

Kinsmen Tackle Football

Rules and Regulations

September 2011

PART 1 ADMINISTRATION PROCEDURES

1. All teams participating in the Kinsmen Tackle Football League for a given season must:
 - 1.1 Submit the name, email and phone number of the head coach and team managers to the league executive
 - 1.2 All Saskatoon teams must submit a year end bank statement (dated no later than December 31) and a financial ledger statement outlining fundraising, and expenses during the season.
 - 1.3 * The league is phasing in a policy where all teams start the season with zero bank balance and complete the season with a zero bank balance (spend out team funds each year) (any unused funds will be returned to the league.
 - 1.4 All Saskatoon teams must complete a league equipment form at the beginning and at the end of the season. (e.g. Extra equipment, game and practice jerseys) given to coaches and team managers.
 - 1.5 COMMUNICATION PROTOCOL.

IF A HEAD COACH HAS A SPECIFIC CONCERN ABOUT AN INCIDENT OR A PERCEIVED PROBLEM IN THE LEAGUE - THE HEAD COACH MAY EMAIL MEMBERS OF THE LEAGUE EXECUTIVE AND THEN MUST CALL THE LEAGUE PRESIDENT cell: 221.4283 home: 665.8460

2. Parent Informed Consent (Privacy) Forms

- 2.1 All parents must complete the Parent Informed Consent Form prior to the first game. (permission to have names on website, media permission, team rosters)

3. Registration Forms and Fees

- 3.1 Registration fees are set by the league executive council each year. For the 2011 season the league registration fees are: Bantam - \$240.00 Peewee - \$240.00. Each registered player will be given \$60.00 of Grey Cup tickets from Football Sask which they can sell as a rebate on fees. All sold ticket stubs must be returned.
- 3.2 Prior to participating in any Kinsmen league game - all participants must have completed the KFL on-line Registration Form and paid in full designated league registration fees.

- 3.3. All coaches, managers and team personnel must provide to the league executive a current Criminal record check (paid for by the KFL) which is valid for three years of continuous service.
- 3.4 Coaches and team managers will check birthdates of all players to confirm correct birthdates are the same as on the on-line registration form.
- 3.5. **Residency and Registration for 2011**
For 2011 all players must register on line. There will be no cuts.
All players who register will play.

After July 15, 2011 the league executive will determine how many peewee and bantam registrations (based on numbers) will determine the number of teams. Zones could possibly be different for Peewee and Bantam. **The executive will then formulate teams based on the addresses of all registered players.**

* Any player registering after July 15, 2011 will go on a numerical waiting list supplied by league registrar. As teams lose players they will pick up players from waiting list. An attempt will be made to try and put late registrants as close to home as possible (not guaranteed).

*** No team can add players on their own. Players must register with league registrar and in conjunction with coaches will assign players where there is a need or opening. Rosters can be flexible between 36-40 players.**

- 3.6 Registered players may only play for the team which corresponds to their assignment by residence as set by the executive after registration deadline of July 15 2011 .
- 3.7 Residency will be established by determining the home in which the player sleeps most nights with a custodial parent or guardian. (postal code)
- 3.8 Players may under special circumstances play for teams other than the one corresponding to their residency for a single season but only after special consideration, and approval by majority vote of the executive. In such cases the player's parents must apply for special consideration in writing to the executive.

3.9 There will be no additions to the team rosters after the third league game. The league executive in special situations reserves the right to review special situations that might possibly occur. i.e. roster less than 36, season ending injury.

3.10 Any decision by the executive will be final and may not be appealed.

4. **Team Fees**

4.1 A designated amount for team fee reimbursement will be set each year by the league executive. The team fee rebate will be associated with Football Saskatchewan and the Grey Cup Lottery tickets. Upon return of all ticket stubs a team cheque will be issued to each team for such expenses as specialized equipment, awards, t shirts, etc. For 2011 season each team will receive a set of game socks (black) and a cheque for \$1,000.00 (upon return of Grey Cup ticket stubs).

4.2 **TEAMS SHOULD EXERCISE DISCRETION IN HOW MUCH THEY CHARGE PARENTS FOR ADDITIONAL TEAM FEES AND HOW MUCH FUND RAISING IS DONE.**

5. **Roster Size**

5.1 The number of players on a team roster will be 36-40 for the 2011 season.

5.2 Martensville, Warman and Prince Albert can set their rosters at their own discretion.

PART 2: GENERAL RULES OF PLAY

Both the Bantam and Pee Wee league will follow the Canadian Amateur Football Rules with a couple of modifications (timing regulations, blocking, extra point).

1. Philosophy of Playing time - Practice Time

All dressed players should receive positionary equal playing time

(i.e. two players are sharing a position they should receive about the same amount of playing time in a given game). With 36-40 players on a roster there should be approximately 12 players per team sharing positions.

- * Special teams do not necessarily need to be included in this sharing of playing time.
- Obviously within reason - playing time may not always be equal - missing practice, discipline, and other factors may come into play - BUT all coaches must pay attention to ensure fair playing time for all.

Teams will be allowed up to a maximum of 4 practices per week following the season opening jamboree. Length of practices should not exceed two hours (including meeting and organizational time).

2 * No blocking below the waist any where on the field. **

3. Use of 2 way players - no player may play both ways (i.e. no player may play offense and defense during a particular half of a game). (12 on, 12 off) A player may switch from offense to defense, or vice versa at half time. The head official and opposing coach must be notified of such switches by any player.

Exceptions:

1. special teams are exempt from the 2 way rule
2. if a team has only
 - 25 players - 1 designated 2 way player
 - 24 players - 2 designated 2 way players
 - 23 players - 3 designated 2 way players
 - 22 players - 4 designated 2 way players
 - 21 players - 5 designated 2 way players

No team may play with more than 5 2 way players. All 2 way players must be declared at the beginning of the game to the head official and opposing head coach.

3.1 In extreme situations (injury and safety) and agreement by both head coaches, a player may play 2 ways if more than 25 dressed (example: a possible interior lineman).

3.2 A team fielding less than 19 players will default the game - unless prior approval of league executive.

4 Bantam League

4.1 Age - 14 years of age and under as of October 31 of the current year of play. For 2011 born in 1998, 1997 or last two months of 1996.

4.2 No weight restriction rules.

4.3 Bantam age players enrolled in grade 9 may not play for two teams at the same time (junior high school teams).

4.4 Game ball - Wilson CIS synthetic. Supplied by home team, or head refs discretion.

4.5 Timing

- 4 - 18 minute straight time quarters - timed by a KFL field official (score clocks)
- last 3 minutes of 2nd and 4th quarters - 5 play announced by official
- one time out per half
- half time 5-7 minutes (officials discretion)

4.6 No overtime in league play. Playoffs use CAFA procedures (25 yard line).

4.7 Special team plays (fakes, etc.) are wide open. There are no special team rules.

4.8 Defensively teams must only play 7 players in the box (force unit) and 5 in the contain unit (secondary). ** This does not pertain to short yardage and goal line.

4.9 Defensively teams cannot blitz more than 7 players - NO blitzing in the opening jamboree

4.10 Teams may not play a man on the offensive center (can use odd or event front but no player on the offensive center).

5. Pee Wee League

5.1 Age - For 2011 born in 2000, 1999 or last 2 months 1998.

5.2 All players will weigh in (weights recorded) at the pre season jamboree.

5.3 Any designated offensive players: QBs, RBs, Receivers and designated punt returners must not weight more than 135 pounds (without equipment). On offense players over 135 pounds can only play the 3 interior line positions (guard, tackle, center).

5.4 Players over 135 pounds will be noted. A large black center stripe will be placed on their helmet.

5.5 A list of all players over 135 pounds will be distributed to all teams and kept on file by Game Day Coordinator.

5.6 THE COMMITTEE DECIDED THERE WILL BE ONLY ONE WEIGH IN (JAMBOREE). No weigh ins prior to playoffs or during season.

5.7 On a play from scrimmage (non kicking) in the event of a fumble or interception the 135 pound rule restriction will not apply. Everyone can be a ball carrier.

For 2011 Season

1. THERE WILL BE NO KICK OFF AND KICKOFF RETURN PLAYS (TEAMS WILL SCRIMMAGE FROM 45 YARD LINE).
2. FOLLOWING A SAFETY TOUCH THE OPPOSING TEAM WILL SCRIMMAGE FROM 45 YD LINE
3. PUNT, FIELD GOAL TEAMS - THE PUNT OR FIELD GOAL TEAM CANNOT PUT ANY PLAYERS ONSIDE (EVEN WITH OR BEHIND THE KICKER)
4. P UNT RETURN, FIELD GOAL, EXTRA POINT DEFENDING TEAMS CAN RUSH NO MORE THAN 8 PLAYERS (AS THOSE TEAMS CANNOT FAKE).
5. SPECIAL TEAMS - Punt, Extra Point, Field Goal - if by chance a designated over 135 pound player inadvertently secures the ball - the ball will become dead immediately. The official will give the ball to the correct team at the point where inadvertently secured. If there is a fumble, the 135 pound rule is disregarded, just like plays from scrimmage above.

"IN THE SPIRIT OF FAIR PLAY AND THE PHILOSOPHY PROMOTED BY THE KFL - COACHES SHOULD NOT PUT PLAYERS OVER 135 PLAYERS IN A POSITION WHERE THEY MIGHT GET THE BALL ON SPECIAL TEAMS".

6. The designated punt and placement teams may not run FAKE PLAYS . An attempt must be made to kick the ball. If this does not happen the ball is ruled dead by the official. The ball will then be placed at the original line of scrimmage.
 7. Kicking extra points is 2 points. A successful run or pass is 1 point.
 8. On third down gambles and 1 point conversions - the regular offensive team must be on the field.
 9. Defensively teams play only 7 players in the box (force unit) and 5 in the contain unit (secondary). ** This does not pertain to short yardage and goal line.
 10. Teams may not play a man on the offensive center (can use odd or event front but no player on the offensive center).
 11. Defensively team cannot blitz more than 7 players. NO blitzing in the jamboree.
 12. Game ball - Wilson TDY composite - supplied by home team or officials discretion
 13. Timing ..
 - 18 minute quarters straight time
 - last 3 minutes of 2nd and 4th quarters - 5 plays announced by official
 - one time out per half
 - one coach for each team may go on the field
 - half time - 5-7 minutes - officials discretion
 14. No overtime in league play. Playoffs use CAFA procedures (25 yard line)
 15. Player Ejection
If a player is ejected from a game, that player must leave the playing field and bench area . The player automatically sits out the next scheduled game. It is the head coach's responsibility to notify league president of any ejection. The league president will review the incident with the parties involved (coaches and officials) and report to league executive for, if any, further penalty There is no appeal.
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12. **Coaches Ejection**

If a coach is ejected from a game, that coach must leave the facility immediately. The coach is automatically suspended for the next scheduled game. It is the head coach's responsibility to contact the league president. The league president will review the incident with the parties involved (coaches and players) and report to the league executive for any, if further penalty. There is no appeal.

13. **Game Procedures**

13.1 The gate to SaskTel Sports Center opens 30 minutes prior to start of first game.

13.2 HOME team is responsible for 3 person yard stick crew and setting up sideline markers and corner cones (located in referees room) if first game on schedule. Following last game return yard sticks and field makers to new PUP storage container in the Sasktel north east corner.

13.3 VISITING team is responsible to supply one person to run the clock (meet between the field with Johnny Marciniuk, Game Day Coordinator)

14. **Reporting Results**

Winning team emails final score to Star Phoenix ASAP sports@thestarphoenix.com or phone 657.6298

Email Jay Price (website coordinator): jay.price@shaw.ca

Playoff Structure for 2011 - for Bantam

- following round robin league play (8 games)
 - 2 pts win 1 pts tie 0 pts loss
 - final league standings:
 - Semi Finals: top 4 teams 1 vs 4 2 vs 3
 - Finals: Two winners from semi finals
 - Team 5 vs Team 6 - bowl game .
 - Team 7, 8, 9 - 3 team tri bowl

* In the playoffs the higher ranking team from league shall have choice at start of game.

Tie Breaking Criteria for 2011 - Bantam

Premise: +20 pts maximum differential. ie. Game score 40-7, tie breaking score 27-7

1. If 2 teams tie in total points - the winner of game between 2 teams gets higher placing.

If 2 teams tie in total points and game between 2 is tied go to:

- i. (+ -) differential in all league games (+ 20 maximum)
- ii. if still tied - fewest points against versus all teams
- iii. if still tied - coin toss

2. If 3 teams tie in their points.
 - if the 3 teams have different total league points (ie. Team A-4, Team B-2, Team C-0) teams are ranked according in standings.
 - if 3 teams tie and all have same total league points (ie. 2-2-2) or 2 of the 3 teams are tied in league points (ie. 4-1,-1)
 - i. best (+, -) differential in games between 3 tied teams
 - ii. if still tied fewest points against in games between 3 teams
 - iii. best (+, -) versus all games
 - iv. fewest points against versus all games

** If at any time during criteria: - if 2 tie teams tie in given criteria, they go to next criteria. ie: criteria i: Team A (+20) Team B (+20) Team C (+8). Team C is ranked lowest and tie between Team A and Team B goes to next criteria.

3. If 4 or more teams tie in league standings use criteria i) thru iv) in #2 above.

Playoff Structure 2011 - Peewee - 10 team league

- following league play (8 league games) (play 8 of 9 teams)

- 2 pts win 1 pts tie 0 pts loss

- final league standings:

Semi Finals: top 4 teams 1 vs 4, 2 vs 3

Finals: Two winners from semi finals

Team 5 vs Team 6 - bowl game

Team 7 vs Team 8 - bowl game

Team 9 vs Team 10 - bowl game

Tie Breaking Criteria

1. If 2 teams tie in league standings:
 - a. if played each other - winner between 2 teams gets higher placing
 - b. if they did not play each other OR game versus each other is a tie
 - i. most game standings points (W-2, L-0, T-1) versus common opponent from schedule
 - ii. if still tied (best +, -) versus common opponents (max 20 pts),
 - iii. if still tied fewest points against versus common opponents
 - iv. if still tied fewest points against in all games (6)

2. If 3 teams tie in league standings:
 - a. if they all played each other:
 - i. most game standings points among 3 teams (W-2, L-0, T-1)
example: A def B, A def C, B def C: A = 4, B=2, C=0
 - ii. if standings points tied - best (+, -) versus 3 tied teams (max 20 pts)
 - iii. best (+, -) versus common opponents (max 20 pts)
 - iv. fewest points against versus common opponents
 - v. fewest points against in all game (6)

 - b. if they did not all play each other
 - i. most total game points versus common opponents (W-2, L-0,T-1)
 - ii. best (+, -) versus common opponents
 - iii. fewest points against versus common opponents
 - iv. fewest points against in all 6 games

3. If 4 teams (or more) tie in league standings use criteria in 2 b (i, ii, iii, iv) criteria