142 lbs (145.9 max with digital scale)

Only players listed on the official, OCYFL board-approved roster are eligible to play

D2 Pre-Game Weigh In

Weigh-ins occur at halftime of the previous game or 30 minutes before the first game

Each town must provide a medical-grade scale

Players are allowed 3 lbs for equipment

Only one weigh-in attempt is permitted (players may remove gear and re-weigh immediately)

Late arrivals before coin toss may weigh in and play 1st half; after coin toss = 2nd half only

No roster = forfeit (game still played as a scrimmage)

D2 Playing Time

30+ players: 6 plays minimum

25–29 players: 8 plays

19–24 players: 10 plays

18 or fewer players: 12 plays

Players refusing to play must remove helmet

Non-compliance: 1-game coach suspension and possible game forfeiture

D2 Time & Scoring

4 quarters, 12 minutes each

8-minute halftime (away team cheer performs first)

Touchdown – 6 points

Field Goal – 3 points

Safety – 2 points

Kick PAT – 2 points

Run/Pass PAT – 1 point

D2 Offense

Standard high school formations

No unbalanced lines

OL splits: fingertip-to-fingertip or less

All backs except QB must line up at least 3 yards deep unless in motion

No blocking below the knees — 15-yard penalty

Jersey number does not determine eligibility

D2 Defense

Follows NY State HS rules

On special teams: player over center must line up 3 yards off ball

D2 Special Teams

Kickoffs, punts, PATs follow high school rules

PAT/FGs: defense may rush — no fake kicks allowed

D2 Mercy Rules

Activated when a team leads by 18 or more points

Trailing team receives ball at 50-yard line (35 in playoffs) after scores and at 2nd half start

High-scoring team must sub QB, RBs, WRs next offensive series

Starters may only return as interior linemen (if under 17 rostered)

No hurry-up, no trick plays, no fake kicks

Violations = loss of home game + coach suspension (1+ games)

D2 Overtime

Follows NYSHSAA OT rules

3-minute break, coin toss for possession or field side

Start at opponent's 20-yard line, 4 downs to score or first down

If tied after 1 round, restart from 10-yard line

1 timeout per OT round

Penalties carry over; turnovers end possession

If defense scores, game ends

D2 Fields & Equipment

Regulation high school field with full markings

Chains on home sideline (operated by home volunteers)

Required Equipment:

NOCSAE-certified helmet

Shoulder pads

Hip, thigh, knee, and tail pads

Rubber cleats only

Athletic supporter/cup

Mouthpiece with strap

No tinted visors or altered gear

D2 Coaching Rules

Max 10 credentialed staff per sideline

All staff must wear ID and town coach shirt

2 coaches allowed on field during timeouts

Ineligible coach on field = 15-yard penalty

Ejections = minimum 1-game suspension

Injury reports must be filed by the next day

D2 Referees

Each town must supply 2 referees per home game

No refs within 30 minutes = forfeit, game played as scrimmage

Only 1 ref = delay up to 30 minutes; if no second, scrimmage

Protested games still played — OCYFL board reviews results