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 prior to daylight savings time will be:

(i) Monday - Thursday

Single 3:00pm
Double 1:00pm

(ii) Friday

Single 2:00pm
Double 12:00noon

(c) The start time for games after daylight savings time 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 (for the 2022 – 2023 school year, born in 2007 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 (for the 2022 – 2023 school year, born in 2003 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 and OFSAA competition. 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 doctor's 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 individual's 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.

(iv) 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.

(v) Each team is responsible for uploading their game sheet by 12:00noon the day following the game. Failure to upload game sheets may results in teams being ineligible for playoffs.

4. OPERATING STRUCTURE

I. SCHEDULING

(a) The Convenor may alter the number and size of conferences if the changes will improve the schedule. When scheduling provides an even number of games there will be an equal balance of home and away games.

(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) (i) Senior Tiering

Tiering shall be continued for the 2022 season at the senior level. There will be three levels of competition – Tier 1, Tier 2 and 9 v 9. Teams are to declare their intent to participate no later than June 1. Coaches will meet prior to June 30th to seed teams into the three tiers and divisions.

(ii) Junior Tiering

At the junior level, there will be only one level of competition.

II. TIES

(a) In all 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.

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:

(i) Start on offense or defense

OR

(ii) Which end both teams will use

(b) 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.

(c) In league play each team will get two (2) attempts at overtime shootouts. If a winner is unable to be determined, the game will result in a tie with each team receiving a single point. No points will be awarded for overtime losses.

(d) 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 teams.
2) Point differential of games played between the tied teams, to a maximum of 21 points per game.
3) Defensive record between the tied teams between common opponents to a maximum of 21 points per game.
4) Point differential within the conference among common opponents to a maximum 21 points per game.
5) Defensive record within the conference among common opponents to a maximum 21 points per game.
6) 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 teams.
2) Point differential of games played between the tied teams, to a maximum of 21 points per game.
3) Defensive record between the tied teams between common opponents to a maximum 21 points per game.
4) Point differential within the conference among common opponents to a maximum 21 points per game.
5) Defensive record within the conference among common opponents to a maximum 21 points per game.

This will determine all positions.

(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 teams, to a maximum of 21 points per game.
3) Defensive record between the tied teams between common opponents to a maximum 21 points per game.
4) Points differential within the conference among common opponents to a maximum 21 points per game.
5) Defensive record within the conference among common opponents to a maximum 21 points per game.

This will determine all positions.

(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 teams.
2) The point differential of games played to a maximum of 21 points per game.

This will determine all positions.

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.

(i) In two divisions, the highest seed team in each division will play the lowest seed team in the other division for the first round of the playoffs.

(ii) In three divisions, the first place team in each division to be seeded 1, 2, or 3, teams finishing second in each division to be seeded 4, 5, or 6 and teams finishing third in each division to be seeded 7, 8, or 9 (the ninth seeded team will not advance).

Seeding will be determined by:

(a) A teams Win-Loss record.

(b) Defensive record to a maximum 21 points per game.

(c) A teams +/- differential to a maximum 21 points per game.

Note: Should teams play an uneven number of games, a team's winning percentage (with a tie = 0.5) and then the average +/- will be used.

(iii) In four divisions where teams with the same divisional placing are scheduled to play each other, the home field to be awarded to the team with the higher +/- differential. Should teams play an uneven number of games, the average +/- will be used.

(iv) In single divisions, playoff matchups will be reseeded after each round.

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. Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. The defaulting team will cover all cost associated with the game as determined by ROPSSAA Council.

(c) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An incident report must be completed and submitted to the ROPSSAA Athletic office by the abandoning team within 24 hours of the game. No scores shall be entered until after a Board of Inquiry. A team abandoning a game may be required to cover any costs incurred as determined by ROPSSAA Council.

(d) (i) Schools must bring their own warm-up equipment and first aid kit

(ii) 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.

(e) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liaise 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.

(f) 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).

(g) 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 semifinal 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) All games to consist of two 24 minute halves (12 minute quarters). In the first 21 minutes of a half the clock stops when:

- points are scored
- the ball goes out of bounds
- a forward pass is incomplete
- the ball is dead and a penalty flag has been thrown
- the ball is dead and teams are making substitutions (eg: possession has changed, punting situation, short yardage situation)
- the ball is dead and a player is injured, or
- the ball is dead and a caption calls a time-out

The clock starts again on the snap of the ball.

In the last three minutes of a half, the clock stops whenever the ball becomes dead. On kickoffs, the clock starts when the ball is first touched after the kick. On scrimmages, when it starts depends on what ended the previous play. The clock starts when the ball is ready for scrimmage except that it starts on the snap when on the previous play:

- the ball was kicked off,
- the ball was punted,
- the ball changed possession,
- the ball when out of bounds,
- there were points scored,
- there was an incomplete forward pass,
- there was a penalty applied (not declined), or
- there was a team time-out,

The clock does not run during convert attempts in the last three minutes of a half. If the 12 minutes of a quarter expire while the ball is live, the quarter is extended until the ball becomes dead. If a quarter's time expires while the ball is dead, the quarter is extended for one more scrimmage. A quarter cannot end while a penalty is pending; after the penalty yardage is applied, the quarter is extended one scrimmage. Note that the non-penalized team has the option to decline any penalty it considers disadvantageous, so a losing team cannot indefinitely prolong a game by repeatedly committing penalties.

(ii) Concede Rule
At half or at the end of the third quarter, coaches may agree to concede the game if the point differential is 28 points or more. The score will stand at the moment the two teams agree to concede. The game will be normally timed (as indicated in 7(a)(i)) in the second half and the "losing" team cannot win.

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

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

(v) 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) 9 v 9 will play with the following rule modifications:

(i) Any place in the ROPSSAA and Football Canada Rule Book where the term ’12 players’ is used, substitute the term ‘9 players’.

(ii) The field width is only 55 yards wide and should be marked with an appropriate sideline.

(iii) Kickoffs are used to start the game and second half only.

(iv) At the instant the ball is put into play, at least 5 players of the offensive team must be on the line of scrimmage.

(v) After TD’s and conversions, there will not be a kickoff, but the team that was scored on, takes possession on their own 35 yard line.

(vi) After a team scores a safety touch, the scoring team will take possession of the ball on their own 35 yard line.

(c) <u>REFEREES</u>

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

(ii) For semi-final games four officials will be assigned to each game. For final games, six officials will be assigned to each game – five (5) officials on the field and one (1) to work the clock.

(d) <u>MINOR OFFICIALS</u>

(i) The home team will provide 1 timer, 1 scorer, 1 downs indicator man, and 2 meter stick men. Should the home school not provide these minor officials the game will be forfeited.

(ii) The home school must provide one adult timer.

(iii) The visiting team will provide one timer.

(e) FIELD MARKINGS

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

(f) VIDEOTAPING AND SCOUTING

(i) All games/scrimmages involving another team can be scouted and videotaped.

(ii) The penalty for scouting practices should be a one year suspension for the coach doing the scouting, and an automatic forfeit of the game against the team that was improperly scouted.

(g) BENCH AREA

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

(ii) Only players and coaches can line up and shake hands.

(h) SPECTATORS

(i) All spectators must remain in the assigned/designated spectator area and/or on the track.

(ii) Spectators may not use megaphones.

(i) GAME SHEETS

(i) Each school will be responsible for uploading their own game sheets.

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 home team may request that the visiting team change to a contrasting jersey. This request must be made by email by the head coach to the head coach at least 5 school days prior to the scheduled game and the Athletic Convenor and the Football Convenor must be copied. Failure to request a change within the timeline will result in the home team having to change uniform colour or forfeit.

(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, and number of each player in numerical order. Both coaches must sign the game sheet at the end of the game. The winning team is to forward both teams' game sheets. Failure to send in the game sheets will result in no points being awarded.

(b) Visiting teams are asked to bring completed game sheets with them.

(c) 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 player's benches and 1 table for scorers and timers.

(b) All minor officials and equipment will be placed at the midfield line, between the player's benches.

(c) Teams are allowed to use communication devices with other coaches, which includes the press box and sidelines (same access for both teams). Coaches must agree upon a location prior to kick off. However, no headsets to a player shall be permitted.

(d) Visiting schools shall have the same access to all facilities as the home school as necessary for football.

(e) Teams will use a Wilson CIS leather ball.

12. DEPORTMENT

(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.

(e) Players must shake hands with their helmets on. Only those on the game sheet may shake hands

(f) All ‘OC’ Penalties to be recorded on the game sheets.

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 teams are encouraged to provide their own certified medical aid. Teams unable to do so may be assigned someone through the league.