

# **MJMFL BANTAM DIVISION RULES** **& REGULATIONS**

**MJMFL abides by the Canadian Amateur Football Rules and Regulation, with some added rules that are made to keep our league strong, and with the safety and development of young players in our minds**

## **1. AGE QUALIFICATIONS:**

Players born between 2003 – 2005, 13 -15 year olds as of Dec. 31 of the current year. Exceptions to this rule will be dealt with on a case by case basis and voted on by the MJMFL board.

### **15 YEAR OLD PLAYER RESTRICTIONS:**

- Max three 15 year olds on the field at one time - Must stay on one side of ball all game
- 135lbs and Under- Can run the ball and play anywhere on the field on Offense and Defense
- 150lbs and Under- Can play anywhere on Defense
- 150lbs and Over- Can only play O-line or D-line (On LOS, In Box - C Gap to C Gap)
- Max Weight - 180lbs
- EXEMPTION TO MAX WEIGHT - 15 year olds over the 180lbs weight limit that live out of town and have no High School team to play for will be granted the ability to play another season in Bantam regardless of weight. These players are restricted to playing O-Line or D-line. Any player that falls under this situation will have his info, weight, position emailed to all Bantam coaches before the season so everyone is aware of such players.

## **2. WEIGHT RESTRICTIONS:**

- MJMFL does not support or condone the loss of weight to play any sport.
- 13 and 14 year olds must be under 180lbs to be eligible to play a position that runs the ball.
- The max weight to play all positions is 180lbs.
- Players over 180lbs – Cannot play a position that touches the football on Offense

- Players over the 180lbs weight limit - Players must wear #50 – #69. There are no exceptions.
- All Players must be weighed in before playing their first game of year, as per MJMFL

### **3. PLAYER WEIGH INS:**

- All players will be officially weighed once before playing in the first game of the year.
- Players are not eligible to re-weigh in following first game.
- All players will be weighed in wearing shorts and a T-shirt, with no shoes.
- A league executive board member must be the one weighing and recording weights.
- Both head coaches must be present while weighing both teams.
- Both head coaches and the board member must sign the weight sheet before it is official.
- A picture of the official weigh in sheet must be sent to MJMFL if conducted out of town.
- Official weigh in sheets must be handed in to MJMFL
- MJMFL does not condone the encouragement of players cutting weight, any coach found to be encouraging this dangerous practice will be subject to league discipline.

### **4. BANTAM GENERAL INFORMATION:**

- OFFICIAL GAME BALL SIZE: TDY
- PROGRAM BEGINS: Middle of August and could run till end of October.
- TRAVEL: Teams possibly travel to Estevan, Swift Current, or Weyburn
- EQUIPMENT PICK UP: August 14<sup>th</sup> at Elks Field 6:30pm – 8pm
- PLAYER EVALUATIONS: August 16<sup>th</sup> at Practice Fields 6:30pm – 8pm
- PRACTICES BEGIN: August 20<sup>th</sup>
  - Teams can begin to practice two weeks prior to first game
  - Practice days and times determined by coaches
  - Teams can practice 5 times a week for first 2 weeks of season
  - After 1<sup>st</sup> game teams can only practice 4 times a week
- SEASON OPENING WEEKEND: Sept 1<sup>st</sup>
  - Teams play one or two games a week
  - Most games will be scheduled anytime between Friday – Sunday with the possibility of some teams playing on a short week during the week days.

## 5. FAIR PLAY RULES - 12 on 12 off:

- 12 on 12 Off, Every player must see the field to play.  
No 2 way players (Roster Allows)
- ROSTER SIZE – Team rosters are capped at a total of 42 players per team.
- PLAYERS SWITCHING SIDES OF THE BALL – Players can only switch at half time, once a player starts a half they must stay on that side of the ball. Unless the switch is made due to an injury and the opposing coach is made aware.
- SPECIAL TEAMS UNITS: Are considered a different unit and teams are allowed to bring on players from defense or offense, this is not considered playing players 2 ways. Teams can switch out as many players as they need on these units while still maintaining the max three 15 year olds on the field at once.
- 12 ON 12 OFF ISSUES- If a team has a small roster due to numbers or injuries and a player has to play both ways. Then the head coach from that team must inform the other team's coach of the situation before the game and as soon as possible. The other team is allowed to play a player both ways to make it fair if the coach feels it's necessary. If an injury during a game causes a team to be under the 12 on 12 off rule, the head coach needs to let the opposing coach aware of the situation

**\*\*NOTE\*\***- We do not expect teams to place a player out of position just to stay in the 12 on 12 off rule. Example we don't want a 100lb player placed on O-line just for the sake of staying 12 on 12 off, all coaches agree that if needed we will allow a player with the proper size for the position to play both ways in that spot. This is to ensure the safety of players, playing in the right positions. Opposing coach must be made aware of the situation.

## 6. ROSTERS:

- All teams are required to hand in and email a roster sheet to MJMFL.
- Roster must be emailed in at least 2 days prior to first game.
- Roster must then be handed in to the MJMFL before the start of your 1st home game in Moose Jaw. Paper copy must be signed by head coach verifying the information is correct.
- Rosters must be submitted (email & paper) on the form provided to you by MJMFL. It must include player names, number, weight and birthdate along with all coaching staff, trainers, etc. Only coaching staff, trainers, etc. are allowed on the sideline.
- Rosters must be submitted in numerical order for announcing purposes

- League rosters will be provided to each team by MJMFL with player's name, number, weight, and birthdate along with all coaching staff, trainers, etc.
- All rosters will be available on the MJMFL website.
- Team rosters can have a max 42 players

## **7. GAME DAY CONDUCT:**

- All games are played under The Canadian Amateur Rule Book for Tackle Football. MJMFL reserves the right to add / modify rules with the primary objective of safety of the players and in the interest of fairness or improvement of our league.
- Home team supplies all volunteers needed for games
- Home team supplies Game Ball – TDY is the official ball in Bantam
- Teams are to be called out on to their 45 yard lines before the game for the singing of the National Anthem.
- Home team has choice at the start of the game – Chosen by Captains
- Two timeouts per team per half of one minute duration. Administered by the referee. One coach per team can enter the field of play to talk to his team, regardless of what team called the timeout. Coaches must leave the field of play when instructed by the Referee.
- Game Lengths: All MJMFL games will consist of four quarters of 12 minute durations of stop time.
- No overtime will be played during the regular season
- Overtime will be played in the Playoffs until a winner has emerged from the game

## **8. BANTAM PLAYOFFS:**

- PLAYOFFS: All 5 teams make the playoffs
- TRAVEL: Teams possibly travel to Estevan, Swift Current, or Weyburn
- 12 on 12 OFF: Starters can play the entire game. Playing time not guaranteed for all players, No 2 way players (Roster Allows)
- PLAYOFF FORMAT:
  - Round 1- Quarter Final
  - 1<sup>st</sup> / 2<sup>nd</sup> / 3<sup>rd</sup> - Bye
  - GM1 – 5<sup>th</sup> @ 4<sup>th</sup>
  - Winner advance to Semi Finals
  - Loser eliminated

## Round 2- Semi Finals

GN2- 3<sup>rd</sup> @ 2<sup>nd</sup>

GM3- Lowest Seed @ 1<sup>st</sup>

- Winners advance to Finals
- Losers eliminated

## Round 3 - Finals

Winner GM2 vs Winner GM3

- Highest Seed remaining will be home team

**\*\*NOTE\*\***- If any Moose Jaw team is in the finals, the game will be played in Moose Jaw regardless of team's seed. Scheduling will try to be flexible to work around other scheduling issues, hockey, high school football etc.

- **PLAYOFF OVERTIME FORMAT:**
  - Home team has choice of Offence, Defence or which end to defend
  - The first of two mini games start on the defending team's 35 yard line
  - Both teams have two possessions on Offense, if necessary.
  - If game remains tied, another set of mini games are played until there is a winner, should a team score a touchdown, that team must go for 2 point convert. In bantam, that is a run or pass across the goal line. Converts are started on the defending team's 5 yard line.
- **TIE BREAKING RULES FOR LEAGUE STANDINGS:**
  - A win is worth 2 points, tie is worth 1 point, loss is 0 points.
  - Win/loss record. Most points.
  - Record between tied teams in head to head games.
  - Difference in points for/against in games head to head.
  - Win/loss record of tied teams against the highest finishing common opponent.
  - Difference between points for/against of tied teams against highest finishing common opponent.

## 9. CLOCK OPERATION:

- All MJMFL Bantam games will consist of four quarters of 12 minute durations of stop time.

- HEAD OFFICIAL SIGNALS (WHITE HAT):
  - Start Clock: Winding arm like clock
  - Stop Clock: Two arms above his head waving back and forth
- STOP TIME: The clock will stop in all of these situation
  - Injuries: Clock starts again on the Head Referee's signal
  - Measurements: Clock starts again on the Head Referee's signal
  - Moving the yard sticks / Setting them: Clock starts again on the Head Referee's signal
  - Lengthy Referee Conferences: Clock starts again on the Head Referee's signal
  - Penalties: Clock starts again on the Head Referee's signal
  - Change of Possession: Clock starts again on Head Referee's signal
  - Scoring Plays: Clock starts on any officials signal once touched by receiving team or kicking team once passes the 10 yards.
- 3 MINUTE WARNING: Last 3 minutes of 2nd and 4th Quarters the clock stops for
  - Incomplete pass: Clock starts again on the Head Referee's signal
  - Player carries ball out of bounds: Clock starts again on the Head Referee's signal
  - When the referee blows a play dead: Clock starts again on the Head Referee's signal
  - Injuries: Clock starts again on the Head Referee's signal
  - Measurements: Clock starts again on the Head Referee's signal
  - Moving the yard sticks / Setting them: Clock starts again on the Head Referee's signal
  - Lengthy Referee Conferences: Clock starts again on the Head Referee's signal
  - Penalties: Clock starts again on the Head Referee's signal
  - Change of Possession: Clock starts again on the Head Referee's signal
  - Scoring Plays: Clock starts on any officials signal once touched by receiving team or kicking team once passes the 10 yards.
- MERCY RULE: If at any time a team is behind by 35 + points, the clock will be straight time. Clock only stops for
  - Injuries: Clock starts again on the Head Referee's signal
  - Lengthy Referee Conferences: Clock starts again on the Head Referee's signal
  - Scoring Plays: Clock starts on any officials signal once touched by receiving team or kicking team once passes the 10 yards.

## **10. KICKING RULES:**

- Kicking Rules for the Points-After-Touchdown (PAT): The ball will be placed at the 5 yard line: If the ball is put into play on an offensive play (run, pass, fake kick) and the team is successful in scoring the team shall be awarded 2 point. If the ball is place-kicked or drop kicked through the uprights, the scoring team shall be awarded 1 points
- Kicking Rules for Field Goals: If the ball is place-kicked or dropped kicked through the uprights, the scoring team shall will be awarded 3 points.

## **11. CUT BLOCKING:**

- Cut blocking will be banned anywhere on the field
- Any block that is an attempt to go low towards the knees of a defender will result in a 15 yard personal foul penalty being called.

## **12. GAME EJECTIONS:**

- Any player, coach, or team official that is ejected from the game must leave the field immediately and may not return to the field area for the remainder of the game.
- Any player, coach, or team official that is ejected from the game may be subject to further disciplinary action including further suspension pending a MJMFL review.
- A review by the MJMFL Board will be done on a case by case manner to decide the severity of the punishment or suspension that will include the games head referee, MJMFL head referee, both teams head coaches, as well as reviewing all evidence available.
- The final say on punishment following the review will come from the MJMFL President. No appeals are allowed.

## **13. MJMFL - GAME & PRACTICE FIELDS:**

- No Smoking anywhere on the greenspace in & around any of the Game or Practice Fields
- Please take pride in our in our fields and not leave garbage laying around.
- Abusive language towards anyone will not be tolerated. Person's may be asked to leave the field & further discipline action can occur
- If bringing a pet to the field, please ensure to clean up after them. All dogs must be leashed at all times.
- Parking at Elks Field
  - Parking lots located on the East & SW corner of the field
  - Parking on the North Side Caribou ST W
  - NO PARKING permitted on the South Side of Caribou between Thatcher Drive

& the east end of the Co-op Parking lot (close to 16th Ave NW). Vehicles can be towed. Vehicles may park in the Co-op Parking lot after business hours but only in front of main store & may not park anywhere by the cardlock & pumping stations.

#### **14. VIOLATIONS OF RULES:**

- Any team found to be in violation of purposely breaking any of the MJMFL rules and regulations could result in the suspension of the teams head coach, as well as any players involved in the incident.
- A review by the MJMFL Board will be done on a case by case manner to decide the severity of the punishment or suspension that will include a discussion with all parties involved, as well as reviewing any evidence provided.
- The final say on punishment following the review will come from the MJMFL President. No appeals are allowed.