



**YORK REGION ATHLETIC ASSOCIATION
BOYS' FOOTBALL PLAYING REGULATIONS**



1. Season of Play:

Fall Sport

2. Divisions:

Junior and Senior

3. Eligibility:

a) See YRAA eligibility and transfer form.

b) **AGE DIVISION CATEGORIES**

Men's Junior

School Year: **2019-20**

Year of Birth must be no earlier than: **2004**

Date of Entry to grade 9 must be no earlier than August of: **2015**

Men's Senior

School Year: **2019-20**

Year of Birth must be no earlier than: **2000**

Date of Entry to grade 9 must be no earlier than August of: **2015**

c) A student/athlete must be on the team roster at the proper age group (Jr/Sr) for a specific sport and tier, to be eligible to participate in that sport. The team roster must be completed on-line twenty-two (24) hours prior to the commencement of the competition.

4. Governing Rules:

a) Canadian Rule Book for Tackle Football will be used, with the following exceptions:

- i) Proper numbering shall not be required;
- ii) Both home and away teams have the option of bringing a Wilson leather game ball during offensive possessions onto the field;
- iii) Timing – the clock shall not stop when a first down has been made
- iv) "Drones" may not be used in the field of play
- v) any communication devices within the helmet, or any part of the athlete is not permitted
- vi) **whenever it says 12 players, replace with 9 players**
- vii) **five (5) players on the line of scrimmage at all time**

***The following exceptions are for Junior only**

- 1. Any place in the rule book where the term 12 PLAYERS is used, substitute the term 6 PLAYERS.
- 2. Any place in the rule book where reference is made to 20 YARDS (i.e. Hash Marks) substitute with 10 YARDS.
- 3. For placement of the ball, on all occasions, subtract 5 yards from the indicated number. EXCEPTION - The ball must not be placed on the 5 yard line unless by reason of penalty.



**YORK REGION ATHLETIC ASSOCIATION
BOYS' FOOTBALL PLAYING REGULATIONS**



4. THE PLAYING FIELD:

- a) The field shall be 100 yards long (Goal line to goal line) and 40 yards wide.
- b) End zones shall be 10 yards deep.
- c) The 20 and 40 yards lines shall be of double thickness.
- d) Hash marks shall be located 13 yards from the sidelines. If the natural boundary of the field is less than 10 yards behind the goal lines, such boundary shall be the DEAD LINE.

- 5. The length of the game shall be 40 minutes of playing time, divided into four periods of 10 minutes each.
- 6. The three-minute stop-time provision at the end of the 2nd and 4th quarters outlined in the rule book shall be played as TWO MINUTES AT THE END OF THE 2nd AND 4th QUARTERS.
- 7. At the instant the ball is put into play, at least 3 players of the offensive team must be stationary on the line of scrimmage.
- 8. The centre is an eligible pass receiver if he lines up on the end of the line of scrimmage and is wearing an eligible receiver's number. Any other player on the line, not occupying the outside position is an ineligible receiver.
- 9. The convert after a touchdown in 6-man football will be worth (2) points, if kicked, and that a convert that involves running or passing the ball into the end zone is worth one (1) point.

b) Limits of Competition:

- i) Practice and playing schedule must follow the YRAA Constitution (ie. No start before the Tuesday after Labour Day through June in a manner consistent with the aims and objectives of the YRAA).

ii) Out-of-season training that does not constitute a practice is permitted. A practice is defined as a gathering of student-athletes when coaches or adults associated with the team are present and organizing activity that uses football specific equipment and or football specific drills.

iii) Coaches may conduct out-of-season football camps that involve student-athletes from their school provided that the following five criteria are met:

- 1) the camp must be advertised, at minimum, to all YRAA member schools that participated in football during the previous season,
- 2) advertising in the form of a printed flyer or e-flyer must be sent to the football coach and athletic designate by June 1 of the year in which the camp is taking place,
- 3) the cost of the camp must be the same for all participants regardless of what school they attended, 4) the camp not exceed five consecutive days in length, 5) camps being run on weekdays may start no earlier than 5:30 p.m.

iv) a team shall not compete in more than one (1) YRAA football game in three (3) consecutive calendar days. (This means a team can play on a Monday and a Friday.)



**YORK REGION ATHLETIC ASSOCIATION
BOYS' FOOTBALL PLAYING REGULATIONS**



v) The filming of football games is allowed from the league's first scheduled regular season game until the metro bowl final, in a given school year. Charting and watching is allowed any time two different schools are playing and referees are present. Practices are off limits to any form of scouting.

c) Length of Games:

SENIOR:

Twelve (12) minute quarters "by the book". If the point spread is 21 points or greater in the second half, "PITS" timing commences. The losing team has the discretion to return to regular timing if the difference in score becomes less than 21 points after PITS timing has commenced. The coach of the team losing the game has the option to run the clock for the final 3 minutes. Once the decision is made it is final.

d) League Play:

- i) Each game must have a score sheet with rosters for both teams attached. Rosters must have full first and last names and correct numbers for only those student-athletes that are dressed and able to play. Score sheets with rosters must be sent to the convenor immediately after the game.
- ii) if a forfeit occurs, the recorded score shall be 21-0; The team the game is forfeited to, shall attach their roster for the game to the score sheet and submit both to the convenor the day of the game.
- iii) A team forfeiting their last regular season game will be ineligible for post season play. For playoff seeding purposes, all teams below the forfeiting team will move up one place in the standings.
- iv) Scheduling: the type of schedule (balanced/unbalanced) shall be determined on a yearly basis (this will be voted on at the post/pre-season meetings).
- v) League Standings: Points will be awarded on the basis of: win – 2 points; tie – 1 point; loss – 0 points. Final standings shall be based on the points awarded for regular season games. If ties exist the following tie breaking criteria will determine final placings to determine playoff positions: A twenty-one (21) point maximum differential applies to section vi) below
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Note: A twenty-one (21) point maximum differential applies to the items below:

Note: Once the initial tie is broken, the remaining tie(s) is (are) broken starting with tie-breaker "a" in the appropriate section.

- 1) If a tie exists between two teams, the following will be used to break the tie;
 - a) Head-to-head record between tied teams.
 - b) Point differential in games against only common opponents.
Note: Common opponents are teams that both tied teams have played during the regular season.
 - c) Point differential in all games played. Note: If there is an imbalance in the number of games played, points will be prorated to the highest



**YORK REGION ATHLETIC ASSOCIATION
BOYS' FOOTBALL PLAYING REGULATIONS**



- d) number of games played.
d) A coin toss.
- 2) If a tie exists between three or more teams, *and all the tied teams have played each other*, the following will be used to break the tie;
- a) Head-to-head record against the tied teams in question.
**Applicable only if one team has defeated each of the other teams or if one team has lost to each of the other teams.
 - b) Total point differential in games between only the tied teams
 - c) Total point differential in games against only common opponents.
 - d) Total point differential in all games played. Note: If there is an imbalance in the number of games played, points will be prorated to the highest number of games played.
 - e) A coin toss. In the event that a 3-way tie still exists, coins will be tossed with the odd coin advancing.
- 3) If a tie exists between three or more teams, *and all the tied teams have NOT played each other*, the following will be used to break the tie;
- a) Head-to-head record against the tied teams in question.
**Applicable only if one team has defeated each of the other teams or if one team has lost to each of the other teams
 - b) Total point differential in games against only common opponents.
 - c) Total point differential in all games played. Note: If there is an imbalance in the number of games played, points will be prorated to the highest number of games played.
 - d) A coin toss. In the event that a 3-way tie still exists, coins will be tossed with the odd coin advancing.
- e) Playoff Format:
- This format will be reviewed on a yearly basis and may change depending on the number of teams, type of schedule, divisions, etc. Chances shall be voted on at our pre/post season meetings. The current format (4 – 8 team league) shall be as follows:
- i) Semi Finals:
 - Tier 1

Game 1	1 st v 4 th at the home field of the 1 st place team
Game 2	2 nd v 3 rd at the home field of the 2 nd place team
 - Tier 2

Game 3	5 th v 8 th at the home field of the 5 th place team
Game 4	6 th v 7 th at the home field of the 6 th place team
 - ii) Finals: Winner of game 1 v winner of game 2 and winner of game 3 v winner of game 4 at the home field of the higher placed team during the regular season OR at a field designated by the convenor, in consultation with the YRAA Executive and all teams involved.
 - iii) Ties in Playoff Games: In all playoff games, a tie will be determined as per the Canadian Rule Book for Tackle Football.



**YORK REGION ATHLETIC ASSOCIATION
BOYS' FOOTBALL PLAYING REGULATIONS**



f) Safety Requirements:

Refer to the current OHPHEA safety guidelines for this sport

g) Host School Responsibilities:

The host school shall be responsible for:

- i) a properly marked playing field;
- ii) a timer;
- iii) a scorer;
- iv) yardage chain and down marker crew;
- v) reporting scores to the convenor, media and the YRAA;
- vi) submitting game sheets, with roster sheets attached, to the convenor;
- vii) reporting ejections and submitting game reports from officials to the convenor;
- viii) CROWD CONTROL IS THE HOST SCHOOL RESPONSIBILITY;
- ix) any PA announcing shall occur between plays, and should be brief and unbiased. No amplification devices are permitted by spectators. Music by PA or live band is only permitted at the end of quarters and after scores. Head coaches from the home or away school are responsible for the enforcement of this rule.

h) Unsporting Play:

Any player receiving any combination of three Objectionable Conduct (OC) or Unnecessary Roughness (UR) penalties will be ejected from the game and will need to appear before the Board of Reference.

5. Supervision of Teams/Individuals:

- a) All teams or individuals must have on site supervision by a member of the teaching staff or retired teacher from the school that they represent.
- b) This teacher shall be responsible to the YRAA for the conduct of his/her team and shall be the only person involved in all exchanges with officials, opposing teacher/coaches and member of school staffs.
- c) A non-teacher (community volunteer, parent, etc.) is permitted to assist in the coaching of an individual or team provided that a teacher is present and responsible.
- d) The teacher must be present on the bench for all games for team sports or in the immediate vicinity for all other sports.
- e) Unless the staff member (as defined in Section 1 a) above) of the competing school is present, the opposing teacher/coach and/or convenor shall not allow the game to begin or an individual to compete and the competition shall be forfeited.
- f) No teacher/coach shall officiate a game involving his/her team.



**YORK REGION ATHLETIC ASSOCIATION
BOYS' FOOTBALL PLAYING REGULATIONS**



- g) It is the teacher/coaches' duty to ensure the accuracy of the information provided on the game sheets compared to the team's eligibility list.

6. Inclement Weather:

- a) In the event of inclement weather, games may be cancelled and rescheduled if:
- i) the transportation company (bus) cancels the booking OR
 - ii) the school principal determines that the weather is unsafe for teams to travel OR
 - iii) the host school teacher/coach, in consultation with the Athletic Designate and/or school administration, determines the playing environment to be unsafe (eg standing water on fields, excessive ice).
 - iv) when lightning or thunder is seen or heard in the area, play shall be suspended and participants shall seek appropriate shelter as outlined in the current OPHEA safety document. Play may be resumed once thirty (30) minutes has passed since the last observation of lightning or the sound of thunder. The decision to suspend play shall be made by the game official and/or teacher/coaches of the teams involved in the competition.
 - v) the teacher/coach, in consultation with the Athletic Designate and/or school administration, determines the playing environment to be unsafe (eg lightning).

Whenever possible, it is recommended that a decision to cancel a game due to inclement weather be made by 1:00 p.m. the day of the game.

- b) Once this has happened the coach or AD of the school canceling shall:
- i) notify the school(s) being played that they will not be able to play due to inclement weather
 - ii) contact the YRAA office that the game is being cancelled due to inclement weather
 - iii) make arrangements with the school(s) involved to reschedule the game(s) at a date that is acceptable to all parties and fits within the established master schedule. Should a mutually agreeable date to reschedule not be found within forty-eight (48) hours, the convenor will assign a date that fits in to the master schedule
- c) The YRAA office will:
- i) keep a record of cancelled games in order to ensure that they are rescheduled
 - ii) notify the referee assignor that the games are cancelled and will be rescheduled so that unnecessary travel by officials can be avoided.

7. Costs:

All league costs are to be shared equally by schools involved, based on the number of teams competing. These costs include officiating and first aid.

Teams playing night games are to share the costs for police, stadium rental, etc. on an equal basis.



**YORK REGION ATHLETIC ASSOCIATION
BOYS' FOOTBALL PLAYING REGULATIONS**



8. Reporting Scores:

For league games coaches are to report scores through the Sports Admin System. Login as a coach, click on the 'Games' tab, find the game you want to enter the score for then click on the yellow 'Edit' button beside the game and then enter the score beside the corresponding team.

9. Awards:

Junior and Senior:

Individual medallions (30 per team, SR and 12 per team, JR) will be presented to the 1st and 2nd place teams. Both tier 1 and tier 2 will receive medallions. A pennant and team trophy will be presented to the championship team.

June 2019