

PLAYING REGULATIONS - MEN'S FOOTBALL

A. CHAMPIONSHIP ROSTER

A team shall be composed of forty (40) competitors and 10 team officials.

A.1 GAME ROSTER

B. TEAM BENCH

C. PARTICIPANTS

C.1 TEAMS

The championship team for each of the Sport Conferences in Canadian Interuniversity Sport shall meet in two (2) Preliminary Bowl Games - the Uteck Bowl and the Mitchell Bowl - with the two winners advancing to the Vanier Cup.

The teams representing each Sport Conference in the play-offs must engage in its final Sport Conference competition no more than eight (8) days in advance of the Preliminary Bowl Games in which it is to participate.

C.2 IDENTIFICATION

C.3 INDIVIDUAL ELIGIBILITY

C.4 INDIVIDUAL ENTRIES

C.5 INDIVIDUAL RANKINGS

C.6 TEAM ENTRIES

C.7 TEAM RANKINGS

D. COMPETITION

D.1 TYPE OF EVENT AND EVENT ADMINISTRATION

D.2 DRAW, POOLS, SEEDINGS, TRIALS AND HEATS

D.3 FORMULA AND FORMAT

D.4 PROCEDURES AND PROTESTS

D.5 SCHEDULE OR ORDER OF EVENTS

D.5.1 TEAM INTRODUCTION

Visiting teams are required to stay on their side of the 45-yard line during introductions and must return to their bench prior to the commencement of home team introductions.

D.6 GAME TIMES

D.7 PRACTICE TIMES / WARM-UPS

All practices for participating teams in the Vanier Cup should be scheduled at the site of the venue pending availability.

Teams participating in the Vanier Cup must be available to practice during the day, the Thursday prior to the game.

D.8 OVERTIME AND TIME-OUTS

The following overtime rules apply to the Uteck Bowl, Mitchell Bowl and Vanier Cup.

- a) 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 the centre field and review the tie-breaking procedure.
- b) The officials will escort the captains to the centre of the field for a coin toss. The winner of the coin toss shall choose one of the following options:
Offense or defense, with the offense at the opponent's 35-yard line to start the first series.
Which end of the field shall be used for both series of that over-time period.
Note: The winner of the toss may not defer its choice.
- c) The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra-periods.
- d) 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 hashmarks of the 35-yard line which becomes the opponent's 35-yard line. The snap shall be from midway between the inbounds lines on the 35-yard line, unless a different position on or between the inbound lines is selected before the ready for play.
- e) 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:

- i. After each team has put the ball in play by a snap at the beginning of its series, the score is tied or there has been no score.
Ruling: Begin the second extra period with the loser of the toss at the beginning of the first extra period having the choice of the two options.
- ii. Other than on the try for extra point(s), Team B intercepts a pass for a touchdown or recovers a fumble and scores a touchdown.
Ruling: Period and game are ended, and Team B is the winner.
- iii. During the first series of a period, Team B intercepts a pass or fumble or recovers a fumble and does not score a touchdown.
Ruling: Team A series ended and Team B, which becomes Team A starts its series of that period.
- iv. During the first series of a period, Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the line of scrimmage, and runs for a touchdown.
Ruling: Six points for Team A and Team B begins its series of the period after the try for extra point(s).
- v. Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the line of scrimmage, and runs for a first down.
Ruling: Team A continues its series of the period with a first down and down.

- vi. During the first series of a period, Team A attempts a field goal or punts and the kick is blocked. Team A recovers the kick, which never crossed the line of scrimmage, and does not gain a first down.

Ruling: Team A's ball on 1st or 2nd down, Team B's ball if 3rd down.

- vii. Team A attempts a field goal or punt and the kick is blocked. Team B recovers the kick and runs it into Team A's end zone.

Ruling: Touchdown, game is ended.

- viii. During the first series of a period, Team B (after gaining possession) loses possession to Team A which scores a touchdown.

Ruling: The score counts, and Team B begins its series of the period after the try for extra points.

- ix. During the first of a period, Team B (after gaining possession) loses possession to Team A, which fails to score a touchdown.

Ruling: Team A series is ended, and Team B begins its series of that period.

- x. During the first series of a period, Team A fumbles into Team B's end zone. Team B recovers downs the ball in its end zone.

Ruling: Team A series of that period is ended, Team B series of the period begins.

- xi. During the first series of a period, B10 intercepts a forward pass on his three-yard line and downs the ball in his end zone (no momentum involved).

Ruling: Score two points for Team A, Team A's series is over. Team B will put the ball into play, first and 10 on the 35-yard line at the same end of the field.

- xii. A "kickback" play out of the end zone on a missed field goal or punt for a single would still apply and if the kickback is successful (no points scored) there would be a change of possession and the start of a new series at the 35-yard line.

- f) 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: On the first possession of a period Team A scores a touchdown. If the score is still tied after three extra series have been played by each team, any subsequent touchdown must be followed by a two-point conversion.

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

D.9 TIE-BREAKING

D.10 SCORING AND STANDARDS

D.11 RECORDS AND STATISTICS

E. EQUIPMENT AND FACILITY

E.1 BALL

The official game ball for the two (2) Bowl Games and the Vanier Cup shall be the Wilson F-2000. Ten (10) game footballs will be provided for the Bowl Games.

E.2 VIDEO

When Canadian Football League Scouts wish to video tape university games for scouting purposes, they must seek and obtain permission from both teams involved in the game. The subsequent videos are not to be exchanged or loaned to any university coach without permission of the teams involved.

There will be no filming of game or still pictures taken by another team for any reason of another team. Coaches may scout games but can not film that game or any other game.

The Host of each Sport Conference playoff game and Preliminary Bowl game shall video tape the game, in black and white or colour, and forward a copy of the video (tape or digital) to the next opponents. Visiting teams which win are to turn over the video to the Hosts before departing the game site. The coaches of the teams participating in the respective Bowl games shall communicate by telephone to confirm the exchange of videos.

The appropriate game videos must be delivered to a reliable courier/bus/air cargo in the most expeditious manner no later than Sunday following the conclusion of all playoff games.

The cost of video taping the regional playoff games shall be paid for by the participating teams, while the Bowl Host shall assume the cost of the Preliminary Bowl game video tapes.

For the Bowl games, and the Vanier Cup, participating teams, in cooperation with Host team, shall ensure that the following items are forwarded to their opponents:

- i) depth charts of their three most recent games;
- ii) rosters of their three most recent games; and
- iii) video of their three most recent games (wide view and end zone)*.

Upon receipt of the opponent's video, the two schools shall communicate one more time to ensure that neither team has an advantage in preparation time.

*The two competing teams may mutually agree to exchange "tight line" or "end zone" videos.

E.3 NUMBERED UNIFORMS

All Head Coaches, during their meeting with head officials prior to each game, will inform them of the eligible jersey numbers of players occupying ineligible positions on punt and/or field goal teams. These players would become ineligible to receive a pass for the entire game unless they report to the officials prior to each play in which that player is in an eligible position.

On any given play from scrimmage, unlimited positions may be occupied by inappropriately numbered players who have reported to the referee as eligible or ineligible receivers.

Procedure:

Players who are to align out of position must report to the head referee. At the line of scrimmage, player must raise hand to clearly indicate to the defense that they are out of position.

E.4 BIBS, SOCKS, SHIRT COLOR, TIGHTS AND TOWELS

See Appendix 1 (Dress Code).

E.5 HEAD GEAR AND HELMET E.6 CAPTAIN'S IDENTIFICATION

E.7 DEPTH CHARTS

Participating teams in the Vanier Cup must be prepared to provide depth charts to both the broadcasting and telecasting networks by noon EST, the Thursday prior to the game. Failure to do so will result in a fine as per the non-compliance policy. For the Bowl games, participating teams shall forward to their opponents depth charts and rosters along with the video of the Association Championship game.

Final depth charts, starting line-ups and game rosters for the Vanier Cup must be released to the opponent team and broadcast network 1 1/2 hours prior to the start of the game. The exact time and location for the submission of the final depth charts, starting line-ups and game rosters to be confirmed at the television production meeting.

E.8 SPOTTER PHONES

Hosts of the Bowl Games and the Vanier Cup are responsible for ensuring that a minimum of two (2) sets of spotter phones for each team are provided and ensure the limit be the same for both teams (to include any phones teams may bring with them).

E.9 FACILITY AND MEET REQUIREMENTS

F. RULES

Competition shall be governed by the Canadian Rule Book for Amateur Football, **including the rules emphasized below:** (Note: The rule governing punts and missed field goals into the end zone, as per the Rule Book, will be in effect for both Bowl games and the Vanier Cup).

- a) That direct contact by an opponent to the head and neck area of the Centre on kicking situations, where the long snap is utilized, be eliminated. This rule would be applied when the Centre is in a vulnerable position while initiating the long snap. Contact may be initiated once that player raised his head and is in a safe "hitting" position. A fifteen yard penalty would apply.
- b) That for the Vanier Cup the zero tolerance principle be applied to the act of spiking the ball.
- c) That blocking is permitted downfield prior to the ball being caught on passes on or behind the line of scrimmage.
- d) The 20-second clock will be used for both Bowl games and Vanier Cup.
- e) That on all punt returns/missed field goals returned out of the end zone be scrimmaged from the 20 yard line or to the yard line returned, whichever is more advantageous to Team "A".

- f) CFL Rule: Section 4: Kick from scrimmage and open field kick. (Article1):
Restriction on offside player (no yards):
When on a kick from scrimmage (ball crosses line of scrimmage), or on an open field kick, a player is "offside" in relation to the kicker; such player shall
(a) shall not touch the ball, or interfere with an opponent attempting to gain possession of the kicked ball.

Penalty:

- (1) In field of play - scrimmage by non-offending team 15 yards in advance of point where ball was first touched.
(2) In goal area - scrimmage by non-offending team on its 25 yard line.
(b) shall allow five yards to an opponent attempting to gain possession of the kicked ball. The five yard zone is determined by a circle of radius five yards, with the centre point being the ball at the instant it is first touched by an opponent.

Penalty:

- (1) In field of play - scrimmage by receiving team 15 yards in advance of the point where the ball was first touched, or 5 yards in advance of that point if the kicked ball had struck the ground before being touched by the receiving team.
(2) In goal area - scrimmage by receiving team after penalty applied from the ten yard line.

G. MEETINGS

G.1 COACHES TECHNICAL MEETING

A participating coaches Technical meeting will be held prior to the championship game. Date and time of the meeting is at the discretion of the Host Organizing Committee.

G.2 COACHES ASSOCIATION MEETING

CUFCA meetings will be held, the week prior to Vanier Cup, as per the following:

- Working Committees Wednesday afternoon;
- League meetings Thursday morning; and
- CUFCA General Meeting (Plenary session) **Thursday**

G.3 COACHES CLINIC

G.4 PRESS CONFERENCE

H. OFFICIALS

H.1 FUNDED OFFICIALS

H.2 ASSIGNMENT

Preliminary Bowls

Seven (7) officials assigned by Football Canada, four (4) **from the Sport Conference of the home team** and three (3) from the competing Sport Conference.

Vanier Cup:

Seven (7) officials assigned by Football Canada, **two (2) from each of the competing teams and** three (3) from the two remaining Sport Conferences.

H.3 NEUTRALITY

H.4 QUALIFICATIONS

H.5 HOST RESPONSIBILITIES

Meals, accommodation and on-site ground transportation.

H.6 NSO'S RESPONSIBILITIES

H.7 FEES

Vanier Cup: Referees \$ 126.50; Others \$ 115.50
Preliminary Bowls: Referees \$115.50; Others \$104.50

H.8 STAND BY OFFICIAL

H.9 SELECTION PROCESS

Selection of officials shall be made through the Officials Technical Committee of Football Canada. Regional representatives shall screen possible candidates, with the final selection being made by the Canadian Interuniversity Sport Football Assignor. Consideration is given to performance throughout the season. Final selections will be forwarded by the Canadian Interuniversity Sport Football Assignor to the Canadian Interuniversity Sport Office not later than 30 days prior to the Bowl Games.

H.10 ON-SITE ASSIGNMENT

I. AWARDS AND TROPHIES

**PLEASE REFER TO POLICY 60.20 FOR MORE DETAILS RE STANDARD CHAMPIONSHIP AWARDS.*

I.1 CANADIAN INTERUNIVERSITY SPORT PENNANT AND CHAMPIONSHIP TROPHIES

I.1.1 VANIER CUP

Presented to the Vanier Cup Champion.

I.1.2 MITCHELL BOWL (TROPHY ONLY)

Presented to the Mitchell Bowl Champion.

I.1.3 UTECK BOWL (TROPHY ONLY)

Presented to the Uteck Bowl Champion.

I.2 CANADIAN INTERUNIVERSITY SPORT MEDALS

Gold and silver presented at the Vanier Cup Game.

I.3 ALL-CANADIANS

- a) **27** First-Team and **27** Second-Team All-Canadians will be selected.
- b) Nominations must be submitted on the CIS nomination form circulated annually by the Coaches Association.
- c) Selected by a committee of four (4) head coaches from each Sport Conference (lowest finishing team). President of the Coaches Association will nominate

- three additional representatives (former CIS coach, CFL coach or other persons) working in consultation with the Host Convener.
- d) The All-Canadian offensive team will consist of players representing the following positions: 1 Centre, 2 Guards, 2 Tackles, 2 Inside Receivers, 2 Running Backs (may be Fullbacks and/or Tailbacks), 2 Wide Receivers and 1 Quarterback. Specific selection criteria to be circulated annually.
 - e) The All-Canadian defensive team will consist of players representing the following positions: 2 Defensive Tackles (may be Nosetackles and/or Defensive Tackles), 2 Defensive Ends (may be Defensive Ends and/or Rush Ends), and 3 Linebackers, 1 Free Safety, 2 Halfbacks and 2 Corners. Specific selection criteria to be circulated annually.
 - f) The All-Canadian specialty team will consist of players representing the following positions: 1 Punter, 1 Place Kicker **and 1 Kick Returner**. Specific selection criteria to be circulated annually.
 - g) Each Sport Conference will nominate a maximum of fifteen (15) players for All-Canadian selection. These fifteen (15) nominees exclude the nominees for the Peter Gorman and Russ Jackson Awards.
 - h) Conference All-Stars are to be finalized and distributed to respective coaches by the Thursday prior to the conference semi-final game.
 - i) All Sport Conference representatives shall be allowed to vote for any All-Canadian candidate regardless of Sport Conference origin.
 - j) Statistics from regular season games only will be used as part of the All-Canadians selection process (8 game maximum).
 - k) The All-Canadian selection committee meeting will be held the weekend of the conference finals (Saturday and Sunday).
 - l) To win the national award the nominees must have been named to the All-Star Team in their sport conference, if such a team is named.

I.4 OUTSTANDING PLAYER AWARDS

I.4.1 HEC CRIGHTON TROPHY

- a) Outstanding Player of the Year.
- b) Refer to All-Canadians for process.
- c) To win the national award the athlete must have won the player of the year award in their sport conference, if such an award exists.

I.4.2 J. P. METRAS TROPHY

- a) Outstanding Linesmen of the Year (Down Lineman only).
- b) Refer to All-Canadians for process.
- c) To win the national award the athlete must have won the same award in their sport conference, if such an award exists.

I.4.3 PRESIDENTS' TROPHY

- a) Outstanding Defensive Player of the Year (except Down Lineman) as above.
- b) Refer to All-Canadians for process.
- c) To win the national award the athlete must have won the same award in their sport conference, if such an award exists.

I.5 ROOKIE OF THE YEAR (PETER GORMAN TROPHY)

- a) Outstanding Freshman of the Year.
- b) Only those individuals who come directly from high school or CEGEP to a maximum of 21 years of age as of September 1st of 1st year of CIS eligibility.
- c) Refer to All-Canadians for process.
- d) To win the national award the athlete must have won the rookie of the year award in their sport conference, if such an award exists.

I.6 COACH OF THE YEAR (FRANK TINDALL TROPHY)

- a) Selected by a committee composed of members of the Carleton University Old Crows Society and coordinated by the Vanier Cup Event Director.
- b) To win the national award the coach must have won the coach of the year award in their sport conference, if such an award exists.

I.7 RUSS JACKSON AWARD (STUDENT-ATHLETE COMMUNITY SERVICE AWARD)

- a) Recipient who best exhibits outstanding achievement in three areas: athletic ability, academic achievement and citizenship.
- b) Nominations must include a video clip of his play. The video should have a maximum of twelve (12) plays.
- c) To win the national award the athlete must have won the award in their sport conference, if such an award exists.

I.8 CHAMPIONSHIP MVP (VANIER CUP)**I.8.1 TED MORRIS TROPHY**

- a) Most Valuable Player of the Vanier Cup.
- b) Selected by a committee composed of representatives from the members of the media in the main press box.

I.8.2 BRUCE COULTER TROPHY

- a) Player of the Game for the Vanier Cup.
- b) Selected by a committee composed of representatives from the members of the media in the main press box.
- c) Will be either a defensive or offensive player pending the Ted Morris selection.

I.9 TOURNAMENT ALL-STAR TEAM**I.10 COACHES ASSOCIATION MERIT AWARD****I.11 OTHER AWARDS****I.11.1 R.W. PUGH FAIR PLAY AWARD**

J. COMMITTEES

J.1 CHAMPIONSHIP MANAGEMENT COMMITTEE

The Management Committee shall rule on all matters necessary for the championship to proceed and will, in addition, act as the Protest Committee at the championship. The Management Committee shall apply Canadian Interuniversity Sport Rules. The Management Committee may not, nor may any member, make an exception to any Canadian Interuniversity Sport Rule or to a sanction imposed by Canadian Interuniversity Sport. The Management Committee has no jurisdiction to consider or interpret Canadian Interuniversity Sport Eligibility Regulations.

Composition of the Management Committee shall be:

- i) Convener of Championship - non-voting chair;
- ii) Canadian Interuniversity Sport Delegate;
- iii) Technical Delegate;
- iv) President of the Coaches Association, or designate.

A quorum shall require all of the four members, or their replacement.

If a member of the Management Committee was involved, directly or indirectly, in a decision or an interpretation of a Canadian Interuniversity Sport Rule that is being appealed/protested to the Management Committee that member shall be excused from the Management Committee. In this event, the remaining members of the Management Committee have the authority to appoint as a replacement for the excused member an individual who is independent, unbiased and uninvolved in the matter in dispute. The decision regarding whether a member of the Management Committee should be excused and replaced lies solely with the Management Committee.

Notwithstanding the procedures described in CIS policy 90.70.4.1.1 (see below), the CIS Championship Management Committee shall have the power and jurisdiction to take interim on-the-spot measures to address minor code of conduct issues (inappropriate or unsportsmanlike conduct that is not criminal in nature) that arise at CIS Championships, in a timely fashion. The record of the incident, including the interim measures taken to address it shall be copied to the Athletic Director(s) of the affected school(s), and the CIS office and Discipline Committee.

It is the expectation of CIS that persons representing Member institutions, and/or Canadian Interuniversity Sport, at Canadian Interuniversity Sport Championships will behave responsibly, and with propriety, and in accordance with the laws of the land.

90.70.4.1.1 Procedures Regarding Misconduct

Where misconduct occurs at a CIS Championship (including traveling to and from the event, practice days and competition days), the Chief Executive Officer, assisted by the event Convenor, shall:

- a) Investigate the particulars of the incident that gave rise to the misconduct;
- b) Determine the amount and type of damage to property or injury to persons;
- c) Identify the persons and institutions responsible for the incident; and
- d) Summarize this information in a written report.

The Chief Executive Officer shall provide a copy of the written report to the President, who may bring a complaint in accordance with Canadian Interuniversity Sport Policy 90.40 - Discipline. A copy of the written report shall be provided to the Directors of Athletics of the institutions involved.

J.2 JURY OF APPEAL

J.3 DELEGATES

K. APPENDICES

APPENDIX 1

FOOTBALL DRESS CODE

The following guidelines are for the Vanier Cup and the two Bowl Games.

The intent of these guidelines is to present an appearance that is as consistent, clean and neat as possible.

1. Game Jerseys and Pants
 - 1.1 Game shirts and pants should be worn as received from the manufacturer, with the following exceptions.
 - 1.1.1 If modifications are necessary, they must be tailored; that is, they must be sewn by machine, and they must resemble the original design.
 - 1.1.2 Sleeves may be tightened to tape or knots, but these must not be visible in normal body positions.
 - 1.1.3 The team jersey must cover all pads and other protective equipment worn on the torso and upper arms, and be appropriately tailored to remain tucked into the uniform pants throughout the game.
 - 1.1.4 Shirt body may be tightened by lacing on side panels only.
 - 1.1.5 Any tape used to tighten a uniform part either must be clear, or must match the colours of that uniform part.
2. Leg Coverings
 - 2.1 The outer leg covering must be a one piece stocking which extends from the shoe to the knee.
 - 2.2 The stocking must be worn in a manner that no part of the player's knees are exposed and must be overlapped by the uniform pant below the knee.
 - 2.3 If a second sock is worn over the stocking it must be of main team colours or white.
3. Apparel
 - 3.1 Apparel worn beneath the game uniform and which shows in game situations must be of main team colours, white or athletic grey.
 - 3.2 The apparel must be tucked in where applicable.
4. Accessory Equipment
 - 4.1 Other accessory equipment must match team colours, or be white, black or grey.
5. Helmets
 - 5.1 Strong efforts should be made to wear helmets that are clean, well striped and declared, and consistent with team colour scheme.
6. Shoes
 - 6.1 Strong efforts should be made to wear clean shoes.
7. Towels
 - 7.1 Any towel or other material used with the uniform must be consistent with the following:
 - 7.1.1 Must be tucked into the front of the pants
 - 7.1.2 Must not extend further than 12 inches.
 - 7.1.3 Must not bear any "provocative" message or commercial identification.
 - 7.1.4 Must be consistent with team colours, but not similar to an officials flag.

8. Head Covering
 - 8.1 Head coverings such as sweat bands and bandanas may be worn under helmets provided no portion is visible outside the helmet during play.
 - 8.2 Bandanas and sweatbands must be worn in a fashion that does not display commercial identification or a provocative message.
9. Eye Shields
 - 9.1 All eye shields must be transparent in colour to allow medical exam without removing helmet.
 - 9.2 Coloured or tinted eye shields are prohibited unless approved in advance by Canadian Interuniversity Sport. Medical certification must be presented when applying for approval.
10. Sideline Staff
 - 10.1 Sideline staff are to wear clothing in team colours and be consistent with and appropriate for this level of competition.
11. Enforcing the Dress Code
 - 11.1 While the Referee and Umpire meet with the head coaches, forty minutes prior to kick-off, the other field officials will do a walk around the field. These officials will note any dress code violations and will inform the appropriate equipment manager to rectify the violation prior to kick-off.
 - 11.2 If a player starts the game with a dress code violation, that player will be assessed a 10-yard penalty and will be required to leave the game for three (3) plays.
 - 11.3 Some of the violations can occur because of game situations (i.e. sock down or sweater out). The player will be asked at the appropriate time to correct the violation.
 - 11.4 If the player ignores the official warning and continues to violate the dress code, that player will be assessed a 10-yard penalty and will be required to leave the game for three (3) plays.

