

BY-LAWS (OPERATING REGULATIONS) OF THE MANITOBA MINOR FOOTBALL ASSOCIATION INC.

1 LEAGUE STRUCTURE

1.01

The Association shall operate four (4) distinct and independent leagues as follow:

- | | | |
|-----------------|---------------------|--------------------------|
| a) Terminators | 7 and 8 year olds | (6 person Football) |
| b) Atom | 9 and 10 year olds | (6 - 12 person Football) |
| c) Pee Wee | 11 and 12 year olds | (9 - 12 person Football) |
| d) Minor Bantam | 13 year olds | (12 person Football) |
| e) Bantam | 14 year olds | (12 person Football) |

NOTE: Age is determined as of December 31 of the current year

1.02

The ASSOCIATION reserves the right not to register or permit to play any player;

- Who cannot produce a Birth Certificate (or satisfactory medical certificate) upon request, or
- Who cannot produce a current Manitoba Medical for confirmation of the player's primary residence?
- Whose participation would be detrimental to the league?

1.03

The club registrar or their representative must attend the scheduled registrars meeting **(to be held in March or April)** to receive league and team information in regards to the registration process for the coming year. Failure to have a club registrar/representative in attendance will result in each offending club receiving a fine of \$50.00.

2 REGISTRATION PROCESS

The guiding principle underlying the Association's player assignment/registration process is to make it as reasonably convenient and accommodating as possible for players and parents to participate in the game of football while still ensuring each participating club has means and opportunity to grow their programs through fair and legitimate access to a pool of players from within their designated catchment areas. In that regard, the following process shall apply:

2.01 A

Players should register with the ASSOCIATION team(s) in their designated geographic area, subject only to conditions set out herein. If a player attends at a club other than their home club, a representative from this club shall immediately notify the home club and the home club must immediately place this players' name in the first available spot on the appropriate roster. The player will be directed to the home club to complete registration there. It is understood that this player will NOT be required to wait in line at the home club but will be provided with the name of a representative to contact upon arriving at the home club in order to expedite their registration. The player must show up to register at the home club prior to the end of registration that day in order to maintain their spot on the roster.

Should this player wish to play at another club a waiver must be requested at the time registration is completed. Waivers are granted at the sole discretion of the home club; however, all reasonable efforts should be made by the clubs involved to accommodate the circumstances associated with that player/parent(s) situation. Decisions regarding waivers should be deferred until after the close of registration weekend and are valid for one season only. Registration Fees will be collected by the appropriate club only once a waiver is either granted or not granted.

2.01 B

Players must register in their designated geographical area based on where the PRIMARY CARE resides or School they attend, is located (at time of registration). Rural residents shall register with their home club.

2.01 C

If a club recruits in another club's catchment area a fine will be imposed in the amount of \$250.00 and the offending person or people may be suspended from any MMFA activity for a period of 1 year from the fine being imposed.

2.01 D

Returning players who register at anytime prior to the end of the MMFA designated registration weekend(s) will be given priority for placement on a team roster over new players. New players must be made aware of this when they are registering. Clubs are encouraged to indicate in their advertising and handout materials the following or similar phrasing: "Please note: until close of registration weekend returning players are given priority for placement on a team." Roster sheets must indicate beside each players name whether they are a "N" new or "R" returning player.

Should the number of players registered exceed the maximum allowed at a particular age division new players will be assigned to a team roster, after returning players, according to the order in which they registered. All players still remaining unassigned to a team once the maximum roster numbers are reached will be dealt with as per 2.04. Returning players who register after the close of registration weekend, for roster assignment purposes, will be treated as new players.

Definition of Recruiting

Recruiting Would Include The Following Situations:

1. Putting up posters, advertising boards outside of your catchment.
2. Phoning by coaches of players on clubs outside of your catchment to convince them to come play at their club.
3. Sending out letters/email to players on clubs outside your catchment to convince them to come play at their club.

4. Coaches convincing players and or parents from their team to talk to players on another team outside of their catchment to convince them to come and play for their club.
5. Once a player has played for a club, no coach can phone, talk to or send letters to that player to convince him to change clubs even if that player is eligible to play in their catchment (i.e. a child who comes from a split home or goes to private school). If the player wants to move he/she can at their own will.

2.01 D

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2.02

A geographic area is defined as a specific area of the city or a town outside the city, based on registration numbers. These areas are not hard and fast, and can be changed by the ASSOCIATION from season to season.

2.03

In geographic areas where there are sufficient numbers to warrant the formation of two (2) or more teams in an age the following rules for splits will apply:

1. Each Football Club will decide how the splits will occur.
2. Consideration should be given to the following.
 - Schools
 - Friends
 - A/B/C skill rankings
 - Car Pooling
 - Special Circumstances

Examples of how the splits could be done are:

- Experience, Size and Age
- Geographical by school

Any Club may request the MMFA Board to perform the team splits for any reason. This request must be made to the League Registrar or the appropriate V.P. Clubs must meet the minimum and maximum number of players on each team in each division. Please refer to Bylaw 3.08 and 3.14

2.04

In the event that there are more registered players than the maximum Roster, but not enough to make two teams, the Club Registrar shall notify the player/parents of the following options;

1. Be put on a waiting list for their team
2. Transfer to another club or
3. Be given a refund

2.05

When a player and his/her family changes residency or school outside their registration area during the regular playing season, he/she may remain with the team to which he/she was registered, or request a transfer to a team in his/her new geographic area. The request shall be made in writing and include the original and new address, and shall be signed by all parents and/or legal guardians.

2.06

All players transferred by the ASSOCIATION, due to no team in their geographical area will do the following;

Stay with the club they were moved to providing there is still no team available.

2.07

Any eligible player is entitled to play for a team on which his/her parent and/or legal guardian is a bona fide Head Coach, designated and registered as such.

2.08

Eastman Raiders geographical area shall be a 25-kilometer radius around the City of Steinbach.

2.09

La Salle Lightning Registration Boundaries shall be outside of the Perimeter Highway, West of the Red River and South of the Assiniboine River.

2.10

All players located outside the Perimeter Highway, except as in 2.09 and 2.10 above, can register for any team within the City. These players must decide at the time of REGISTRATION where they wish to play football.

Definitions:

- Waiver – This is a release of a player from their Home Club which allows them to play for another club.
- Transfer – This is when the League moves a player from one Club to another Club due to no team available at the home club. A Transfer may also happen at the MMFA Board's discretion to avoid conflict between a club and a player and/or parents.
- Splits – This happens when there are enough players to form additional teams within the same division.

3 TEAM/GAME ROSTERS

3.01

Game rosters identifying an offensive and defensive unit must be legibly prepared in duplicate for each game (ON AN OFFICIAL ASSOCIATION GAME ROSTER SHEET), and must be ready not less than 15 minutes prior to game time. The coaches will give both copies to the timekeeper, who will retain one copy and give the other to the opposing coach. A delay of game penalty will be assessed for violation of Article 3.01.

3.02

All players able to participate in a particular game will be referred to as “active” players.

3.03

ALL PLAYERS unable to participate in a particular game will be referred to as an “inactive” player(s), and will be identified on the front of the official game roster along with a valid reason for their non-participation.

3.04

If a player is put down as inactive, shows up, he/she will not be able to play, therefore if unsure of a players status, put him/her down as an active player, as per 3.03.

3.05

Each active player must be assigned to either the offensive unit or the defensive unit, and must play regularly as a member of that unit.

3.06

9 Man Football

If a team has greater than 25 players listed on the game sheet as active then the difference between offense and defense number of players can be no greater than three with a minimum of 12 players assigned to one side. Equal or less than 25 players listed on the game sheet as active and the difference between the offense and defense can be no greater than one.

12 Man Football

If a team has greater than 31 players listed on the game sheet as active then the difference between offense and defense number of players can be no greater than three with a minimum of 15 players assigned to one side. Equal or less than 31 players listed on the game sheet as active and the difference between the offense and defense can be no greater than one.

3.07

ALL PLAYERS ASSIGNED TO THE DEFENSIVE PLAYING UNIT, MUST BE CLEARLY IDENTIFIED BY WEARING AN APPROVED CONTRASTING STIRRUP SOCK OR COLORED SOCK. (The stirrups or socks shall be fully contrasting and different from any socks on the offensive unit. If the game officials state that the stirrups or socks are difficult to distinguish, that player will leave the game until the situation is corrected to the official's satisfaction.)

3.08

- a) The **first Monday of June**, teams must have at least 24 registered players on their roster (12 in the case of 6 person football and 18 in the case of 9-person football). Should this requirement not be met, registered players will be assigned to the nearest available team, or offered a refund.
- b) Each club must declare the number of teams they will field at each age level not later than the **first Monday in June**.
- c) All decisions on whether to grant or deny a waiver, for players registered already must be made prior to the **first Monday of June**.

3.09

Each club must submit, to the appropriate Vice-President, a complete roster, by team, of players, coaches and other team officials not later than the **last Monday in July**.

3.10

Additions and deletions from a team roster must be communicated in writing to the appropriate Vice-President no later than 11:59pm on the Thursday prior to game day. In the event that a game is scheduled for any day other than a Saturday or Sunday, this information shall be required no later than 48 hrs. prior to game time.

3.11

- a) A player not satisfactorily registered with the ASSOCIATION in accordance with 1.02 shall not participate in any ASSOCIATION game or practice.
- b) A challenge may be filed by any member of the ASSOCIATION regarding the eligibility of a player. Any challenges must be filed in writing, with a copy to the appropriate Vice-President and a copy to the team being challenged. Challenges must be accompanied by a deposit of \$25.00 per challenge. If the challenge is successful, the deposit will be returned. If a challenge is not successful, the deposit will be forfeited.
- c) The ASSOCIATION shall investigate any occurrence of the above. Failure to produce satisfactory documentation within 48 hours of the request will result in a \$25.00 fine to the member organization per occurrence. In addition, suspensions of coaches/team officials and disallowance of game results (Forfeiture of any points earned) may occur. Forfeiture of points may be applicable to all games in which said player participated.

3.12

Any and all incidents/attempts of team/game roster manipulation or altering of player identification are subject to disciplinary action by the ASSOCIATION. Such disciplinary action may involve suspension from all ASSOCIATION activities.

3.13

No team may commence a game with less than 18 active players (9 in the Terminator league and 15 in the Atom league). Failure to field a sufficient number of players within 15 minutes after the starting time of the game will result in forfeiture of that game.

3.14

Team rosters will be limited to the following: 12 players for 6- person football; 27 players for 9-person football; and, 36 players for 12 person football. The Vice Presidents will not be allowed to increase roster limits at any time. For players above these limits, bylaw 2.04 will be enforced.

3.15

ALL TEAM OFFICIALS (including coaches, trainers, managers, etc) MUST be registered with M.M.F.A. and Football Manitoba, and identified on each official game roster. Anyone not so registered or identified, may serve as a volunteer assistant at practices, but may not take an active role or be present in the player's bench area during a game.

4 PARTICIPATION

4.01

Every player shall play on their designated playing unit, unless prevented from doing so by illness, injury, or reasonable disciplinary reasons and this must be written on the game sheet and communicated to the opposing head coach, by the timekeeper.

4.02 A

Teams must alternate their players within the respective unit (offensive and defensive) by series. A series is defined as the number of plays between when a team gains possession of the ball (through kick-off, punt or turnover) to when they lose possession of the ball (though kick-off punt, turnover, or completion of a half), and includes the convert attempt following a touchdown scored by the offense. A convert attempt following a touchdown scored by the defensive unit, kickoff or punt return unit is not considered an offensive or defensive series.

Players who sit out one series must play the next series. No substitutions may take place after the start of a series except in situations covered by 4.03.

4.02 B

Teams will mark out an "on deck" area prior to the start of the game. The "on deck" area is the area between the 45 and the 50-yard line beside the respective team's bench. The players not on the field from the offensive or defensive unit that is on the field at the time (except as regards 4.03) must stay within this area. One coach at a time may be within this area. If any of the required players are not in this area at the start of a play, that team will be assessed a 5 yard penalty

4.03

Exceptions to the Participation Rule may occur in instances where the player is ill, injured, or disciplined for a legitimate reason. In each case, the player's number, along with a reasonable explanation, must be noted on the game sheet.

4.04 A

A team with 11 or fewer active players on the offensive unit (5 in the Terminator league and 8 in the Atom league) shall use two (2) defensive players as offensive players, on alternating series (i.e. #25 in for 1st series, #55 in for 2nd series).

4.04 B

A team with 11 or fewer active players on the defensive unit (5 in the Terminator League and 8 in the Atom league), shall use two (2) offensive players as defensive players, on alternating series. (#4 in for 1st series, #82 in for 2nd series)

4.05 A

If one or more defensive players are already on the field, on the offensive unit due to limited roster size, then NO offensive player shall be removed in favor of a defensive substitute.

4.05 B

If one or more offensive players are already on the field, on the defensive unit due to limited roster size, then **NO** defensive player shall be removed in favor of an offensive substitute.

4.06

The penalty for violation of the PARTICIPATION RULE by any official will be as follows;

- 1) 1st offence - 25 yard penalty from scrimmage or half the distance to the goal line.
- 2) 2nd offence - 25 yard penalty from scrimmage or half the distance to goal line.
- Head Coach is ejected from game.
- 3) Further offences will result with the same penalties as the 2nd offence.
- 4) If a Head Coach is ejected in two games or during the last quarter of a game a Disciplinary Hearing may be held which will determine if further action is required.

4.07

Any active player may be used at any position during kick-off situation.

4.08

On all punts and/or kicks (except kick offs) **Two (2) Defensive** players may be sent onto the field as a substitute and this player shall be the **Place-kicker, Punter or Long Snapper.. (This player shall be designated on the game sheet)**. This player must kick, punt, pass or hand off the ball. At no time shall this player have the ball in his/her possession on the opposing side of the line of scrimmage (with the exception of recovering his/her own kick, punt or recovering a fumble after a change of possession. *The kicking team may also substitute up to three players from the offence to be the kicker, long snapper and/ or holder.* The substitute players must be from the offense and this substitution would not affect their regular rotation. *Should the kicking team gain the sufficient yardage (through fumble recovery, yards gained, etc.) for a first down, all players who had been substituted out immediately prior to this down must return to the field and the substituting players must return to the sideline. The holder may be substituted as well but they must come from Offense. (These players shall be designated on the game sheet)*

Penalties: Dead ball at point of foul and loss of possession.

On an extra point attempt, after a touchdown, points awarded are:

Kicked –2 points

Run or pass- 1 point

Interception or fumble recovery of a 1-point convert attempt where the defense runs the ball the across the offensive team's goal line. – 1 point

Note: Once possession is relinquished on a kicked convert attempt, the play is whistled dead.

4.09

Any team official who intentionally fails to notify a player of the correct game dates, time and

locations, or who discourages or prevents a player's participation for other than a valid medical or disciplinary reason, may be subjected to disciplinary action by the ASSOCIATION.

4.10

Any player, who quits, for whatever reason, will be allowed to re-register, but only with the team from which they had originally quit. They will be put at the bottom of the waiting list, if a waiting list exists for that team and **WILL NOT BE ELIGIBLE TO TRANSFER TO ANOTHER TEAM.**

4.11

On third down long-snap situations, the offensive center shall not be blocked until he/she has had a reasonable opportunity to assume a normal blocking position. Violation of this protective rule will constitute and be penalized as unnecessary roughness.

5 EQUIPMENT

5.01

UNIFORMS - ASSOCIATION equipment, particularly jerseys, shall not be worn at practices or at any other time except for authorized ASSOCIATION activities.

5.02

Cleats – minimum of 7 Cleats must be rubber, no screw-in, plastic or metal cleats will be allowed.

5.03

MOUTHPIECES - All players must wear an authorized protective mouthpiece, while on the playing field during a game or practice.

5.04

GAME EQUIPMENT

- a) Team officials are responsible to ensure that every player is fully equipped, properly fitted and instructed in the safe use of all required equipment.
- b) Players are not allowed to alter their equipment in any way that may cause injury to another player. Violation of this rule will result in the immediate disqualification of that player and the Head Coach from the game in which the violation occurred and at least the next scheduled game. The Association may review any violation of this rule and suspension could be increased.

5.05

Defensive game socks shall be uniform in color and the color must be visible at all times (i.e. not rolled down)

5.06 A

GAME BALL - All teams in the ASSOCIATION must have a game ball (in like new condition and inflated to manufacturer's specifications) when they are the scheduled home team.

Terminator – Rubber or Composite ball such as a Voit or Baden #6

Atom and Peewee – Leather or Composite Wilson TDJ or equivalent

Minor Bantam and Bantam – Leather or Composite Wilson 2006 or TDV or equivalent.

The suitability of the ball is based on the Referee's discretion. Violation of 5.06 will result in a delay of game penalty.

Once a Game is started with a Leather or Composite ball the game MUST be completed with a Leather or Composite. The Game ball may not be switched from Leather to Composite or visa versa.

5.06 B

Either team, while on offense, may substitute their own dry football(s) as long as:

1. The play has been whistled dead;
2. The game is delayed in no way; and
3. The substitution football(s) adhere(s) to the game ball specifications as in 5.06A.

5.07

Sideline use of any electronic device to communicate with a player participating in a game is strictly prohibited. This can include but is not limited to devices such as:

- 2 way radios
- Cellular phones or
- In-helmet radios

Any coach or player found in violation of this rule will be ejected from the game and will be suspended for at least the next scheduled game (excluding byes). Further disciplinary action may be imposed at the will of the ASSOCIATION.

Only medically prescribed hearing devices (ex – hearing aids) may be allowed if medical certification is provided for approval from the MMFA or MFRA official.

5.08

The jersey colours of all existing teams, at the time of ratification of this amendment, January 10, 1994, will be recorded and become part of these CONSTITUTION/BYLAWS until the year 2010. Any team or organization that wishes to change jersey colours or when a new team is formed, shall submit the colour request to the ASSOCIATION for consideration and acceptance. Preference will be given to colours that are not in use at time of application.

5.09

Club	Jersey	Numbers	Letters	Pant
Charleswood Broncos	Purple	Gold	Gold	Gold with or without Purple pr White stripe
Crescentwood Grizzlies	1) Orange 2) White	White Black	White Black	Black with or without a stripe
East Side Eagles	1) Navy blue 2) White	White Blue	White Blue	Blue Blue
Eastman Raiders	1) Teal	Grey w/ Black	Gold	Grey or Black
Fort Garry Lions	1) Blue 2) White	White Blue	White Blue	Gold Gold
Greendell Falcons	1) White 2) Green	Green Gold	Black Gold	Black without or without green stripe Green with or without Gold stripe
La Salle Lightning	Navy blue	Red	Red	Silver and/or Grey
North Wpg Nomads	1) Gold 2) Green	Green Gold	Green Gold	Green Green
Portage Pitbulls	Forest Green	White	White	White
St James Rods	Black	White and/or Silver	White and/or Silver	Silver and/or Grey
St Vital Mustangs	1) Red 2) Black	White and/or Black and/or Red	White and/or Black	Black
Transcona Nationals	1) Maroon 2) Grey 3) Maroon	White White White	White White White	Maroon Grey Silver or Grey
Valour Patriot	Vegas Gold	Black	Black	Black
Westman Wolverines	Texas Orange	Black	Black	Black

6 PROTESTS & DISCIPLINE

6.01

The COMMISSIONER and appropriate Vice-President MUST receive all protests in writing not later than 1 business day after the game in question, stating the regulation or subsection on which the protest is being based, and the remedy sought. The commissioner shall notify the affected clubs within 1 business day of receiving a protest.

6.02

Protests made in connection with OFFICIAL' JUDGMENT CALLS will not be entertained.

6.03

A Incident Review Committee consisting of **5** Board members or other interested individuals including the appropriate Vice-President shall be appointed by the Board, and be empowered to conduct a review and rule on all protests submitted in accordance with this regulation. A minimum of **3** of the **5**-person committee shall meet with the parties involved in the protest within 2 business days after notification has been given, and issues a ruling within 1 business day thereafter. The rulings shall be sent to the affected clubs' president and MMFA representative via email.

6.04

Appeals will not be allowed for suspensions of 1 game. Any other appeal against rulings by either of the Incident Review Committee must be delivered to the Commissioner and League President within 1 business day after a ruling has been communicated to the parties affected.

6.05

An Appeals Committee consisting of 5 Board members or other interested individuals who are not members of either the Incident Review Committee shall be appointed by the Board, and be empowered to hear appeals. A minimum of 3 of the 5-person committee shall meet with the parties involved in the matter within 2 business days after it has been reported, and issue a ruling within 1 business day thereafter.

6.06

Any disqualifications from a game, excluding a Fair Play By-Law ejection (4.06), will result in an automatic suspension of the player or team official for the next scheduled game (byes not included). No review or appeal will be heard in this case, based on Article 6.02
When a Coach is ejected or suspended he must leave the Field Immediately. He can be in the Clubhouse if available or he must leave the property and not interfere with the game. When a Player is ejected or suspended he may stay on the bench but the player must remove their helmet and shoulder pads. The Player can wear the team jersey. It is the responsibility of the Game Officials to ensure the Coach and/or Player complies with these rules. If they do not, the Referee will call the game and the team in violation will forfeit the game.

6.07

Any team that permits a disqualified player or team official, to participate in the next scheduled game after a disqualification, will forfeit that game and 2 points in the standings, the forfeiture can not be appealed.

6.08

The ASSOCIATION reserves the right to discipline any player, league or team official who acts in a manner detrimental to its operation or reputation.

6.09

The ASSOCIATION shall have the authority to review penalties or disciplinary actions and apply additional or lesser disciplinary measures it deems appropriate. *(Does not include By-Law 6.02 or 6.07)*

6.10

Such measures may include, but are not limited to, reprimand, suspension, or disqualification of any player, team, league or team official and/or forfeiture of game(s).

6.11

All forfeitures will be awarded to the non-offending team(s) by a score of **30-0**.

6.12

No Board/Committee member shall participate at more than **one** level of any protest, disciplinary hearing, appeal or review.

7 LEAGUE POINTS

7.01

Two **(2)** points will be awarded for each win, and one **(1)** point for each tie.

7.02

In the case of a tie in the standings at the end of the regular schedule, placement will be determined by;

- a) Won/loss record between the teams involved,
- b) Points against in games between those teams,
- c) Average points scored against in all league games, excluding forfeitures.

7.03

The head coach or their representative, **for each team (age group) that a club has**, must attend the scheduled coaches meeting **(to be held mid-July)** to receive league and team information. Failure to have a coach in attendance will result in each team (age group) receiving a fine of \$ 50.00 per coach. The fine must be paid for the team being eligible for league play. **The representative must be a coach or manager from the specific team and regularly be on the game sheets for that specific team.**

8 SCHEDULES

8.01

Leagues will be divided into divisions by the Commissioner. The following guidelines will be used:

Up to 13 teams	1 division
14 or more teams	2 divisions

8.02

All teams shall comply with the following practice restrictions:

1. There shall be no team practices nor club sponsored camps during the month of May.
2. No team shall have more than 12 scheduled team practices from the beginning of June until the end of July. All practices and camps held during June and July must be optional for players to attend. No player shall be disciplined nor discriminated against for missing practice in June or July.
3. Team practices are defined as those practice sessions that are team specific and exclusive to the members of that team.

4. Coaches who violate practice restrictions are subject to a suspension of 1 game for every practice held in violation of the restrictions.

8.03

Practice sessions should not exceed a maximum time limit of 2 hours per practice session.

8.04

The Commissioner shall prepare schedules for each league, and provide not later than the 3rd Friday in July.

8.04.1

Bantams will be considered to be Sunday Division and Minor Bantam will be considered to be Saturday Division.

All other divisions will be decided by team colour at the discretion of the Commissioner. It will be the responsibility of the clubs to swap team colours if game days must be switched to accommodate coaches & players.

8.05

Playoffs will consist of the first 8 teams in each division, except in the Terminator league where there will be no playoffs. In leagues with 2 divisions, the first place teams in each division shall swap places for the playoffs and become the first place team in the other division.

8.05B

Divisional Quarterfinals “sudden death” will be played as follows;

- a) First place plays Eighth place,
- b) Second place plays Seventh place,
- c) Third place plays Sixth place,
- d) Fourth place plays Fifth place.

8.05C

Divisional Semi finals “sudden death” will be played as follows;

- a) Team with best overall season record plays team with the worst overall season record.
- b) Team with second best overall season record plays team with the second worst overall season record.

8.05D

The winners of the semi finals will play a “sudden death” final to determine the division champions. For leagues with one division, the winner will be the league provincial champions.

8.05E

For leagues with two divisions, the division champions will play a “sudden death” final to determine the league provincial champions.

8.05F

When a league consists of three teams, a semi final “sudden death” game will be played between the teams finishing second and third in regular season play.

8.05G

The semi final winner will play the first place team in a “sudden death” final for league provincial champions.

8.06

There will be no postponement of scheduled games, except under extreme field or weather conditions at the discretion of the Referee.

8.07

Rescheduling or cancellation of postpone games will be at the discretion of the ASSOCIATION Commissioner.

8.08

If a game in progress is cancelled for any reason (except unsportsmanlike conduct or any other rowdy behaviour of participants or fans) by the officials, the scoring will be as follow;

1. If less than two full quarters have been played, the game will be recorded as a 1-1 tie unless by-law 9.03 is in effect. In this case the score on the field at the time the game was called shall stand.
2. If two full quarters or more have been played, the score will stand as of the time of cancellation.

The officials may delay a game in progress at their discretion for up to an hour for thunderstorms, heavy rains, ambulance, etc.

8.09

No game shall be cancelled, other than in 8.08, without the permission of the commissioner.

8.10

Any team that is unable to play a game WILL notify the commissioner by 8:00 pm the Thursday before the game.

Any team, failing to properly notify the commissioner and the affected team will be responsible for all costs incurred as a result of the cancellation. (*i.e. referees, busses, etc.*)

8.11

If the Commissioner is unable to act in any of his duties, the association shall delegate another person or persons to fulfill the Commissioner’s duties.

9 TIMING & CONDUCT OF THE GAME

9.01

Except as otherwise stated herein, all games will governed by the current Rule Book of the Canadian Amateur Football Association

9.02

All games will consist of four 12-minute “stop time” quarters (two 20 minute halves in Terminator).

9.03

MERCY RULE: At any time when the point difference between teams equals or exceeds 30 points, the game shall be played as “running time”. If the spread is reduced below 30 points,

the game will revert to “stop time”.

9.04

No published game results shall reflect a point spread greater than 30 points.

9.05 - Overtime for Playoffs

Overtime rules: In the event of a tie at the end of regulation play, the following format will be followed:

- a) A “mini game” consisting of two (2) five (5) minute halves, with the last minute of each half being stop time.
- b) Each team will be allowed one (1) time out per half.
- c) Play will be determined by a coin toss at the start of the “mini game”
- d) If the game continues to be tied, after the “mini game”. A shootout format will ensue. After a coin toss, a team will have three (3) downs, to score, from the ten (10) yard line, followed by the opposition’s opportunity to have three (3) downs to score. This process will continue until, at the end of both teams’ attempts, there is a winner.

9.06

All spectators, except stick crews, will stay **3** yards from the sideline. Any violation will result in a delay of game penalty to the team for which the respective instigator belongs.

9.07

All spectators and non-team members must be located on the side of the field opposite from the team benches before, during and after any game. Game play must not commence or continue until this has been satisfied. At completion of the game, teams will move to the end zone closest to the team bench.

9.08

If a team is withdrawn from the playing field and fails to complete a scheduled game, the ASSOCIATION disqualifies both the team and coaching staff from further league play pending a ruling.

9.09

- a. Game Sheets must be postmarked not more than 48 hours after each game.
- c. The MFRA will be notified at the October meeting of missing game sheets.
- e. Any team that fails to phone or e-mail in the score of their game (both home and away teams) to the Commissioner or designated other, before 9:00 pm on the Sunday their game was played, will result in their team losing 1(one) point in the standings.

9.10

For the referees to get paid from the ASSOCIATION, they must do the following;

- a. Sign and put their number on the game sheet
- b. The head referee shall give the game sheets to each team’s head coach/manager at the end of the game.

9.11

Games shall normally be scheduled with a minimum of 4 on-field officials and 1 time keeper. A Game may be played with a minimum of 3 on-field officials and 1 time keeper.

9.12

At the Officials' discretion, a player may be asked to leave the game for 3 plays to allow the player to 'cool off' at their sideline bench area. (there is not a separate designated area.) The "cooling off" has to be for three plays only a player can only receive one "cooling off" per game. A penalty may or may not be called in conjunction with this action. The intent of the rule is to allow a player the opportunity to reflect upon his or her behaviour and make the necessary adjustments rather than being assessed a game ejection.

10 AWARDS

10.01

The team winning the final play-off game in each league will be awarded the championship trophy and miniature trophies for individual players.

10.02

Individual finalists' trophies shall be awarded to members of each league's runner-up.

10.03

During each league championship game, a most valuable player will be chosen and awarded a trophy.

11 COACHING STAFF RESPONSIBILITIES

11.01

All team officials will adhere to the N.C.C.P. Code of Ethics.

11.02

The coaching staff of a team shall consist of no less than, one head coach, one assistant coach, one trainer, and one manager. Sideline staff is not to consist of more than 8 coaches and managers. Up to two qualified parent trainers or a training staff consisting of an unrestricted number of professional physiotherapists and/or physiotherapy students are permitted.

11.03

It is the responsibility that each team official should have or pursue certification. All costs for Level I Certification (Theory and Technical) will be reimbursed (as set out in the current year's budget) by the ASSOCIATION, if that person is registered as a team official with the ASSOCIATION.

11.04

All teams in the ASSOCIATION will comply with Football Manitoba's Coaching Certification policy.

11.05

The responsibilities of the coaching staff shall be those consistent with such positions and shall include, but not be limited to;

- a) Preparation of team and game rosters as required;
- b) Participate in the education programs of the ASSOCIATION;
- c) Conduct themselves and those under their supervision in a controlled and orderly manner during all ASSOCIATION activities;
- d) Familiarizing themselves with the Constitution and By-Laws (Operating Regulations) of

- the ASSOCIATION, and for instructing their players concerning player conduct, playing rules, penalty regulations, league philosophy and any other information related to the ASSOCIATION and its programs;
- e) serving as a positive role model, by demonstrating respect for officials, opponents, players, spectators and the principles of sportsmanship and fair play;
 - f) Supplying, when the designated home team, three (3) competent individuals to act as the sideline crew. FAILURE TO DO SO SHALL RESULT IN THE APPLICATION OF A DELAY OF GAME PENALTY.
 - g) Team bench and sidelines are designated a NON-SMOKING area during all ASSOCIATION games.
 - h) Observe the NO SMOKING rules while they are at the team bench

12 GENERAL

12.01 - INSURANCE

The ASSOCIATION shall secure Liability Insurance coverage designated to protect the legal obligations of officials, directors, coaches and all representatives of the ASSOCIATION.

12.02

No individual, group, firm, corporation, association or other body shall use the name of the ASSOCIATION or any part or imitation thereof, without the expressed approval of the ASSOCIATION.

12.03

A non-refundable insurance fee, as set by Football Manitoba, for players who quit before playing in their second game. After playing in two games, the entire ASSOCIATION registration fee is non-refundable.

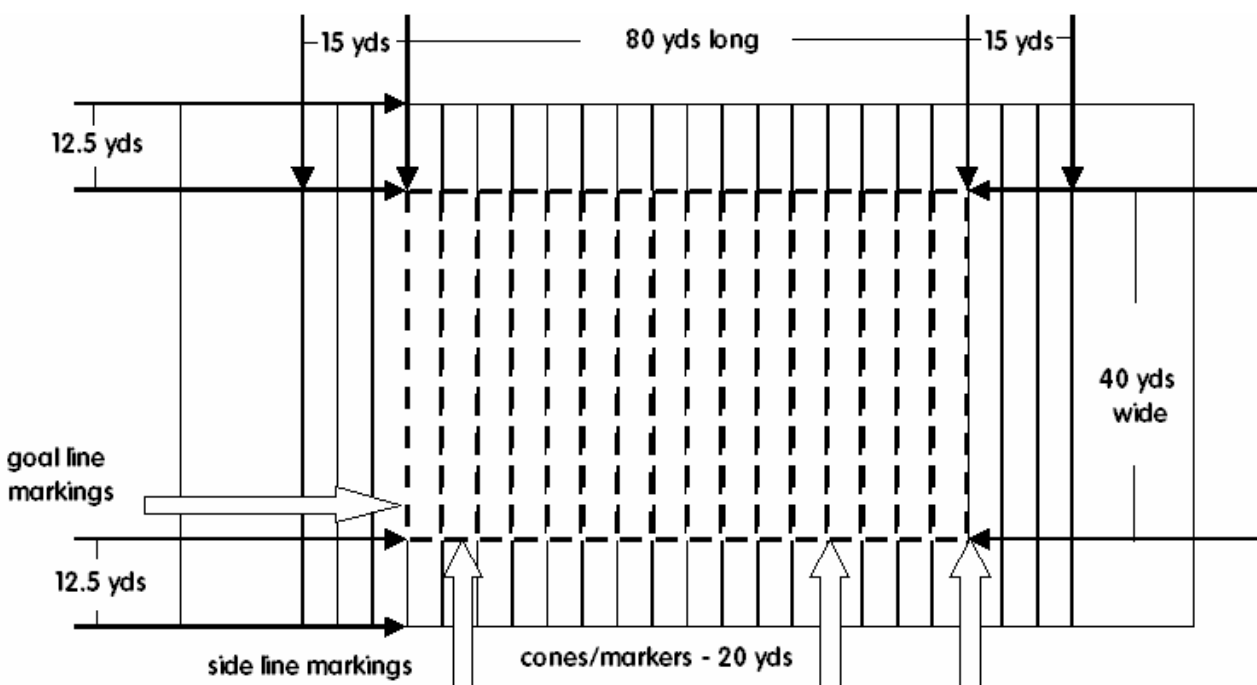
Last Revised: July 2009

**APPENDIX A to the by-laws (operating regulations) of the
Manitoba Minor Football Association Inc.**

TERMINATOR – SPECIFIC LEAGUE RULES

1.0 Field Dimensions

The field must be adjusted to 80 yards x 40 yards and it is recommended that it be centered in the existing field. The new sidelines and goal lines must be marked with a distinctive colour, other than the regular field markings. Cones or markers should be used to mark the field every 20 yards into quarter sections. The section lines should be marked in the same colour as the sideline and goal line markings.



2.0 The Game

The game will consist of two 20-minute halves in run time. Each team will play with 6 players per side. They have 4 downs to move the ball to the next 20-yard quadrant for a first down. A weighted marker is used to mark the Line of Scrimmage and first down mark.

3.0 Scoring

There is no scoring in Terminator football. There must be no score posted on the scoreboard or announced by the club, coaching staff or officials.

4.0 Time

In the last minute of play of each half the referee will declare that three more plays constitute the remaining time. It is possible through penalties to exceed 3 plays if the

advantage is to the non-offending team.

Time will only stop in extreme circumstances at the discretion of the head official.

5.0 30-Second Count

If the ball is not scrimmaged within 20 seconds from the whistle signaling the end of the last play, the referee will give the offensive coach a 10 second warning. Failure of an offense to put the ball in play within 30 seconds will result in the loss of down.

6.0 Legal scrimmage

For scrimmage to be legal at least 3 players of the offensive team must be on the line of scrimmage.

All players are eligible receivers.

The first backfield exchange must be a pass or a pitch or hand off.

The quarterback is not allowed to advance the ball across the line of scrimmage.

7.0 Officials

Games shall normally be scheduled with a minimum of 2 on-field officials. A Game may be played with 1 official. In the event that only one official is present, each team shall supply 1 assistant coach or team manager to call "out of bounds".

8.0 Blitzing

No more than 3 defensive players are allowed to cross the line of scrimmage while the quarterback has possession of the ball. Any number may cross the line of scrimmage once the quarterback has relinquished possession of the ball (hand-off, pitch, pass or fumble).

9.0 Centre

No defensive players are to contact the centre until the centre has had the opportunity to lift his/her head and assume a blocking position.

10.0

Game sheets, listing all active and inactive players (see MMFA bylaws) must be given to the officials at the start of each game. The game sheet will also indicate the position rotation for each player.

11.0

There are no play offs or team standings and all players simply receive recognition of participation at the end of the season.

12.0

The first down will be marked with a weighted marker different from the penalty flag and shall stay in place until a first down is reached or a penalty is assessed.

13.0

One defensive and offensive coach will be allowed in the huddle during the game. Once the huddle is broken the coaches must back off at least 10 yards and have no further input either verbally or through hand signals. They may not cheer or shout directions, and any violation of this sort will result in the coach being removed from the huddle and the team will be assessed a 10 yard penalty. A second offense will result in the ejection of the offending coach for the remainder of the half.

14.0

Offside and illegal procedure will be called but no penalty will be assessed. Officials should explain and assist coaches in correcting these mistakes. Holding should be called and again officials should explain and assist coaches in correcting these mistakes, but no penalty will be assessed. In cases of a blatant offense (at the complete discretion of the officials) the play will be whistled dead and forward progress will be marked no further than the point of the infraction.

15.0

Players must be rotated each quarter between the offensive backfield, offensive line, defensive line, and defensive backfield. (For example, the 3 players who play in the offensive backfield in the 1st quarter would move to the offensive line in the 2nd quarter, then to the defensive line in the 3rd quarter and to the defensive backfield in the 4th quarter) The intent is to have each player play different positions and learn all aspects of the game.