



League Specific Rules

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In addition to the 'Canadian Rule book for Tackle Football' and Football Manitoba Safety Rules (i.e. no tinted helmet visors, 48 hours between game, etc.) the following are By-laws and rules specific to the Manitoba Major Football League:

1. Game Jersey Numbers 0 / 00 as Eligible

- a. The MMFL recognizes game jersey numbers '0' & '00' as eligible for players.

2. Game Postponement

- a. The decision to play shall be vested with the Game Referee, in consultation with the Head Coaches and Managers of both teams.
- b. In the event of a required postponement, the League President shall be notified and the League Executive shall reserve the right to reschedule the game to another playing field, or at some other date.

3. Game Protest

- a. Game Protests SHALL NOT be allowed. For the purposes herein, a Game Protest is one in which an offended Team requests the game be replayed in whole or in part for any reason, including unfair practices by the opposing Team or Officials' actions.

4. Game Ejection

- a. Any player ejected from a game by a Game Official for fouls committed during a game, and which warrant an immediate disqualification shall remain at his Team's bench for the balance of the game, or be banished from the game site at the discretion of the Game Referee.
- b. Any game ejection will result in an automatic one game suspension, for the next game the ejected party is eligible to participate in. The suspension cannot be appealed.
- c. All game ejections shall be recorded by the Referee on the Official Game Sheet and the Incident Report Sheet and include the Referee's Ruling on which the ejection was warranted.
- d. The League President shall be notified immediately by the Referee in Chief of the ejection, who in turn, will file the information with the League Registrar all team delegates and Football Manitoba.

5. Penalty Box

- a. At the Official's 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 penalty may or may not be called in conjunction with this action. After 3 plays the player may return to the game or at the coach's discretion stay out for additional time.
- b. The intent of the rule is to allow a player the opportunity to reflect upon his behaviour & make the necessary adjustments rather than being assessed a game ejection.

6. Incident Report

- a. If there is an incident that the game Official deems as detrimental to football, then the Official will complete a League 'Incident Report'. An incident includes but is not limited to game ejection, penalty box assessment, punching, biting, spitting, fighting,

swearing and/or abusive behaviour by any player, coach, manager or trainer registered with the team.

- b. The completed form is given to the home team who is responsible to submit it to the League Registrar with the game sheets. The League Registrar will forward the Incident Report on to the League President.

7. Electronic Communications

- a. Electronic communication between players actively participating in a game and other team personnel (i.e. coaches and spotters) via two-way radios or similar equipment shall not take place. Use of any such equipment will be the subject of severe disciplinary action by the League Standards Committee, which shall result in a game forfeit.

8. Special Teams Play - Centre

- a. During Special Teams play (punts, field goal attempts and point after TDs) the Center shall not be contacted by a defensive player until the center has had adequate time to assume a full blocking position with head and shoulders raised. Penalty for this infraction shall be an "Unnecessary Roughness" penalty.

9. Mercy Rule

- a. **In the 2nd half of the game**, if the point difference equals or exceeds 30 points, the game shall go to running time. The 1st half of the game shall be regular stop time regardless of the point difference.
- b. During running time, the game clock does not stop except for team, Officials and Injury Time Outs.
- c. If the point difference drops to below 30 points, then regular stop time resumes.

10. Start of Game

- a. The Home team has the choice of receiving the ball or deferring the choice to the start of the 2nd half.
- b. No coin toss is used.
- c. In the Championship game, the Home team is determined as the team with the top standing in the regular season.

11. Tie Game / Overtime

- a. During the regular season, if at the end of regulation time, the score is tied, it is recorded as a tie in the standings with each team getting 1 point.
- b. During the play-off/final game, the following format is used:
 - A "mini game" consisting of two 5 (five) minute halves with the last minute of each half being stopped time.
 - Each team will be allowed 1 (one) time out per half.
 - Play will be determined by a coin toss at the commencement of the mini game. The home team calls the head/tails.
 - If the game continues to be tied after the mini game, a "shoot-out" format will ensue. After a coin toss, a team will have 3 downs to score from the ten-yard line followed by the opposition's opportunity to respond. The process will be repeated until such time as a winner is declared

12. Player Awards

- a. No selecting/recording of players after each game.
- b. At end of season, each team will nominate 1 player – for each of the 4 League awards (MVP, Special Teams, Lineman & Defense).
- c. Of the 7 players nominated, names will be placed on ballots and all teams then select from the 7 – their top three (top gets 3 points, 2nd gets 2 points and 3rd gets 1 point). Points are tabulated and a winner is confirmed.