



# MMFA 2022 Rules Quick Reference Matrix

This is intended as a quick reference only and can be used for pre-game discussions in the meeting between the head-coach and the referee.  
**Once the game is under way, the ruling of the referee is final in all matters.**

This table is based on existing rules and by-laws. Some items have been extrapolated from the 2022-2023 The Canadian Amateur Rule Book for Tackle Football Rule Modifications section pages 97-99. The following source documents have been used:

MMFA By-laws Part B - Conduct of Games - July 26, 2022 - Final

2022-2023 The Canadian Amateur Rule Book for Tackle Football <https://footballcanada.com/wp-content/uploads/2022/04/2022-Tackle-Rulebook-English-Web.pdf>

	U11		U13	U15
	Atom 7v7 <sup>1</sup>	Atom 9v9	Pee Wee 12v12	Bantam 7v7 <sup>1</sup>
<b>Field size, timing, ball size</b>				
Field length	110 yds	110 yds	110 yds	110 yds
Field width (41 yds is to one hashmark)	41 yds <sup>2</sup>	41 yds <sup>2</sup>	65 yds	41 yds <sup>2</sup>
End zone depth	20 yds <sup>3</sup>	20 yds	20 yds	20 yds <sup>3</sup>
Field position	offset or even	offset or even	full field	offset or even
Quarter length - stop time	12 minutes	12 minutes	12 minutes	12 minutes
Half time	10 minutes	10 minutes	10 minutes	10 minutes
Ball type	Composite <sup>5</sup>	Composite <sup>5</sup>	Composite <sup>5</sup>	Composite <sup>5</sup>
Ball size	Wilson TDJ	Wilson TDJ	Wilson TDY	Wilson TDS
Ball placement (kick-off, convert etc.)	regular rules	regular rules	regular rules	regular rules
<b>Players to start</b>	<b>Atom 7v7<sup>1</sup></b>	<b>Atom 9v9</b>	<b>Pee Wee 12v12</b>	<b>Bantam 7v7<sup>1</sup></b>
Minimum number of players to start a game	10	15	18	12
Offensive/Defensive roster balance - difference	one <sup>4</sup>	one or three <sup>4</sup>	one or three <sup>4</sup>	one <sup>4</sup>
<b>Offense and line</b>	<b>Atom 7v7<sup>1</sup></b>	<b>Atom 9v9</b>	<b>Pee Wee 12v12</b>	<b>Bantam 7v7<sup>1</sup></b>
Minimum number of players on the LOS	three	five <sup>13</sup>	seven	three
Minimum ineligible players on the LOS	one (Centre)	three	five	one (C or G)
Balanced or unbalanced O-Line	Balanced	Balanced	Balanced	Unbalanced
Maximum split (due to D Line cover/shade)	5 yds <sup>6</sup>	5 yds <sup>6</sup>	5 yds <sup>6</sup>	5 yds <sup>6</sup>
No player lined up on the centre	Centre uncovered <sup>7</sup>	Centre uncovered <sup>7</sup>	Centre uncovered <sup>7</sup>	May be covered
Centre eligible (when they are the outside player on the LOS)	Centre Ineligible <sup>8</sup>	Centre Ineligible <sup>8</sup>	Centre Ineligible <sup>8</sup>	Centre Eligible
Cut blocking across entire offensive front	No cut blocking <sup>9</sup>	No cut blocking <sup>9</sup>	No cut blocking <sup>9</sup>	Limited cut blocking <sup>10</sup>
Mandatory pass (pass attempt every 3 plays)	Mandatory pass <sup>12</sup>	Mandatory pass <sup>12</sup>	Mandatory pass <sup>12</sup>	Does not apply
Kicked convert	2 pts	2 pts	2 pts	2 pts
Run or pass convert	1 pt	1 pt	1 pt	1 pt
<b>Defense and blitzing</b>	<b>Atom 7v7<sup>1</sup></b>	<b>Atom 9v9</b>	<b>Pee Wee 12v12</b>	<b>Bantam 7v7<sup>1</sup></b>
Number of defensive line players (maximum)	two	two <sup>14</sup>	four	Unlimited
Pressure applied by D-line players (maximum)	two	two <sup>14</sup>	four	Unlimited
Rush on kicked convert or field goal attempts	two	four	five	four <sup>11</sup>
Static defensive linemen	Static	Static	Static	Non-static
Each D-line covers one offensive line player	Cover	Cover	Cover	Not required
Offensive centre uncovered	Centre uncovered	Centre uncovered	Centre uncovered	n/a
Engagement with offensive line player	Not required	Not required	Not required	Not required
Number of rushing players from the line (max)	two	two <sup>14</sup>	four	Unlimited
Number of blitzing players, from the box (max)	None	None	one	Unlimited
Number of blitzing players, outside the box	None	None	None	Unlimited

Notes provided on following page:



# MMFA 2022 Rules Quick Reference Matrix

## Notes from first page:

- Note 1 - 7v7 general follows the same rules as "6-A-Side Football" with one extra player as a receiver or running back.
- Note 2 - 41 yards is a practical consideration (vs 40 yards) in order to use the existing hashmarks.
- Note 3 - 20 yard end zone is a practical consideration to avoid painting an additional line or using cones to mark the back of the endzone.
- Note 4 - Balance offensive and defensive rosters to a difference of one for 7v7 due to limited roster size  
for 9v9 roster of over 25 active, and minimum of 12 players per side, difference of three (otherwise difference of one)  
for 12v12 roster of over 31 active, and minimum of 15 players per side, difference of three (otherwise difference of one)
- Note 5 - Composite footballs are being supplied by MMFA as part of a sponsorship program with WFC.
- Note 6 - Atom and Pee Wee, maximum split is a result of the requirement for a balanced line and cover/shade requirements for D-Line.  
At Bantam the maximum split is to allow for the referee to better follow the close line area "box".
- Note 7 - At younger ages there is no player lined up on the centre. Excluding long snapping situations, heads-up play is required by the centre and the centre must assume a blocking position as soon as possible.
- Note 8 - Centre is ineligible due to the requirement for a balanced line.
- Note 9 - Cut blocking is prohibited based on age of player.
- Note 10 - Cut blocking is prohibited based on age for Atom and Pee Wee. Cut blocking is allowed by age at Bantam but is limited in where it can occur.
- Note 11 - Rush max of 4 for kicked convert and field goal attempts at Bantam (special rule)
- Note 12 - All legal forward passes are allowed, however the **required** forward pass attempt must be across the line of scrimmage (LOS)
- Note 13 - For 9v9 at Atom and Pee Wee there are only 3 offensive line players, the other 2 players on the LOS must line up 5 yds outside.
- Note 14 - For 9v9 at Atom and Pee Wee there are only 3 offensive line players, therefore two defensive line players.

## Minimum number of players to continue the game

There is no minimum number of players required to continue the game (Fair play rotations remain in effect).

The MMFA reminds all coaches of their responsibilities with regards to player safety.

Should a team's number of players fall to a point where continued play would reasonably compromise player safety, the MMFA encourages that team to speak to the on-field officials about ending the game.

The MMFA supports the judgement of the on-field officials especially in their decision to end the game due to player safety concerns.