

MISSISSAUGA TOUCH FOOTBALL LEAGUE
BY-LAWS



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1.0 EXECUTIVE COMMITTEE

- 1.1 The Executive Committee shall be comprised of elected volunteers by the League Membership. Election of the Executive Committee is to be conducted annually at the League's Annual General Meeting.
- 1.2 The Executive Committee shall have discretionary powers to govern as they see fit, provided that the Constitution and By-Laws are not contravened and that the aims and objectives of the League are adhered to.

2.0 LEAGUE COMPOSITION

- 2.1 The League will be comprised of divisions (or tiers) organized by skill or level of experience for the purpose of providing a balanced level of competition for each Member team.
- 2.2 Each season, divisional alignment will be decided by Executive Committee.
- 2.3 The Executive Committee reserves the right to expand, limit or reduce the League Membership due to availability of fields and game officials, and requirements of any affiliated organization.
- 2.4 The League will take all necessary and reasonable actions in order to meet its City of Mississauga affiliation requirements.

3.0 REGISTRATION

- 3.1 The League will monitor registration of each player/team in order to fulfill the requirements and/or restrictions defined within any these By-Laws.
- 3.2 Each player/team must complete the registration process as identified at the League's Annual General Meeting.
- 3.3 Player registration involves completion of a Player Registration & Waiver Release Form and providing a copy of an acceptable photo identification listing their age and residency before they are approved for participation in the games or activities afforded by this League.
- 3.4 Team registration involves completion of a Team Registration Form and submitting a complete list of its intended players. Each team may register a maximum of 21 players on their active roster.
- 3.5 Only those players registered a League Member Team may participate in game play.

4.0 PLAYER ELIGIBILITY

- 4.1 A player must be male and at least 18 years of age prior to playing his first League game.
- 4.2 A player must be registered with a League Member team to be eligible for game play.
- 4.3 The League reserves the right to restrict, decline or terminate the eligibility of any player at anytime for any reason such as, but not limited to, disciplinary matters.

5.0 LEAGUE FEES

- 5.1 League fees are announced and payable before or at the deadline set each year by the Executive Committee. Furthermore, payment of League fees should be made by cheque or money order payable to Mississauga Touch Football League+.
- 5.2 Teams not having their League fees paid in full may result in the loss of League Membership for that season or any subsequent season.
- 5.3 All teams are required submit to a Performance Bond. Upon request, performance bonds will be returned to teams that are in good standing. For example at the end of a season provided that team does not owe the League any money for games played and/or fines incurred to that point.

6.0 SEASON SCHEDULE

- 6.1 The MTFL schedule shall run during the period designated by the Executive Committee. Typically this period is May through August.
- 6.2 The League will provide each team with a season of play that includes a predetermined number of regular season games within its division subject to its defined policies. These policies being the Game Rescheduling Policy, Weather Policy and Forfeit Policy.
- 6.3 The regular season is followed by a playoff season for the purposes of determining a division champion.
- 6.4 All games will be scheduled and abide by the rules established for touch football by Touch Football Ontario and the Mississauga Officials Association and any specific game rule defined by this League itself.
- 6.5 Rescheduling of League games is at the sole discretion of the Executive Committee. Furthermore, the League reserves the right to charge a fee for rescheduling requests. Such fees are predetermined and announced at the Annual General Meeting and/or via League correspondence and/or web site postings.

7.0 SEASON INFORMATION

- 7.1 Game points will be awarded as follows; Win (2 points), Tie (1 point), and a Loss (0 points).
- 7.2 Divisional standings are determined based on game points awarded. The greater number of points, the higher the ranking.
- 7.3 A game forfeit will be considered a 6-0 loss for the offending team. In the case of both teams of a scheduled game forfeit, the League will assign both teams a loss.

8.0 GAME INFORMATION

- 8.1 All games will start at the time and locations noted on the schedule provided to all teams at the start of the season, unless it is announced as otherwise by the League.
- 8.2 The Mississauga Official Association supplies officials for League games. Game officials are empowered to enforce MTFL Rules & Policies.
- 8.3 The Team Captain or a designated representative will hand in a game sheet (roster) at each game and the League will publish actual player attendance records. Furthermore, Team Captains are given 14 days from the point of a game being played to challenge any attendance data reported incorrectly.
- 8.4 A player may only be registered to one team for game play at any time during a single season. A player may change teams during the regular season provided the new Team Captain notifies and gains approval from the Executive Committee.
- 8.5 To be eligible for the playoffs, a player must have played in at least three (3) regular season League games with the team they are entering the playoffs with that season.
- 8.6 A game will be comprised of four (4) 18-minute quarters. To be considered an official game result minimally the first play after the kickoff of the third quarter must have been played out.
- 8.7 Each team must provide its own goal post pads, footballs and kicking tees to each game site prior to the start of the scheduled game (*see Game Forfeit Policy*).
- 8.8 A team failing to field a team (minimum of 5 eligible players) for a scheduled game (*see Game Forfeit Policy*).
- 8.9 Any team deemed to have used an unregistered or otherwise ineligible player(s) will be subject to League discipline, including but not limited to game forfeiture, suspension and fines.
- 8.10 A \$200 fine is assessed to a team for a game forfeit, \$100 of which will be awarded to the non-offending team and \$100 will be absorbed the League. If both teams were to commit a game forfeit, the League will retain the entire \$200 fine from both teams. Any fine imposed is payable prior to the offending team's next scheduled game. A second game forfeit may result in expulsion from the League, in the current season and/or in subsequent seasons.

9.0 LEAGUE DISCIPLINE

- 9.1 The Executive Committee will deal with all matters of discipline in a fair and impartial manner. The League can issue game suspensions to players or revoke League Membership to individual players and whole teams for behaviours unacceptable to the purposes of this League and/or that is in disregard or disrespect of any game rule, law or otherwise accepted norm for individual or team sportsmanship and citizenship in this League and the community thereof.
- 9.2 Input to such incidents may be sought from players, game officials, and spectators or otherwise established witness or participant. The Executive Committee will have final say in how such matters are resolved respective to League activities and responsibilities.
- 9.3 The League as it sees fit may share or exchange disciplinary information with other touch football leagues.