



WINDSOR MINOR FOOTBALL ASSOCIATION

2022 RULES AND REGULATIONS

Revised: September 4th, 2021

TEAMS

1. Each team shall be assigned up to 30 players in the Pee Wee Division, 27 in the Atom Division and 20 in the Tyke division. Note: WMFA Executive Board reserves the right to assign and/or relocate players based on residential address and date and time of registration.
2. Only players that are registered within the league and assigned to a team are allowed to practice and play with that team. Teams may only dress players that are registered with W.M.F.A. Any player found to be playing or practicing in another league at the same time as our season will be immediately removed from W.M.F.A..
3. Any team using an unregistered player shall forfeit that game and all subsequent games in which the unregistered player had played in or dressed for.
4. The league must have on file before the first game a Parent Code of Conduct signed for each player and a Coaches Code of Ethics signed for each coach. The player or coach is ineligible to play in games until the league has the proper papers on file.
5. W.M.F.A. team roster sheets **MUST** be exchanged between both teams prior to start of each game, complete with the player's name (First & Last name must be on the sheet) and associated jersey numbers. All rosters must be legible. A game cannot start until both teams have submitted their roster to the opposing team representative. If a coach has not provided a roster prior to the start of the game, the team in contradiction will be charged with a forfeit. All rosters must have the team name at the top and after the game the final score must be recorded. **Fully completed rosters are then to be deposited in the bin by the scoreboard.**
6. Once a jersey number has been assigned to a player, he or she must maintain that number for the remainder of the regular season and playoffs. If a change is required the league must be notified.
7. Only players and coaches registered with W.M.F.A. shall be permitted on the team sideline and must stay within the bench area as directed by the league. There is a maximum of 10 team personnel (coaches, managers, video, etc.) allowed in the bench area
8. Coaches are responsible for all personnel in their bench area.

9. Coaches are expected to assist the referees in helping to control any unruly parents from their team on the sidelines.

ELIGIBILITY

An eligible player is one who is registered and within age restrictions as follows:

PEE WEE DIVISION

Ages 12 & 13 within the current year. 14 year olds may play, but only if they are in grade 8 in September. With acceptable proof of age; birth certificate, passport or citizenship papers. Baptismal papers are not acceptable. (Note: No equipment will be issued until proper birth notification is provided)

ATOM DIVISION

Ages 10 & 11 in the current year. With acceptable proof of age; birth certificate, passport or citizenship papers. Baptismal papers are not acceptable. (Note: No equipment will be issued until proper birth notification is provided)

TYKE DIVISION

Ages 7, 8 & 9 in the current year. With acceptable proof of age; birth certificate, passport or citizenship papers. Baptismal papers are not acceptable. (Note: No equipment will be issued until proper birth notification is provided)

MITE DIVISION (NEW)

Ages 4, 5 & 6 in the current year. With acceptable proof of age; birth certificate, passport or citizenship papers. Baptismal papers are not acceptable.

All players registered with Windsor Minor Football are to play within the league where a roster spot is available and not a specific team. The league will endeavor to place the player on the closest available roster spot to their residential address if one is available. Players are placed on teams according to their registration date, time they register and their residential address. The league will investigate any and all irregularities that come into question regarding a player's residential address.

EXCEPTIONS:

- The child of a Head Coach will be permitted to play on the Head Coach's team. Assistant coach or managers' players may play for the team as his parent coaches or manages. Maximum of 2 out of district coaches will be allowed with children being brought to the team.
- Legal issues pertaining to a player. The placement of that player will be addressed as needed and placement will be at the board's discretion.

- Disputes amongst coaches regarding players will be reviewed and resolved by the executive board.

CONDUCT

1. Coaches are responsible for the conduct of their players on the field at practice and games. The opposing coaches, opposing players, referees, league officials, sports medic, spectators and/or other game officials are to be shown courtesy and respect at all times by all participants.
2. If an injury occurs you are to let the medic on hand treat the player. You will only assist if asked by the medic. You do not tell a player to get up if they are injured or instruct them to keep playing if you see that they are injured. The medic has the final say whether the player can return to the game or they are out. No parent or coach can change the medic's decision.
3. No smoking while coaching during games and at practices. Consumption of alcoholic beverages is not allowed at practice or at games.
4. The referee is in charge of the game and any questions arising from the game shall be directed to him in the proper manner.(i.e. coach or team captain at the appropriate time)
5. Any player or coach who is ejected from a game is automatically suspended for the balance of that game and the following game.
6. Any player and/or coach ejected from two (2) games (regular, exhibition, play down or playoff game) in the same year will be suspended for the remainder of the season.
7. Any complaint or question of conduct on the part of a player, coach or manager shall be made in writing to the league executive board.
8. Coaches and managers on the sidelines must show exemplary conduct and leadership. They should not demean any player, coach or game official openly during the game. Using terms as such to imply violence or bodily harm are not acceptable. Any witness to this behavior should notify a member of the league's executive board.
9. Any violation of the above noted rules will be strictly enforced with immediate disciplinary action. NO EXCEPTIONS! Note: Suspension(s) may be appealed in writing (email or hand written) within 48 hours of the notification of suspension for consideration.

INTERCOLLEGIATE TACKLE RULES APPLY WITH FOLLOWING RULES

PEE WEE, ATOM, AND TYKE DIVISIONS

1. Four down football.
2. 12 minute quarters, a 2 minute warning and the last 2 minutes in each half stop time. Official time keeper will be used during regular season and playoffs.
3. 2 time outs per half.
4. Time only stops on an injury, after a score or an official time out. Time starts on referee signal.
5. 2" Kicking tee and 2" extra point block are allowed.
6. Extra points- 2 points for a kick, 1 point for a pass or run.
7. During a time out, only one coach is allowed on the field.
8. If a team is ahead by more than 21 points, they must punt on 4th down. If the snap is bad, the play is whistled dead and punt attempted over. If the losing team clearly blocks the punt, then the ball is a free ball. (Note: 21 point rule does not apply during play downs or playoffs)
9. If a team is ahead by 21 points or more and the other team scores, and if the difference remains 21points or more, then the team which is leading must kickoff. This will continue until the score difference is less than 21 points. (Note: 21 point rule does not apply during play downs or playoffs)
10. During the 21 point rule the team that is ahead cannot recover a kickoff or a punt. The ball will be blown dead and the team that is behind will take possession at the spot. However, if the team that is behind fields the ball, has possession and then turns it over to the other team then the team who is ahead does take possession of the ball.
11. 14 year old in Grade 8 - 126 pounds plus CANNOT PLAY ON KICKOFF and KICKOFF RETURN. THEY CAN ONLY PLAY ON PUNT, PUNT RETURN AND EXTRA POINTS. .
12. 14 year olds in Grade 8, 125 pounds and under can play any position on the field
13. 14 year old in Grade 8 - 126 pounds+(Pee Wee + players) must have their helmets marked by the equipment manager with a yellow stripe, if this is removed, the Head Coach will be suspended the balance of the game and the next following game. If the infraction is done during the playoffs, the Head Coach will be suspended for the balance of the game and serve the suspension the following game. If the infraction occurs at the last game of the current season, the suspension will hold into the next season. The players 126lbs + can only play positions between the tackles (OFFENSE & DEFENSE – NO OUTSIDE SHADE) and must go forward. They may not drop back into coverage on defense (MUST GO FORWARD BUT CAN FOLLOW THE PLAY) Pee Wee + players may not receive the ball. Each team may only be assigned 2 Pee wee+ players. PEE WEE + PLAYERS MUST BE NOTED ON THE TEAM ROSTER AT EVERY GAME.

14. **All players are required to play a minimum of 12 plays on offense or defence or a combination of both. (Mite, Tyke & Atom Only)** Coaches who do not play a team member the minimum amount of downs per game during any W.M.F.A. sanctioned game will be suspended 1 game for the first offence, 2 games for the second offence. (Which will be served in the following year if involved in a playoff game) If a third offence occurs, coaching privileges and membership will be revoked. Circumstances such as illness, absence, behavioral issues will be acceptable reasons for a player not receiving the required amount of plays. **Do not abuse this as a reason not to play certain children.** The coach must report why the player did not receive the required plays on the reverse of the game sheet and the player and parent must be informed prior to the game starting if the decision is made by the coach prior to the game. During the game if a coach makes a decision to not play the player the required amount of plays then he must discuss the reason why with the parent and player after the game.
15. **Platooning (Peewee only)** – Players may only play one side of the ball per game. The team is split as even as possible (If 28 then 14 & 14, if 29 then 15 & 14) If a team has less than 24 players to play a game they are allowed to use players both ways. These players must play on the line on both offense and defense (NO SKILL POSITIONS). On offense they must be in between the tackles (No Tight End Positions) and on defense they must not be lined up outside of the last player on the offensive line, they may shade the outside offensive player. If they are clearly outside the offensive player then a 10 yard penalty will be called. Once a player plays both ways they cannot be moved off of the line. Potential Lineman will be listed on the roster. Two way players on offense cannot advance the ball, only exception is on a fumble. They cannot drop into coverage and must move forward or laterally. Defensive players are allowed to advance the ball on a turnover. 1 player can be designated as punter on either offense or defense and will be allowed to come on the field for a 4th down play, note the play could be punt or a regular play. Must only be 4th down.
16. A “play” is either on offense or defense including punt teams and punt return teams. Kickoff, kickoff return and extra points do not count towards a player’s total plays
17. Kickoff and kickoff return can be made of any players from your roster not including 14 years old players (Pee Wee + 126lbs+)
18. Only 2 onside kicks allowed per game by any team. The only deviation is if a team is down in the 4th quarter they are allowed unlimited onside kicks.
19. *PEE WEE DIVISION ONLY* - Questionable player on the field. A 14 year old with his helmet marked is playing on kickoff, kickoff return and or playing outside of the tackle box on offense or defense. After the play is over, the challenging Coach can throw a Flag on the field. The coach should immediately notify the Referee as to which player is in question. The clock will stop. Players will be instructed to remain on the field of play until a review of rosters is done to determine if player(s) are ineligible. If an ineligible player(s) has been determined, the guilty team will be assessed a 15 yard Unsportsmanlike Conduct Penalty to the Head Coach. If the team that throws the Flag is incorrect they will forfeit a time out. If they are out of time outs they will be assessed a 15 yard penalty. The first offence is not a penalty against the Head Coach.
- The Flag can only be used for ineligible players.

- If the referees determine inconclusive evidence the play will resume without penalties being assessed.
- During a flag challenge if players come off the field of play the Referees can automatically assess a 15 yard penalty

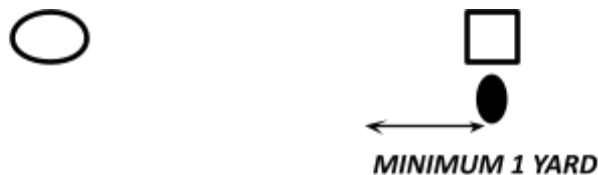
If the Head Coach is caught twice in one game, the Head Coach will be suspended the balance of the game and the next following game. (If this should happen during a playoff game, the suspension will be served the first game of the following season) if the Head Coach is incorrect, that team will lose a time-out. In the event there is no time-outs left the head Coach will be charged with a 15 yard penalty and first down for the other team. ABSOLUTELY NO VERBAL EXCHANGE BETWEEN COACHES/PLAYERS DURING THIS PROCESS. THE REFEREES DETERMINATION WILL BE FINAL. If a Head coach is suspended twice because of being caught playing a player illegally. The Head Coach will be removed from his Head Coach position within the W.M.F.A. immediately.

TYKE DIVISION ONLY

- Offensive team will start with the ball on own 35 yard line.
- One coach may stay on the field during the first 3 regular season games, from the 4th game on coaches will not be permitted on the field.
- The coach on the field must be at least 5 yards behind their deepest player at the snap of the ball. They must stay quiet once the huddle breaks and throughout the play. They cannot give instruction of any kind. They must not interfere with the play on the field and do their best to get out of the way of a play. It will be the referee's discretion whether a coach has tried to avoid interfering with a play. If a Coach is in violation of these rules they will be given a 15 yard Unsportsmanlike Penalty on their first offence. If in violation of these rules a second time in the same game they will be given a 15 yard Unsportsmanlike Penalty as well as removed from their position on the field as a coach. The penalized team will then continue playing without a coach on the playing field. The coach who was removed can continue to coach from his sideline.
- No Special Teams.
- On 4th down the offensive team has the choice to go for the first down or declare to punt. If they choose to go for it on 4th down and don't make it the other team takes possession at that point on the field. If the offensive team chooses to punt, the ball then moves 30 yards from the line of scrimmage and the other team takes possession there. There are no rouges (singles), If the offensive team declares to punt inside the opponents 40 yard line the ball will be placed at the 10 yard line. At no time on a punt will the ball be placed inside the 10 yard line.
- Extra point conversions are two (2) points for the kicked convert from the 10 yard line.

- Conversions are unopposed (played with no defense on the field). Conversions must be kicked from a distance of 10 yards of the uprights with only holder and kicker.
- The defensive tackles must be lined head up on the offensive guards or no closer than 1 yard from each side of the ball. No one is to line up on the center or in either gap beside the center. A lineman over the center must be 2 yards off the ball in a 3 points stance. A linebacker over the center must be 3 yards off the line of scrimmage when the ball is snapped. Penalty for either of these infractions is 5 yards. When the ball is snapped the defensive tackles may go into the "A" gaps beside the center and any linman/linebacker over the center can rush forward. (See Diagram Page 7)
- If a team is up by 21 points the team that is down will continue to hold possession for 1 series starting from their 30. From that point on the team ahead will only be allowed to play 3 down football until the 21 point lead is lessened. This rule only applies during the regular season games.
- There are no 4th down players in the Tyke division
- 10 v 10 Play. There will be 5 Lineman for 10v10. There must be 6 players on the line at the time of the snap. No more no less.

TYKE ALIGNMENT – A GAPS & OVER CENTER



1 YARD FROM BALL

– D-LINE HEADUP OVER GUARDS MUST BE IN A 3 POINT STANCE. IF GUARDS ARE WIDE THE D-LINE CAN BE 1 YARD MINIMUM AWAY FROM THE BALL TO THE CENTER OF THEIR HELMET. ANYWHERE ELSE ALONG THE LINE PLAYERS CAN BE IN A 2 POINT STANCE AND LINEBACKERS CAN BLITZ THE B & C GAPS.

2 YARDS FROM BALL

– D-LINE IN A 3 POINT STANCE OVER CENTER

3 YARDS FROM BALL

- LINEBACKERS OVER CENTER & A GAPS

- YELLOW FLAG WILL BE PLACED AT THE 2 YARD MARK
- CENTER CANNOT RUN THE BALL

OVERTIME PLAY: TYKE, ATOM AND PEEWEE

REGULAR SEASON

If the score is tied at the end of regulation time, each team will be awarded 1 point. No overtime during regular season game.

PLAYOFFS

If the score is tied at the end of regulation time, overtime will begin with a coin toss. The winner has 3 options; They will either choose an end or offense or defense. Regular 4 down play will begin at the 30 yard line. To maintain possession, they must continue to accumulate a 1st downs or score. (Note: regular change of possession rules apply on a fumble or interception). Game time will not be monitored during overtime play (except regular delay of game play clock). Each team must have equal possessions. Game ends when one team is ahead in points following equal possessions.

Rules may be amended at any time if necessary.