

**ONTARIO FOOTBALL LEAGUE  
PLAYING RULES (Updated May 2018)**

**SECTION 1 – Summary of Playing Rules**

***Spring 2018 Rules***

	<b>U10</b>	<b>U13 (9 on 9)</b>	<b>U13 (12 on 12)</b>
Eligible Ages	Players born: 2009 and 2010	Players born: 2006, 2007, and 2008	Players born: 2006, 2007, and 2008
Game Format	9 vs 9 – 5 players required on line	9 vs 9 – 5 players required on line	12 vs 12 – 7 players required on line
Roster Minimum	15 dressed	15 dressed	25 dressed
Field Size	Reduced – near sideline to far numbers	Reduced – near sideline to far numbers	Full Field
Timing	12 minute quarters – regular timing	12 minute quarters – regular timing	12 minute quarters – regular timing
Game Ball	Wilson K2 or TDJ	Wilson TDJ or TDY	Wilson TDJ or TDY
Conversion	Run – 1, Pass – 2, Kick - 2	Run – 1, Pass – 2, Kick - 2	Run – 1, Pass – 2, Kick - 2
Minimum Refs	3 referees on field, plus one timekeeper (can't be a parent)	3 referees on field, plus one timekeeper (can't be a parent)	3 referees on field, plus one timekeeper (can't be a parent)
Coach on Field	Yes – see below	No	No
21 Point Rule	No	No	No
Fair Play Rule	No	No	No
Punt Rule	Yes	No	No
Special Teams Rule	Yes	No	No

## Fall 2018 Rules

	<b>U8 (Tyke)</b>	<b>U10 (Atom)</b>	<b>U12 (Peewee)</b>	<b>U14 (Bantam)</b>
Eligible Ages	Players born: 2011 and 2012	Players born: 2009 and 2010	Players born: 2007 and 2008	Players born: 2005 and 2006
Game Format	6 vs 6 – 3 players required on line	9 vs 9 – 5 players required on line	12 vs 12 – 7 players required on line 9 vs 9 – 5 players required on line	12 vs 12 – 7 players required on line 9 vs 9 – 5 players required on line
Roster Minimum	9 dressed	15 dressed	18 dressed 15 dressed for 9v9	20 dressed 15 dressed for 9v9
Field Size	Reduced width– near sideline to <u>near hash</u> Reduced length – field length will run from 25 yard line to 25 yard line	Reduced – near sideline to <u>far numbers</u>	Full Field Reduced for 9 v 9– near sideline to <u>far numbers</u>	Full Field Reduced for 9 v 9– near sideline to <u>far numbers</u>
Timing	12 minute quarters – run time – stop time in final 6 min of each half	12 minute quarters – regular timing	12 minute quarters – regular timing	12 minute quarters – regular timing
Game Ball	Wilson K2	Wilson TDJ	Wilson TDJ	Wilson TDY
Conversion	Uncontested kick for 1 point	Run – 1, Pass – 2, Kick - 2	Run – 1, Pass – 2, Kick - 2	Run – 2, Pass – 2, Kick - 1
Minimum Refs	3 referees on field, plus one timekeeper (can't be a parent)	3 referees on field, plus one timekeeper (can't be a parent)	4 referees on field, plus one timekeeper (can't be a parent)	4 referees on field, plus one timekeeper (can't be a parent)
Coach on Field	Yes – see below	Yes – see below	No	No
21 Point Rule	Yes – see below	No	No	No
Fair Play Rule	Yes – see below	No	No	No
Punt Rule	Yes – see below	Yes – see below	No	No
Special Teams Rule	Yes – see below	Yes – see below	No	No

## **SECTION 2 - Player Eligibility**

- A. Registration Form: A regulation OFL registration form shall be completed for each eligible player at the time of registration.
- B. Roster Sheet: The official roster sheet is to be filled out by both teams prior to the game listing all players in numerical order, all non-playing personnel, and all coaching and managerial staff. Names of players not participating are to be stroked off the list with a single line.
- C. Minimum and Maximum Players: See table in Section 1
- D. Rosters: The date for submitting a complete and final roster is midnight on the Thursday before 3<sup>rd</sup> week of the season. Once established, the roster cannot be changed for the balance of the season.
- E. Sweater Numbers: Once each player sweater number is recorded on the final roster, it cannot be changed during the regular season or the play-offs. The only exception is where a sweater becomes un-usable due to tears or other similar circumstances. If this occurs, the President of the Association must advise the Registrar of the circumstances and obtain his/her approval for the change. The Registrar will determine what notification process must be followed by the requesting association. Each team is allowed 1 player to change numbers where he/she has forgotten to bring their regular sweater. The coach of the team must advise the opposing coach of the situation. The player must revert to the original sweater number for the next game.

## **SECTION 2 - Home Team Obligations**

- A. The playing field shall be the responsibility of the home team.
- B. Game officials from the home team's Board of Officials.
- C. Supply a game ball, towel(s) for cleaning the ball, yardsticks, downs box and time clock.
- D. Two people for sticks.
- E. Crowd control.
- F. E-mail or text game scores to the OFL Registrar ASAP or by 9:00 pm of the day when the game is played.
- G. Ensure game day convenor`s are aware of who each other are.

- H. Announcing is encouraged but remember no announcing is better than bad announcing. No talking or music allowed once offensive huddle is broken.
- I. Provide and make available, on the sidelines, qualified personnel for dealing with athletic injury for both the home team and visiting team or the game will not be played. In the event the visiting team wants to use its own personnel as first response to a possible injury on the field in relation to one of its own players and has notified the home team, then the home team is primarily responsible for its own players. In the event there is not qualified person available to cover both teams, the game is to be re-scheduled at the visiting team's park and at the expense of the original home team.
- J. Non-compliance of item I shall result in forfeiture of the game with a two-thirds vote of the Board of Directors.
- K. The playing field must be marked at least every ten yards or meters. Sidelines and end zones must also be marked in accordance with the Football Canada rulebook.
- L. Goal posts must be padded. Uprights should have two posts. If there is a case where 1 post is missing, all field goals and converts should be kicked at the other end zone by both teams.
- M. There must be three (3) officials at Tyke and Atom games, four (4) officials at Pee wee games, four (4) officials at Bantam. An additional official will run the clock for all games (this must be an official and can't be a parent volunteer).
- N. There must be six (6) officials at Bantam play-off games.
- O. Make game officials aware of OFL Playing Rules prior to the start of each game.

Game sheets must be emailed to and received by the Registrar within 24 hours of the completion of the home game. Rosters will be emailed to the registrar in the proper format by 9 pm Thursday night prior to the game until the final roster is set in week 3.

- P. The following fines will be imposed regarding game sheet, roster sheet and bench control area violations:
  - 1. 1<sup>st</sup> offence - \$50.00
  - 2. 2<sup>nd</sup> offence - \$100.00
  - 3. 3<sup>rd</sup> offence - Forfeiture of the game at the discretion of the Board.
- Q. A member of the home team must be identified as game convenor, whose responsibilities will include the enforcement of bench area control. The bench control area is limited to those persons on the roster sheet, with a minimum of a 10-yard radius behind the home and

away benches, extending the length of the field. Bench personnel is limited to 10 members, 8 coaches and 2 non-coaching personnel (water person, equipment manager etc).

- R. Home team must provide an electronic time clock that is visible to both benches.
- S. One official is required to man the down marker for all playoff games.

### **SECTION 3 - Visiting Team Responsibilities**

- A. One person for downs box.
- B. People to assist in spotting, etc., if the game is being announced. One person to act as an authorized delegate. He/She is to identify himself/herself to the home team.
- C. Their own regulation ball. If they choose not to use the regulation brand ball supplied by the home team. If they use the same brand ball as the home team, only the home team's ball will be used.
- D. Visiting teams are to appoint a game convenor at each level, whose responsibility will be to interact with the home team convenor to resolve any game day or crowd control issues.

### **SECTION 4 – Disqualification**

- A. At the discretion of the referee, a player sent to the bench to cool down may return to the game after a minimum of three (3) plays.
- B. A player ejected from a game may not return to the playing field for the rest of that game and may not dress or play in the player's next league or play-off game, excluding forfeitures or re-scheduled games (including carry-over to the following year). This must be marked on the game sheet by the officials.
- C. Conduct unbecoming a coach or team official is grounds for ejection. If ejection occurs, he/she is neither to remain on the playing field nor in the bench area and must actually leave the park. Any coach ejected from a game is automatically suspended for the next league game, and may be subject to further disciplinary action.
- D. It is expected that all OFL member clubs enforce their own parents code of conduct. An OFL board member may eject any parent from the field of play for unruly or threatening behavior. Clubs may also be subject to a fine of up to \$500 at the Executives discretion for failing to enforce codes of conduct.

- E. A player receiving a third misconduct and/or un-sportsmanlike penalty in a game is to be benched for the balance of that game. Directors and coaches should, to the best of their abilities, monitor such penalties and order benching.
- F. The officials must sign score sheets and disqualification must be duly noted.
- G. Each team will notify the Registrar, within 24 hours of any player, coach or bench personnel ejections.
- H. Any relevant incidents occurring outside of the game (e.g. skirmishes before or after the game) should be reported to the Registrar within 24 hours of the end of the game so that any necessary investigation can be made and discipline meted out by the Executive Committee.
- I. Any team playing ineligible player(s) will be automatically forfeiture any game that the said player(s) participated in. At the Executive discretion, coaches' executives and players shall be subject to rules of misconduct as empowered by the Constitution to the Executive committee.  
Teams eligibility in post-season play will be subject to Executive review. In case where it was found that the teams were aware of the ineligibility of the said player, the association will be subject to a minimum \$500 fine." (1/10/05)
- J. If a player is subject to a game disqualification in their last game, the Association is subject to a \$100.00 fine to be paid to the Registrar within 7 days.
- K. Any association that has three (3) or more player or coach ejections, in separate incidents, at one division, in any playing season, will be subject to a \$100.00 fine. Each subsequent incident will also be subject to a \$100.00 fine. All fines to be paid to the Registrar within 7 days.
- L. Any Team Official or Player who is found by the OFL Board or a Special Committee of the Board, to have knowingly permitted his team to play against an ineligible player(s) and to have not reported such ineligibility to his OFL Executive Member or the OFL Board, shall be suspended for a period determined by the Board or a Special Committee of the Board.

OFL Executive Members being advised of an ineligible player shall immediately notify the OFL Board and the OFL Registrar. An OFL executive who fails to make this notification shall be suspended for a period determined by the Board or asked for their resignation by the Board.

Such reports must be made PRIOR to the affected game.

## **SECTION 5 - Rule Book Changes**

A. Half time intermission - 15 minutes: but may be shortened due to weather conditions if agreed upon by both coaches.

B. Official Game Ball:      Bantam - Wilson TDY and Baden 500Y  
   Peewee - Wilson TDJ, J5J and Baden X500 Jr.  
   Atom - Wilson TDJ, J5J, and Baden X500 Jr.  
   Tyke – Wilson K2

C. Scoring After Touchdown:

Tyke – Uncontested kick for one point (centre, holder, kicker only)

Atom – Run – 1 point, Pass – 2 points, Kick – 2 points

Peewee – Run – 1 point, Pass – 2 points, Kick – 2 points

Bantam – Run – 2 points, Pass – 2 points, Kick – 1 point

D. Timing Per Quarter:

Tyke – 12 minutes

Atom - 12 minutes

Peewee - 12 minutes

Bantam - 12 minutes

1. Tyke games will have the clock running, and only play stop time in last 6 minutes of 2nd and 4th quarters.

2. Atom, Peewee and Bantam will have timing applied as per Rule 1, Section 5 of the Canadian Rule Book for Tackle Football.

E. Time-Outs: Each team will be allowed four time outs per game.

F. Time: Commences after time-outs on Referee's signal.

G. Shoes: Football shoes with NO metal cleats.

H. NO TINTED VISORS.

I. Numbering: No teams are required to use the official jersey numbering system.

J. Only one coach is allowed on the field during team time-outs.

K. Determination of ball possession or field position shall be made by coin toss at the beginning of each game. The visiting team shall make the call on the toss.

## **SECTION 6 - Miscellaneous**

- A. Mercy Rule: If at any time during the game the point spread is greater than 28 points, the losing coach has the option to run the clock. Once this decision is made it cannot be reversed regardless of the score. The losing coach must advise the timekeeper and the referee of their request to run the clock. In this event the clock will stop only for injuries, scoring and time outs.
- B. Filming: Video or camera equipment will be permitted, but courtesy dictates the teams being filmed should be informed. The use of direct communications with electronic devices from the Sideline, Stands or Spotter box to any player on the field is prohibited. Any Team found doing this will be fined \$ 1000.00 and they will forfeit the game. (08/08/2005)
- C. The OFL strongly endorses the rules of Football Canada and we recommend enforcement of Rule 7, Section 4, in the Football Canada rulebook (objectionable conduct/cussing rule).
- D. Referees are to strictly enforce the rules as stated in the Football Canada rulebook and the OFL playing rules and any game may be terminated at the referee's discretion. Any further disciplinary action may be taken at the OFL Board's discretion.
- E. If a game is halted due to inclement weather of any type, the teams will wait a maximum of 30 minutes to determine a course of action. If there is unanimous agreement among 3 parties, comprised of the head official and one OFL Director or game convenor from each team, to wait any additional time, this time period can be extended. If a game is not restarted within the above noted time period, the following rule shall apply:
  - a) A game will be considered complete when 3 quarters have been completed and there is a 3 converted touchdown (maximum conversion in each division) differential.
  - b) If the differential is less than the above point spread, the game shall be completed at an agreed upon time and date under OFL guidelines for re-scheduling games. If the game is to be completed at a later date, it will begin at the point where the previous game had been suspended.
  - c) If 3 quarters of play have not been completed, then the game shall be re-played, in its entirety, at an agreed upon date and time under OFL guidelines for re-scheduling games. Any team that is not in the lead, at the time the game is suspended, may opt not to replay or complete the game and award the game to the other team. In such case, a default shall not be attributed to the losing team. The final game score shall be recorded at the point where the game was halted.
- L. Time-Outs: Each team will be allowed four time outs per game.
- M. Time: Commences after time-outs on Referee's signal.
- N. Shoes: Football shoes with NO metal cleats.
- O. Numbering: Atom, Pee wee and Bantam are not required to use the official jersey numbering system.



P. Only one coach is allowed on the field during team time-outs.

Q. Determination of ball possession or field position shall be made by coin toss at the beginning of each game. The visiting team shall make the call on the toss.

It is recommended that all members of OFL have qualified certified/accredited medical coverage at all practices and games. Injuries at both practices and games should be written up and filed with association executive. Injury reports for major injuries (such as breaks, concussions, etc.) should also be filed with the OFL Registrar and the OFA office. Best rule of thumb is any incident that requires an ambulance, hospital or doctor's visit should be reported.

### **SECTION 7 – Special Rules for U10 (Atom) and U8 (Tyke) Divisions (where applicable)**

#### Official Game Roster (sheet) – Applies to U8 only

Each team MUST have 2 completed Game Roster sheets listed with all no shows, injured, sick, disciplined and suspended players or coaches clearly marked on the sheet. Only those listed on the game sheet are permitted on the sideline. Each team is to give the opposing team 2 game sheets, one for the convener and one for the coach, a minimum of ten minutes prior to the start of the game.

Identify on game sheet the starting Quarter Back and (1) Running Back for 9 men football.

**These are your 2 main players on offense. These are not to be players that take the first snap or series but the true starters of your offense.**

**There must be at the very least, 9 players on your roster and actively dressed on game day.**

Players arriving late (after the game roster has been submitted) may play if the late player reports to the convener, the game roster has been amended and the convener makes the late player known to the opposing coach. Until these steps have been completed, the player is not allowed on the playing field.

#### Official Game Ball – Applies to U8 only

Home team is to provide 2 game balls; one new ball and a second in very good condition determined by the officials. The Official Tyke game ball is a **Wilson K2**

### Coaches on the Field – Applies to U8 and U10

During the first 3 regular season games at U10 (Atom), one coach from each team may be present on the field during gameplay.

During any U8 (Tyke) game, one coach from each team may be present on the field during gameplay.

The following rules apply:

One (1) coach from each team may be present on the field at any one time positioned in such a manner so as to not interfere with the game i.e.) **realigning a player prior to the snap of the ball.**

Offensive Coach – after your huddle breaks you are to be no less than 15 yards from LOS. You are NOT to communicate in any manner to your players or coaches on the sidelines. You are NOT to read the defense and change your plays.

Defensive Coach – after the offensive huddle breaks you are to be no less than 15 yards from LOS. You are NOT to communicate in any manner to your players or coaches on the sidelines. You are NOT to read the offense and change your formations, blitzes, ect...

(these rules apply to the coach that is on the field, not the coaches on the sidelines)

### Punt Rule – Applies to U8 and U10

On 4<sup>th</sup> down when a team is on their own side of mid-field, they have the option to advance the ball 25 yards and turn the ball over to the other team on downs. The coach must clearly signal the referee in a timely manner should the team choose this option.

If the offensive team is on the opposing side of mid-field, they must run a play (which can be a kick if they choose to do so). All regular rules apply.

### Fair play rule – Applies to U8 only

- a) Simple 6 on 6 off rule for offense and defense on any change of possession (excluding punts and KO/KR).
- b) With a roster of 12, the players are evenly divided as to the on/off ratio.
- c) If you have more than 12, nine players must leave the bench and all players must leave the field.
- d) If your roster is under 12, all remaining players on the bench must leave the bench and play.
- e) On second and subsequent downs, **only 1 substitution** can be made per down (excluding substitutions for injuries)

- f) Any coach found breaking these rules are subject to fines, suspensions and possible forfeits of game(s).

#### Scoring – Applies to U8 only

Once a touchdown is made then the scoring team would send the center, holder and kicker for 1 chance to kick a convert – 1 point will be appointed for a completed kick. **The opposing team does not defend the kick attempt.** Coaches are to have their convert team ready following a TD and this is NOT to be used as a delay of game.

#### Timing

Games will play with **12** minute – straight run time per quarter, stop time in the last 6 minutes of the second and fourth quarters. Time will **NOT** stop for penalties, injuries, change of possession or coach's time outs. **Last 6 mins of 2nd quarter and 4th quarter will be regular timing rules.**

**At the referee's discretion, he can stop the clock for injuries.**

#### 21 Point Rule – Applies to U8 only

The team leading by 21 points or more:

- a) May receive punts or take possession of the ball from fumble or interceptions.
- b) Must punt or attempt a field goal on fourth down. Depending on field position you may elect to “take a knee” or give up a safety. No forward running/passing plays will be allowed. No first down can be gained on 4th down when leading by 21 or more points
- c) When team is up by 21 points, identified players (QB and RB) following the ensuing KO, are entitled to start on defense ONLY.
- d) When team is up by 21 points, they cannot recover their own punt or kickoff. Ball will always revert back to opposing team at point of contact.

The team that is behind by 21 points or more may request that the clock run continuously, however, running the clock continuously is not automatic.

**It will be the game convener/score keeper's responsibility to advise the head coach of both teams that the 21 Point rule is or is not in effect during the game.** Points of Interest

Legal Scrimmage - Each team will have up to nine (6) players on the field for each play.

The offensive team must have at least five (3) players on the line of scrimmage (wingline). The outside players on each end of the wingline and all backfielders are eligible receivers.

Blocking - Shoulder or body blocks may be used. Players may not throw cross body blocks or rolling blocks by leaving their feet. The unnecessary roughness penalty as outlined in the Amateur Rule Book applies.

#### Playing Field – Applies to U8 and U10

U10 (Atom) field configuration is to run lengthwise on the field extending in length to utilize the entire regulation field, from the spectator's side line to the far numbers. Cones will mark the furthest side line at every 5 yard interval.

U8 (Tyke) field configuration is to run lengthwise on the field extending in length from 25 yard line to 25 yard line, from the spectator's side line to the first hash marks. Cones will mark the furthest side line at every 5 yard interval.

#### Special Teams Rule – U8 and U10 (regular season only)

For U8 - There are no kickoffs. After the coin toss and to start the second half the team that wins possession will start first down at their own 35 yard line. The same procedure is repeated after any scoring play during the game where a kickoff would normally take place.

For U10 - Kickoffs will take place at the beginning of the game, and after halftime (normal rules). After each scoring play throughout the game where a kickoff would normally take place, the team that was scored on will now have a choice:

- Receive a kickoff, or
- Take possession on the 30 yard line, and start first down from there

Note: For U10 this rule only applies to the regular season. For playoffs all regular kickoff rules will apply.