

SUPPORTING THE YOUTH OF OUR COMMUNITY

BRANTFORD YOUTH FLAG FOOTBALL ASSOCIATION

BY-LAW NUMBER TWO
DECEMBER 14, 2006

2007 EDITION

By-Law No.2

A by-law relating generally to the operation and rules of the game of the Brantford Youth Flag Football Association.

Be it enacted as a by-law of the BYFF as follows:

1. Eligibility

1.1. Proof of Age – to be verified at time of registration, by birth or baptismal certificate or other means acceptable to the BYFF Executive.

1.2. Ages of Players

- a. ATOM – one who turns six, on or after January 1 of the playing year;
- b. Level 1 – one who turns eight, on or after January 1 of the playing year;
- c. Level 2 – one who turns ten on or after January 1 of the playing year;
- d. Level 3 – one who turns twelve on or after January 1 of the playing year;
- e. Level 4 – one who turns fourteen on or after January 1 of the playing year;
- f. Ineligible – one who turns eighteen on or after January 1 of the playing year.

The above age groups may be modified by the BYFF Executive, if required, to allow the maximum number of players to participate in s division.

1.3. Any player who meets the requirements of eligibility and is a resident of Brantford and the areas described in By-Law # 1 section 1.2 is eligible to register and participate in the BYFF program.

2. Roster

2.1. A registration fee (individual or family) as set by the BYFF Executive will be charged and received by the BYFF from each player at the time of registration.

2.2. All players are to be assigned to teams by the BYFF Executive only. The BYFF Executive may make changes to team rosters in order to assist in balancing teams in all divisions. This process should be completed prior to the first league game and following consultation with the coaches involved. The only exceptions to this rule involve the protected players of each team.

2.3. All players must be registered with the BYFF Executive only.

2.4. All players must be registered and paid in full with the BYFF prior to practicing or playing.

- 2.5. No team will be allowed to use new players without the approval of the BYFF Executive.
- 2.6. Each head coach must report to the Secretary, each and every player's resignation or obvious "no show".
- 2.7. Practices times – From time to time, and the discretion of the Board, Coaches will be required to keep attendance and submit to the Secretary, the names of players who continually miss practice on a regular basis. The BYFF Executive will investigate the situation before any action is taken by the coaches. A decision will be made by the BYFF Executive prior to limiting the playing time of the player(s) involved. Once the player(s) resumes attending practices, their limited playing time restrictions must be lifted by the coaches. Failure by the coaches to follow this policy will result in action by the BYFF Executive.
- 2.8. It is the philosophy of the BYFF that no game shall be forfeited, to this end:

The BYFF Executive will assign a list of potential players for pulling up to fill teams where shortages occur. Coaches are to call BYFF Executive to arrange for call ups.

- i) Teams will be assigned (farm teams) from one division lower than the division they play in from which to draw players.
- ii) Players will be brought up for the games when the teams needing them has six (Level 1 or Level 2) or seven (Level 3 or Level 4) or less players present for a game. Such players brought up must be played in the game as a regular player.
- iii) The BYFF or its designated representative shall have the authority to take such steps as are needed to comply with clause 2.7.

2.9. Team rosters will consist of the following:

LEVEL	Maximum Players on Roster	Maximum players on the field at one Time	Minimum players on the field at one Time ¹
Atom	12 players	6 players	4 players
1	14 players	7 players	5 players
2	15 players	8 players	6 players
3	16 players	9 players	7 players
4	18 players	10 players	8 players

¹ It is the intent of the BYFF association to have both teams field an equal number of players in any given game and, wherever and whenever possible, allow for at least one substitute player.

- 2.10. No player may play for more than one team within the association, except when drafted from a farm team.
- 2.11. For players to be eligible for the playoffs, they must have played in or been in attendance (on the bench with their name on the scorecard) for at least 50% of the regular season games. Verification of this rule will be made by the league statistician from the referee's score card, which will be presented to the referee prior to the game.
- 2.12. Protection of Players.

Only 2 players may qualify for protection. This can be the coach or assistant coach's children or any other player who played for the head coach in the previous season. This includes players from the lower level if the coach moved up a level. A coach or assistant coach can qualify for protection of more children only if all children are the children of one of either the coach or the assistant coach and are eligible to play in the same level. All other players are available through the draft which is handled by the BYFF Executive.

3. Regulations

- 3.1. A registration form must be signed by a parent or legal guardian prior to playing or practicing.
- 3.2. Each player dressed for games must have at least 15 minutes of playing time per half of all games.
- 3.3. All players and coaches will conduct themselves at all times as gentlemen / ladies.
- 3.4. If a person (player or coach) is ejected from a game, they are automatically suspended for a minimum of one game. Final decisions on the suspension are determined by the BYFF Executive.
- 3.5. Any player or coach ejected from 2 games in the season is suspended for the remainder of the year, including playoffs.
- 3.6. Any player, who misses games or practices without a valid reason, fails to obey the coach, is inattentive or is consistently late, must be reported to the BYFF Executive for possible disciplinary action.
- 3.7. Practice sessions for all teams will commence on or after August 1 of the playing year.

- 3.8. Tie games are permitted during the exhibition and regular season. Tie games shall be resolved by playing overtime consistent with the rules of the Canadian Football League "Shoot-Outs".
- 3.9. Protests must be submitted in writing in triplicate to the BYFF Executive with a \$50.00 deposit (refundable if the protest is won) within 48 hours of the disputed game.
- 3.10. Under no circumstances may any member of the elected BYFF Executive profit by any method or means from the operation of the BYFF Association.
- 3.11. These rules apply to exhibition, seasonal and playoff games.
- 3.12. You cannot protest a referee's decision. If you have a dispute with a rule or ruling, discuss it with the head referee.

4. Team Management

- 4.1. The BYFF Executive will approve the appointment of all coaches each year. Head coaches must be at least 18 years of age or older. This mandate will be controlled by the Director of Coaches. The Director of Coaches will have the power and discretion to assign coaches as required
- 4.2. All coaches and assistant coaches must complete and pass a police check.
- 4.3. Coaches are responsible for the conduct of their players on and off the field.
- 4.4. Coaches must adhere to all BYFF regulations and the spirit of the BYFF Association.
- 4.5. Home game coach's responsibilities include completion of their portion of the game sheets and ensuring the opposing team completes their portion prior to game time.
- 4.6. The coaches of the winning team are responsible for ensuring that all game media reports get to their respective drop off places in time for the media's next broadcast or publication.
- 4.7. The BYFF Executive, or its delegated representative, shall have the authority to suspend any team official whose conduct is deemed

unbecoming to the Association. Further action in such cases shall be the responsibility of the BYFF Executive.

4.8. Each team will be allowed a maximum of 3 non-playing personnel in the bench area during a game. These people must be recognized and approved by the BYFF Executive prior to the third regular season game. All non-playing personnel must have passed a police check for the current year. All non-playing personnel must have their names clearly identified on the game scorecards for the game.

4.9. Referees have the authority to request non-playing personnel who do not meet the requirements of this section 5 to leave the bench area.

5. Equipment

The BYFF Association will supply all game equipment clearly identified as Association-supplied. All other permitted equipment is considered optional and supplied by the player.

All equipment provided by BYFF remains the property of BYFF. This includes team jerseys not distributed to individual players.

The intent of the Equipment regulations is to make the playing of flag football a safe and fair event. Many uniform rules are in effect to reduce the likelihood of player injury. This includes the pockets, belt loops, hoods and jewelry restrictions.

Any Equipment not clearly identified in these regulations is considered restricted unless the BYFF Executive has been approached for and provided approval for use prior to its use. The Director of Coaches will bring to the awareness of all coaches any such ruling changes prior to their next game where it is allowed use.

6. The Uniform

The BYFF Association Uniform consists of the following mandatory items:

- Association-supplied team jersey;
- Association-supplied belts and flags;
- Player-supplied black pants; and
- Player-supplied shoes.

The Association permits the following items as part of the player Uniform under the conditions stipulated herein:

- Player-supplied prescription eyewear;
- Player-supplied elbow and knee pads;
- Player-supplied mouth-guards;

- Player-supplied head wear;
- Player-supplied gloves;
- Additional clothing

The Association explicitly restricts the following items for inclusion as part of the player Uniform under the conditions stipulated herein:

- Player-supplied non-prescription eyewear;
- Jewelry.

During the course of a game, officials have the responsibility and right to act on any uniform infractions as they are witnessed. At all times, where possible, the coach of the team with the offending player may substitute for the offending player leaving the field.

6.1. Jerseys

Each player must be dressed with a team sweater tucked in their pants for the game. Player team name and player number must be unobstructed and visible to game officials.

6.2. Shoes

Shoes may be of running shoe variety, or the multi-cleated, multipurpose sport shoe. Metallic or hard plastic cleats must be free of any defects such as chips, burrs and / or cuts which may cause injury.

- a) Footwear that does not conform to regular football league acceptance will not be permitted
- b) If footwear is unacceptable to the game officials, the offending player will be requested to leave the playing field until the footwear is changed.

6.3. Elbow and Knee Pads

Elbow and knee pads are the only additional equipment allowed and are optional, but must be of the “soft” variety. Elbow and knee pads deemed unacceptable by the game officials must be removed before the player is allowed on the playing field.

6.4. Head Wear

Head wear is not permitted except as required for religious reasons.

Officials have the responsibility and right to inspect any and all headwear being presented as religious to ensure it represents no inherent danger to any players, coaches and / or officials.

At all times, where possible, the coach of the team with the offending player may substitute for the offending player leaving the field.

6.5. Jewelry

Jewelry is not permitted. The practice of taping over jewelry is not an acceptable alternative.

Jewelry includes, but is not limited to, earrings, body piercing(s) in any location (visible outside the Uniform or not), necklaces, chains, watches, wrist bands (made of any material) and rings.

6.6. Mouth-Guards

Mouth-guards are strongly recommended.

6.7. Gloves

Only gloves approved for use by the Canadian Football League will be allowed. Gloves deemed unacceptable by the game officials must be removed before the player is allowed on the playing field.

6.8. Eyewear

Prescription eyewear, including tinted prescription eyewear, is permitted with appropriate strapping or ties to secure to the players head. Non-prescription eyewear, including tinted glasses, are not permitted.

Eye wear deemed unacceptable by the game officials must, before the player is allowed on the playing field, be a) securely fastened to the player if permitted or b) removed if either not securely fastened or not permitted.

6.9. Pants

Each player must wear black pants. Player pants must not have belt loops or pockets. Pants must be of a design so as not to interfere with the removal of flags.

If pants are unacceptable to the game officials, the offending player will be requested to leave the playing field until the pants are changed or corrected.

It is recommended the player change to a pair that meets the BYFF Association regulations. A player may utilize duct tape to cover pockets and belt loops.

Player(s) with pants deemed unacceptable by the game officials must leave the playing field.

The coach of the team with the offending player may substitute for the offending player leaving the field.

6.10. Flags and Belts

Each player must wear a regulation belt with flags hanging unobstructed on the outside of the uniform on the side of the hips.

Shirts cannot be worn over the belts even when they are tucked in.

Belts “Tails” extending past the buckle can not hang freely. The “Tail” must be a) wrapped around the belt in such a manner as the no part of the belt is hanging freely; or b) tucked into the pants such that no part of the belt is hanging freely; or c) a combination of the above.

All flags worn by all teams in a given playing year will be of consistent size and be sanctioned by either the National Football League or the Canadian Football League. All flags will be of a bright yellow or red colouring. Colouring and sanctioning may vary at the discretion of the BYFF Executive. To promote fair play, consistency in sizing of the flags can not vary.

6.11. Additional Clothing

Any additional player clothing which is visible outside the uniform must not contravene any regulations of the BYFF.

Jerseys with hoods are not permitted unless the hood is, at the discretion of the game official, deemed as safely contained under the team jersey.

Additional clothing with visible offensive language is not permitted.

7. The Game Equipment

The BYFF Association Game Equipment consists of the following mandatory items:

- Association-supplied game ball.

8. The Field

8.1. Field Size

a) Atoms, Level 1 & Level 2

For Atoms, Level 1 and Level 2, the field will be defined as approximately one half of a regulation field, to be marked by four corner flags or cones and two centre line flags or cones. The five yard

and forty-five yard lines of a regulation field will be the sidelines of this field.

b) Level 3 & Level 4

Level 3 and Level 4 will play on a regulation CFL sized field, where possible.

8.2. Players Bench

The player benches for both teams are on the same side of the field and on the opposite side as the spectators.

Player Bench area is defined as an area five (5) yards by fifteen (15) yards commencing from a point ten (10) yards either side of the centre line.

8.3. Field Access

Only authorized teams, league officials and alternate players are permitted on the field or in the Players Bench area.

8.4. Player and Coach Location

During game time, all players and coaches must be on the field or in their bench area, unless otherwise authorized by game officials to be elsewhere.

The coach is responsible for the enforcement of section 6.1 to 6.4 inclusive.

9. Interference

Any game official, BYFF Executive or designated representative of the BYFF Executive may suspend play in any game in which any spectator interferes with or detracts from the normal conduct of the game.

10. Repeal of Prior By-laws

- 10.1. The Rules contained in the most current edition of "Procedures for Meetings and Organizations" by M.K. Kerr and Hubert W. King shall govern the rules and procedures to be used in conducting the Meetings and affairs of the BYFF in all cases to which they are applicable, which they are not inconsistent with the By-laws or other governing documents or laws affecting the BYFF.

11. Effective Date

11.1. This By-law shall come into force without further formality upon its enactment by the Members of the BYFF as hereinbefore set out.

The foregoing By-law No 2 is hereby enacted, ratified, sanctioned, confirmed and approved without variation by the affirmative vote of the Members of the BYFF at a General Meeting of the Membership of the BYFF duly called and held at the Brantford Tourism Centre in the City of Brantford, Ontario and at which a quorum was present in the 8th day of January, 2007.

Original signed by Kevin Allen

Original signed by Michele Wilcox

Chair

Secretary

SUPPORTING THE YOUTH OF OUR COMMUNITY

BRANTFORD YOUTH FLAG FOOTBALL ASSOCIATION

BY-LAW NUMBER THREE
DECEMBER 14, 2006

2007 EDITION

By-Law No.3

A by-law relating generally to the operation and rules of the game of the Brantford Youth Flag Football Association.

Be it enacted as a by-law of the BYFF as follows:

1. Scoring

1.1. Atoms, Level 1 & Level 2

a) Touchdown – 6 points

A touchdown is scored when the ball is carried or successfully passed into the opponent's end zone, in the possession of a player. The ball must cross the plane of the goal line.

Options: After a touchdown is scored, the team scored against has the following options:

- a. kick off from its own 15 yard line
- b. require the scoring team to kick off from their 15 yard line.

b) Converts

a. 1-Point Converts

All converts for Atoms, Level 1 & Level 2 are 1-point in value. A convert is awarded if the team that scored a touchdown, scrimmages the ball on the seven yard line and carries or passes the ball into the end zone using the same requirements as a touchdown.

c) Safety Touch – 2 points

A safety touch is scored when the ball becomes dead in possession of the offensive team in its own end zone as a result of the ball being carried, passed, snapped, by the team scored upon and also as a direct result of a punt being blocked. No safety touch is awarded on plays, of change of possession such as interception, kick and punt return where the momentum of the ball carries the receiver into the end zone.

Options: The scoring team may elect to have the ball put into play as followings:

- a. Scrimmaging the ball at its own 15 Yard line
- b. kick off from its own 15 yard line
- c. require the scoring team to kick off from their 15 yard line.

d) Rouge – No rouge scoring in Atom, Level 1 & Level 2.

Options: for Receiving Team

No Yards on the Kicking Team – ball not touched by the Kicking Team

- a. 1st down receiving team from its own 10 yard line

Illegal downing of the ball in the end zone – ball touched by the Kicking Team

- a. 1 point and ball 1st down, point of last scrimmage or 25 yard line.

1.2. Level 3 & Level 4

a) **Touchdown** – 6 points

A touchdown is scored when the ball is carried or successfully passed into the opponent's end zone, in the possession of a player. The ball must cross the plane of the goal line.

Options: After a touchdown is scored, the team scored against has the following options:

- a. kick off from its own 45 yard line
- b. require the scoring team to kick off from their 45 yard line.

b) **Converts**

a. 1-Point Converts

Kicked Converts. A One Point conversion is awarded if the team scoring a touchdown kicks a field goal from outside the seven yard line.

b. 2-Point Converts

A convert is awarded if the team that scored a touchdown, scrimmages the ball on the seven yard line and carries or passes the ball into the end zone using the same requirements as a touchdown.

Convert Infractions

- Normal distance penalties may be applied on convert attempts, subject to normal distance near the goal line.
- Any penalty on a convert may be applied on the subsequent kick off (except time count penalty) option of the non offending team.
- Dual penalties: adjust the yardage the net difference in the penalties from the line of scrimmage and repeat the convert attempt

c) **Field Goal** – 3 points

A field goal is scored when the ball is place kicked or drop kicked over the cross bar between the uprights without touching the ground first (except in the case of a drop kick). The kick off can not score a field goal. If the ball contacts the crossbar or the upright(s) and goes through , it is good. On a missed field goal, only the kicker and any player behind the kicker can down the ball with their hands. All other players must respect the five yard restraining zone. If the ball is downed by an eligible player, a one point single is awarded to the kicking team (Same options apply as a punt).

Options: The team scored against may:

- a. Kick off
- b. Scrimmaging the ball at its own 35 Yard line
- c. require the scoring team to kick off from their 45 yard line.

d) Safety Touch – 2 points

A safety touch is scored when the ball becomes dead in possession of the offensive team in its own end zone as a result of the ball being carried, passed, snapped, by the team scored upon and also as a direct result of a punt being blocked. No safety touch is awarded on plays, of change of possession such as interception, kick and punt return where the momentum of the ball carries the receiver into the end zone.

Options: The scoring team may elect to have the ball put into play as followings:

- a. Scrimmaging the ball at its own 35 Yard line
- b. kick off from its own 35 yard line
- c. require the scoring team to kick off from their 35 yard line.

e) Rouge – 1 point

A rouge is scored when the ball becomes dead in the possession of a team in its own end zone, as a result of the ball having been kicked into the end zone by the opponent. After a rouge is scored, the team scored against shall scrimmage the ball on their own 35 yard line. If a rouge was scored as a result of an unsuccessful field goal attempt the team scored against may choose to scrimmage at any point between the hash marks from their own 35 yard line or at the actual point of the last scrimmage.

No point may be awarded as a result of a penalty against the kicking team.

Options: for Receiving Team

2. No Yards on the Kicking Team – ball not touched by the Kicking Team

- a. 1st down receiving team from its own 10 yard line
- b. No points awarded.

3. Illegal downing of the ball in the end zone – ball touched by the Kicking Team

- a. No points awarded – ball on 35 yard line
- b. 1 point and ball 1st down, point of last scrimmage or 35 yard line.

4. Game Method and Format

- 4.1. Four fifteen-minute quarters or two thirty-minute halves, straight time (weather permitting).
- 4.2. A five-minute break between the halves.
- 4.3. A stoppage in time or delay of game may be called, at the referee's discretion, due to injuries or field maintenance problems.
- 4.4. The last three minutes of the second and fourth quarters will be replaced with 6 plays. Converts are not considered a play.
- 4.5. The referee or BYFF Executive may shorten a game, if necessary; however this must be done in consultation with the respective team captains.
- 4.6. All time is straight time (no stoppage) except where the referee has stopped the game for an injury. The referee, at his discretion may extend the game to accommodate the stop time.
- 4.7. The referee keeps the official time unless the league has appointed an official time keeper.
- 4.8. The referee shall whistle in for each play, from this point in time there will be 20 seconds to huddle and put the ball in play (Delay of game).
- 4.9. Any penalty that cannot be marked, automatically becomes half the distance to the goal line (e.g., a ten yard penalty on the ten yard line becomes half the distance or five yards) except where the distance would

be less than the 5 yard restraining zone in which case the ball shall be placed on the 5 yard line.

4.10. Level 3 & 4 Advancement

An advancement of fifteen yards or more in no more than four attempts or four downs constitutes a first down for Level 3 and Level 4. If the offensive team cannot advance the ball fifteen yards after four downs, it must be turned over to the opposition. The other option is for the offensive team to kick or punt the ball on the fourth down, in an effort to gain better field possession on the change of possession.

4.11. Atom, Level 1 & 2 Advancement

Atoms, Level 1 & Level 2 have 6 attempts to score or the ball is turned over to the opposition. If the offensive team cannot score after six attempts, it must be turned over to the opposition. The other option is for the offensive team to kick or punt the ball on the sixth attempt, in an effort to gain better field possession on the change of possession.

4.12. The football may be kicked or punted on any down.

4.13. There is no loss of time taken off the complete game time (four fifteen minute quarters), unless in consultation with the coaches, Executive and referee, there is an agreement to play a game of four twelve (12) minute quarters.

4.14. If a game is late starting, due to unforeseen circumstances, in consultation with the parties concerned, the referee may shorten the quarters a maximum of 3 minutes each, to 12 minutes.

5. General Rules of Play

5.1. Fair Play – The 21-Point Rule

Once the difference in the score is greater than 20 points, the head official will request the coach of the leading team to make changes in their offensive lineup.

If sufficient players are available for substitution, the head official can request that up to three (3) players be removed from offense. These players may play defense only until the difference in score is less than 21 points.

If player numbers are insufficient to allow for substitution, the head official can request that up to three (3) players play only the centre and guard positions on the offense.

These players can be used as the punter or place kicker as required.

Failure to comply with this rule will result in a minimum one game suspension to the head coach. The suspension and any other corrective actions will be dealt with by the executive within 48 hours.

5.2. Fair Share – The 15-Minute Rule

Each coach is required to rotate his players in such a manner as to allow all players on the bench equal playing time in each game. As guidance all players should be on the field for a minimum of approximately 15 minutes per half. Where the player bench has substitutes available, the head official, in his discretion, can request the coach to substitute up to three (3) players to allow for “fairer shares” of playing time.

Failure to comply with this rule will result in a minimum one game suspension to the head coach. The suspension and any other corrective actions will be dealt with by the executive within 48 hours.

6. *In the event of an Inadvertent Whistle*

e.g., Team A is offensive; Team B is defense

When the whistle is blown inadvertently and the ball is:

1. in team A’s possession & distance not gained

Options Team A

- Point of Last Scrimmage & Down repeated
- Point the ball was held & Down Continues

Options Team B – none

2. in team A’s possession & distance gained

Options Team A

- Distance Gained & Down continues
- Point the ball was held & 1st Down

Options Team B – none

3. in team B’s possession & distance gained

Options Team B

- Point the ball was held & 1st Down
- Options Team A – none

4. Ball in the air

On an attempted field goal, which is successful or on a punt kicked out of the end zone in flight, the score shall count. Play will continue as after any successful field goal or rouge as applicable.

On a forward pass, punt or attempted field goal which lands on the field of play; point of last scrimmage, down repeated.

5. Atoms, Level 1 & Level 2

For Atoms, Level 1 & Level 2, on a regular play; point of last scrimmage, down repeated or point ball held, down continues.

7. Appointing of a Defensive and Offensive Captains

Each team shall appoint an offensive and defensive captain prior to the game.

8. CIAU Rules apply

C.I.A.U. rules will apply where specific rules are not covered herein.

9. Home Game

The scheduling will denote the home team where the teams play each other an even number of times. Where there is an uneven number, the home team will be decided by a coin toss. The team winning the coin toss will be designated the visiting team.

10. Fielding Players

LEVEL	Maximum players on the field at One Time	Minimum players on the field at One Time ¹
Atom	6 players	4 players
1	7 players	5 players
2	8 players	6 players
3	9 players	7 players
4	10 players	8 players

¹ It is the intent of the BYFF Association to have both teams field an equal number of players in any given game and, wherever and whenever possible, allow for at least one substitute player.

11. Ineligible Players

Players who are missing one or both flags on the offensive team prior to assuming possession of the ball and/or any player deemed ineligible by the game official are ineligible to assume possession of the ball.

Players who are missing one or both flags on the defensive team are eligible to assume possession of the ball. The play is stopped at the point where such possession occurs.

12. Time

Four fifteen-minute quarters or two thirty-minute halves, straight time (weather permitting) [may be shortened to four twelve-minute quarters]. A five-minute break between the halves.

13. Advancement

Atoms, Level 1 & Level 2 – six (6) downs to score.

Level 3 & Level 4 – four (4) downs to advance at least 15 yards.

14. Five-Yard Restraining Zone

There is a five (5) yard restraining zone between the offense and the defense at the line of scrimmage, in all divisions.

The five (5) yard restraining zone at the goal line applies only to a play that is going into the end zone. The ball (line of scrimmage) cannot be placed inside the 5-yard line when advancing toward the goal line.

15. Huddles not required

Huddles are not required. A sleeper play is illegal if executed on a substitution by the offense or after a time out. The legality of a sleeper play is as at the discretion of the referee. The illegal player is considered ineligible and cannot assume possession of the ball.

16. Two Time-Outs per half per team

Each team is permitted two (2) 2-minute time-outs per half.

17. Referee Authority

The referee is in control of all activity in the game. All referee calls are final and cannot be disputed.

The referee may instruct a player to leave the field, at any time, in order to make changes or adjustments to the Uniform.

The referee may sit a player out at any time, for any reason, including enforcement of “fair play” and “fair share” rules.

18. Repeal of Prior By-laws

- 18.1. The Rules contained in the most current edition of “Procedures for Meetings and Organizations” by M.K. Kerr and Hubert W. King shall govern the rules and procedures to be used in conducting the Meetings and affairs of the BYFF in all cases to which they are applicable, which they are not inconsistent with the By-laws or other governing documents or laws affecting the BYFF.

19. Effective Date

- 19.1. This By-law shall come into force without further formality upon its enactment by the Members of the BYFF as hereinbefore set out.

The foregoing By-law No 3 is hereby enacted, ratified, sanctioned, confirmed and approved without variation by the affirmative vote of the Members of the BYFF at a General Meeting of the Membership of the BYFF duly called and held at the Brantford Tourism Centre in the City of Brantford, Ontario and at which a quorum was present in the 8th day of January, 2007.

Original signed by Kevin Allen

Original signed by Michele Wilcox

Chair

Secretary