



Manitoba Major **Junior** Football League Constitution

Amended May 1998/1999/2000/2001/2003/2004/2005/2006/2007
June 2009, March 2013 and **March 2016**.

By-laws & Appendix

BY-LAW 1. PLAYER ELIGIBILITY

- 1.1 Any player between the ages of 18 and 22 as of the end of the current calendar year shall be eligible for registration and full participation in the League.
- 1.2 Legal proof of age documents must be presented to the Team's Registrar at time of registration, and must be original copies of either a Birth Certificate, Passport or a valid Driver's License. Photocopies will be acceptable if certified as being authentic by the Team's Registrar. Baptismal Certificates may be acceptable as temporary proof. Players registered in the previous season may be deemed to have already presented the documents.
- 1.3 Players under the legal age of eighteen (18) on the day of registration must present a "Release Waiver Form" duly signed by a lawful parent/guardian. Players eighteen (18) years of age and older on day of registration must present an amended "Release Waiver Form" signed by themselves.
- 1.4 Players who attempt to present or present fraudulent documents on registration shall be declared an ineligible player for the entire season, and shall be suspended from the League for the period of eligibility; and, a report of such suspension shall be forwarded to the higher governing football authorities.
- 1.5 Players having played in at least one League scheduled / regular-season game shall be eligible to participate in play-offs

BY-LAW 2. REGISTRATION

- 2.1 Each team may register a maximum of 42 players for any league game.
- 2.2 Players shall be considered registered with the Manitoba Major **Junior** Football League (**MMJFL**) and become part of a team's roster upon completion of the Football Manitoba Registration Form and Waiver. No player may participate in any way until all required forms are completed and witnessed. Completed registration forms must be submitted to the League Registrar at least two (2) weeks prior to the season start and all registration forms received after that date must be submitted within 7 days of registration. Forms must be received prior to any player's participation in a League game. Registrations for players who have not participated in the **MMJFL** previously with the club they are currently registering with or as a player from the Manitoba Midget Football League with the club they are currently registering with must be accompanied by photo identification with the player's age & photo clearly indicated.
- 2.3 Players must be registered with the League not later than 10:00 p.m. on the day prior to the first game in which the player participated.
- 2.4 All roster deletions must be filed with the League Registrar and all team delegates a minimum of 48 hours prior to the 10:00 pm player registration deadline for the next game that team will be participating in (ie in the circumstances of a game scheduled for a Saturday, roster deletions must be filed prior to 10:00 pm Wednesday). Team rosters are to be submitted to the League Registrar and all team delegates no later than 10:00 pm on the day prior to any league or playoff game.

Manitoba Major **Junior** Football League – Constitution [By-laws & Appendix]

- 2.5 Any player deleted from an official team roster for any reason is free to register with or be contacted by any team, excluding the team from which that player is deleted. If, after two (2) games, a player has not registered with another team, that player may re-register with his original team. A player deleted shall not participate in any team functions. A deleted player shall not participate in his/her original team's practices or games as sideline personnel.
- 2.6 Any player deleted from a team roster that is in arrears for fees or dues will be suspended from any league activities until all such dues are paid. Only after all dues are paid may a player actively seek to register with another team, be claimed by another team, or seek to clear waivers.
- 2.7 Teams shall submit their season final roster based on the roster of the game date as specified by the League Executive.
- 2.8 In the event of a conflict considered to be prejudicial to a player's eligibility to participate in the League, the matter shall be submitted to the League Standards Committee for a determination.
- 2.9 All coaches, assistant coaches, managers and all team support staff must complete the Football Manitoba registration form and submit to the League prior to participating in any team activity.
- 2.10 Players serving suspensions for game ejections cannot be deleted from a team roster until the suspension has been served.
- 2.11 Teams shall submit an initial team roster to the league registrar and all team delegates 7 days prior to the first regular season league game. The initial team roster may include a maximum of 48 players. From this initial roster submission onwards, any player deleted must be done so in accordance with By-law 2.4.

BY-LAW 3. TRANSFERS

- 3.1 Players who register with a Team in any season shall remain on the Roster of that Team for one (1) season only; unless the player obtains a Written Release from the Team holding the current registration, or the player refrains from participation in the League in that current season.
- 3.2 Players requesting a transfer to another Team in the League shall obtain a written release from the Team holding his/her current registration. This release shall also state that the player is free of indebtedness to the original Team from either funds or outstanding equipment and be filed with the League Registrar. The Release to be filed electronically to the League Registrar and all Team delegates.
- 3.3 No players are allowed to move 'up or down' between Leagues during the season. MMFL only allows players registered with the **MMJFL** and not players registered with other Leagues (e.g. U of M Bisons, Winnipeg Rifles). Note: the intent is that a player who is registered with another League must receive an outright and full release from that League before being eligible to register with a MMLF team.
- 3.4 Written releases from the players' League Team holding the current registration is required before a player is eligible to participate in any other Team's activities.
- 3.5 When a Release conflict occurs, the player may petition the League Standards Committee for a grievance hearing". The League Standards Committee may, if deemed appropriate, grant the player a "League Release Waiver" releasing said player from any Team Roster as long as the issue of indebtedness is not a factor. All petition requests shall be accompanied by a twenty- five dollar (\$25.00), non-refundable review fee (cash, certified cheque or money order).

Manitoba Major **Junior** Football League – Constitution [By-laws & Appendix]

BY-LAW 4. TEAM UNIFORMS

- 4.1 Team colors shall be filed with the League Secretary. Changes to Team Colors shall be submitted to the League Executive for approval. Current team colours are as stated in Appendix A
- 4.2 Team Jerseys must be legally numbered and said numbers must appear on both the front and back of each jersey. Jersey numbers '0' and '00' are considered eligible numbers.
- 4.3 Team sponsorships are encouraged. The display of a sponsor's logo is specifically authorized, after the approval of the League Executive is obtained.
- 4.4 **Eligible Pass Receivers – 1 to 49, 80 to 99; Ineligible Pass Receivers – 50 to 79. On any given play from scrimmage, any number of positions may be occupied by inappropriately numbered players who have reported to the Referee as eligible or ineligible receivers.**

BY-LAW 5. SCHEDULING AND PLAY-OFFS

- 5.1 The League Schedule for each season shall be presented based on the number of teams who have paid their League registration fee by the date determined by the League (usually in June). These schedules will be comprised of eight regular league games plus playoffs. Where possible and based on the number of teams in the League, the schedules shall be comprised of each team playing an equal number of home and away games. The adoption of such a schedule shall be by a majority vote of teams eligible for participation in a current season at a meeting called by the League Executive.
- 5.3 Requests for changes in the current season schedule must be submitted to the League Executive, in writing, not later than two full weeks before such rescheduled game. Additionally, both participating Teams must agree to the proposed change.
- 5.4 Starting times for each scheduled game shall be determined at the League Meeting at which the schedule is adopted.
- 5.5 The play-off structure for any current season shall be determined by the League based upon the number of teams. The team placement is based upon the final standings after the completion of all regular season games. The following format options shall be followed:
 - For 6 or fewer team - the 1st place team at home vs. the 4th place team and the 2nd place team at home vs. the 3rd place team.
 - For 7 or greater teams – the 4th place team at home vs. the 5th place team. The winner of that game vs. the 1st place team (at the home of the 1st place team) and the 2nd place team at home vs. the 3rd place team.
- 5.6 In the event of two or more Teams compiling the identical number of points at the end of the season schedule, with two points being awarded for a win and one point to each Team in a tie; the following system shall determine the Final Standings:
 - i the Team's record against each other with the Team winning the matches declared in higher Standing; if still tied,
 - ii the Teams' points against each other with the Team with the most points declared in a higher standing; if still tied.
 - iii the Team with the highest positive "points for" record being declared in higher standing; if still tied,
 - iv the Team with the largest "points for minus points against" record shall assume the higher standing; and
 - v the final determination shall be by coin toss.
- 5.7 Teams defaulting a game without notice, cause or reason, which is acceptable to the League Executive, shall be awarded a Loss, with the non-offending Team being awarded a 1-0 score. In

Manitoba Major **Junior** Football League – Constitution [By-laws & Appendix]

addition, the defaulting Team shall reimburse the non-offending Team for any expenses that may occur directly as a result of the default.

- 5.8 At the Championship game, the home team is the team who finished higher in the regular season standings of that season. The home team has the choice of kicking off, receiving the ball, choosing an end or deferring the choice to the start of the 2nd half. No coin toss is used.

BY-LAW 6. FIELD AND FIELD EQUIPMENT

- 6.1 Each Team shall supply the League with the exact location of its Home Game playing field when the current season schedule is adopted.
- 6.2 Fields shall be marked in accordance with the current edition of The Canadian Amateur Rule Book for Tackle Football.
- 6.3 Goal post pads are mandatory and must be of suitable quality to minimize possible injury to game participants.
- 6.4 Home Teams shall supply an adequate number of benches for both Teams.
- 6.5 Home Teams shall provide a regulation stretcher at all games and have standby personnel appointed for its use.
- 6.6 Home Teams shall supply a downs-box, yardsticks, Time Keeper's table and chair.
- 6.7 For each and every game, the acceptable football is a **Size 9 football. Acceptable brands are: The Wilson F2000 (branded CIS, CJFL), F2005 (branded CLF) and TDS (sometimes branded High School).**
- The football in the best playing condition shall be used - regardless of whether it is provided by the Home or Visitor team.
 - **prior to the start of the game, each team will provide one football in good condition.**
 - **the Official will select the ball in the best playing condition.**
 - **the other ball will remain on the Timekeeper's table; protected from sun or rain.**
 - **during the course of the game, a coach may request for a change of the football; the change is at the discretion of the Official but such request will considered in a fair and reasonable manner. The intent is that footballs do become less playable during the course of a game due to weather, player handling (sweat) etc. and we want the starting ball to be replaced as appropriate. We are not suggesting that each team use their own football on offence.**
- 6.8 Home Teams shall ensure that end zone and goal line markers are installed or placed in proper position and are of suitable quality to minimize injury to participants.

BY-LAW 7. FINES and PENALTIES

- 7.1 Each Team failing to be represented at any scheduled League Meeting shall be assessed a fine of twenty-five dollars (\$25.00).
- 7.2 Each team failing to comply with Bylaw 6, Sections 6.2 through and including 6.8 (Field and Field Equipment) shall be assessed a fine of twenty-five dollars (\$25.00) for each infraction.
- 7.3 The Team holding the Registration of a player found to be in violation of Bylaw 1, Section 1.4 (Player Eligibility), shall forfeit any and all games in which the violating player has played. The non-offending Team shall have the option of retaining their points scored or accept a score of 1-0. If the game is won by the offending Team, their score shall revert to zero (0) and the game(s) awarded to the non-offending Team(s).

Manitoba Major **Junior** Football League – Constitution [By-laws & Appendix]

- 7.4 Any team failing to meet their obligation to attend the Football Manitoba bingos, as scheduled, shall be assessed a fine of four Hundred Dollars (\$400.00) per infraction.
- 7.5 Any team failing to meet the obligations set out in By-Law 10.8(a) and 10.8(b) will be subject to a \$25.00 fine per occurrence
- 7.6 Any team failing to meet their obligation to comply with Bylaw 1.1, .1.2, 1.3 1.5 or By-law 2 (all sections) shall be assessed a fine of Three Hundred Dollars (\$300.00) per infraction.
- 7.7 Any team failing to meet their obligation to comply with By-law 8.1 shall forfeit that game.

BY-LAW 8. DISCIPLINE

- 8.1 Any game ejection of player or staff will result in an automatic one game suspension, for the next game the ejected party is eligible to participate in. The suspension cannot be appealed. All suspensions must be reported to Football Manitoba for their record keeping purposes.
- 8.2 The League Standards Committee may review all suspensions and may recommend a harsher penalty, based on the facts presented or discovered, or the seriousness of the incident.
- 8.3 All game ejections shall be recorded by the Referee on the Official Game Sheet and the Incident Report Sheet and include the Referee's Ruling on which the ejection was warranted. The League President shall be notified immediately by the Referee in Chief of the ejection, who in turn will file the information with the League Registrar, all team delegates and Football Manitoba.
- 8.4 A player who has been ejected on a second offense or for misconducts involving serious injury to players or attempts to injure shall be suspended from the League until such time as reinstated by the League Standards Committee.
- 8.5 Staff from any Team, including Coaches, managers, trainers etc, shall be liable for ejection from a game and/or game site by the Referee for conduct detrimental to the game. Such ejections shall be recorded and reported to the League President and passed to the League Standards Committee for further action and consideration in the form of suspension, Team monetary fine, or both.
- 8.6 A player, or team staff, found to be in violation of any Article of the current edition of the "Canadian Amateur Rule Book for Tackle Football - Code of Ethics, shall be liable to immediate suspension. Any occurrence of a violation shall be subject to review by the League Standards Committee. The minimum suspension shall not be less than three (3) games. The review by the League Standards Committee, based on the facts presented or discovered, or the seriousness of the incident, may result in a harsher penalty being applied, over and above the three (3) game suspensions.

BY-LAW 9. AWARDS

- 9.1 League Championship Trophy, presently known as The Lloyd Urbanowski Trophy presented to the winners of the League Championship Game. Each player, coach, manager, and trainer may be eligible for a miniature trophy, suitably engraved.
- 9.2 Coach of the Year Award, presently known as the Pic-a-Pop Trophy, presented to the Leagues most valuable Coaching Staff shall be awarded to the Staff of the team that finishes first overall in the regular season.
- 9.3 League Most Valuable Player Award, known as the Al Cavenagh Memorial Trophy, and selected by the format as outlined by the League.
- 9.4 League Most Outstanding Special Teams Player, known as the Rose Mark Trophy, presented to the League's Most Outstanding Special Teams player selected by the format as outlined by the League.

- 9.5 League Honor Roll All Star Team, each player selected is eligible to receive a trophy, suitably engraved in recognition of their selection to this team, and selected by the format as outlined by the League.
- 9.6 The top scorer in the Manitoba Major Football League, known as the Mitch Ward Memorial Trophy, presented to the player scoring the most points during the regular season games, exclusive of play-offs and exhibition games.
- 9.7 Most Outstanding Defensive Player award, presently known as the Ben Langhans Memorial Trophy, presented to the Leagues Most Outstanding Defensive Player, and selected by the format as outlined by the League.
- 9.8 Most Outstanding Lineman player award, presently known as the Manitoba Major Football League Most Outstanding Lineman Trophy, presented to the Leagues Most Outstanding Lineman and selected by the format as outlined by the League.
- 9.9 All agreed upon categories that make up the Major League Awards with the exception of 9.1, 9.2, 9.5 & 9.6, will be selected by the format as outlined by the League.
- 9.10 The awards are based upon the number of games played by all teams. If a team is not able to play a game, then all teams have their total games reduced using the week that a team forfeited as the disallowed week. Note: the intent is that all players have the same games counted and not just discount a non-specific week for the total.

BY-LAW 10. GAME REGULATIONS

- 10.1 All games shall be played in accordance with the Rules as specified in the current edition of the Canadian Amateur Rule Book for Tackle Football plus any additional rules passed by the League.
- 10.2 Game Officials including the Time Keeper shall be supplied by the Manitoba Football Officials Association or otherwise contracted with by the League.
- 10.3 Each Team shall present their Official Game Roster, as filed with the League Registrar and all team delegates on an Official Score (Game) Sheet to the Time-Keeper's table at least ten minutes prior to the scheduled start of any game.
- 10.4 The game roster shall include the players' name and listed numerically as indicated by the player's jersey. No player shall participate in a game unless they are listed on both the Game Roster and Score (Game) Sheet.
- 10.5 Additions to the Official Game Roster may be permitted up to the end of the first half for late arrivals.
- 10.6 Both Teams shall carry and provide a First Aid Kit suitably equipped to provide treatment of participants as required. Each team shall have 'Sports-Aider', Trainer, Athletic Therapist or similar available during the game.
- 10.7 Score Keeper and/or Time Keepers will ensure that each point scored is recorded on the Official Score Sheet immediately after each point is scored and indicate the player number.
- 10.8 Reporting and Game Sheet Delivery
 - a. It is the responsibility of the Winning Team to report the Final Score of the game and to the 2nd Vice President, League Registrar and all team delegates. In the event of a Tie Game, the Home Team shall assume the above responsibilities. These notifications shall take place as soon as possible following the game's conclusion; but, in no case any later than 6 hours after the completion of the game.

Manitoba Major **Junior** Football League – Constitution [By-laws & Appendix]

- b. The Home Team is responsible to deliver the appropriate copies of the Official Game Sheets for both teams to the League Registrar and to the Football Manitoba office, no later than 48 hours after the end of the game.
- 10.9 Games shall not be postponed except for extreme conditions whereby damage to the field may result should the game continue.
- 10.10 The decision to play shall be vested with the Game Referee, in consultation with the Head Coaches and Managers of both teams. In the event of a required postponement, the League President shall be notified and the League Executive shall reserve the right to reschedule the game to another playing field, or at some other date.
- 10.11 The owners of fields will have control of the fields and their use for the sake of protecting the field against damage.
- 10.12 Penalty Box and Game Ejection
- a. A player who commits a foul during a game at the discretion of the Game Referee may be assessed a three (3) play time out as per a Penalty Box Rule to be served at his/her respective bench.
 - b. Any player ejected from a game by a Game Official for fouls committed during a game, and which warrant an immediate disqualification shall remain at his Team's bench for the balance of the game, or be banished from the game site at the discretion of the Game Referee.
- 10.13 All game ejections shall be recorded by the Referee on the Official Game Sheet and the incident Report Sheet and include the Referee's Ruling on which the ejection was warranted. The League President shall be notified immediately by the Referee in Chief of the ejection. The game ejection must be noted on the weekly team Roster preceding the team's next game.
- 10.14 A player who has been ejected on a second offense or for misconducts involving serious injury to players or attempts to injure shall be suspended from the League until such time as reinstated by the League Standards Committee.
- 10.15 An Official from any Team, including Coaches, managers and trainers, shall be liable for ejection from a game and/or game site by the Referee for conduct detrimental to the game. Such ejections shall be recorded and passed to the League Standards Committee for further action and consideration in the form of suspension, Team monetary fine, or both.
- 10.16 During Special Teams play (punts, field goal attempts and point after TDs) the Center shall not be touched by a defensive player until the center has had adequate time to assume a full blocking position with head and shoulders raised. Penalty for this infraction shall be an "Unnecessary Roughness" penalty.
- 10.17 Electronic communication between players actively participating in a game and other team personnel (ie coaches and spotters) via two-way radios or similar equipment shall not take place. Use of any such equipment will be the subject of severe disciplinary action by the League Standards Committee, which shall result in a game forfeit.
- 10.18 A player is considered to have played in a game if their name is listed on the Score (Game) Sheet – regardless of whether the player actually participated in the on-field game.

BY-LAW 11. RECRUITMENT

- 11.1 Recruitment or communication for the purpose of recruitment of graduating Midget players from another club with Major League affiliation shall not be initiated under any circumstances. Recruitment of eligible returning Major Players from another club shall not take place under any circumstances.

End of By-Laws

APPENDIX

I. TEAM COLOURS (current and historical)

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| EAST SIDE EAGLES | White helmets, white jersey, navy pants. |
| EASTMAN RAIDERS | Silver helmets, teal jersey, black pants |
| FORT GARRY LIONS | Gold helmets, blue jersey, gold pants |
| GREENDELL FALCONS | Green helmets, Green Jerseys, and Black or Green pants |
| INTERLAKE THUNDER | Black helmets, silver jersey, black pants |
| NORTH WINNIPEG NOMADS | Green or White helmets, green jersey, white or green pants. |
| ST JAMES RODS | Black helmets, black jersey, silver or grey pants |
| ST VITAL MUSTANGS | Red helmets, red jersey, black pants |
| TRANSCONA NATIONALS | White helmets, maroon jersey, gray pants. |
| WESTMAN WOLVERINES | Black helmets, 'Texas' orange jersey, black pants |

Any new team wishing Membership in the **MMJFL**, as outlined in Article 4, shall submit their proposed team colours with their application. Any conflict with the colours of the currently active teams will be resolved, prior to final approval of the membership application.

II. LEAGUE STANDARDS COMMITTEE

The League Standards Committee will be established at the start of every year. The purpose of the League Standards Committee shall be:

- a. To consider infractions and matters of a disciplinary nature with regard to the good of the League; and
- b. To review all the Manitoba Major Football League game ejections and game reports. The Committee will be empowered, upon their review, to impose suspensions over and above the mandatory one (1) game and other restrictions and sanctions as deemed applicable for the incident in review.

The League President with participation of the Official Team Delegates will chair the Committee. Team Delegates that represent teams, players or team officials under review, shall not participate on the Committee. The Committee will meet and /or discuss any game reports received from the Referee-in Chief following the previous weekend games.