



Regina Minor Football 2000 Inc.

Game Conduct

3.1 All games are played under The Canadian Amateur Rule Book For Tackle Football.

3.2 The RMF reserves the right to add/modify rules with the primary objective of safety to the players and in the interest of fairness.

3.3 Home team has choice at the start of the game.

3.4 Two (2) timeouts per team per half of one (1) minute duration. To be administered by the referee. One (1) coach per team can enter the field of play (anywhere on the field) to talk to his team regardless of what team called the timeout, but only during designated timeouts. Coaches must leave the field of play when instructed by the Referee. When exiting the field coaches will head directly to the sideline.

****3.5** Game Lengths: All RMF games will consist of four (4) quarters of twelve (12) minute durations. The last two (2) minutes of the second (2) and fourth (4) quarters will be stop time. The clock will stop on all scoring plays, injuries, measurements, or lengthy referee conferences.

In the Bantam Division the clock will also stop on change of possession, penalties and incomplete passes. The clock will restart as per amateur rules.

3.6 No overtime will be played during the regular season.

3.7 Playoff overtime: As per Rule1, Section 3, Article 6 in the 2012-2013 Canadian Rulebook for Amateur Tackle Football. This is stated under 'RMF Playoff Game Tiebreaker' in our Policies and Procedures Section.

3.8 All 'no yards' penalties will be 10 yards.

3.9 When jerseys of opposing teams are too similar, the home team will change. (Wear white with reversable jerseys)