
Constitution

By-laws



January 2009

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BY-LAWS (Operating Regulations) of the Manitoba Minor Football Association Inc. (the ASSOCIATION)

By-law 1. League Structure

1.01 The ASSOCIATION shall operate distinct and independent leagues as follows, but not limited to:

- 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 at December 31 of the current year.

By-law 2. Registration

Guiding principle

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.

2.01 Registrars' meeting

- a. 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.
- b. Failure to have a club registrar/representative in attendance at the March/April Registrars' meeting will result in each offending club receiving a fine of \$50.00.

2.02 Catchment Area

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).

2.03 If a player 'shows up to register' at a club other than their home/school club:

- a. A representative from this club shall immediately notify the correct club and the correct club must immediately place this players' name in the first available spot on the appropriate roster.
- b. The player will be directed to the correct club to complete registration there.
- c. It is understood that this player will NOT be required to wait in line at the correct club but will be provided with the name of a representative to contact upon arriving at the correct club in order to expedite their registration.
- d. The player must show up to register at the correct club prior to the end of registration that day in order to maintain their spot on the roster.
- e. Should a player wish to play at another club a transfer must be requested at the time registration is completed. See Transfer By-law 5.

2.04 Returning / New players

- a. Returning players who register at anytime prior to the end of the ASSOCIATION designated registration weekend will be given priority for placement on a team roster over new players.
- b. 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."
- c. Roster sheets must indicate beside each players name whether they are a "N" new or "R" returning player.

- d. 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.
 - e. All players still remaining unassigned to a team once the maximum roster numbers are reached will be dealt with as per By-law 6.07.
 - f. Returning players who register after the close of registration weekend, for roster assignment purposes, will be treated as new players.
- 2.05 **Not satisfactorily Registered Player**
- a. A player not satisfactorily registered with the ASSOCIATION in accordance with By-law 2.08 shall not participate in any ASSOCIATION game or practice.
 - b. The ASSOCIATION shall investigate any occurrence of the above.
 - c. Failure to produce satisfactory player 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.
- 2.06 **Challenge of Eligibility of Player**
- a. A challenge may be filed by any member of the ASSOCIATION regarding the eligibility of a player.
 - b. Any challenges must be filed in writing, with a copy to the appropriate Vice-President and a copy to the team being challenged.
 - c. 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.
- 2.07 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 is not eligible to transfer to another team.
- 2.08 The ASSOCIATION reserves the right not to register or permit to play any player:
- a. Who cannot produce a Birth Certificate (or satisfactory medical certificate) upon request, **or**
 - b. Who cannot produce a current Manitoba Medical document for confirmation of the player's primary residence **or**
 - c. Who can not produce a current document for confirmation of the player's school location **or**
 - d. Whose participation would be detrimental to the ASSOCIATION.
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By-law 3. Boundaries

Guiding principle

The ASSOCIATION boundaries establish clear and documented physical catchment areas from which the individual clubs may draw players.

- 3.01 A geographic (catchment) area is defined as a specific area of the Winnipeg or an area 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.
- 3.02 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.
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- 3.03 The geographical (catchment) areas outside of the Winnipeg Perimeter Hwy. are as follows;
- a. Eastman Raiders geographical (catchment) area is a 25-kilometer radius around the City of Steinbach.
 - b. Westman Wolverines geographical (catchment) area is a 25-kilometer radius around the City of Brandon.
 - c. Portage Pitbulls geographical (catchment) area is a 25-kilometer radius around the City of Portage le Prairie.
 - d. La Salle Lightning geographical (catchment) area is outside of the Perimeter Highway, West of the Red River and South of the Provincial Hwy. #427 to the Provincial Hwy #424 and from this direction North to the Assiniboine River and continue South of the Assiniboine River in a Westerly direction.
- 3.04 All players located outside the Perimeter Highway, except as in By-law 3.03, may register for any team. These players must decide at the time of REGISTRATION where they wish to play football.
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By-law 4. Recruiting

- 4.01 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.
- 4.02 Recruiting includes but is not limited to the following situations:
- a. Putting up posters, advertising boards outside of your catchment area.
 - b. Phoning by coaches of players on clubs outside of your catchment to convince them to come play at your club.
 - c. Sending out letters/email to players on clubs outside your catchment to convince them to come play at their club.
 - d. 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.
- 4.03 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 persons may be suspended from an ASSOCIATION activity for a period of 1 year from the fine being imposed.
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By-law 5. Player Transfer

Guiding principle

A transfer is a release of a player from their Home Club which allows them to play for another club or when the ASSOCIATION 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 ACCOCIATION Board's discretion to avoid conflict between a club and a player and/or parents.

- 5.01 Transfers are granted at the sole discretion of the home club or at the request of the ASSOCIATION.
- 5.02 All reasonable efforts should be made by the clubs involved to accommodate the circumstances associated with that player/parent(s) situation.
- 5.03 Decisions regarding a transfer should be deferred until after the close of registration weekend and are valid for one season only.
- 5.04 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.
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- 5.05 All decisions on whether to grant or deny a transfer for players already registered must be made prior to June 15th.
- 5.06 All players transferred by the ASSOCIATION, due to no team in their geographical area will stay with the club they were moved to providing there is still no team available.

5.07 Transfer Swap Night

- a. The club registrar or their representative must attend the scheduled transfer swap night meeting for the clubs to exchange league player transfers.
 - b. Swap Night to be held after the May registration weekend.
 - c. Failure to have a club registrar/representative in attendance will result in a fine of \$50.00.
 - d. Eastman Raiders, Portage La Prairie Pitbulls, Westman Wolverines and any club notified by the Head Registrar shall not be required to attend, unless they have Transfers to be traded.
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By-law 6. Team Formation

- 6.01 Each Club must declare the number of teams they will field at each age level no later than the 15th of June.
- 6.02 In geographic areas where there are sufficient numbers to warrant the formation of two (2) or more teams in an age group, the players will be split/divided into the teams. The following rules for splits will apply:
- a. Each Football Club will decide how the splits will occur. Consideration should be given to the following:
 - i. Schools
 - ii. Friends
 - iii. A/B/C skill rankings
 - iv. Car Pooling
 - v. Special Circumstances
 - b. Examples of how the splits could be done are:
 - i. Experience, Size and Age
 - ii. Geographical by school
- 6.03 Any Club may request the ASSOCIATION Board to perform the team splits. This request must be made to the League Registrar. Clubs must meet the minimum and maximum number of players on each team in each division. Please refer to By-laws 6.04 and 6.05
- 6.04 Minimum Number of Registered players per team:
- a. By June 15th, teams must have on their roster at least:
 - i. 9 registered players for 6 person football (Terminator)
 - ii. 18 registered players for 9-person football (Atom)
 - iii. 24 registered players for 12-person football (Peewee, Minor Bantam & Bantam)
 - iv. Should this requirement not be met, registered players will be assigned to the nearest available team, or offered a refund.
- 6.05 Maximum number of registered players per team:
- a. Team rosters will be limited to the following maximum number of players:
 - i. 16 players for 6-person football (Terminator)
 - ii. 27 players for 9-person football (Atom)
 - iii. 36 players for 12-person football (Peewee, Minor Bantam & Bantam)
 - b. The Vice Presidents will not be allowed to increase roster limits at any time. For players above these limits, By-law 6.07 will be enforced.
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- 6.06 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.
- 6.07 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;
- i. Be put on a waiting list for their team
 - ii. Transfer to another club or
 - iii. Be given a refund

By-law 7. Team Roster/ Game Sheet

Guiding principle

The Team Roster is the accurate list of all players registered to a particular team. The Game Sheet is the official record of the team players, staff (i.e. coaches, sports-aiders, managers) and game activity (i.e. the points scored, player/staff ejection).

7.01 Team Roster

- a. 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.
- b. 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.

7.02 Game Sheet

- a. Game rosters sheet identifying an offensive and defensive unit must be legibly prepared in duplicate for each game (ON AN OFFICIAL ASSOCIATION GAME SHEET), and must be ready not less than 15 minutes prior to game time.
- b. 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 By-law 7.02a or 7.02b
- c. All players able to participate in a particular game will be referred to as "active" players.
- d. 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.
- e. 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 By-law 7.02c.

7.03 Offensive and Defensive Playing Units

- a. 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. The specific requirements are as follows:
 - i. 6 Person Football
 - See Appendix A
 - ii. 9 Person 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.

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- iii. 12 Person 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.
 - b. The game sheet shall be balanced based on active players in attendance at the start of the game. Active players who arrive late (after the opening kick-off) will not play until the third quarter begins.
 - c. If players arrive after the game has started, the game sheet will be re-balanced at half time to accommodate only the late players.
 - d. Players not in attendance at the start of the third quarter will be considered inactive and will not be allowed to play in accordance with Bylaw 7.02e

- *Example 1: At the start of a game, the head coach submits a game sheet listing 34 "active" players, only 30 of whom are at the field dressed to play. Bylaw 7.03 would be applied based on the players there at the start of the game, meaning that there would have to be 15 players assigned to the offence and 15 to the defense. The 4 players who are not there are noted as such on the game sheet. During the first half, 3 players arrive late. They are not allowed to play until after half-time. At half time, the coach notifies the Timekeeper. Even though the 3 players are all offensive players, they now have 33 active players in attendance and the bylaw allows a difference of up to 3, so no adjustment is needed. The Game sheet is adjusted to indicate that the 3 players have arrived and will play in the second half. The 4th player arrives partway through the 3rd quarter, but is informed that he will not be allowed to play.*

- *Example 2: At the start of a game, the head coach submits a game sheet listing 34 "active" players, only 27 of whom are at the field dressed to play. Bylaw 7.03 would be applied based on the players there at the start of the game, meaning that there would have to be a difference between the two units of no more than 1 player, so the coach decides that 13 players assigned to the offence and 14 to the defense. The 7 players who are not there are noted as such on the game sheet. During the first half, 3 players arrive late. They are not allowed to play until after half-time. At half time, the coach notifies the Timekeeper. The 3 players all offensive players, they now have 30 active players in attendance and the bylaw allows a difference of no more than 1, so this would leave 17 offensive players and 14 defensive players. The coach must move 1 player (only) from the offence to the defense. This is done on the game sheet and both the head coach and the timekeeper initial the change. The late arrivals are noted on the game sheet and they play in the second half. 2 Defensive players arrive in the 3rd quarter but are not allowed to play.*

7.04 **Defensive Playing Unit Identification.** (Also see 15.05 Game Socks)

- a. All players assigned to the Defensive Playing Unit must be clearly identified by wearing an approved contrasting stirrup sock or coloured sock
- b. The stirrups or socks shall be fully contrasting and different from any socks on the offensive unit.
- c. 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.

7.05 Team Roster / Game Sheet manipulation

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

7.06 Minimum number of players required to start a game

- a. No team may commence a game with less than:
 - i. 6 active players for 6-person football (Terminator)
 - ii. 15 active players for 9-person football (Atom)
 - iii. 18 active players for 12-person football (Peewee, Minor Bantam & Bantam)
 - b. 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.
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By-law 8. Schedules - Games and Practices

8.01 Leagues will be divided into divisions by the Commissioner, who shall prepare schedules for each league, and provide not later than the 3rd Friday in July. The following guidelines will be used:

- a. Up to 13 teams 1 division
- b. 14 or more teams 2 divisions
- c. Bantam will be considered to be Sunday Division
- d. Minor Bantam will be considered to be Saturday Division
- e. When there is more than one team in an age group for a single club, the separate teams are designated a specific team colour Clubs must submit team 'colours' to the Commissioner for inclusion into the schedule.

8.02 Coaches Meeting

- a. 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.
- b. Failure to have a coach in attendance at the July Coaches' meeting will result in each team (age group) receiving a fine of \$ 50.00 per coach.
- c. The fine must be paid for the team being eligible for league play.
- d. The representative must be a coach or manager from the specific team and regularly be on the game sheets for that specific team.

8.03 Practice restrictions

There shall be no team practices nor club sponsored camps during the month of May.

- a. No team shall have more than 12 scheduled team practices from the beginning of June until the end of July.
- b. 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.
- c. Team practices are defined as those practice sessions that are team specific and exclusive to the members of that team.
- d. Practice sessions should not exceed a maximum time limit of 2 hours per practice session
- e. Coaches who violate practice restrictions are subject to a suspension of 1 game for every practice held in violation of the restrictions.

8.04 Postponement / cancellation of Game

- a. There will be no postponement of scheduled games, except under extreme field or weather conditions at the discretion of the Referee. The officials may delay a game in progress at their discretion for up to an hour for thunderstorms (follow Football Mb Policy), heavy rains, ambulances, etc.
 - b. No game shall be cancelled, other than in By-law 8.04a, without the permission of the Commissioner.
 - c. If a game in progress is cancelled for any reason (except unsportsmanlike conduct or any
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other rowdy behaviour of participants or fans) by the officials, the scoring will be as follows:

- i. If less than two full quarters have been played, the game will be recorded as a 1-1 tie unless by-law 11.03 (Mercy Rule) is in effect. In this case the score on the field at the time the game was called shall stand.
 - ii. If two full quarters or more have been played, the score will stand as of the time of cancellation.
- d. Re-scheduling or cancellation of postpone games will be at the discretion of the ASSOCIATION Commissioner.
 - e. Any team that is unable to play a game shall 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.)

8.05 **Play-off Games Structure**

- a. Play-offs will consist of the first 8 teams in each division, except in the Terminator league where there will be no playoffs
- b. 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
- c. Divisional Quarterfinals "sudden death" will be played as follows:
 - i. 1st place plays 8th place
 - ii. 2nd place plays 7th place
 - iii. 3rd place plays 6th place
 - iv. 4th place plays 5th place
- d. Divisional Semi finals "sudden death" will be played as follows:
 - i. Team with best overall season record plays team with the worst overall season record.
 - ii. Team with 2nd best overall season record plays team with the 2nd worst overall season record
- e. The winners of the semi finals will play a "sudden death" final to determine the division champions.
- f. For leagues with two divisions, the division champions will play a "sudden death" final to determine the league provincial champion.
- g. For leagues with one division, the winner will be the league provincial champion.
- h. 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. The semi final winner will play the first place team in a "sudden death" final for league provincial champion.

By-law 9. **Player Participation** (Fair Play Rule)

9.01 Every player shall play on their designated playing unit (i.e. offense and defense), unless prevented from doing so by illness, injury, or reasonable disciplinary reasons. In each case, the player's number, along with a reasonable explanation, must be noted on the game sheet and communicated to the opposing head coach, by the timekeeper.

9.02 **Alternate Players**

- a. Teams must alternate their players within the respective unit (offensive and defensive) by series.

- b. 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 (through kick-off punt, turnover, or completion of a half), and includes the convert attempt following a touchdown scored by the offense.
- c. A convert attempt following a touchdown scored by the defensive unit, kickoff or punt return unit is not considered an offensive or defensive series.
- d. 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 By-law 9.01.

9.03 **On Deck**

- a. Teams will mark out an "on deck" area prior to the start of the game.
- b. The "on deck" area is the area between the 45 and the 50-yard line beside the respective team's bench.
- c. The players not on the field from the offensive or defensive unit that is on the field at the time (except as regards By-law 9.01) must stay within this area.
- d. One coach at a time may be within this area.
- e. 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

9.04 **Reduced number of active players**

- 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).
- 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. (e.g. #4 in for 1st series, #82 in for 2nd series)

9.05 **Defensive players**

- 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.

9.06 **Punts and/or Kicks**

Dead ball at point of foul and loss of possession is the penalty if the following are violated:

- a. Defensive Unit
 - i. 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.
 - ii. These players shall be designated on the game sheet.
 - iii. These players must kick, punt, pass or hand off the ball.
 - iv. At no time shall ~~the~~ these players 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).
- b. Offensive Unit
 - i. The kicking team may also substitute up to three (3) players from the offence to be the kicker, long snapper and/ or holder.
 - ii. These players shall be designated on the game sheet
 - iii. The substitute players must be from the offense and this substitution would not affect their regular rotation.
 - iv. 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.

- v. The holder may be substituted as well but they must come from Offense.
- 9.07 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.
- 9.08 Any active player may be used at any position during kick-off situation.
- 9.09 The penalty for violation of the PLAYER PARTICIPATION RULE by any official will be as follows:
- a. 1st offence - 25 yard penalty from scrimmage or half the distance to the goal line.
 - b. 2nd offence - 25-yard penalty from scrimmage or half the distance to goal line and Head Coach is ejected from game.
 - c. Further offences will result with the same penalties as the 2nd offence.
 - d. 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.
- 9.010 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.
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By-law 10. Scoring and Points Structure

- 10.01 The game scoring structure follows the 'Canadian Amateur Rule Book for Tackle Football' with the following exceptions:
- a. On an convert attempt, after a touchdown, points awarded are:
 - i. Successful Kick -2 points
 - ii. Successful Run or pass- 1 point
 - b. 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
 - c. Once possession is relinquished on a kicked convert attempt, the play is whistled dead
- 10.02 Two (2) points will be awarded for each win, and one (1) point for each tie.
- 10.03 No published game results, other than the official league standings, shall reflect a point spread greater than 30 points.
- 10.04 In the case of a tie in the standings at the 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.
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By-law 11. Timing & Conduct of the Game

- 11.01 Except as otherwise stated herein, all games will be governed by the current 'Canadian Amateur Rule Book for Tackle Football'.
- 11.02 **Length of game** - all games will consist of:
- Two 25-minute halves (running time) - Terminator.
 - Four 12-minute 'stop time' quarters - Atom, Peewee, Minor Bantam, Bantam.
- 11.03 **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'.
- 11.04 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.
- 11.05 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.
- 11.06 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.
- 11.07 **Cooling-Off Period for Player**
Guiding principle
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.
- 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.
 - A player can only receive one "cooling off" per game.
 - A penalty may or may not be called in conjunction with this action.
- 11.08 **Game Sheet Responsibility**
- The Timekeeper collects the Game Sheets from each team at the end of the game and delivers them to the Commissioner not more than 48 hours after the game.
- 11.09 **Overtime Structure for Playoff Games**
Overtime rules: In the event of a tie at the end of regulation play, the following format will be followed:
- A 'mini game' consisting of two (2) five (5) minute halves (running time), with the last minute of each half being stop time.
 - Each team will be allowed one (1) time out per half.
 - Play will be determined by a coin toss at the start of the "mini game"
 - If the game continues to be tied, after the "mini game". A shootout format will ensue as follows:
 - 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.

By-law 12. Protests and Discipline

- 12.01 Protests made in connection with OFFICIAL' JUDGMENT CALLS will not be entertained.
- 12.02 **Protest submission**
- 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 sub-section 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.
- 12.03 **Incident Review Committee**
- A 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 & MMFA representative via email.
- 12.04 **Appeal**
- Appeal will not be allowed for suspensions of 1 game.
 - Any other appeal against rulings by 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.
 - 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.
 - No Board/Committee member shall participate at more than **one** level of any protest, disciplinary hearing, appeal or review.
- 12.05 **Discipline** (Disqualification / ejection / suspension from game)
- Any disqualifications from a game, excluding a Player Participation By-Law ejection 9.09, 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 Bylaw 12.01.
 - When a Coach is ejected or suspended he must leave the Field Immediately. He/she can be in the Clubhouse if available or he /she 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.
- 12.06 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.
- 12.07 The ASSOCIATION reserves the right to discipline any player, league or team official who acts in a manner detrimental to its operation or reputation.
- 12.08 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-Laws 12.01 or 12.06). 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).
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12.09 All forfeitures will be awarded to the non-offending team(s) by a score of 30-0.

By-law 13. Staff Responsibilities

Guiding principle

All individuals associated with a team are considered as 'staff'. This includes but is not limited to: head coach, assistant coach (es), manager(s), and sports-aider(s).

- 13.01 All team staff (including i.e. coaches, trainers, managers, etc) must be registered with the Association 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.
- 13.02 All team staff will adhere to the Football Manitoba/Football Canada and the National Coaching Certification Program (N.C.C.P.) Code of Ethics.
- 13.03 The staff of a team shall consist of no less than, one head coach, one assistant coach, one sports-aider, and one manager. There cannot be more than 8 coaches and managers plus up to two sports-aiders. An unrestricted number of professional physiotherapists and/or physiotherapy students are permitted.
- 13.04 It is the responsibility that each team coach should have or pursue appropriate 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.
- 13.05 All teams in the Association will comply with Football Manitoba's Coaching Certification policy.
- 13.06 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 rosters and game sheets 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.

By-law 14. Referees and Timekeeper

- 14.01 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.
- 14.02 Games shall normally be scheduled with a minimum of 4 on-field officials and 1 timekeeper. A Game may be played with a minimum of 3 on-field officials and 1 timekeeper.
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By-law 15. Equipment

15.01 Team staff is responsible to ensure that every player is fully equipped, properly fitted and instructed in the safe use of all required equipment.

15.02 Altering Equipment

- a. Equipment is not allowed to be altered, in any way that may cause injury to another person.
- b. 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.
- c. The ASSOCIATION may review any violation of this rule and suspension could be increased.

15.03 Acceptable Footwear (Cleats) minimum of 7 Cleats must be rubber or plastic. No screw-in cleats (of any type) or metal cleats shall be allowed.

15.04 All players must wear an authorized protective mouthpiece as approved by Football Manitoba, while on the playing field during a game or practice.

15.05 Game Socks

- a. Defensive game socks shall be uniform in color, both socks left and right, must be matching in colour and visible at all times (i.e. not rolled down).
- b. Offensive game socks must be a different colour from the defensive game socks, both socks left and right must be matching in colour and visible at all times (i.e. not rolled down).

15.06 Game ball

All teams in the Association shall have a game ball in like-new condition and inflated to manufacturer's specifications, when they are the scheduled home team. The suitability of the ball is based on the Referee's discretion. Violation will result in a delay of game penalty. The acceptable football type by age division is as follows:

- a. Terminator – Rubber or Composite ball such as a Voit or Baden #6
- b. Atom and Peewee – Leather or Composite Wilson TDJ or equivalent
- c. Minor Bantam and Bantam – Leather or Composite Wilson 2006 or TDV or equivalent.

15.07 Ball Substitution

- a. Once the game is started with a Leather or Composite ball the game shall be completed with the same type of ball. The Game ball may not be switched from Leather to Composite or visa versa during the course of the game.
- b. Either team, while on offense, may substitute their own dry football as long as:
 - The play has been whistled dead;
 - The game is delayed in no way; and
 - The substitution football(s) adhere(s) to the game ball specifications as in By-law 15.06.

By-law 16. Awards

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

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

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

By-law 17. Special Rules

- 17.01 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, 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.
- 17.02 Only Medically prescribed hearing devices (i.e. hearing aids) may be allowed if medical certification is provided for approval from the ASSOCIATION or MFRA official
- 17.03 Supplying, when the designated home team shall provide three (3) competent individuals to act as the sideline crew to take direction from the game Officials. FAILURE TO DO SO SHALL RESULT IN THE APPLICATION OF A DELAY OF GAME PENALTY.
- 17.04 Team bench and sidelines are designated a NON-SMOKING area during all Association games.
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Appendix A

Terminator – Specific Rules

See separate document

Appendix B

Team colours

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.

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 Winnipeg 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

Appendix C

Summary - Important Dates

March / April

By-law 2.01a – Registrars' meeting

The club registrar or their representative must attend the scheduled Registrars' meeting to receive league and team information in regards to the registration process for the coming year. See By-law 2.01b for associated Fine for non-attendance.

May

Registration dates – usually the first Thursday, Friday and Saturday in May.

By-law 5.07 - Transfer Swap Night

The club registrar or their representative must attend the scheduled transfer swap night meeting (to be held after the May registration weekend) for the clubs to exchange league player waivers/transfers. Failure to have a club registrar/representative in attendance will result in a fine of \$50.00. (These clubs Steinbach Raiders, Portage La Prairie Pitbulls and Brandon Wolverines will not be required to attend, unless they have Waivers to be issued)

By-law 8.03a – Practice Restrictions

There shall be no team practices nor club sponsored camps during the month of May.

June

By-law 5.05 – Player Transfer

All decisions on whether to grant or deny a Transfer, for players registered already must be made prior to the 15th of June.

By-law 6.01 – Team Formation

Each Club must declare the number of teams they will field at each age level not later than the 15th of June.

By-law 6.04 - Team Roster Minimum number of Players

By the 15th of June, teams must have on their roster at least:

1. 9 registered players for 6 person football (Terminator)
2. 18 registered players for 9-person football (Atom)
3. 24 registered players for 12-person football (Peewee, Minor Bantam & Bantam)
4. Should this requirement not be met, registered players will be assigned to the nearest available team, or offered a refund.

By-law 8.03b – Practice Restrictions

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.

July

By-law 6.06 – Roster Submission

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.

By-law 8.01 – Game Schedule

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

By-law 8.02 - Coaches Meeting

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. The representative must be a coach or manager from the specific team and regularly be on the game sheets for that specific team.

During Season

By-law 7.01a – Roster additions and deletions

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.

By-law 7.01b – Unable to Play Notification

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