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In addition to the 'Canadian Rule book for Tackle Football' and Football Manitoba Safety Rules (i.e. no tinted helmet visors without medical clearance, 48 hours between game, etc.) the following are By-laws and rules specific to the Manitoba Major Football League:

a. **Game Jersey Numbers 0 / 00 as Eligible**

- i. The MMFL recognizes game jersey numbers '0' & '00' as eligible for players.

b. **Game Postponement**

- i. The decision to play shall be vested with the Game Referee, in consultation with the Head Coaches and Managers of both teams.
- ii. 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.

c. **Game Protest**

- i. Game Protests SHALL NOT be allowed. For the purposes herein, a Game Protest is one in which an offended Team requests the game be replayed in whole or in part for any reason, including unfair practices by the opposing Team or Officials' actions.

d. **Game Ejection**

- i. 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.
- ii. Any game ejection 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.
- iii. 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.
- iv. 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 and all team delegates.

e. **Penalty Box**

- i. At the Official's discretion, a player may be asked to leave the game for 3 plays to allow the player to 'cool off' at their sideline bench area (There is not a separate designated area). A penalty may or may not be called in conjunction with this action. After 3 plays the player may return to the game or at the coach's discretion stay out for additional time.
- ii. The intent of the rule is to allow a player the opportunity to reflect upon his behaviour & make the necessary adjustments rather than being assessed a game ejection.

f. Incident Report

- i. If there is an incident that the game Official deems as detrimental to football, then the Official will complete a League 'Incident Report'. An incident includes but is not limited to game ejection, penalty box assessment, punching, biting, spitting, fighting, swearing and/or abusive behaviour by any player, coach, manager or trainer registered with the team.
- ii. The completed form is given to the home team who is responsible to submit it to the League Registrar with the game sheets. The League Registrar will forward the Incident Report on to the League President.

g. Electronic Communications

- i. Electronic communication between players actively participating in a game and other team personnel (i.e. 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.

h. Special Teams Play - Centre

- i. 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.

i. Mercy Rule

- i. At any time during the 4th quarter of a game, if the point difference equals or exceeds 30 points, the game Official can ask the head coach of the losing team if he agrees to go to running time and then will notify the winning team of the change.
- ii. During running time, the game clock does not stop except for team Time Outs, Officials' Time Outs, Major Injury Time Outs.
- iii. If the point difference drops to below 30 points, then regular game timing practice resumes.

j. Player Awards

- i. Immediately following the game after the game Officials have completed their sections but prior to the separation of the game sheet copies, the coach from each team must record on the opposition's game sheet next to the player's name, their selection for the following four League Awards:
 - o Most valuable player
 - o Outstanding Special Teams player
 - o Outstanding Defensive player
 - o Outstanding Lineman player