

ROPSSAA BOYS' FOOTBALL

PLAYING REGULATIONS

1. DATE

- (a) The convenor may decide on the number of practices before the first league game.
- (b) The start time for league games will be:
 - single 2:30pm
 - double 12:00noon
- (c) The start time for playoff games will be:
 - single 2:00pm
 - double 12:00pm
- (d) The starting time for the final at the Championship site will be:
 - no earlier than 10:00am

2. LOCATION

- (a) The location of the championship games will be decided by the Convenor and approved by the Executive of ROPSSAA.

3. ELIGIBILITY

- (a) All competitors must meet the eligibility requirements as per Article X of the ROPSSAA Constitution. The eligibility list must be submitted by the deadline announced at the preseason meeting.
- (b) A boy may compete in the ROPSSAA High School Football league or any other football league, not both as of the first ROPSSAA league game. Players found to be participating in both a high school league and an outside league will be referred to ROPSSAA Council.
- (c) The age classifications for ROPSSAA football shall be such that:
 - (i) Junior The individual has not yet reached his 15th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2007, born in 1992 or later). In addition they must be in their 1st or 2nd year of high school.
 - (ii) Senior The individual has not yet reached his 19th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2007, born in 1988 or later).

(d) Team Eligibility

- (i) Individuals are eligible for 1 level of competition only.
- (ii) For team sports, individuals must have participated in at least 50% of their team's league games to be eligible for playoffs. Players missing games due to injury (INJ), or awaiting transfer approval (ATA), must appear so designated on a game sheet to maintain their eligibility. Games missed due to injury are subject to review of a doctors note. Players under game or school suspension may not have their name included on a game sheet for participation percentages.
- (iii) All game sheets/rosters are to include the name of all those in the bench area (players, coaches, managers). In order to be in the bench area an individuals name must appear on the eligibility sheet. Players under game or school suspension may not sit in the bench area.
- (iv) Individuals are deemed to have played if their name appears on a game sheet. Individuals must be present at a game to be included on a game sheet.
- (v) A staff member must be present in the bench area from the start of the warm-up until the last competitor has left the area.

4. OPERATING STRUCTURE

I. SCHEDULING

- (a) The Convenor may alter the number and size of conferences if the changes will improve the schedule.
- (b) Where possible all teams in each conference play the same number of games.
- (c) Games may be scheduled on the Commencement day of the school or schools' involved, providing permission has been granted by the respective school or schools involved.
- (d) Tiering shall be continued for the 2007 season at the senior level. Placement in tiers will be determined by the coaches request (minimum 4 teams per division).

II. TIES

- (a) In playoff games when the score is tied at the end of regulation time overtime shall be played in a shootout format beginning on the 35.

Prior to the shootout there shall be a ten minute intermission and the teams shall be permitted to return to their change rooms.

- (i) Coin toss (called by team that didn't have choice to start the game). Only one coin toss, regardless of number of overtimes.

Coin toss winner may choose;

- a) start on offense or defense OR
- b) which end both teams will use

Coin toss loser gets remaining choice and first choice for (if needed) the 2nd and any other even numbered overtimes.

- (i) Ball starts with first team on offense, anywhere between the hashes from the 35 yard line going in. That team continues with possession until they score or until they fail to make a first down. They may not keep the ball for regaining possession after having lost it.
 - (ii) The team which started on defense now gets their try from the 35 yard line.
 - (iii) Any team ahead after both teams have had their try is the winner.
 - (iv) Any touchdown in the 4th overtime must be followed by a 2 point convert try.
 - (v) There are no team time-outs in overtime.
- (b) In league play when the score is tied at the end of regulation time the shootout format with only one possession each will be used. Overtime wins will be recorded as 2 points. Overtime losses will be recorded as 1 point. Overtime ties will be recorded as 1 point each.
- (c) Ties in the conference standing will be broken in the following way:
- (i) Ties for places other than the last playoff spot:
 - 1) The result of the game(s) W-L record only, between the tied clubs.
 - 2) Point differential of games played between the tied clubs, to a maximum of 21 points per game.
 - 3) Defensive record within the conference among common opponents.
 - 4) Coin Toss
-this will determine all positions
 - (ii) Ties for the last playoff spot between two teams:
 - 1) The results of the game(s) W-L record only, between the tied clubs.
 - 2) Point differential of games played between the tied clubs, to a maximum of 21 points per game.
 - 3) Defensive record within the conference among common opponents.
 - (iii) Ties for the last playoff spot amongst three or more teams:
 - 1) The result of the game(s) W-L record only, between the tied teams.
 - 2) The point differential of games played between the tied clubs, to a maximum of 21 points per game.
 - 3) Defensive record within the conference among common opponents.
 - (iv) Ties for the last playoff spot(s) between wildcard teams:
 - 1) The result of the game(s) W-L record only, between the tied clubs.
 - 2) Defensive Record to a maximum of 21 points per game.

III. PLAYOFFS

- (a) The playoff structure shall be determined upon declaration of teams. In instances of an odd number of divisions the teams advancing to the playoffs will be ranked for the playoff draw.

IV. SCHEDULED GAMES

- a) Coaches are responsible for reviewing final league game schedules and playoff schedules as to locations, dates, and times to ensure their attendance.
- b) Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. A default fee of \$100.00 will be assessed each time a school fails to attend at the scheduled time.

Appeals may be made for the forfeiture occurring and must be submitted to ROPSSAA Council with a fee of \$25.00.

- c) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An abandonment fee of \$100.00 will be assessed each time (does not apply to coach ejection). Appeals may be made for the forfeiture or abandonment of a game and must be submitted to ROPSSAA Council with a fee of \$25.00.
- d) (i) Schools must bring their own warm-up equipment and first aid kit
 - (ii)a) Schools must endeavor to arrive no earlier than 60 minutes before game time. Teams arriving earlier than this must be supervised by the head coach in an area where students from the home school do not congregate. Schools with team members who do not travel with the head coach (in taxis, cars, on foot, etc.) must inform players that they must wait for their head coach and should ensure that the head coach is the first to arrive at the host school.
 - b) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liase with the host school. The visiting team will be provided a safe waiting area and change room during this time and the visiting head coach must provide supervision of his/her players. Visiting athletes must bring all belongings with them to the competition area.
 - c) Visiting schools are entitled access to the competition area at the same time as the host school, and no later than 30 minutes before the game time (pertains to the first game).
 - d) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.

5. ENTRIES

- (a) There is no limit to the number of players who may dress for a game.
- (b) Schools must indicate their intention to enter a team and tier by April 30. Teams may not change tiers after June 30.

6. EXPENSES

- (a) Home teams must pay officials for all league games.
- (b) The total cost of officials and their transportation for preliminary round, quarter finals and semi final playoff games will be shared by the schools involved.
- (c) ROPSSAA may assume all expenses at the championship games.

7. RULES AND OFFICIALS

(a) Intercollegiate rules for the current year shall be in effect with the following modifications.

(i) Junior and Senior teams will play 12 minute quarters. Time will run with the exception of the last three minutes of the second and fourth quarters which will be stop time.

(ii) There will be a ten (10) minute break at half-time and between games.

(iii) Each team gets two time outs per half. The time out maybe called by the coach on the sideline.

(iv) The league will operate with:

1) The three down system (for 10 yards)

2) A 110 yard field

3) A field width of 65 yards

(b) REFEREES

(i) For each Junior and Senior game there will be three officials authorized and appointed by the Officials' Association.

(ii) For semi-final games four officials will be assigned to each game. For final games, five officials will be assigned to each game.

(c) MINOR OFFICIALS

(i) The home team will provide, 1 timer, 1 scorer, 1 downs indicator man, and 2 meter stick men.

(ii) The visiting team will provide one timer.

(d) FIELD MARKINGS

(i) The home team will have visible sidelines, perimeter lines, 10 yard lines, goal lines and hash marks.

(e) VIDEOTAPING

Teams may videotape any ROPSSAA football game (exhibition, league, or playoff) but not practices.

(f) SCOUTING

Practices are not to be scouted.

(g) BENCH AREA

Only players, coaches and managers are allowed in the bench area. All those in the bench area must be identified on the score sheet.

8. AWARDS

- (a) A ROPSSAA championship trophy will be presented to the team champions in each division.
- (b) Members of the Championship teams shall receive ROPSSAA gold medallions to a total of 50.
- (c) Members of the runner-up teams shall receive ROPSSAA silver medallions to a total of 50.

Note: Should there be fewer than 6 participating schools in a league, no team awards will be distributed (ROPSSAA Constitution Article IX, Section II).

9. UNIFORMS

- (a) Refer to CIAU Rule book, Rule 1
Section 11 - Uniform & Equipment
Article 1 - General
Article 2 - Imitation of the Ball and Helmet
Article 3 - Mouth guards
Article 4 - Footwear
- (b) Where there is a similarity in jersey colour the visiting team may request that the home team change to a contrasting jersey. This request must be made a least 2 days prior to game time. Upon receipt of request to change the home team must comply or forfeit the game.
- (c) Athletes may not change their clothing in the competition area. For all outdoor sports athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s).

10. SCORING

- (a) Score sheets must be filled out prior to the game with the name, position, and number of each player in numerical order.
- (b) Visiting teams are asked to bring completed game sheets with them.
- (c) Score sheets must be signed by both coaches following the game.
- (d) Defaults will be recorded as a 21-0 score.

11. EQUIPMENT

- (a) The home team will provide a game ball, 1 set of yard sticks, 1 downs box, 1 time clock, 1 flag, 2 players benches and 1 table for scorers and timers.
- (b) All minor officials and equipment will be placed at the midfield line, between the players benches.

- (c) If a communication system is to be used during the final game, it is to be available for both teams to use. If not, no communication system will be used. Should one break down no communication system will be used.
- (d) Visiting schools shall have the same access to all facilities as the home school as necessary for football.
- (e) Teams may use a CIS, CFL, NCAA, NFL or another approved leather football or a composite ball. The ball is to be four-panelled made of pebbled grain leather or composite. It is to be inflated to a pressure of not less than 12 1/2 lbs. (85 kilopascals) and not more than 13 1/2 lbs. (95 kpa).

12. DEPARTMENT

- (a) Competitors and coaches are expected to behave in a sportsmanlike manner as per Article XVI, Section II of the ROPSSAA Constitution.
- (b) Any player ejected from a game sustains an automatic suspension from the next league or playoff game.
Note: This will carry over to the next season.
- (c) At the time of an ejection(s) the referee will:
 - (i) call a time out
 - (ii) record the name(s) on the game sheet
 - (iii) inform both benches
- (d) A coach ejection from the game will result in a forfeiture of the game.

13. JURY OF APPEAL

- (a) A Jury of Appeal will be set up at the pre-season coaches meeting. This Jury will consist of the Convenor and four coaches representing the junior and senior teams from the north and south divisions.
- (b) The Jury of Appeal will handle disputes which do not fall within the jurisdiction of the football officials.
- (c) All protests shall be lodged in writing and presented to the Convenor and to all schools involved within two days of the conclusion of the disputed game and/or decision.
- (d) A fee of \$25.00 must accompany each written protest and will be forfeited to the Association should the protest not be sustained.

14. MEDICAL PERSONNEL

- (a) The League will arrange for medical coverage at the ROPSSAA Championships. The Region Peel Secondary School Athletic Association may pick up the expense.
- (b) For all league games certified medical aid will be assigned by the league.