



## **7.. Expenses**

As per Article IV of the SOSSA Constitution the SOSSA convener shall forward a financial statement to the SOSSA Administrative Director at the conclusion of the tournament.

## **8. Rules and Officials**

SOSSA will follow any of the OFSAA Football Sports Advisory Committee revisions to rules, if approved by OFSAA Board of Directors.

The laws of the Canadian University football shall govern play at SOSSA with the following exceptions:

(a) Two (2) time outs per half shall be allowed for each team. 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 meters) 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 meters) 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 Appendix #1.

## **9. Uniforms & Equipment**

Uniforms shall conform to Canadian University rules. 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 Convener must make provisions for a second set of uniform sweaters in the event of a color 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 to the placement guidelines outlined in the OFSAA Constitution in 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 molded cleats only are allowed.

Field shall be marked as directed by Canadian University rules. "Posts" shall be sufficiently padded.

Teams shall provide Canadian University approved balls for the Championship.

#### **10. Awards**

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

#### **11. Supervision**

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

#### **12. Deportment**

Please see Articles X and XI of the SOSSA Constitution. Any school team entering SOSSA sponsored or approved competition must be under the control of a staff member of the school which it represents.

#### **13. Medical**

Provision shall be made by the Convener to have medical assistance (sports therapist) in attendance. Coaches shall provide all consumable medical supplies (eg. tape, band aids) for their athletes.

#### **14. Appeals and Protests**

If a team(s) wishes to proceed with a protest, see Article IX of the SOSSA Constitution.

#### **Appendix #1 - 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 center field and review the tie-breaker procedure.

2. The officials will escort captains to the center 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.

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

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

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.