



**MIDGET FOOTBALL LEAGUE OF MANITOBA**

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**BY-LAWS TO THE CONSTITUTION OF THE  
MIDGET FOOTBALL LEAGUE OF MANITOBA**

**--Amended January 2016--**

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**BY-LAW 1**

**RULES OF PLAY**

CAFA rules shall be the rules of play unless overridden by Midget Football League of Manitoba constitution, by-law or ordinary motion made at a regular Midget Football of Manitoba meeting.

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**BY-LAW 2**

**PARTICIPATION IN GAMES IN OTHER CLASSIFICATIONS**

A player shall be registered in only one tackle football league at a time.

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### **BY-LAW 3**

#### **PLAYER REGISTRATION**

Each team must submit to the 1st Vice President **a completed electronic registration template including a minimum of 25 registered players before the conclusion of the the June general League meeting** in addition to their League fees. If a team has fewer than 25 registered players at the June general League meeting, the League EXECUTIVE will have the authority to remove the team from League play for the upcoming season and must arrive at a decision within 7 days of the June general League meeting. Should the League executive choose to remove the team from League play at this time, a full reimbursement of League fees for that season will be provided to the team.

Each team must submit to the 1st Vice President a **minimum of 25 completed player registration forms before the conclusion of the July general League meeting**. If a team has fewer than 25 registered players at the July general League meeting, the League EXECUTIVE will have the authority to remove the team from League play for the upcoming season and must arrive at a decision within 7 days of the July general League meeting.

Each team must submit to the 1st Vice President a **minimum of 30 completed player registration forms before the conclusion of the August general League meeting**. If a team has fewer than 30 registered players at the August general League meeting, the League BOARD MEMBERS will have the authority to remove the team from League play for the upcoming season and must arrive at a decision at the August general League meeting.

Should the team be REMOVED from league play due to low player registration count at the July or August meeting, \$500 of the league fees will be retained, with the remainder reimbursed to the team. Should that team rejoin the league in the following 2 seasons, this \$500 will apply to their league fees at that time.

For any other team withdrawals or removals, please refer to Article 9-A-1 of the Constitution of the Midget Football League of Manitoba.

Each team may register a maximum of fifty (50) players for any league game. Players may be added and deleted from the roster to maintain a 50 man roster (in accordance with the 36 hour registration deadline) until 48 hours past the team's third league game. For example, after a team's third game, a team having 51 players must notify the league president of the player who is over the 50 limit. The president will tell the player (by phone) that he has three choices.

1. He can transfer to another team under the 50 man limit.
2. Quit the team and be subject to the team's refund policy, or
3. Keep practicing with his team and hope that a roster spot opens up through someone quitting or a season-ending injury.

The team can not cycle this player in and out of their 50 man roster like they did before their third game. This player will not be on the team's roster. If he eventually comes back on the team he must be registered with the league's registrar after the other player has formally quit the team. This can happen up to 48 hours past the team's second last regular season game.

Faxed registration certificates must be in the hands of the 1<sup>st</sup> Vice-President at least 36 hours previous to the first game in which the player is to participate (the actual paper registration forms must be mailed at least 36 hours previous to the first game which the player is to participate in). Any competing teams may sign no player after 48 hours past the League's second last week's regular season final game. An exception is that any player that has been released from a team's roster and has been previously registered by that team, has an additional seven (7) days to register with another team not already having a full 50 man roster. Another exception is a player just moving into the area. This player may be added to a team not already having a full 50 man roster.

All registration forms (players/coaches/manager) must be submitted to the league not later than 72 hours prior to the league season opener. Forms to be submitted to Football Manitoba not later than 7 days following the season opener.

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## **BY-LAW 4**

### **TRANSFERS**

A player registered by any club shall remain the property of that club unless a given release by that same club or if he refrains from participating for one year. Any player wishing to transfer to another club must first obtain a written release form from the club he contemplates leaving. In the event of a dispute, any player has the right to appeal in writing to a committee formed of one rep from each non involved team and the president or his alternate. In case of a tie the president or his alternate will cast the deciding vote.

Players will become free agents on Jan 01 and can apply to register with any club. Once registered, they remain committed to that club unless that club issues a release. All other conditions are to adhere to the MFLM recruitment code of conduct. (Appendix A)

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## **BY-LAW 5**

### **MISCONDUCT**

- A) Any player(s) being ejected from any league game must be suspended from playing the in following league or playoff game. The suspended player(s) team must play that game in which the player(s) are suspended with the equal number of suspensions less from the full roster of fifty (50). E.g. one player suspended, team plays next game with 49 players, 2 suspensions - 48 players  
Head coaches or team manager must advise the League within 48 hours following the game if an ejection has been recorded on the game sheet. The head referee's report should be forwarded to the league within 24 hours of the game.
- B) Players leaving the bench to join an on field altercation will be ejected and will receive an additional game suspension. Any player who has been identified as coming off the bench and joining the altercation will receive an addition 2 game suspension. Any player who during the course of the altercation delivers a blow that can be identified as “intent to injure” can receive an additional suspension subject to league review. Any player who leaves the bench on a second occasion will be suspended indefinitely pending a decision by a league disciplinary board.
- C) Coaches will be held accountable for the conduct of their players. In the event of players leaving the bench to join an altercation, the head coach will also be ejected and receive an additional game suspension.
- D) Players and coaches who have been ejected or are serving a suspension will not be permitted on the players bench. Neither will be in contact with their team for a period starting one hour prior to the game until the end of the game.
- E) If video evidence is available and can show conclusively that a further suspension is warranted. It can be submitted as evidence and used by the League in its determination, regardless of the failure of the on field officials failure to note a serious infraction.

Any individual, club, or coach who wishes to submit video evidence that an incident has occurred that should be reviewed will do so within 72 hours of the game played and will submit a \$25.00 fee. If the incident is deemed worthy of a suspension, the \$25.00 will be refunded.

The 1<sup>st</sup> Vice-President will be notified of ejections thus suspensions and he/she will in turn notify the affected team and the future opposing team(s) who will be playing against the team with the suspended player(s). Any team having a non-registered player participate in a game then the affected teams shall be subject to by By-Law 12.

Any player, who is ejected from a league or exhibition game, or playoff game, shall be suspended for his next league or playoff game. Any second or further offence, the player shall be suspended indefinitely subject to the discretion of the League Officers. Should the first offence require more than a one game suspension the League Officers shall rule on the suspension.

Any member of team bench (Manager, Coaches, Players, trainers, etc.) who shall act unsportsmanlike and in an ungentleman like manner immediately preceding, during and/or following the game, shall be liable to suspension or other penalty.

Game officials can impose a “timeout” penalty at their discretion and must inform both teams. The timeout is to be used to allow a player time to cool off. The timeout has to be for three plays only. A player can only receive one timeout per game.

**Team** - A team may be assessed an unlimited number of time-outs during a game. However, the second and subsequent time-outs will be assessed a 10 yard delay of game penalty.

**Player** - A player who has received two time-outs will be ejected on a 3rd occurrence. The second timeout will be assessed a 10 yard delay of game penalty. The 3rd occurrence will be assessed a 15 yard objectionable conduct penalty. The ejected player will be removed from the bench area.

If the head referee assesses a game ejection he must inform both head coaches or team benches and the timekeeper before play can resume. The head referee must fill out the MBFL game ejection forms.

Head coaches or team manager must advise the League within 48 hours following the game if an ejection has been recorded on the game sheet. The head referee's report should be forwarded to the league within 24 hours of the game.

Disciplinary action will be as per Appendix B.

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## **BY-LAW 6**

### **POINT SCORING SYSTEMS**

Two points shall be scored for each win, and one point for each tie.

#### **PART ONE:**

In case of point ties by two teams at the conclusion of the regular season schedule, preferential ranking for playoff purposes shall be determined on the basis of the following priorities and shall be awarded to the club which:

- A) Has won the greater number of games played against the other tied club, if still tied, proceed to next step
- B) Has allowed the least points scored against with the tied team, if still tied, proceed to next step
- C) Has scored the higher net aggregate of points (i.e. Points scored for less points scored against) in games against the other tied club, if still tied, proceed to next step
- D) Has scored the highest net quotient of points (i.e. Points scored for divided by points scored against) in games against the other tied club.

#### **PART TWO:**

In case of point ties by more than two teams at the conclusion of the regular season schedule, preferential ranking for playoff purposes shall be determined on the basis of the following priorities and shall be awarded to the club which:

- A) The head to head records of the tied teams is the first tie breaker, if three or more teams still tied, proceed to the next step.
- B) Has allowed the least points scored against the other tied clubs, if three or more teams still tied, proceed to next step
- C) Has scored the highest net aggregate of points (i.e. Points scored for less points scored against) in games against the other tied clubs in the League, if three or more teams still tied, proceed to next step
- D) Has scored the highest net quotient of points (i.e. Points scored for divided by points scored against) in games against the other tied clubs in the League.

Application Procedure: If a team breaks a tie and if three or more teams are still tied then remaining teams go back to Step A of Part Two. If a team breaks a tie and if only two teams remain tied then the remaining teams go to Step A of Part One.

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## **BY-LAW 7**

### **TIME OF GAME AND DEFAULT**

All games shall consist of four quarters of fifteen minutes stop time in accordance with the amateur rules approved by CAFA.

All games shall start at the time agreed upon by the scheduling committee. If a team is thirty (30) minutes late it shall be deemed to have defaulted the game by a score of (1-0) and shall be fined fifty dollars (\$50.00). The fine shall be payable to the league. The defaulting team shall pay to the league the cost of the officials fees. If the defaulting team is the home team, it shall cover the cost of the visiting teams bus. If the defaulting team is the visiting team, it shall compensate the home team \$200.00 for lost revenue. Collection of fines and disbursement of compensation shall be administered through the league.

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## **BY-LAW 8**

### **COMMENCEMENT OF SEASON**

Commencement of League play shall be at the discretion of the League Executive but shall, in every season, commence not later than the weekend following Labour Day.

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## **BY-LAW 9**

### **NEW TEAM ENTRANCE**

A fee of one hundred dollars (\$100.00) non-refundable is to be paid by each new team entering the League by the date of the regular June meeting.

New teams will not have full voting privileges until full league fees are paid and the arrival of the June general League meeting. New teams having submitted the \$100.00 fee will be treated as a member with the exception of full voting privileges until that time.

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## **BY-LAW 10**

### **PLAYOFFS**

A player shall be eligible for the playoffs if he has registered in accordance by By- Law 4. Methods of arranging play-offs shall be at the discretion of the League Executive. In the event of a tie at the end of regulation play, the following format will be followed:

- A) A mini game consisting of two 5 minute halves with the last minute of each half being stopped time.
  - B) Each team will be allowed one timeout per half.
  - C) Play will be determined by a coin toss at the commencement of the mini game.
  - D) If the game continues to be tied after the mini game, a shoot out format will ensue. After a coin toss, a team will have 3 downs to score from the 10 yard line followed by the opposition's opportunity to respond. The process will be repeated until such time as a winner is declared.
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## **BY-LAW 11**

### **CLUB COLOURS**

Club colours are to be submitted by teams representatives and are subject to approval by the League Executive.

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## **BY-LAW 12**

### **FORFEITURE OF POINTS**

The following penalty shall apply to infraction(s) of the Constitutional Articles 7, By-Law 2, By-Law 3, By-Law 7, (second sentence of paragraph #2). If the offending team won the game, their score shall revert to zero (0) and the non-offending team shall have the option of retaining their points scored or accept a score of 1-0 in non-offending team's favour. All statistics to remain.

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## **BY-LAW 13**

### **ALL-STARS**

Each team shall select its number of MFLM All-Stars according to its standing at the end of regular season play. The number of All-Stars allowed shall be decided at the July meeting before the season starts and after the number of teams is finalized.

Suggested allocations:

- 8 team league – 7, 6, 6, 6, 4, 4, 4, 4 totalling 41 trophies
- 7 team league – 7, 6, 6, 6, 4, 4, 4, totalling 37 trophies
- 6 team league – 7, 6, 6, 6, 4, 4 totalling 33 trophies

Each team must submit its list of All-Stars at the end of the voting meeting for special trophies. The list shall be typed or printed legibly for printing on the Awards Dinner program and trophies. Include first and last name, position, and jersey number.

Note: A player selected as a club's nominee for a major award will automatically be one of that team's All Stars. Example....John Doe is nominated by team A as a nominee for Outstanding Lineman. Team A has 6 selections for All Star. John Doe will automatically be one of team A's 6 All Stars.

### **VOTING GUIDELINES FOR ANNUAL TROPHIES**

The trophies to be awarded annually are:

- President's Award - League MVP
- Offensive Player of the Year
- Defensive Player of the Year
- Lineman of the Year
- Special Teams Player of the Year
- Rookie of the Year

Note: a rookie is defined as a 15 year old who may or may not have played football before or a 16 or 17 year old who has not played organized football before the current year.

The date of the voting shall be determined at a regular board meeting. (If this voting meeting is done during the week following the end of the regular season then the names of the MFLM All-Stars and special trophy winners can be listed in the Championship program but coaches may be reluctant to give up a practice night with getting ready for the playoffs.) Each team will send at least one member of its coaching staff.

Each team will have one ballot for each trophy. The order of trophy voting will be the reverse of the trophies listed above. Starting with the Rookie trophy each team will submit their choice of candidate and speak on his behalf. A Team can submit a name from another team or decline to submit a name.

The ballot will consist of 3 votes: first place to be awarded 3 points, second place to be awarded 2 points, and third place to be awarded 1 point. A ballot must have 3 votes (if there are at least 3 names submitted) or it will be declared spoiled. Each team must submit a completed ballot for each trophy.

Votes will be counted by at least 2 people (from different teams) who will not participate in the voting. Ballots are to be considered secret and the counters will not disclose the actual number of votes cast for the winner and the losers. After the votes are counted the results are kept secret by the vote counters until after all trophies are voted on. This minimizes the probability of votes being skewed because of the perception that a team already has won a trophy, not won a trophy, or has won too many trophies. Remember that these trophies are awarded to players not teams.

After the first trophy is decided the meeting can repeat the procedure for the second trophy.

If a tie occurs, a vote will involve only the players who are tied. (e.g....player 1 has 10 votes...player 2 and 3 have 5 votes each. A second ballot will determine the runner up. If player 1 and 2 are tied, a second ballot will determine the 1st place winner. Finalists will be announced at the end of the voting, but the Award winner will be announced at the league banquet.

If still tied then duplicate awards will be issued with the annual permanent trophy to be shared between the two players.

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## **BY-LAW 14**

### **STATISTICS**

The League shall maintain and publish League standings and scoring statistics. The complete standing of the League and the top five point scorers are specifically identified after each week's play. All teams must provide game scores – and any other information agreed to prior to the start of the regular season – to the 3<sup>rd</sup> Vice-President no later than six hours after the completion of the scheduled game. A team who fails to supply the required information within the time allotted is fined \$10.00 which is payable to the league. The fine must be paid by the second meeting following the fine imposition or else the team/club will not be allowed to vote at the second meeting or any following meetings until the club has paid the fine.

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## **BY-LAW 15**

### **ANNUAL TROPHIES**

The league shall select and reward suitably one defensive and one offensive player as the MVP as well as the President's Award for each season's play. Similarly the league will select a Rookie of the Year, Special Teams Player of the Year and Lineman of the Year.

At the discretion of the executive a Volunteer of the Year Award can be considered. The main criteria for any nomination should be as it relates to the league and not a volunteer in general.

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## **BY-LAW 16**

### **CANCELLATION OF GAMES**

If a game in progress is cancelled for any reason (except unsportsmanlike conduct or any other rowdy behaviour by participants or fans) by the officials, the scoring will be as follows:

- If less than two full quarters have been played the game will be recorded as a 1-1 tie.
- If two full quarters or more have been played, the score will stand as of the time of cancellation.

In both cases, all points scored by individual players will be recorded and used in the league player statistics.

The officials may delay a game in progress at their discretion for up to an hour for thunderstorms, heavy rain, ambulance, etc.

Weather delay shall be in accordance with Football Manitoba guidelines.

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## **BY-LAW 17**

### **ELIGIBLE NUMBERS**

Legal numbers are from 0 to 99 inclusive, including "00".

Players shall be identified by the following numbering system:

Eligible Pass Receivers - 0/00 to 49, 80 to 99

Ineligible Pass Receivers - 50 to 79

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## **BY-LAW 18**

### **MERCY RULE**

When the score differential in the game reaches 40 points or more, the clock will convert to running time until such a time that the score differential becomes less than 30 points.

When the score differential in the game reaches 30+ points at any point in the second half, the losing team's Head Coach will be asked if he/she wishes the clock to convert to running time. If the Head Coach says:

A) Yes

- The clock will convert to Running Time until such a time that the score differential becomes less than 30 points.

B) No

- The game continues using regular timekeeping procedures until the Head Coach indicates otherwise, or the differential reaches 40 points or more. The Head Coach will be given further opportunity to indicate his/her choice for Running Time when:
    - A change of score occurs (for either team) where the point differential remains at least 30 points or more but less than 40 points.
    - A timeout is taken by either team.
    - A team captain from the losing team indicates to the Head Referee that his/her Head Coach wishes to request running time.
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## **BY-LAW 19**

### **COIN TOSS**

(Content has been removed as the rule is contained in The Canadian Amateur Rule Book for Tackle Football. (Rule 1 – Conduct of the Game – Section 3 – The Game – Article 2))

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## **BY-LAW 20**

### **COMMUNICATIONS**

Regardless of the game, first game of the season, last game of the season, playoff game, etc. coaches will be able to communicate with non-players via 2way electronic devices.

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## **BY-LAW 21**

### **SCHEDULING**

Every team shall play all the other teams once and two teams twice for a total of eight regular season games.

The top three teams from the previous regular season will play each other twice.

The bottom four teams from the previous regular season will each play two of these other teams in the group twice. Suggest: 4 vs. 5, 4 vs. 6, 5 vs. 7, and 6 vs. 7.

When teams play an opponent twice in the regular season, each team will have one home game.

For a balanced schedule (8 teams), based on the previous years standings, teams will play each other twice as follows.....1 vs2 3 vs 4 5 vs 6 7 vs 8

The scheduler will try to make sure that the Eastman, and The Interlake home games are spread out fairly to the city teams from year to year.

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## **BY-LAW 22**

### **SCHOLARSHIP**

The Midget Football League of Manitoba will award annually one \$1000.00 scholarship to a deserving graduating player. The award will be based on –academic merit, volunteer activities, and passion for the game of football.

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## **BY-LAW 23**

### **REGISTRATION FEES**

- A) Registration fees will be set by the Treasurer and approved by the Board. The League will charge a team registration fee.
- B) Good Faith Bond

All teams will maintain a Good Faith Bond with the League.

The amount shall be determined by the board. The Treasurer shall create a record of payments and fines.

- 1) Good Faith Bond will be topped up when registration fees are due
- 2) All teams will maintain a positive balance
- 3) When a team's balance is less than the minimum fines (\$50.00) that team will be required to make a deposit to the Bond Fund.
- 4) Any team that has a nil balance in the Good Faith Bond account will lose the right to vote on League issues until the Fund is replenished.
- 5) All fines shall be paid from the Good Faith Bond.
- 6) Funds will be transferred to the General Account on an ongoing basis.

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## **BY-LAW 24**

### **AGE QUALIFICATION**

Any player between the ages of 15 to 17 as of the end of the current calendar year shall be eligible for registration and full participation in the league.

## APPENDIX A

### MFLM Registration / Recruitment Code of Conduct

#### Overview:

The Midget Football League of Manitoba does not enforce MMFA catchment areas. A player may register with any MFLM club regardless of his home address or previous club affiliation. To ensure a common understanding by clubs, players, coaches, parents, etc. regarding the ability of a player to register with a different club than they had been registered with the prior season, and the role of club representatives (i.e. coaches, managers, etc.) in persuading/dissuading such a move, the following code of conduct was developed.

#### League interests:

- It is in the best interests of the MFLM that a player with MFLM experience remains in the MFLM
- It is in the best interests of the MFLM that a club has the ability to convince an MFLM player to remain with his prior year's club
- It is in the best interests of the MFLM that a club has the ability to convince a graduated MMFA player to register in the MFLM with his MMFA club
- It is in the best interests of the MFLM that a player has the ability to change clubs over the offseason if he/she so chooses
- It is in the best interests of the MFLM that a player is not made or encouraged to recruit opposing players on behalf of his prior year's club
- It is in the best interests of the MFLM that all stakeholders in the MFLM are aware of and abide by this policy

#### Existing Player registrations:

In the MFLM, a registration is effective for the regular season, playoffs, preseason (if applicable), and postseason (ex. League Allstar games). Upon conclusion of the final league event of the season (typically the League Awards Banquet in late November), a player is no longer registered with his previous team. While the insurance portion of his registration fee may still be effective with Football Manitoba throughout a portion of the offseason, a player may wish to register with different club for the upcoming season very early in new year in order to participate in that team's offseason activities. In order to ensure that the best interests of the MFLM, clubs, and players are adhered to, the following guidelines have been developed.



Offseason communications between a club and a player from a different club:

- A player may register with an MFLM team for the upcoming season as early as January 1st. Registration requires a signed registration form but does not require registration payment by the club to the league.
- A club may not discuss with a player of another club (or his/her parents/guardians) the registration intentions of that player for the upcoming season until January 1st.
- A club may not initiate discussion with a player of another club (or his/her parents/guardians) regarding the registration intentions of that player for the upcoming season until May 15th.

The following example scenarios are designed to provide further clarity regarding the above guidelines:

**Player from Club A contacts Coach from Club B on December 31st regarding registration for the upcoming season**

MFLM: Club B coach informs Club A player that he/she cannot discuss the player's intentions for the upcoming season prior to January 1st.

**Player from Club A contacts Coach from Club B on or after January 1st regarding registration for the upcoming season**

MFLM: Club B coach informs Club A player that he can discuss the player's intentions for the upcoming season. Coach B informs the player that it is in the best interests of the league and his previous team that the player remains with his previous club, and that if there are any personal circumstances causing the player to pursue a new team, that the previous team be made aware of those circumstances and given a chance to respond to the player before the player registers elsewhere. Coach B also informs the player that there are no repercussions/restrictions from the league for leaving Club A so long as that player has not already signed a registration form with Club A for the upcoming season.

**Coach from Club B contacts a Player from Club A on April 1st regarding registration for the upcoming season**

MFLM: Club B coach is in violation of the Code of Conduct and the player should report this coach to Team A or the league directly. The league retains the right to take disciplinary action on that coach and/or Club B.

**Coach from Club B learns from a Club B player on February 1st that a Player from Club A is interested in registering with Club B for the upcoming season**

MFLM: Club B coach must wait until May 1st before contacting the player from Club A. Club B coach cannot request that Club B player convey any messages on his/her behalf, other than making Club A player aware of this Code of Conduct policy. If Club A player is made aware of the Code of Conduct and then so chooses to contact Club B prior to May 15th, Coach A is permitted to speak to that player.

Violation of this Code of Conduct:

A club administrator in violation of this Code of Conduct as determined by the MFLM is subject to disciplinary action by the MFLM. Disciplinary action may also be imposed on the club, where appropriate. Disciplinary action will be nonfinancial in nature and restricted to matters of registration. For example, a coach found in violation of this Code of Conduct may be disallowed from registering as a coach in the MFLM during the upcoming football season, or suspended from participating in some or all league events, including regular season, playoffs, or postseason (ex. Allstar) games. The extent of disciplinary action will be determined by the MFLM Executive Board at its discretion.

Out of scope:

A player who is already registered for the upcoming season with Club A must abide by existing MFLM Constitution and Bylaws in order to obtain a transfer to Club B.

## **APPENDIX B**

### **Disciplinary Actions**

- The League shall have the authority to review penalties or disciplinary actions and apply additional or lesser disciplinary measures it deems appropriate. Such measures may include, but are not limited to, probation, suspension, or disqualification of any player, team, league or team official and/or forfeiture of game(s).
- A committee consisting of 3 Board members or other interested individuals including at least one Executive member shall be appointed by the League and empowered to conduct a review and rule on all protests and appeals submitted.
- The League shall have the authority to use any and all video evidence available to issue and support disciplinary actions taken. Video evidence is not limited to official league sources and may be presented as evidence to impose, or support disciplinary actions imposed, or in defense of a player, team, league or team official for appealable decisions only. Video evidence will not be allowed to appeal 1 game suspensions as a result of a disqualification or ejection unless there is reasonable evidence that an official entered the incorrect player number on the game sheet.
- In the event of incidents involving players or team officials leaving their assigned bench area before, during or after the game to participate in an altercation or inappropriate activity or incident, the League may solicit video evidence from any source(s) available to review, and identify players or team officials involved in such incidents. Suspensions can be imposed up to a full one year suspension as deemed by the Review Committee.
- The League shall have the authority to suspend, reprimand or disqualify any player, team, league or team official for participation in any altercation deemed inappropriate or detrimental to the good of the league based on video evidence available or presented to the League, which can include but not limited to the use of foul language, actions that could cause embarrassment to the League, use of physical force toward a player, official or other party.
- The League shall have the authority to issue suspensions or other penalties to a player deemed appropriate based on video evidence available, with or without a game ejection having been issued by the game officials or indicated on the game sheet.
- Video evidence may be used to overturn a 1 game suspension based on possible errors on the official game sheet or made by the game official. (See REVIEWS)
- Disciplinary action may include additional suspensions over and above a mandatory 1 game suspension, up to and including a full season suspension. Only the additional disciplinary actions will be appealable.

### REVIEW COMMITTEE (Appeals Reviews)

Request for a Review for incorrectly assigned ejections and suspensions must be received in writing within one business day of the game where the ejection occurred.

A review committee will be established consisting of at least one Executive member and 2 team reps other than the team/teams will review film if available from any video source.

The decision of the Review committee will be final and the decision is may not be appealed.

Appeals will not be allowed for suspensions of 1 game.

Any other appeal against rulings made by the Review committee must be delivered to the League President within 1 business day after a ruling has been communicated to the parties affected.

An Appeals committee consisting of at least 3 Board members or other interested individuals who are not members of either the Incident Review committee shall be appointed by the Board, and be empowered to hear appeals. The Committee shall meet with the parties involved in the matter within 2 business days after it has been reported, and issue a ruling within 1 business day thereafter.

No Board/committee member shall participate at more than one level of any protest, disciplinary hearing, appeal or review.

### Game Discipline (Disqualification / ejection / suspension from game)

- A) Any disqualifications from a game will result in an automatic suspension of the player or team official for the next scheduled game (byes not included). No review or appeal will be heard for these disqualifications
- B) When a coach is ejected or suspended he must leave the Field immediately. He/she can be in the Clubhouse if available or he /she must leave the property and not interfere with the game. They may not remain near the game field or spectator area.
- C) When a Player is ejected or suspended he may not remain on the bench.
- D) It is the responsibility of the Game Officials to ensure the Coach and/or Player complies with these rules. If they do not, the Referee will call the game and the team in violation will forfeit the game.

## APPENDIX C

### Scholarship Guidelines

- Scholarship applications must be submitted to the League by May 1st of the applicant's graduating school year. Applications will be accepted via email or hard copy.
- The decision of recipient will be decided by end of day on the 3rd Monday in May (Victoria Day).
- The rewarding of the scholarship is pending an acceptance letter to post-secondary education.
- The selection of the recipient will be done by interested members of the League Executive with no current applicant or club affiliation and with consultation with the Executive Director of Football Manitoba, where available.
- An effort will be made to contact the recipient's school and superintendent to make a presentation of scholarship.
- An invite to the League Awards banquet to the recipient will also be offered.

### Past Winners of Scholarship (Formerly Bursary)

2015 - Adam Gorzen - Transcona Nationals  
2014 - Julian Wytinck - North Winnipeg Nomads  
2013 - Teagan Fontaine - North Winnipeg Nomads  
2012 - Jordan Medal - North Winnipeg Nomads  
2011 - Justin Klapat - North Winnipeg Nomads  
2010 - Lenny McKay - North Winnipeg Nomads  
2009 - Derek Prychitko - North Winnipeg Nomads  
2008 - Matthew Arnold - St. Vital Mustangs

**League Records added to ByLaws**

**Midget Football League of Manitoba Provincial Champions**

57 St Vital Tigers

58 Fort Garry Lions

59 St. James Spartans

60 Transcona Nationals

61 Fort Garry Lions

62 Fort Garry Lions

63 St. James Spartans

64 North Kildonan Lions

65 North Kildonan Lions

66 North Kildonan Lions

67 Clifton Cougars

68 North Kildonan Lions

69 River Heights Cardinals

70 North Winnipeg Nomads

71 River Heights Cardinals

72 North Winnipeg Nomads

73 North Winnipeg Nomads

74 North Winnipeg Nomads

75 East Side Eagles

76 East Side Eagles

77 Fort Rouge Packers

78 Fort Garry Lions

79 Fort Garry Lions

80 Fort Rouge Packers

81 North Winnipeg Nomads

82 St. Vital Mustangs

83 St. James Rods

84 St. James Rods  
85 Transcona Nationals  
86 St. Vital Mustangs  
87 St. James Rods  
88 St. James Rods  
89 St. Vital Mustangs  
90 North Winnipeg Nomads  
91 Transcona Nationals  
92 St. Vital Mustangs  
93 Transcona Nationals  
94 North Winnipeg Nomads  
95 St. Vital Mustangs  
96 St. Vital Mustangs  
97 St. James Rods  
98 St. James Rods  
99 St. James Rods  
00 Fort Garry Lions  
01 Fort Garry Lions  
02 North Winnipeg Nomads  
03 Fort Garry Lions  
04 Transcona Nationals  
05 St. Vital Mustangs  
06 North Winnipeg Nomads  
07 St. Vital Mustangs  
08 St. Vital Mustangs  
09 Eastman Raiders  
10 North Winnipeg Nomads  
11 St. Vital Mustangs  
12 North Winnipeg Nomads

13 St. Vital Mustangs  
14 Transcona Nationals  
15 St. Vital Mustangs

Defensive Player of the Year

93 Mike Girardin SVM  
94 John Froese ESE  
95 Matthew Leitch ESE  
96 Stefan Hirsch ESE  
97 John Prydun TN  
98 Stefan Hirsch ESE  
99 Cory Huclack SJR  
00 Kenton Onofrychuk FGL  
01 Paul Shea SJR  
02 Lars Nicholson NOM  
03 Mark Giesbrecht EAST  
04 Adam Giesbrecht EMR  
05 Sean Wegner TN  
06 Justin Desmarais NWN  
07 Matt Anderson SVM  
08 Luke Jacobucci FGL  
09 Devon Anderson SVM  
09 Matthew Soldier NWN  
10 Samuel Grant NWN  
11 Taylor Fast Eastman Raiders  
12 Brock Letkeman Eastman Raiders  
13 Jeremy Withoos Transcona Nationals  
14 Daniel Kachkan Greendell Falcons  
15 Martin Gut Transcona Nationals



Offensive Player of the Year

- 87 Shawn Arnal FGL
- 88 Tony Kranjc SJR
- 89 Brent Taplin ESE
- 90 Kerry Walker ESE
- 91 Jason Thompson TN
- 92 Jody Berthelette FGL
- 93 Jamie Swaile SVM
- 94 Jimmy Lee SVM
- 95 Bart Dyszy ESE
- 96 Justin Holmond ESE
- 97 Jason Huclack SJR
- 98 Cory Holly TN
- 99 Eric Rout FGL
- 00 Nathan Friesen SVM
- 01 Paul Teitz FGL
- 02 James Gerardy FGL
- 03 James Gerardy FGL
- 04 Joe Holder FGL
- 05 Joe Holder FGL
- 06 Braeden Martens EMR
- 07 Scott Janz FGL
- 08 Theo Stevens NWN
- 09 Kelly Sanaregret EMR
- 10 Justin Klaprat NWN
- 11 Matthew Nikkle St Vital Mustangs
- 12 Jonathan Remple Pembina Valley Cornhuskers
- 13 Brandon Sitch St. Vital Mustangs

- 14 Kai Madsen St. Vital Mustangs
- 15 Brandon Urciuoli Transcona Nationals

Rookie of the Year

- 05 Scott Janz FGL
- 06 Evan Husack SJR
- 07 Jordan Doiron SVM
- 07 T.J. Alty FGL
- 07 Kelly Sansregret EMR
- 08 DJ Reimer EMR
- 09 Donovan Gregoire TN
- 10 Dylan Floyde FGL
- 11 Austin Catellier Eastman Raiders
- 12 Brandon Sitch St Vital Mustangs
- 13 William Evans-Murphy St Vital Mustangs
- 14 Brandon Urciuoli Transcona Nationals
- 15 Colin Pantos St. Vital Mustangs

Special Teams Player

- 05 Jon Delipper SJR
- 06 Andrew Sheldon SJR
- 07 Mark Pullen FGL
- 08 Ryan Jones TN
- 09 Brett Carter SVM
- 10 Cameron Penner SVM
- 11 Cam Penner St Vital Mustangs
- 12 Kai Madsen St Vital Mustangs
- 13 Tony Wolfe Transcona Nationals
- 14 Kai Madsen St. Vital Mustangs

15 Demi Adeleye-Olusae Greendell Falcons \ Richard Wyss Southwest Wolves

Lineman of the Year

05 Robbie Brar SVM

06 Jordan Balzar TN

07 Tyler Fabbri SVM

08 Luke Boschman SVM

09 Nick Genung TN

10 Samuel Grant NWN

11 Geoff Gray Greendell Falcons

12 Chris Simondson NW Nomads

13 Vaughan Knapp Transcona Nationals

14 Brandon Hoel Transcona Nationals

15 Yanic Nicolas-Pelletier St. Vital Mustangs \ Mike Tillet Interlake Thunder

President's Award

06 Kyle Willis NWN

07 Scott Janz FGL

08 Ryan Messner NWN

09 Joss Gowland EMR

10 Tyson Haines NWN

11 Erik Borud North Winnipeg Nomads

12 Jonathan Remple Pembina Valley Cornhuskers

13 Jeremy Withoos Transcona Nationals

14 Braeden Piwniuk Interlake Thunder

15 Nick Liang St. Vital Mustangs