



BMFA House League Tackle Rules 2008

1 GENERAL

1.1 Definitions:

- COMFL - Central Ontario Minor Football League
- LEAGUE DIRECTOR refers to Touch, Tackle or Stampeder, as appropriate
- DISCIPLINARY COMMITTEE refers to three BMFA Board members

Rules contained in the COMFL Playing Rules and By Laws (Appendix A) and in the Canadian Rule Book for Tackle Football (hereinafter referred to as “The Rule Book”) will prevail at all times during league and playoff games with these exceptions and modifications.

2 ELIGIBILITY

- 2.1 All ages and weights as per the COMFL current standards in effect. For clarification, refer to the League Director.
- 2.2 Players may play up a division only if their age is under by a maximum of one year subject to meeting the weight requirements.
- 2.3 Ages are to be verified by birth certificate, landed immigrant certificate, OHIP photo card, baptismal certificate, naturalization papers, passport or drivers license at the time of registration. Weights are to be verified at an official weigh-in to be scheduled by the Registrations Director, at registration and within three weeks prior to the first game. There will be no post-season weigh-ins for house league.
- 2.4 Any individual who meets the requirements of eligibility is eligible to participate in the BMFA football programs subject to adherence to the league by-laws.

3 REGISTRATIONS AND ROSTER

- 3.1 A registration fee (individual or family, if applicable) as set by the Board of Directors for the will be charged and received by the BMFA from each player at the time of registration.
- 3.2 A league consent form must be signed by a parent or legal guardian prior to participating or being assigned to a team.
- 3.3 It is recommended that every player’s health be cleared by his/her family doctor prior to participating in the league.
- 3.4 BMFA reserves the right to request that any player obtain a written statement from his/her family doctor, if in the opinion of the Registrations Director or League Director, such request may be warranted.
- 3.5 All players are to be assigned to teams by the BMFA Registrations Director and League Director and approved by the Board of Directors.

- 3.6 All players must be registered and all fees paid with BMFA before being assigned to a roster, playing, participating or receiving equipment.
- 3.7 No team will be permitted to use or have new players added to their rosters after the first house league game or third COMFL game, unless approved by the Board of Directors.
- 3.8 The Board of Directors may establish a “roster-cut-off-date” which may be after the date of the first league game.
- 3.9 Each house league peewee atom and tyke tackle team will be assigned a maximum thirty (30) players and each mite team will be assigned a maximum of twenty two (22) players. Any exceptions must be approved by the Board of Directors.
- 3.10 Each head coach must report to the League Director every player resignation or obvious “no show”. The League Director will then inform the Board.
- 3.11 No player will be allowed to transfer up or down a division after the final cutoff date, which shall be the date the final rosters are distributed to each head coach.
- 3.12 Each team shall be permitted to protect **four** players who must be the children of the Head Coach and three (3) Assistant Coaches. Spotters and one (1) Managers are not part of the coaching staff for the purposes of this regulation. In the case where a Head Coach has no children on the team, he/she will be allowed to nominate four protected players.
- 3.13 The League Director will be primary liaison with any teams that play in the house league that are from within or outside the Burlington area and shall ensure that these teams are familiar with the procedures for registrations, the rules of the league, and the fees for players, sponsors, etc. The Registrations Director shall ensure that all of the registration requirements are satisfied, including any fees to the BMFA where applicable, completion of registration form, parental consent and necessary signatures, weigh-ins age verifications, and where appropriate, doctors certifications of fitness. It shall be a condition of participation that all teams outside the Burlington area abide by the rules of the house league and any conditions as determined from time to time by the Board of Directors of BMFA and pay fees as determined by the BMFA Board of Directors by a date to be determined by the BMFA Board of Directors.

4 REGULATIONS

- 4.1 Each player dressed for all House League games and who has participated in that weeks practice, must have at least ten minutes playing time per half during all league and playoff games. Apparent infractions are to be reported to the League Director.
- 4.2 Any player who misses one week of participation without valid reason or misses practices or fails to adhere to a coach’s reasonable request or is consistently late must be reported to the League Director before extreme action is taken. A report to the League Director should be in writing and the recommended or proposed action to remedy the situation should be included.
- 4.3 Each player shall conduct themselves in a sportsmanlike manner. The league will not condone the use of profanity, drugs or alcohol. During practices, games or any team activity, any player showing disrespect to coaches, officials, parents or other team

members shall be given one verbal warning by the coach regarding this behaviour. The player's parent(s)/guardian(s) will be informed of the warning by the coach on the same day that it occurred. Should a second infraction occur the player might be suspended for one game. Further infractions must be immediately reported by the coach to a BMFA Board of Director and will be reviewed within 48 hours by at least three (3) BMFA Board Members and may result in expulsion from the BMFA. Each player must sign a fair play agreement per appendix "B". The BMFA Board of Directors or its delegated representative member shall have authority to suspend any team member whose conduct is deemed unbecoming to the BMFA.

- 4.4 If a player is ejected from a game, he will automatically be suspended for the balance of that game plus the next game. If an ejected player is not dressed and not physically able to play in the next game following the ejection, his suspension will be delayed until the first game he is dressed and able to play. The suspended player may sit at the timer's bench until the suspension has expired. Suspensions apply to both league and playoff games. If the next scheduled game following an ejection is an exhibition game, the suspended player will not be allowed to play and the suspension penalty will apply to the next league or playoff game.
- 4.5 Suspension of Coaches or Assistant Coaches – The BMFA Board of Directors or its delegated representative member shall have authority to suspend any coach or assistant coach whose conduct is deemed unbecoming to the BMFA. Further action in such cases shall be the responsibility of the Board of Directors. Any coach or assistant coach ejected from a game will be automatically suspended for the remainder of the game plus the next league or playoff game. The coach must leave the field and is not permitted to attend the next game. The Board of Directors shall determine any further disciplinary action. Each coach must be well versed on the BMFA Code of Ethics. Appendix "C".
- 4.6 Any player, coach or assistant coach suspended more than once from two games (regular season, exhibition or playoff) will be suspended until the matter is reviewed within one week from the date of infraction by at least three (3) BMFA Board Members.
- 4.7 Practice sessions will commence for all house league teams on receipt of the rosters by the coaches, except in the case of a BMFA sponsored league pre season camp.
- 4.8 All clothing associated with BMFA teams (i.e. jackets, pants, etc.) must be approved by the Board of Directors. Use of the BMFA Logo must be approved by the Board of Directors in advance of any orders being made. BMFA does not accept responsibility for any orders of sundry items placed by individuals or teams.
- 4.9 Switching of sweaters during a game is not permitted without notification of the game convener.
- 4.10 It is recommended by the BMFA Board of Directors that all League Coaches retain at least Level I Technical Certificate of Coaching.

5 EQUIPMENT

- 5.1 Footwear – Wearing of spikes or metallic cleats are prohibited.

- 5.2 Each player must wear a N.O.C.S.A.E. approved football helmet, shoulder pads, football pants and pads at all games and full contact practices. An athletic supporter is optional and the players' responsibility.
- 5.3 Each player must wear a mouth guard at and during all games and practices.
- 5.4 For the protection of the players, the BMFA Board of Directors, Coaches and Game Officials will enforce the equipment rules.
- 5.5 All players must be dressed with team sweaters for games.
- 5.6 The BMFA will supply all necessary field equipment (goal post pads, down box, yard sticks) for all games played in Burlington. Leagues external to Burlington are required to provide their own field and game equipment. If there are no goal post pads, there will be no game!
- 5.7 Each Burlington team will be provided with practice footballs and new home team game ball by the Association. The Association will, where possible, provide tackle dummies, arm blockers, etc.
- 5.8 Regulation footballs are as follows:
 - MITE Wilson K2 or equivalent
 - TYKE Wilson TDJ or equivalent
 - ATOM Wilson TDJ or equivalent
 - PEEWEE Wilson TDY or equivalent
 - BANTAM Wilson CIAU
 - MIDGET Wilson CIAU
- 5.9 Wearing of protective visors is allowed provided the trainer has full view of the eyes. Smoked or mirrored visors are prohibited. Face shields must not have any sharp edges.
- 5.10 All equipment provided by the association remains the property of the BMFA. (This includes sweaters not issued to players.)

6 TEAM MANAGEMENT

- 6.1 The BMFA Board of Directors will approve the appointment of all head coaches each year. Head coaches are responsible for obtaining their own assistants and a team manager, where possible. BMFA recommends a manager to handle numerous non-coaching functions. A record of names, addresses and phone numbers of all coaches and assistant coaches must be provided to the League Director prior to the first league game. Leagues outside Burlington must submit a list of names, phone numbers and addresses to their head coaches and team players.

- 6.2 All coaches must submit a security clearance certificate from the Halton Regional Police Services. BMFA will reimburse the cost of the certificate. Coaches are responsible for the conduct of their players and coaching staff on and off the field. Coaches must adhere to all BMFA regulations and to the spirit of the minor football program. Harassment of the referees will not be condoned at any time.
- 6.3 Managers are responsible for non-coaching responsibilities, team rosters, fundraising and team equipment. They will assist coaches at all times. They will notify coach of meetings called by the Board of Directors. They are responsible for the filing of all “protests” and are the primary liaison with the Board of Directors through the League Director. All teams from outside the immediate Burlington area are requested to funnel their concerns through the League Director. Managers are responsible for submitting their year-end statement to the League Director.
- 6.4 Protests must be submitted in writing along with a \$25.00 deposit, refundable if the protest is successfully upheld, to a Board Member in person, or mailed to the BMFA, P.O. Box 62051, Burlington Mall Postal Outlet, Burlington, Ontario, L7R 4K2, marked “PROTEST”. The protest will be reviewed by the Disciplinary Committee whose decision shall be final and binding, only the Disciplinary Committee has the power to reverse referees’ decisions.
- 6.5 Each team will be required to ensure that adequate stick crew personnel are on hand for each game. It is the home team’s responsibility to provide the stick crew; however, if adequate people are not available, the visiting team will assume that responsibility. A game will not start without a stick crew.
- 6.6 The Board of Directors will provide a Convener for all league games.

7 TEAM STANDINGS AND PLAYOFFS

- 7.1 Standings are to be determined by points as follows:
- WIN - Two (2) points
 - TIE - One (1) point
 - LOSS - Zero (0) points
- 7.2 If two or more teams are tied in house league, the tie shall be broken by first examining the win/loss records of the games between the tied teams with the most points scored in the games between the tied teams, then the tied teams record against the rest of the league in order of the final standings. If there is still a tie after all of the above, there will be a tie breaking game.
- 7.3 To assist coaches and league scheduling personnel, the following playoff structure is used in all league divisions.

In a four team league:

- 4 plays at 1

- 3 plays at 2

The winner meets in the championship.

In a Five Team League:

In round one (quarter finals):

- 5 plays at 4
- 1, 2 and 3 have byes

In round two (semi finals):

- Winner of 5/4 plays 1
- 3 plays at 2

The winners of round two semi finals, meet in championship

In a six team league:

In round one (quarter finals):

- 3 plays at 6
- 4 plays at 5
- 1 and 2 have byes

In round two (semi finals):

- 1 plays the lowest seed team remaining
- 2 plays the second lowest seed team remaining

The winner of round two (semi finals), plays in the championship game.

In a seven team League:

In round one(quarter finals):

- 7 plays at 2
- 6 plays at 3
- 5 plays at 4
- 1 has a bye

In round two (semi finals):

- Highest rank plays Lowest rank
- Second highest rank plays second lowest rank

Winners of round two (semi finals) play in championship game.

In an eight team league:

In round one (Quarter finals)

- 8 plays at 1
- 7 plays at 2
- 6 plays at 3
- 5 plays at 4

In round two (Semi finals):

- Highest rank plays Lowest rank
- Second highest rank plays second lowest rank

The winners of round two (semi finals), plays in the championship game.

- 7.4 In the event of a tie score at the end of regulation time in a house league playoff game or tie breaking game to determine final standings, overtime will be played after a 5 minute rest period.
- 7.5 Immediately after the conclusion of the fourth quarter, the teams will retire to their respective team areas.
- 7.6 The officials will meet with both team captains in the centre of the field for the coin toss. The winner of the toss shall choose one of the following options:
- 7.6.1 Offense or defense, with the offense at the opponent's 35-yard line to start the first series.
- 7.6.2 Which end of the field shall be used for both series of that over time period.
- 7.7 The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra periods.
- 7.8 Extra periods: An extra period shall consist of two series with Team A and Team B each putting the ball in play by a snap or on between the hash marks of the 35-yard line; which becomes the opponents 35-yard line. The snap shall be from midway between the hash marks of the 35-yard line, unless a different position on or between the hash marks is selected before the ready for play.
- 7.9 Team series: Each team retains the ball during a series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead.

However, Team A may not have a first and 10, if it again possesses the ball after a change of team possession.

- 7.10 Scoring: The team scoring the greater number of points during the regulation and extra periods shall be declared the winner. There shall be an equal number of series, as defined in 6.03.5 above, in each extra period, except if Team B scores during a period other than on the try for extra point(s). Example: On the first possession of a period Team A scores a touchdown. If the score is still tied after three extra series having been played by each team, any subsequent touchdown must be followed by a two-point conversion.
- 7.11 If darkness means an overtime game cannot be played, a new playoff game will be re-scheduled.
- 7.12 Each team will be entitled to one (60) second time-out in overtime games.

8 FIELDS AND RULES OF PLAY FOR HOUSE LEAGUE

- 8.1 Regulation Size Fields will be used whenever possible.
- 8.2 Duration of Games:
- Mite games are four (4) ten (10) minute quarters.
 - All other divisions play four (4) twelve (12) minute quarters with five (5) minute intermissions at half-time. Each quarter will be straight time except during an official time out, player's injury time out, and after a score or at change of ball possession. Stop time will apply during the last three minutes of the second and fourth quarters. The above can be altered by the league director due to time constraints.
- 8.3 Time Outs:
- Each team will be allowed a maximum of two (2) thirty (30) second time outs per half.
- 8.4 Scoring:
- As described in the "Rule Book" except for the following:
 - Converts: A team scoring a touchdown will attempt a conversion by scrimmaging the ball on or outside the five (5) yard line and running or passing for one (1) point, or place kicking for two (2) points. Converts for the Tyke division are: - one (1) point for a run in, two (2) points for a pass, three (3) points for a kick.
- 8.5 Scores are not kept for the Mite Division.
- 8.6 The approved shirt numbering system does not apply in BMFA league play.
- 8.7 If the training service or an individual qualified to deal with sports injuries as approved by the BMFA has not appeared 30 minutes before game time, the coaches shall be informed and a call shall be made to designated training service or individual by the game convener. The game will not begin until their arrival. After a 45 minute game delay, the game will be

postponed to a later date. Leagues external to Burlington must provide for training services to BMFA for prior approval.

8.8 The following rules apply to Tyke, Atom and Peewees divisions only:

8.8.1 **Passing Rule:**

8.8.1.1 The team on offense must attempt a pass beyond the line of scrimmage at least once in a 4 down set. This rule applies to any set of downs starting outside your own 20 yard line and outside your opponent's 20 yard line. The penalty for not doing so is a 5 yard penalty from the original line of scrimmage on 4th down and loss of possession.

8.8.2 **Kicking Rule:**

8.8.2.1 Any team leading by 21 or more points must kick on 4th down. This kick can either be a field goal attempt or a punt. The penalty for not doing so results in a 5 yard penalty from the original line of scrimmage on 4th down and loss of possession.

8.9 Mercy rules will be implemented automatically in all divisions whenever a team is leading in any game by 21 points or more, as follows:

- The team leading by 21 points or more shall not receive kick-offs. They may however receive punts or take possession of the ball from a fumble or interception.
- A team leading by 21 points or more may not use the quarterback or running backs both ways, if sufficient players are dressed to play.
- The team that is behind by 21 points or more may request that the clock run continuously, however, running the clock continuously is not automatic.

9 PLAYERS' BENCH

9.1 Only authorized personnel including players, alternate players, coaches, assistant coaches and managers will be permitted in the bench area. Parents must be on the opposite sideline.

9.2 During the game, all personnel must be in the bench area unless authorized to be elsewhere by the game official.

9.3 The head coach is responsible for the enforcing of paragraphs one (1) and two (2) of this section and the actions of anyone in the bench area is his responsibility and subject to the rules and regulations of the BMFA.

9.4 Coaching Area: Coaching staff will be permitted to move along the sidelines between the 20 and 45-yard lines on their team's side of the 55-yard line.

9.5 Captains will be declared prior to the opening kickoff. Only these players may ask the referee for his interpretation of a rule (only one captain may ask). The referee will explain the options on penalties to one captain and only the player may exercise the option.

NOTE 1: A CAPTAIN, LIKE ANY OTHER PLAYER, MAY NOT ARGUE WITH OR QUESTION THE JUDGEMENT OF ANY FIELD OFFICIAL.

NOTE 2: COACHES ARE NOT CAPTAINS.

- 9.6 Home Games: The schedule of regular season games will be distributed by the League Director and will indicate the home teams. If the schedule does not indicate which team is the home team the home team will be determined by the toss of a coin by the game official.
- 9.7 League Officials: the Board of Directors will provide for officials for all games (regular season and playoffs) which have been scheduled by the BMFA. League rules interpretation will be according to the "Rule Book" except for supplemental rules and regulations as contained herein. Leagues external to Burlington are responsible to provide their own officials, which must be approved by the BMFA Board.
- 9.8 The opening kickoff will be determined by the toss of a coin, the winner of the toss will choose either field to defend or choice of possession. The second half of the game will start in reverse of the first.
- 9.9 Four (4) down football will be played in all league division games.

10 PLAYERS AWARDS

- 10.1 The Board of Directors have determined that no player shall receive a Most Valuable Player of the Game award for any game in which such an award is being considered if during such game such player has incurred an Unsportsmanlike Conduct Penalty respecting profanity or poor conduct or has been ejected from a game for any reason. The convener should apprise the individual(s) charged with making this selection of this rule. This rule also applies to coaches making MVP awards amongst team members after any game.
- 10.2 BMFA recommends that coaches make all of their players aware of this rule prior to any game.

END OF RULES