

S.O.S.S.A. Inc. BOY'S FOOTBALL

PLAYING REGULATIONS – revised December 2008

1. **Date:**
The SOSSA Boy's Football Championship shall be held during the fall each year on a date set by the tournament convenor. In determining the date, the convenor shall take into consideration the OFSAA Football Festival Bowl playdown dates.
2. **Location**
The location of the Championship shall be decided no later than the SOSSA Inc. Annual Meeting held in June of the school year prior to the Championship.
3. **Eligibility**
As per Article VII and VIII of the SOSSA Inc. Constitution.
4. **Tournament Structure and Procedure**
The SOSSA Executive will determine whether or not a SOSSA playoff is necessary for football, when two entries are allowed to SOSSA at the Greater Horseshow Athletic Bowl playdowns.
SOSSA football shall adopt the minimum time between games in accordance with OFSSA playing regulations for football.
If there is no championship game, there are no championship medallions distributed.
5. **Entry**
Zone I shall be allowed one (1) team in the SOSSA Inc Championship. Zone II shall continue to play in the Grand Erie Championship playdowns. A combined Zone III & IV league shall be allowed one (1) team.
6. **Expenses**
As per Article IV of the SOSSA Inc Constitution the SOSSA Inc Convenor shall forward a financial statement to the SOSSA Inc Administrative Secretary-Treasurer at the conclusion of the tournament.

The SOSSA Inc Convenor shall be responsible to ensure that the name of The SOSSA Inc Champion is forwarded to the OFSAA convenor.

7. Rules and Officials

SOSSA Inc will follow the OFSAA Sports Advisory Committee revision to CIAU rules, if approved by OFSAA Board of Directors.

The laws of the CIAU shall govern play at SOSSA Inc with the following exceptions:

- (a) Two (2) time outs per half shall be allowed for each teams. Time outs shall be for one minute. Players must go to the bench. Coaches may not enter the field of play unless attending to an injury.**
- (b) SOSSA football shall adopt the minimum time between games in accordance with
OFSAA playing regulations for football.**
- (c) Teams shall play four (4) quarters of twelve (12) minutes each.**
- (d) Teams shall be permitted three downs in attempting to achieve first down yardage (10 yards, or 10 metres) depending on the home team(s) equipment.**
- (e) There shall be a one yard restraining area at the line of scrimmage.**
- (f) On any play, blocking below the waist is illegal except in the close line play area by a player who is occupying a position in this area at the snap of the ball.**
- (g) It is illegal for a player to participate unless the mouth guard is being worn in the proper position by a player. Failure to wear a mouth guard shall result in a team warning.

Second and subsequent infractions will result in a loss of five (5) yards or five (5 metres) from where the ball was put into play. Continuous subsequent infractions will be ruled as objectionable conduct.**
- (h) Each team may have a maximum roster of forty-six (46) players.**
- (i) Each player must have seventy-two (72) hours of rest between organized football games.**
- (j) Tie Situations**

(i) If at the end of Regulation Time the game is tied, there will be a ten (10) minute rest.

(ii) Following a coin toss, the CFL overtime rule will be followed. See #14.

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8. Uniforms & Equipment

Uniforms shall conform to CIAU laws. Players shall wear identical football-type jerseys, pants and socks. It is recommended that all teams have numbers conforming to those accepted positions. All uniforms must be intact at the start of each game. The Convenor must make provisions for a second set of uniform sweaters in the event of a colour conflict.

All competitors are expected to dress in uniforms that are neat, clean and which maintain the integrity of the school's name, colours and logos. No sports club insignia on uniforms shall be permitted. A sports club is defined as a community, provincially or nationally based organization whose primary purpose is participation in organized competition in single or multi-sport programs. Sponsorship recognition is permitted to be visible, but must conform with the placement guidelines outlined in the OFSAA Constitution. By-law 6. Section 2(h).

Any knee braces must be approved by the head official prior to the start of the game.

No metal cleats are allowed. Rubber or moulded cleats only are allowed.

Field shall be marked as directed by CIAU laws. "Posts" shall be sufficiently padded.

Teams shall provide CIAU approved balls for the Championship.

9. Awards

(a) The winning team shall receive forty (40) SOSSA Inc medallions.

(b) The winning team shall receive the SOSSA Inc Championship trophy (where one exists).

10. Supervision

Teams must be supervised in accordance with Article X of the SOSSA Inc Constitution.

11. Department

As per Article X and XI of the SOSSA Inc Constitution.

12. Medical

Provision shall be made by the Convenor to have medical assistance (sports therapist) in attendance and that the appropriate hygienic precautions with regard to bodily fluids (injuries with visible blood must be treated and covered) and communicable diseases are followed. In event of any serious injury, the medical assistant (sport therapist) shall determine the continuation of play for the injured player. Coaches shall provide all consumable medical supplies (eg. tape, band aids) for their athletes.

13. Appeals and Protests

As per Article IX of the SOSSA Inc Constitution.

14. Tie Breaker

1. Immediately after the conclusion of the fourth quarter, officials will instruct both teams to retire to their respective team areas. The officials will assemble at centerfield and review the tie-breaker procedure.

2. The officials will escort captains to the centre of the field for the coin toss, The winner of the toss shall choose one of the following options.

(a) Offense or defense, with the offense at the opponent's 35 yard line to start the first series.

(b) Which end of the field shall be used for both series of that overtime period.

Note: The winner of the toss may not defer its choice.

3. The loser of the toss shall exercise the remaining option for the first extra periods and shall have the first choice of the two options for subsequent even-numbered extra periods.

Team B
yard

4. Extra periods: An extra period shall consist of two series with Team A and each putting the ball in play by a snap on or between the hash marks of the 35-yard line, which becomes the opponents 350-yard line.

Clarification: If one team has scored more points after both teams have been on offense once (two series) the game is over.

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5. Team Series. Each team retains the ball during a series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first and 10 if it again possesses the ball after a change of team possession.

Examples:

Team B intercepts a pass and then fumbles the ball, which is again recovered by Team A. If team A does not score, their series is still over and it will be Team B's ball.

Team B blocks a field goal that is recovered by Team A. Team A gains a first down and it will be Team A's ball as there was no change of possession.

6. Scoring: The team scoring the greater number of points during the regulation and extra periods shall be declared the winner. There shall be an equal number of series, as defined in (e) above, in each extra period, except if Team B scores during a period other than on the try for extra point(s).

Example:

Team B intercepts a Team A pass and returns it for a touchdown. The game will be over.

7. If the score is still tied after three extra series have been played by each team. Any

subsequent touchdown must be followed by a 2-point conversion.

8. There shall be no team time-outs during overtime play.