

2008 OPP Minor Football Rules

- Convert scoring scale – Kick 3 pts, Pass 2 pts, Run 1pt.;
- Games shall consist of four 12 minute quarters;
- The clock stops on Scores, Injuries, and Timeouts;
- Last two minutes of a close game will be regular stop time rules;
- Each team has two time outs per half;
- Half time is ten minutes long;
- Regular Season Overtime – coin flip to decide first possession, each team gets a maximum of four plays during their possession starting on the 35 yard line, no scoring by either team results in a tie game;
- Playoff Overtime – a shootout formula will apply with the first possession on the 35 yard line, ball can be advanced by obtaining a first down. If there is no scoring by either team, the ball will be moved in at 10 yard increments until game has been decided by the team who obtains the greater number of points;

- OPP Minor Football Association will play 12 man football;
- In a legitimate shortage of players only, the only players allowed to go both ways will be the offensive and defensive linemen (opposing coach to be advised);
- Failure to comply with the aforementioned league rule will result in an automatic loss of game and winning team receiving the total of all points scored by both teams;
- Cut blocking will not be taught at this level of play;
- With the exception of specific league rules, the OPP Minor Football Association shall be governed by CFL rules;
- The Junior division will place participants on the offense and defense according to weight, with heaviest players obligated to play line positions;
- This level of football is for instructional purposes placing importance on participation and enjoyment by all. League officials will monitor this principle to ensure policy is adhered to.

- Each regular season game should be approximately 1 ½ hour in length.