

2018 BC Community Football Association Rule Book

This Rule Book is to be used supplementary to any Zone's Rule Book. Should a discrepancy exist between this book and the Zone's Book during season play, the Zone's Book shall take precedence as long as it has the legal capacity to do so. If a Zone does not have its own Rule Book, this Book shall be used for that Zone. **This Rule Book shall be used for all BCCFA Playoff and Championship games with no exceptions.**

BC Community Football Association Rules and Regulations -

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BC COMMUNITY FOOTBALL ASSOCIATION

RULES AND REGULATIONS

CONDUCT OF THE GAME

All games are to be conducted as required by the rules set out in the current year "Canadian Amateur Football Rule Book" unless otherwise specified herein.

Section 1 - The Ball

1. Each year the balls will be based on our current sponsorship and will conform to the following sizes:

Atom	Size 5	K2	F1712	J5PW	U10 Flag
Peewee	Size 6	TDJ	F1713	J5J	U12 Flag
J B	Size 7	TDY	F1714	J5Y	U14 Flag
Bantam	Size 9	TDS	F1715	J5V	U16 Flag
Midget	Size 9	TDS	F1715	J5V	U19 Flag

2. Home team will furnish the game footballs. All game balls will remain under the control of the Officials, and the decision as to the condition of the game ball will be at the discretion of the Head Official.
3. BCCFA Council will provide two (2) sponsor game balls to each team participating in the final games for the Provincial Championships.

Section 2 - The Game

1. The home team will call the coin toss. The winner of the coin toss has the option to kick, receive, defend an end, or defer.
2. If a team is behind by 30 points or more, at the start of the second half, they will have the option to kick, receive the ball, or defend an end at the beginning of the second half.
3. If a team is behind by 30 points or more at the start of the second half running time will be mandatory for the second half. This will be known as the "MERCY RULE." If at any time during the first (1st) half, the point spread is less than 30 points, the clock will revert back to stop time.
4. Atom Specialty: For Converts (point afters) only, the ball will be placed on the tee and not live snapped.
5. There will be NO kick-off or kick-return in the Atom and Peewee Divisions. On a 110 yard field, the ball will be placed on the 40 yard line. On a 100 yard field the ball will be placed on the 35 yard line.

TIMING

1. Atom and Pee wee teams will play four 10 minute quarters of stop time.
 - a. Half time will be 10 minutes
2. The Junior Bantam, Bantam and Midget teams will play four 12-minute quarters of stop time.
 - a. Half time will be 12 minutes
3. The Head Official or Game Commissioner may call an official's or injury time-out. The clock will be stopped in the event of either of these.
4. The Head Official will determine if the game time will be kept on the field or on the sideline.

Section 3 - The Field

1. The field shall conform to the Canadian Rule Book for Amateur Tackle Football.
 - a. 12Man Football – 110 yards x 65 yards with 20 yard end zones
 - i. The coaching boxes shall be between the 15 and 45
 - b. 9Man Football – 100 yards up to 110 yards by 50 yards up to 55 yards with 15 yard end zones
 - i. The coaching boxes shall be between the 15 and 40
2. Where ever possible both teams shall be situated on the same side and this side shall, wherever possible, be away from the fans.
3. All amenities available at the field of play shall be made available to both the home team and the visiting team on an equal basis, i.e. dressing rooms, heaters, shelters, etc.

Section 4 - Uniform and Equipment

1. Regulation mouth guards are mandatory and they must be attached to the facemask at all times.
 - a. If a player wears a special mouth guard, the Head Official must be notified.
2. Players with casts, guards and braces to protect body parts, are permitted to participate provided that such are appropriately covered on all edges and surfaces by foam rubber or similar material. The Head Official shall have the final say on whether a player is properly equipped to participate.
3. Team colors must be approved by their League.
4. All players' helmets, must be NOCSAE approved and must conform to the regulations as set forth by BCCFA. All Players helmets must have a visible warning label affixed to the outside of the helmet.
 - a. A player shall be required to wear a helmet when on the field of play and shall not voluntarily remove it while the play is in progress.
5. Any player not wearing proper equipment must leave the playing field and shall not return until the equipment is corrected.

6. No players shall wear jewelry while playing in the game and any jewelry that cannot be removed must be taped.
7. No stickum like substances will be used on hands, jersey's or gloves.
8. All teams with the exception of Atom only, are to conform to the Canadian Numbering rules by position as defined in the Canadian Rule Book for Amateur Tackle Football.
9. On any given play from scrimmage, any number of positions may be occupied by inappropriately numbered players who have reported to the Referee as eligible or ineligible receivers.

PLAYERS

Section 5 - Players

1. All players must have insurance equivalent to B.C. Medical insurance and each league must have proof of this coverage.
2. Birth certificates, passports, driver's license, citizenship papers, Care Cards, official court documents, a letter from the family physician and baptismal certificates are acceptable as proof of age. Ages are based on December 31 of the current playing year:
 - a. Flag Ages 6 & 7
 - b. Atom Ages 8 & 9
 - c. Pee wee Ages 10 & 11
 - d. Jr. Bantam Ages 12 & 13
 - e. Bantam Ages 14 & 15
 - f. Midget Ages 16, 17 & 18 with unlimited 18 year olds on the team.
3. Teams can carry an unlimited number of players on their roster, except for Bantam and Midget level, which can carry a maximum of 43.
4. All players must be registered online.
5. A tackle football player will only be registered on one tackle football roster per season. Players must be registered on the Verified Roster by Number, Surname (followed by a comma and 1 often used Christian name), birth date (day, month, year).**
 - a. Falsification of a verified roster will result in the forfeiture of all playoff games with the illegal player on the roster. The score will be 0 for the team with the falsified roster and 21 for the opposing team.
6. Players not present for each game must be noted as absent on the verified roster, in the space provided, prior to each game.
7. All verified rosters will be block printed or typed. Each team must provide the Game Commissioner and the opposing team with official copies of rosters. The names and team function of all support staff will be block printed on the reverse side of the verification rosters.**

****Alternatively the hand written Verified Roster as described, may be replaced with the Roster created on esportsdesk showing players and team staff as applicable**

8. Player rosters will be frozen on October 1 of the current year at 23"59 hrs. The League Commissioner must have access to view the Rosters through esportsdesk.
 - a. Hardship cases to add players to the frozen roster may be considered by the League executive on an individual basis.
9. For 12Man Football: teams must have a minimum of 16 players dressed and able to play or the game will result in a forfeit. For 9Man Football: teams must have a minimum of 13 dressed and able to play or the game will result in a forfeit.
10. If it is the opinion of the game official that a player is incapable of playing and the official has determined the player is at risk, the head official will call a time-out and host a conference between the two head coaches, the Game Commissioner and the player's trainer to explain the reason and the concern in removing a player in the interest of the player's safety.
11. Players may only play up one age level above their actual age and, once moved up, may not return to their proper age level. The player must have the consent of his or her parents before a move will be considered. The Local Association shall discourage any movement of players except in extreme circumstances.
12. Any player who plays in a BCFC football game after the second league game of the season or appears on the BCFC registrar's roster after the second league game, loses their eligibility to play in any BC Community Football Association playoff game or the Championship. No player can participate in a CIS program after September 15th and be eligible for BC Community Football Association playoffs or Championship.
13. All players will shake the hands of the opposing team at the conclusion of the game. The coaches shall ensure that the players uphold a high degree of sportsmanship at the end of the game and shall be responsible for any deviation from this rule.
14. A player must have played a minimum of three games during the regular season in order to be eligible to play in a playoff game.
15. To register a complaint concerning the use of an ineligible player during playoff games the opposing team must note such a complaint on the Game Commissioner's report during or immediately after the game.
 - a. If the BCCFA determines that a team has played an ineligible player the result shall be the forfeiture of the playoff game and all points or awards being awarded to the opposing team.

OFFICIALS

Section 6 – Game Officials

1. All field officials will be appointed by the chief allocator of the referee's association that is contracted.

2. The Head Referee shall detail and initial all serious infractions on the Game Commissioner's sheet.
3. There will be a minimum of 3 Game Officials present during a game.

Section 7 - Sideline Officials

1. The home team will be responsible for providing downs person, linepersons (yardstick personnel), and a qualified Game Commissioner. The sideline personnel will work under the direction of the Head Referee.

Section 8 - The Game Commissioner

1. The home team's association will be responsible for providing a qualified Game Commissioner for all home games. If no Commissioner is present the Home team forfeits the game. BCCFA recommends each league provide a check list of duties for the game commissioner.
2. The Game Commissioner shall be 19 years of age or older.
3. The home team will be responsible to advise the Game Commissioner of the nearest available telephone or, if possible, provide a cellular phone, in the event of an emergency.
 - a. The Game Commissioner shall have a copy of the site's emergency protocol.
4. The Commissioner will be responsible for ensuring the following:
 - a. Each team is prepared to play at least 30 minutes prior to the start of the game, and ensure, as well, that each team has a verified (after October 1) and completed player roster. This may include a PA roster. All absent players are to be noted on the verified roster and the Game Commissioner is to confirm the number of players listed on the verified roster minus the absent players equals the number of players on each team's bench.
 - i. If a team is late by 15 minutes to play a scheduled game, it will be considered forfeiture (Possibly 2 exceptions: If travelling by bus and the bus breaks down, and ferry issues)
 - b. The Head Officials are ready for the game to begin and that the game timing has been decided and the game balls have been chosen.
 - c. The conduct of the players and team support staff on the benches is proper and issue instruction if required.
 - d. No family members or fans are at or near the players' benches.
 - e. In the event of an injury, they shall check with the trainer to see if a stretcher or ambulance is required.
5. At the end of the game, the Game Commissioner's report must be properly filled out, including the signature of both head coaches, as well as the Head Official.
 - a. The number of game officials that officiate each contest, as well as their name, must be recorded on the Game Commissioner's report.

- b. The game reports are emailed or faxed to the BCCFA President or his / her designated representative on the same day the game is concluded.
 - c. The game scores are properly recorded in order for the home team to forward to the BCCFA President or his / her designated representative, by the end of the day.
 - d. The Report shall include details of all serious infractions which must be completed at the time of the infractions, and ensure that the Head Referee initials all serious infraction on the sheet.
6. There must be a BC Community Football Association Rules and Regulations handbook for every game, as well as a current copy of the Canadian Rule Book for Amateur Tackle Football.

SCORING

Section 9 – Table of Scores

Atom, Pee wee & Jr. Bantam

- Touchdown 6 points
- Kicked convert 2 points
- Run or pass convert 1 point
- Rouge 1 point
- Field goal 3 points
- Safety Touch 2 points

Bantam & Midget

- Touchdown 6 points
- Kicked convert 1 point
- Run or pass convert 2 points
- Rouge 1 point
- Field goal 3 points
- Safety Touch 2 points

FOULS AND PENALTIES

Section 10 - Coaches and Support Staff

1. Any coach or support staff whose conduct is detrimental to the league or who conducts himself or herself in a manner which constitutes unsportsmanlike conduct, including the use of foul language or physical acts of aggression, will be dealt with at the discretion of the BCCFA Executive.
 - a. The BCCFA reserves the right to impose what penalty it may deem fit under such circumstances.
2. Any coach, or team personnel ejected from the game, must immediately leave the field of play.
3. First Objectionable Conduct behavior from the Bench will result in a warning. The second one will result in a flag and ejection (from the playing field entirely) of the

offending coach or trainer. If for any reason there is a third Objectionable Conduct penalty from the same Bench in the same game, the game will be a forfeit.

Section 11 - Player Fouls

1. Any player who receives objectionable conduct penalties or unnecessary roughness penalties shall be dealt with as follows:
 - a. If in any one game, a player receives two (2) objectionable conduct or three (3) unnecessary roughness penalties that player shall be ejected (disqualified) from that game.
 - b. Any player ejected from a game must remove his / her jersey, helmet and shoulder pads and remain seated on the player's bench until the conclusion of the game.
 - c. Ejected Players must be escorted from the park by a member of the coaching staff at the conclusion of the game.
 - d. If a player is ejected by the Head Official for any reason, the Official will determine if it is a tournament ejection or a game ejection based on the severity of the infraction.

Section 12 - Grievance Procedure

1. As there may be grievances, each matter will be judged on its own merit. Common sense and prudence will be used in all matter pertaining to the subject.
2. All grievances must be submitted in writing or email in the prescribed form to the BCCFA President or his/her designate within 24 hours of the game in question.
 - a. Each grievance shall be accompanied with a non-refundable cheque in the amount of \$200.00, payable to the BCCFA.
3. The BCCFA will discourage petty and frivolous grievances. As well, grievances that deal with specific rulings by the officials shall not be heard.
4. The BCCFA President shall appoint a Grievance Committee made up of three randomly selected members of the Executive of the BCCFA.
5. If a grievance is filed due to a player suspension, that player shall remain suspended until the grievance is settled.
6. The Grievance Committee shall set a date and location for the hearing (this may be done by conference call) as soon as possible.
 - a. Information must be gained from all parties involved, whenever possible.

7. The committee, within 24 hours of hearing the grievance, shall convene (may be done by conference call) and render a decision. A representative of the Committee must contact all parties involved, via phone, email, fax, or letter.
8. The grievance committee decision shall be final.

PLAYOFFS and PROVINCIAL CHAMPIONSHIPS

Section 13 - Post Season Play

1. Game Day Format will be decided by the BCCFA Executive, based on the Zones participating each year.
2. Minimum play rule for all playoff games is 10 plays for all age groups except Midget.
 - a. Injured players are exempt from this rule. All injured players either before the game or during the game (and unable to return) shall be noted on the monitors form as injured.
 - b. All provincial quarter, semi and final playoff games shall have plays monitored.
3. Monitors for player participation: each team will supply 2 individuals. One will monitor their own team and the other will monitor the opposing team, thus having two monitors working together per team and the results will be forwarded to the game commissioner for final verification. These monitors will work from the game commissioner's area of the field.

Non-compliance with the above rules in this section will result in an automatic forfeit.

4. The BC Community Football Association Executive council shall meet every spring to set the play off and championship dates for that year.
5. All BC Community Football Championships shall be held no later than the first weekend of December.
6. There is a \$300.00 playoff fee payable to BCCFA for any team that participates in the 9Man and/or 12 Man Provincial Championships. As a form of travel assistance, this fee is waived for any team that travels outside of their league zone (with the exception of VMFL vs VCFL Championship games).

Section 14 - Overtime During Playoff Games

1. If the score is tied at the end of regulation time there shall be a five minute intermission followed by a shootout.
 - a. There shall be no timeouts except for referees or injuries
 - b. The ball will be spotted on the 25 yard line

- c. There shall be a coin toss; the team winning the coin toss gets to choose to play offense or defense
 - d. The offensive team (Team A) shall have one possession in which to make a first down or score.
 - i. Team B shall then go on offense from the same 25 yard line and have one possession in which to make a first down or score.
 - e. Extra point(s) after touchdown will be attempted.
2. If only one team scores, the game is over, the scoring team wins the game. If both A and B teams score the team that has the higher amount of points wins the game.
 3. If the score remains tied, this procedure shall be repeated from the beginning with no intermissions until a winning team is determined with the ball being spotted closer to the goal line as follows:
 - a. 15 yard, can still make a first down
 - b. 10 yard, when the ball is spotted from here to the five yard line, all conversion attempts must be 2 points.
 - c. 5 yard, each team has only 2 down to attempt to score.
 4. Possession is defined as a first down. Possession remains with the team until they either fail to make an additional first down or they score.

VOLUNTEERS, COACHES AND MEDICAL PERSONNEL

Section 15 - Coaching Certification

1. All BCCFA Head Coaches, at all age groups, must have taken a minimum of a Level I coaching certificate course or Introduction Competition Community Coach course
 - a. all assistants must have taken a minimum of level 1 course or Introduction Competition Community Coach course, with the exception of a first year coach.
2. All BCCFA Coaches must have Safe Contact, Making Headway, and have completed Coaching Ethics.
3. There must be competent first aid and or medical personnel at each practice and at each game to be available for medical emergencies.
4. All Medical Trainers must know the most current Concussion Protocol and if required, explain it fully and in its entirety to a player's parent/guardian.
5. All Volunteers and coaches with any BC Community Association, must complete the Volunteer Screening Model as adopted by the Provincial Sport and Recreation branch.