

# ONTARIO MINOR FOOTBALL LEAGUE PLAYING RULES

## 1.0 ARTICLE 1 – PLAYER ELIGIBILITY

### 1) ACCEPTABLE IDENTIFICATION

- 2) Each club is responsible to submit proof of age for all players as well as proof of residency within Ontario for the playing season. The league will accept a birth certificate accompanied by the player's picture, a valid passport, a current Ontario health card or other document approved by the Commissioner. The league may ask for verification at any time and the player will be given a reasonable amount of time to supply this information but will be deemed ineligible to play until such proofs are accepted by the Commissioner. Each team must maintain a team binder that includes each player's registration paperwork, a copy of proof of date of birth and an up to date picture of the player. All team binders must be signed off by the league Registrar or designate prior to the start of the season. Any additions to the team binder must be signed off by the league Registrar or designate before a player is eligible to play in a game.

### 3) ELIGIBLE AGE

Refer to OMFL Constitution

### 4) PARENTAL / GUARDIAN APPROVAL

All players under the age of 18 require a parent's or legal guardian's signature allowing them to participate in the OMFL.

### 5) REGISTRATION

Players cannot play in a game unless the league registrar has signed off on the players registration as per 1.2. It is the team's responsibility to obtain league Registrar approvals before the player steps on the field.

## 2.0 ARTICLE 2 – PLAYER ELIGIBILITY

- 1) All players must play in the area where their principle residence is located. The principle residence is determined to be the residence of their family or legal guardian.
- 2) Players who require proof of residency from the Commissioner must provide a valid health card or drivers license effective April 1<sup>st</sup> of the playing year in question. No temporary identification will be accepted.
- 3) Players who live with no parents or legal guardians must have proof of residency as per 2.01
- 4) No player shall move into an area for the sole reason to play for another team. The Commissioner has the right to revoke eligibility from the player if he feels that the player has attempted to use residency to switch or play for another team.
- 5) Players who are deemed to be living in "Open Areas" may play for any team of his choice, but can only make this decision once.
- 6) If a new franchise is awarded in an area, which was open or was under the jurisdiction of another team, the player is given the opportunity to play for that new franchise or remain with his previous team. This decision must be made in the year a franchise starts with the league. The player cannot revert back.
- 7) Players may play for any team if his legal guardian is a fulltime coach, president or owner of that team. Players must immediately return to the team of his residency once the coach, president or owner ceases to remain with the team in which he plays. The Commissioner has the right to limit the number of coaches that have children playing on the team that reside outside of the team's territory.

- 8) Players cannot practice or play exhibition games that are ineligible as per the rules set out (\$200 each incident).
- 9) Ineligible players cannot take part in any OMFL sanctioned games. (Forfeit of game and 200.00 fine per incident).

**3.0 ARTICLE 3 – PLAYER RELEASE**

A non-resident player may play for another team if he submits a written release from the team in which he resides to. Such proof of release must be kept in the team registration binder.

**4.0 ARTICLE 4 – SEASON SCHEDULE**

1) PLAYING DATES

- a) The regular and playoff season shall be completed by mid August.
- b) The first league game will be determined by the Board of Governors.
- c) The league may schedule midweek and holiday weekend games, but only when necessary to complete a schedule within the time required.
- d) Televised games will be given priority re. times and dates.

2) GAME TIMES

- a) Game starting time will be such time as is approved by the teams for games scheduled in their areas. No weekend game to start after 8:00 p.m.
- b) Midweek games will not be scheduled to start before 7:30 p.m. or after 8:30 p.m.
- c) Starting times and dates may be changed by mutual agreement of the teams involved, subject to the Commissioner's approval.
- d) Any team not on the field and ready to play 20 minutes after the scheduled starting time may be subject to default of the game and is subject to further ratification of the Board of Governors.
- e) There is no tolerance for being later for a televised game. Teams should leave one hour earlier to ensure an on time kickoff. A fine of \$200 will be assessed for a startup over 15 minutes. Teams will check for each kickoff times and team introductions when games are televised.
- f) All teams will submit there contact person's cell phone number. All cell phones must be on and operational on game days and team buses to ensure communication is available.

3) PLAYOFFS

Playoff structures will be ratified by the board of governors prior to the beginning of the regular season..

4) STANDINGS

The following will determine order of standings;

- a) Total points
 

Win	2 pts.
Overtime Win	2 pts.
Overtime Loss	1 pt.
Tie	1 pt.
Loss	0 pts.
- b) Tie Breaker Order
  - 1) head to head Record
  - 2) Fewest points allowed head to head
  - 3) Fewest points allowed for the season
  - 4) Coin flip.

When more than two teams are tied, the tiebreakers will be used in the above order until one team is removed. The remaining tied teams will restart the order of tie breaking with #1. Head to Head until the next team is removed.

## 5.0 ARTICLE 5– GAME DAY OBLIGATIONS

### 1) PLAYER ROSTERS

- a) The team roster is to be submitted to the home scorekeeper prior to each game listing each player in numerical order of jersey numbers. This roster is to be electronically generated and must agree with the roster on file with the Registrar. All players not playing must be so noted on the roster. The home team will be responsible for submitting both teams rosters and the completed score sheet to the league designate no later than noon of the next business day following the game. In addition the home team is to phone in or email the score of the game to the league's website administrator within 24 hours following the game.
- b) Teams may request at the end of the game for up to three players from the opposing team to sign the game sheet to be scrutinized by the Commissioner.
- c) There are no additions to a teams roster after the third weekend of the regular season. A player on a OMFL roster is not permitted to play in the OMFL and for another league after the third week of the season.

### 2) HOME TEAM OBLIGATIONS

The home team will be responsible for the following;

- a) 2 new leather game balls inflated to rule specifications and approved by game officials.  
Tyke – K2  
Atom and Peewee – Wilson TDJ  
Bantam – Wilson TDY  
Junior Varsity and Varsity – Wilson F2000 or F2003
- b) Time clock to be visible to both benches. Time should be set to inform teams when kickoff to start.
- c) Referees for the game [# by division to be confirmed]
- d) Trained medical personnel to be cover medical issues for both teams. These personnel must be introduced to the head official before the start of the game.
- e) Goal post pads and 10 yard lines marked.

### 3) TIMING

- a) Halftime will be 15 minutes.
- b) Timing will follow Canadian Amateur Rulebook standards except
  - i) Tyke shall be two 20 minute run time halves, with three plays following the end of time for each half.
  - ii) Atom and Peewee will be 12 minute quarters with stoppages for TIPS
  - iii) Bantam, JV and Varsity will be 15 minute quarters with stoppages for TIPS

### 4) OVERTIME

- a) Should the game end tied after four quarters of football, the game will go into overtime if time permitting. (See curfew).
- b) There will be a coin toss, with the visiting team calling the flip.
- c) Team A will scrimmage the ball on the 35 yard line. Team A will attempt to score points on this possession. All regular rules are effect. The team can continue to scrimmage until scores a point, losses possession through fumbling or interception, or turns the ball over on downs.
- d) Once c) is completed, Team B will be given the same opportunity. If after Team B completes c) and the score remains tied c) and d) will be repeated until the tie is broken or curfew is met.
- e) There are no timeouts.
- f) The same side of the field will always be defended.

- g) Points will be awarded once the play has been whistled down. Example: If Team A is intercepted, Team B than fumbles, Team A recovers and scores a touchdown, Team A will be awarded points even though there was a change in possession during the play.
- h) If the defense scores, the game ends with the team on defense winning.

5) CURFEW

The home team must designate a curfew before a game is played to the head official and opposing team's head coach. Overtime cannot be played 20 minutes prior to the curfew. Rules re suspended games will be followed for games that meet curfew before four quarters are completed.

6) SUSPENDED GAMES

Should a game be suspended re curfew, referee's discretion, or weather, the game shall be considered complete if time played has reached the fourth quarter and points awarded will be reflected in the standings. The Commissioner shall attempt to reschedule suspended games at a time and place he/she feels the game can resume to meet schedule demands. Once a game is suspended the exact time and score will be recorded and the game will resume at the next scheduled time. Should a game be suspended for unsportsmanlike actions the Commissioner may award a win to the none offending team. Should a time and date be acceptable to both teams, a suspended game can be replayed in full.

7) DEFAULTED GAMES

Teams awarded wins from defaulted games will be awarded a 9 to 0 score.

8) EJECTION & DISQUALIFICATIONS

- a) A player sent to the bench to cool down may return to the game at the coaches' discretion unless time is specified by the officials.
- b) A player ejected from the game may not return to the playing field and may not dress or play in the team's next league or playoff game. If the ejection occurs, he is to remain on the bench with his helmet and shoulder pads removed unless otherwise directed by the officials. Further sanctions will be issued if the expelled player is involved in any altercation during or after the game. The suspension will be carried to the following year if it is the last game of the season. Suspensions can carry over from one division to the next.
- c) A player/coach/ administrator ejected from a second game (Level 2) will be suspended for three games. Third ejection (Level 3) will be for life. Though game suspensions cannot be appealed, the level in which the player is in due to his ejection is appeal able to the Commissioner. Coach/administrators can apply for a record removal with sufficient evidence to the Commissioner that problems resulting in suspensions are resolved and will not continue again.
- d) Conduct unbecoming a coach or team official is grounds for ejection. If ejection occurs, he/she is not to remain on the playing field or in the bench area and must leave the park. Further sanction and or penalties can be issued to the coach or team official by the Commissioner depending on the severity of the infraction.
- e) A player receiving three unnecessary roughness and/or unsportsmanlike conduct penalties in a game is to be ejected and the suspensions as Article 5-9 carried through.
- f) Score sheets are to note any disqualification and signed by the game officials.
- g) Each team is to notify the Commissioner within 24 hours, of any player, coach or bench personal ejection.
- h) Any relevant incidents occurring outside the game (skirmishes before or after the game) are to be reported to the Commissioner within 24 hours of the end of the game so that disciplinary action may be taken if necessary.
- i) The Head Coach is responsible for his team, during and after games and is therefor open to discipline by the Commissioner.

**6.0 ARTICLE SIX MISCELLANEOUS**

- 1) No restrictions will be afforded to team communication. Home teams must provide equal accessibility to spotting areas. Helmet radios must be CSA certified approved installations. Home made installation of radios is not allowed.
- 2) The OMFL will play four down football in all levels.
- 3) Removable cleats will be allowed if they are plastic coated. No bare steel is allowed.
- 4) Only clear and clear yellow visors will be permitted. Clear yellow visors will require a doctor's note. No other visors will be allowed.
- 5) All teams must provide their primary jersey colours by the last board of governors meeting before the start of the season to be posted on the league website. Visiting teams will be responsible to ensure that there are no jersey conflicts.
- 6) Football Canada Rule 7 will be strictly enforced. The Code of Conduct in the Rule Book makes coaches responsible for the behavior of their players before, during and after the game. Accordingly, no behavior, tactic or activity which might be construed by an opponent as demeaning or unsportsmanlike is to be tolerated. Any incident of this nature being reported and substantiated by independent sources will result in the team and or the coach in question being disciplined by the Commissioner.(see OMFL Code of Conduct)
- 7) There will be no restriction for playing rosters.
- 8) Should a team choose not to play a regular season game, they will be automatically be deemed ineligible for the playoffs and fined \$500. The team will be suspended from the league until further review of the Board of Governors