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PART I DEPARTMENT

The responsible officers of a Club are to ensure that the applicable directions herein are brought to the attention of the players of the Club, to the executives, and to other personnel concerned. Any violation of these Regulations shall render the offender liable to a fine as noted hereunder. Furthermore Paragraph 2 of Section 11 of the By-laws provides that a Club shall not either directly or indirectly pay the fine assessed by the Commissioner against a player, coach, manager, employee or team executive member.

Section A - Gambling

1. *Betting on the result of a game by anyone connected with a Club including Directors and Executive members, or by a game official, is strictly prohibited, and immediate disciplinary action will be taken for any contravention.*
2. *Anyone connected with a team, in any capacity, shall refuse to accept any bribe offered, calculated to influence in any way the result of a game; and any bribe offer shall be reported immediately to the Commissioner.*
3. *To be eligible to play in a regular League or playoff game a player is required to sign a receipt to acknowledge having read the "Notice to Players" provided annually to the Clubs by the League Office which directs attention to certain excerpts from these Regulations, the Player Contract, and the Constitution and By-laws of the League.*
4. *Anyone connected with a team, in any capacity, is prohibited from fraternizing or consorting with a known gambler. Any breach of such prohibition will be considered conduct which brings the League and/or the game of football into disrepute and will render the violator liable to a maximum fine of \$5,000.00 and/or suspension. Such fine must be paid by the person against whom it has been assessed.*

Section B - Rules of Conduct

1. No coach, manager, player, officer, trainer, employee or executive member of a Club shall enter the officials' dressing room at any time while it is occupied by the officials, whether before, during or after the game.
2. A coach desiring an official to attend a team meeting for the purpose of an explanation of rule interpretations shall first obtain written permission from the Commissioner. Otherwise, game officials must refrain from attending Club practices.
3. Coaches, players, and other personnel on the players' bench and its immediate area, are forbidden from responding by gesture, word of mouth or in any other manner, to individual or collective baiting by the spectators, It is emphasized that the Club is responsible for the conduct of personnel on its bench, and in addition to any other penalty imposed during the game the Club shall be subject to disciplinary action for encroachment on the playing field.

4. The use of profane, obscene or insulting language (including remarks casting reflection upon another's colour, race or creed), under any circumstances, either to an opponent, official or spectator, is *illegal* according to the playing rules and this ruling will apply to all persons within the coaches' areas, as well as to players on the field. Such offences will be subject to disciplinary action beyond any penalty applied during the game.
5. In the interpretation of these Rules of Conduct all support officials including, inter alia, the timekeeper, downsman and yardsmen are to be regarded as "officials" in the same category as the field officials.
6. Any complaint regarding the performance of an official in any game shall be made to the Commissioner or the Director of Officiating by the Club's Head Coach or General Manager in writing on the form provided therefor. The form is to be mailed within 72 hours of the game complained of. Lodging a written complaint will not justify a public complaint being made either before or after. All contact between the Club and the Officiating staff shall be made through the Club General Manager.
7. Game officials have been instructed not to discuss controversial decisions or matters with the news media, or Club personnel. Such situations will be reported by the Referee to the Commissioner or Officiating Supervisor who will give out public statements if, in their opinion, the circumstances warrant same.
8. Public criticism of game officials by Club officers, executive members, coaches, Managers, trainers or players is forbidden.
9. Any breach of these Rules of Conduct shall render the offender liable to a fine not exceeding the sum of Twenty-five Thousand (\$25,000) Dollars, which fine must be paid by the person against whom it has been assessed.

Section C - Dress Regulations

1. A team is required to dress in a professional manner and the following regulations have been prescribed to effect a standard uniform appearance. The Club shall be required to supply team jerseys, undershirts, pants and stockings and protective gear to conform with these regulations. If a player fails to comply, the Club shall be subject to disciplinary action by the Commissioner by means of a fine in the amount of \$500. Furthermore, the player shall be subject to disciplinary action by the Club.

- (a) The team jersey shall be tucked inside the top of the pants and shall remain tucked in throughout the game. If the jersey is pulled out during the game the player shall be required to tuck it in during a break in the play. The sleeves of the short-sleeved team jersey shall not be shorter than 1/4 of the regular sleeve length. The sleeves of a long-sleeved undershirt worn beneath the short-sleeved team jersey shall be of the same colour as one of the basic colours in the body of the main jersey, except that white undershirts shall not be worn.
- (b) Uniform stockings shall be worn in such manner that no part of the player's knee or leg is exposed. The exterior stocking shall be a single piece unit covering the player's leg from the shoe to the knee, where it is overlapped by the team pant below the knee. The stocking shall be solid white colour up to the midpoint of the lower leg and the team colour above and beyond that point.
- (c) Protective gear shall be worn underneath the team jersey, pants and stockings. When a short-sleeved team jersey is worn the colour of protective gear on the elbow or lower arm shall be the same as one of the basic colours of the team, other than white.
- (d) The team uniform shall not be cut away or altered in any way whatsoever.
- (e) White tape may be used on wrists and hands but tape used on stockings or any part of the uniform shall be of the same colour as the equipment covered. If, however, during the game a player is injured in such manner that requires the exterior application of tape to the uniform to permit further play, such will be allowed as a temporary remedy only, and it shall be the responsibility of the Club to remove such tape at the first opportunity during the game. Spatting of a player's shoe and ankle shall be permitted provided that the spatting is performed by the team trainer or the team doctor or performed under the supervision of the team trainer or team doctor.
- (f) Translucent eye shields shall not be permitted for a player without prior authorization by the Commissioner.
- (g) A player shall not be permitted to wear on any part of the uniform a commercial identification not authorized by the Commissioner.

PART II THE OPERATION OF A GAME

Section A - Appointments

1. The Commissioner will, through the Director of Officiating, appoint the Field Officials for each game. Fee and expense allowance will be paid each such Official by the Secretary-Treasurer of the League. A Downsman and Yardsmen shall also be appointed by the Director of Officiating, who may delegate such responsibility to the local officials association.
2. All support officials including the timekeeper, scorer, communications co-ordinator and public address announcer will be appointed by the Commissioner, and shall be directly responsible to the Director of Officiating. A game statistician and play-by-play crew shall also be appointed by the Commissioner, and shall perform their duties under the directions of the League's Chief Statistician.
3. The Commissioner may appoint a representative in each Club franchise area, and will notify the Club of the name of the representative in its respective area.

The Commissioner's Representative is to be permitted free access to a Club's practice sessions, acting only at the direction of the Commissioner for any reason the Commissioner deems necessary including, inter alia, the verification of compliance by the Club with the League roster limitations.

4. *Paragraph 9 of Section 1 of the By-laws provides that a game may be postponed under certain circumstances by the Commissioner. If the Commissioner is not available the Director of Officiating or the Officiating Supervisor in attendance at the game shall be designated. In the absence of the Officiating Supervisor the Referee for that game will be the Commissioner's designate.*

Section B - Playing Field

1. The home Club is responsible for providing a playing field marked according to the CFL Rule Book. Anything foreign to the playing field, such as a pitcher's mound or a jumping pit should be removed.
2. If the regulation length or width of a field is not available because of a fence, a running track or any other obstacle, a clear line of demarkation shall be established at least one foot toward the playing surface from such fence, track or obstacle. A line shall be painted on the playing surface and shall be considered as the boundary line.
3. The home Club is required to use its best endeavours to protect the field surface of the home stadium against the adverse effects of inclement weather and take such action as is reasonably possible to eliminate any effects such as excess water or snow from the field surface for the playing of a game.

4. A vertical goal post with uprights shall be placed and centered on each goal line. The uprights shall extend at least 40 feet above ground level and shall be joined by a crossbar parallel to the ground 10 feet above ground level. The distance between the insides of the uprights shall be 18 feet 6 inches. The crossbar and uprights shall be supported by a curved single shaft post, the base of which shall be placed not further than 75 inches from the goal line. The home Club shall be required to attach at the top of each goal post a coloured ribbon not longer than 42 inches nor wider than 4 inches.
5. Goal posts shall be padded to a height of at least six feet from the ground by foam or thick coned rubber at least two inches thick covering all sides of the goal posts.

The crossbar and uprights of the goal posts shall be painted in either the following ways: (a) one solid light colour, or (b) one solid light colour a minimum of four feet in each direction from the junctions of the crossbar and uprights.

Section C - Field Markings

1. The playing field shall be marked by painted lines measured as follows:
 - (a) The overall length of the playing field from the inside of one deadline to the inside of the other deadline shall be 150 yards.
 - (b) The length of the field of play from the field side of one goal line to the field side of the other goal line shall be 110 yards.
 - (c) Subject to paragraph 2 of Section B of this Part II the length of the goal area from the field side of the goal line to the inside of the deadline shall be 20 yards.
 - (d) The width of the playing field from the inside of one sideline to the inside of the other sideline shall be 65 yards.
 - (e) The distance from the field side of the goal line to the centre of the 5 yard line shall be exactly 5 yards.
 - (f) The distance from the centre of the 5 yard line to the centre of the 10 yard line shall be exactly 5 yards, and so on every five yards to the centre of the 55 yard line.
2. Each marking line shall be four inches in width except as follows, subject to local stadium lease conditions.
 - (a) The lines marking the sidelines, sidelines-in-goal, and deadlines shall be 36 inches wide.

- (b) The lines marking the goal lines shall be 12 inches wide.
 - (c) A line shall be painted at least six feet from the sideline, extending from deadline to deadline. Such line shall serve as a boundary line for non-team personnel, such as photographers and television technicians.
3. Twenty-four yards in from each sideline each crossfield stripe shall be marked with a one yard stripe parallel to the sideline. Such one yard stripe shall be called a hash mark.
 4. Between the goal lines the field shall be marked with lines at one yard intervals indicating the first, second, third and fourth yard between each crossfield stripe. Such lines shall be one yard in length and shall be painted on the playing field commencing six inches from the sideline. Similar lines one yard in length shall be painted on the playing field commencing 24 yards from the sideline.
 5. In the goal area lines one yard in length shall be painted on the playing field to mark the fifth, tenth and fifteenth yard between the goal line and deadline. Each line shall commence six inches from the sideline-in-goal. Similar lines one yard in length shall be painted commencing 24 yards from the sideline-in-goal.
 6. Each five yard line from goal line to goal line shall be identified by a numeral attached to or painted on the stadium structure or by an upright marker placed on each side of the field at least 6 feet away from the sideline. The marker shall be of such construction and material that it will not present a hazard to a player who might fall on it.
 7. The yardage shall be painted on the playing field halfway between the sideline and hash mark to mark every second crossfield stripe (e.g. 10, 20, 30, 40, 50, 50, 40, 30, 20, 10). The 55 yard line shall also be marked either by the letter "C" or numerals "55". Each numeral shall be six feet long and not more than four feet wide and may be painted in a colour different from the other field markings. The thickness of the numeral may vary from four to ten inches depending upon the style of the numeral. Each six foot numeral shall be positioned so that the bottom of the numeral is exactly 11 yards from the sideline, while the top is exactly 11 yards from the hash mark.
 8. Subject to local stadium lease conditions, a white arrow shall be painted on the playing surface adjacent to the top portion of each number (with the exception of "C" or "55") with the point formed by the two longer sides pointing towards the nearest goal line. The two longer sides shall measure 36 inches each, while the crossfield side measures 18 inches. The 18 inch crossfield side is to start 15 inches below the top of, and six inches away from the edge of, the numeral nearest to the goal line.

9. The home Club may paint its own or the League logo on the playing surface in the goal area or at centre field between the 50 yard lines. Any other field marking shall require the prior approval of the Commissioner.
10. Fifteen yards from the centre of each team bench a line shall be established and marked, beyond which an authorized occupant of the team bench area may not venture during the game without the permission of the Referee. Another line shall be established along the length of the bench area, two yards away from the sideline.
11. The four intersections of goal lines and sidelines, and the four intersections of deadlines and sidelines-in-goal, shall be indicated by flexible markers, which must be so placed that they do not touch the surface of the actual playing field.

Section D - Equipment and Facilities

1. A private dressing room shall be provided for game officials. For a period commencing two hours before game time and ending one hour after the game's conclusion the room may be occupied only by persons authorized by the Officiating Supervisor or the Referee.
2. The home Club shall equip its officials' dressing room with a combination ball gauge and pump, so that the balls may be tested by the Referee. Wilson footballs, bearing the Commissioner's signature, shall be used in all games; natural coloured with white stripes will be used for both day and night games.
3. A minimum of seven new balls shall be delivered to the officials' dressing room by the home Club at least one hour before game time. Clubs are cautioned that no deviation from the minimum number will be tolerated and disciplinary action will be taken for a breach of this requirement.
4. For each game the Officiating Supervisor shall appoint an attendant on each sideline, each of whom shall be dressed in a uniform prescribed by the league and equipped with a spare football and a supply of towels. The towels shall be supplied by the home Club.
5. Each home club shall supply and maintain in proper condition a downsbox and a pair of yardsticks joined by a 10 yard chain to which it is possible to attach a marker which the League will provide. The marker will be fastened to the chain by the downsman when the yardsticks are positioned on a first down and will be used to determine if a subsequent first down has been earned. A downsbox having numbers at a height of not less than 6 1/2 feet above the ground shall be provided. A reserve set of yardsticks should be available at the park. All such equipment must be specifically suited to the type of playing surface. A third yardstick shall be used on the side of the field opposite the regular yardsticks to mark the 10 yard objective point however, such yardstick shall not be used to determine whether a first down has been gained.

6. Each team bench shall be equipped with a minimum of two direct line telephone connections to its spotter's booth, a minimum of two headsets in each of the bench area and the spotter's booth, and sufficient length of cord to permit the wearer to move the complete length of the bench area. The number and quality of headsets provided to the visiting Club shall be equal to those used by the home Club.
7. The home Club is required to provide a qualified person to check the telephones with a representative of the visiting Club not later than 60 minutes prior to game time, and who shall be available for emergency service throughout the game.
8. In the event that during the game the equipment for either Club fails to the extent that it does not have the minimum of two direct line connections between its bench and the booth the officiating Supervisor is authorized to disconnect the equipment for the other Club to the same extent until the problem is resolved.
9. Use of electronic communication devices during a game is prohibited except for facilities providing oral communication between the team bench and its spotter's booth.
10. At the option of the home Club, the visiting Club's bench may be placed on the side of the field opposite the home Club's bench, but only if phone facilities are provided to the visitor's bench from its spotter's booth, as provided herein. The location of such visiting Club bench shall be no less favourable than the placement of the home Club bench.
11. The home Club shall provide for the timekeeper a starter's pistol and ammunition to be used in signalling the end of a playing period, together with a red minute flag to be used in the event of failure of the scoreboard clock.
12. If the home Club installs heating, cooling or other equipment in its team bench area for a game it must make available similar equipment, at no cost, to the visiting Club for use in its team bench area. If the home Club elects not to have such equipment in its own team bench area it will not be required to provide that equipment to the visiting Club, in which event the visiting Club may, at its own expense, install the equipment in its own team bench area.

Section E - Press Box

1. The home Club is to provide press box accommodation for the visiting team's coaches equivalent to the accommodation used by the home team for that purpose, in terms of side of field, yard line, height, view of the field, etc. Such accommodation shall contain sufficient room for two coaches, two adequate chairs and sufficient counterspace to permit two loose leaf note books to be fully opened. The accommodation should provide complete privacy from the game spectators and shall contain a minimum of two headsets that are connected to bench phones.

2. Other seats in the press box are to be provided for scouts of other Clubs provided a request is made for same at least 48 hours prior to game time.
3. The home Club shall provide satisfactory accommodation in the press box for the officiating Supervisor at a game. Such accommodation should provide complete privacy from the spectators and other persons in the press box area, and should be equipped with direct open line telephone facilities to the timekeeper in the press box and to the timekeeper's bench at field level and a television monitor.
4. The timekeeper together with the scorer shall be located in the press box area with complete privacy, and direct control over the operation of the scoreboard clock and the countdown clock. Facilities provided shall include a direct open line telephone connection to the Officiating Supervisor and the bench at field level, plus a cue switch to alert the electronic media for game time out procedures.
5. The home Club shall provide for the media members in the press box a minimum of two television monitors. Each radio and television booth shall be equipped with a cue light activated by the timekeeper. A minimum of two telephones shall be made available for media use before, during and after the game.
6. Canadian Football League Passes issued for the current year shall be honoured at all parks. Each such pass holder has been instructed to inform the home Club at least 48 hours prior to a game if accommodation is required.

Section F - Team Responsibilities

1. It is the responsibility of the Manager of the visiting Club to ensure that proper player numbers and lineup changes of that Club are forwarded to the home Club Manager in sufficient time to permit a properly numbered lineup of the visiting Club to appear in the game program.

The home Club Manager shall be responsible for ensuring that proper player numbers and current lineups of the home Club appear in its programs.

2. A representative of the visiting Club shall be required to be present in the city of the game site not later than 12 noon game site time on the day that is 48 hours in advance of the game, and shall possess information regarding the visiting Club which shall be used to promote the game in co-operation with the home Club.
3. The team of the visiting Club, except in the case of a game between the Toronto and Hamilton Clubs, shall be required to hold a team practice at the game site not later than 5:00 p.m. game site time on the day preceding the day of the game, at the conclusion of which practice the coaches and players shall be available for interview by the media.

4. The home Club shall be required to hold a team practice on the day preceding the day of the game at a time which immediately precedes or immediately follows the practice for the visiting team. At the conclusion of the home team practice the coaches and players shall be available for interview by the media.
5. A member Club shall be required, not later than 5:00 p.m. game site time on the day preceding the day of a game, to make available to the media information about its team, including but not limited to, player pictures, biographical sketches, game lineup, depth chart, and statistics.
6. A Club playing a pre-season game in the home stadium of another member Club shall be limited to a roster of 45 players, including junior players. There shall be no limit on the number of players dressed by the home Club.
7. The visiting Club will wear white jerseys and the home Club dark jerseys, unless the competing Clubs agree otherwise. Player names shall be worn above the numbers on the backs of the jerseys.
8. The Rule Book prescribes that eligible receivers shall be identified by the numbers 00 to 39 inclusive, and 70 to 99 inclusive. Ineligible receivers shall be identified by the numbers 40 to 69 inclusive. Where possible it is recommended that the offensive team players be numbered as follows:

Centres -	40 to 49
Guards -	50 to 59
Tackles -	60 to 69
Ends -	70 - 99
Backs -	00 to 39

A player who plays at a defensive position different from the offensive position shall wear the number required by the offensive position.

No two players of the same team shall wear the same playing number in any pre-season, regular season, playoff or Championship Game.

9. A member Club shall be required to declare to the Commissioner and release to the media its game roster not later than 2:00 p.m. game site time on the day preceding the day of the game. The visiting Club shall be required to name its game roster prior to the time of departure from its home city enroute to the game site if such departure time is earlier than 2:00 p.m. game site time on the day preceding the day of the game. A Club having so declared its roster shall not be permitted any further change unless it can establish to the satisfaction of the Commissioner that, through circumstances beyond the control of either the player or the Club, a player shall not be able to participate in the game.
10. A member Club, having submitted its game roster to the timekeeper at the prescribed deadline of 60 minutes prior to game time, shall not be permitted to add any player to its game roster.

Section G - Security

1. The home Club shall arrange for police officers to be available to protect officials and/or competing players from the public - should such protection be necessary.
2. The home Club is responsible for the proper control of spectators and must ensure that they be kept a reasonable distance from the playing field. It is responsible for providing sufficient protection in the form of barriers, fences and security personnel to ensure that spectators do not invade the playing area or the immediate surroundings. Failure to comply with this requirement shall render the home Club liable to a fine by the Commissioner in an amount not exceeding twenty-five thousand (\$25,000) dollars.
3. The home Club is responsible to ensure that ambulance and other emergency medical services are available in the Stadium throughout the game.

Section H - Pre-Game Procedures

Any deviation from the procedures outlined herein shall require the approval of the Commissioner.

1. All pre-game activities, including but not limited to player introductions, ceremonial kickoffs and anthems must be completed prior to the anticipated kick-off time, as described in paragraph 3 of this Section H, unless otherwise agreed to jointly by the Commissioner and the competing Clubs.
2. The manager of each Club shall advise the timekeeper or scorer in writing on the forms provided by the Commissioner, at least 60 minutes in advance of the kick-off, the names, numbers, starting team if on offence, the starting team if on defence, those classified as imports and which players are identified as quarterbacks.

The manager must also submit at this time the names of the players to be introduced over the public address system listed in the following sequence, unless advised to the contrary:

Offence	Centre	Wide Receiver
	Left Guard	Wide Receiver
	Right Guard	Slotback
	Left Tackle	Running Back
	Right Tackle	Running Back
	Tight End	Quarterback

Defence	Left End	Linebacker
	Left Tackle	Corner Back
	Right Tackle	Corner Back
	Right End	Defensive halfback
	Linebacker	Defensive halfback
	Linebacker	Safety

In recognition of changes in player position terminology it will be in order to vary the above as necessary

3. "Anticipated kick-off" is the actual time of the kick-off, in relation to the advertised starting time, and shall be determined annually by the Commissioner.
4. Approximately 8 minutes prior to the anticipated kick-off of the game, 12 players of each of the competing Clubs who are to be introduced shall be positioned in accordance with the provisions of paragraph 2 above and ready for introduction by the public address announcer. The visiting team will be introduced first.

It is probable that there will be a specific procedure to be followed by the Clubs when such introductions are to be televised. When there is no special procedure required for television, the following procedure will be followed: *introduction of the offensive team* - centre carrying the ball. should proceed via the shortest distance to the centre of the nearest 45 yard line and stop facing toward centre field. The remaining players will form as their particular position requires and will remain in position until the last player is introduced after which they will all jog to their bench area; - *introduction of the defensive team* - same as with the offensive team except first player will be left end and will not carry ball.

5. Immediately following the player introductions, the Club captains shall report to centre field to meet the Referee to permit the captains to make their "choices". After making their choices the Club captains will return to their respective bench areas, immediately prior to the start of the second half, the captains shall again report to centre field to meet the Referee to make their "choices" for that half.
6. When the national anthem is played all players in uniform shall stand in a single line along the sideline in their team bench area facing the playing field. Each player shall remove the helmet and hold it in the left arm with the back of the helmet in the crook of the elbow. Non players shall stand in the same line at the end furthest from the centre of the field with hats removed. The field officials shall stand in a single line along the sideline with caps removed and held in the left hand.

7. Following the playing of the national anthem, which shall commence 120 seconds prior to the anticipated kickoff time, the players will assume their regular positions and the kickoff will proceed.
8. For pre-game warmups each team shall have exclusive use of one half of the playing field divided by the 55 yard line. The home Club shall designate before the warmups which end of the field may be used by the visiting Club. The playing field shall be available for the pre-game warmups at least 60 minutes prior to the advertised start time, and shall be vacated by both teams not later than 25 minutes prior to the anticipated kick-off.
9. 40 minutes prior to game time the Referee and Umpire shall be available at the centre point of the 45 yard line toward the end of the field occupied by the visiting team for its warmup. The Coach of the visiting team interested in meeting with the Referee will be required to do so at this time. The Referee and Umpire will be available for a maximum of 5 minutes for consultation. The Referee and Umpire shall then go to the centre point of the 45 yard line toward the end of the field occupied by the home team for the purpose of meeting with the Head Coach of the home team for a maximum of 5 minutes. If either Head Coach does not meet with the Referee and Umpire at the respective times noted above, the Referee and Umpire shall, after a period of two minutes, assume that there is no desire on the part of the Coach to have such a meeting. At no time thereafter shall a member of the coaching staff, or the manager, or a Club officer, executive or employee approach an official for the purpose of seeking information or expressing any opinion except that a coach may request from the nearest sideline official an interpretation of a call or the identity of an offending player.
10. A player who normally wears the number of an eligible receiver position shall be permitted to occupy the position of an ineligible receiver on a third down play throughout the game, on a convert attempt, or on a kicking formation on any down during the last minute in any quarter. In any such event the player shall be regarded as an ineligible receiver.

If the team intends to take advantage of this rule the Referee must be informed by the team captain prior to the game identifying the names and numbers of such players who will be occupying such positions, and the Referee shall inform the opposing team captain. Thereafter it will not be necessary for the team captain to report further to the Referee, unless a different player is to be used in this manner, in which case the Referee shall also inform the Team B captain.

11. A player shall be permitted to change playing number if the original jersey is damaged, or if the player is changing position. Any such change shall be reported to the Referee, who shall also inform the opponents and the timekeeper. A player shall not be permitted to change the jersey while on the playing field.

Section J - During the Game

1. Throughout the game only the players in uniform and not more than a specified number of other accredited persons shall be permitted to occupy a Club's players bench or its immediate area. Personnel within the bench area are prohibited from wearing clothing or equipment of any kind bearing a visible commercial identification not authorized by the Commissioner.
2. The coach is in charge of the players' bench and will be held responsible for the conduct of all persons on said bench or within the immediate area.
3. The Coach is fully responsible for compliance with the By-laws and playing rules concerning the use of an identified quarterback at another position and the deployment of the designated special teams import player. If a maximum of 39 players are dressed the Club shall identify 3 players as quarterbacks who shall be permitted to alternate for each other at the quarterback position, subject to the following conditions:
 - (a) An identified quarterback shall not, under any circumstances, be permitted to play at another position, on Team A (offence) or Team B (defence).
 - (b) Two or more identified quarterbacks may not, under any circumstances, be permitted in the game at the same time.
 - (c) The player identified as the third quarterback shall not be eligible for kicking duties.
 - (d) If the Club dresses fewer than 39 players a minimum of 2 shall be identified as quarterbacks.

Furthermore, if the Club dresses its full complement of import players one shall be designated as a special teams player who may enter the game at another position only if another import player is removed from the game for that play.

It is pointed out that Article 11.07 of the League Constitution may be applied in the event of a violation of Section 8, paragraph 2 of the By-laws. Furthermore, Section 2 of the By-laws provides that the use of an ineligible player may be considered valid grounds for protest.

4. Team substitutes are to remain in the bench area at least two yards away from the sideline.
5. A player who has been disqualified from the game for rough play or other misconduct shall be required to leave the field, proceed immediately to the team dressing room and shall not be permitted to return to the bench area. If such player remains on the bench the Referee shall make note of same in the game report.

6. In the event of an incident occurring in the course of a game which a Club feels affords it the right to protest, the manager shall advise the Timekeeper of the fact, and the Timekeeper shall make a notation of the time elapsed in the game and the score at that time. Where a visiting team is seated across the field from the Timekeeper, the manager will proceed to the official on that side of the field and request that the official notify the Timekeeper. No necessity exists to advise the Referee or the Headlinesman otherwise. The proper manner of lodging a protest is set out in Section 2 of the By-laws.
7. Game officials are instructed to cause anyone who persists in "objectionable conduct" while on the players' bench or in the coaches' area to be removed from the field. The home Club is responsible for enforcing the removal of such persons, by police officers if necessary. An official is authorized to repeat a yardage penalty for persistent objectionable conduct.
8. The home Club shall be responsible for the operation of scoreboard displays in the stadium and the content of public address announcements. It shall not permit the use of any device within the stadium to encourage crowd noise during the time that the visiting team has possession of the ball.

Section K - Timing Procedures

1. The scoreboard clock shall be the official time for the game. If a play is in progress when the clock registers zero time remaining in a period, that play shall be permitted to run to its conclusion before the Referee declares that the period is ended.
2. The timing of the game is to be administered as prescribed in the CFL Rule Book by Rule 1, Section 7, and Rule 2, Section 2, Article 10.
3. The Referee shall call time-out on the following occasions, whether or not there is a broadcast origination of the game.
 - (a) At 12:00 of the second and fourth quarters, a time-out of 110 seconds.
 - (b) At the request of a player at any time during a half, a time-out of 30 seconds.
 - (c) At the conclusion of the first and third quarters, a time-out of 140 seconds.
 - (d) At the conclusion of regulation time, prior to commencement of overtime, a time-out of 120 seconds.
 - (e) At the request of the team captain during the last minute of each half of the overtime period a time-out of 30 seconds.
 - (f) At the conclusion of the first half of the overtime period, a time-out of 90 seconds.

4. The television broadcaster shall be entitled to request in each quarter a maximum of three time-outs of 110 seconds duration, which may be taken only following a scoring play or change of possession, or during a delay due to player injury requiring the presence of team medical attendants on field. Once the broadcaster has elected to take one of the three allotted time-outs the Communications Co-ordinator shall signal the Referee, who shall withhold declaring the ball in play until the Communications Co-ordinator has signalled that the 110-second interval has elapsed.
5. The co-operation of the field officials and the Timekeeper's staff is required to effect a time-out, and the following procedures are prescribed.
 - (a) The Timekeeper shall advise the Communications Co-ordinator at field level to remind the Referee, via the nearest sideline official, when there are fewer than four minutes to play in the second and fourth quarters.
 - (b) The Referee shall, while Team A is in its huddle, signal to the Communications Co-ordinator that the three minute time-out will be called at the conclusion of that play. If a touchdown is scored on the play the time-out shall be delayed until the convert has been attempted.
 - (c) At the conclusion of the play, or convert attempt, the Referee shall turn to the Communications Co-ordinator and give the T-sign with the hands. The Co-ordinator will respond by waving the flag. The Timekeeper shall commence timing the authorized 60 or 110 seconds. The same procedure shall be followed when a player requests a time-out during a half or when any other authorized time-out is called, as in paragraph 4 of this section K.
 - (d) When 10 seconds are remaining in the time-out the Timekeeper shall inform the Communications Co-ordinator who shall raise both hands with fingers extended to alert the Referee to resume the game in 10 seconds. When 5 seconds remain the Co-ordinator shall lower one hand, indicating that five seconds remain and upon expiration of the allotted time will lower the other hand and by waving the flag signal the Referee to resume play.
6. Half-time intermission shall be 14 minutes with both Clubs being advised by the timekeeper, by appropriate means, after 9 minutes that the second half will commence in 5 minutes. A team shall be subject to yardage penalty if it fails to have its players on the field in time for the kickoff. If the second half kickoff is delayed because the half-time entertainers have not cleared the field the home Club shall be subject to fine by the Commissioner.

Section L - Emergency Procedures

1. If prior to any game the best information available indicates the probability of extremely unfavourable playing conditions, including but not limited to those which would be created by inclement weather of any kind, force majeure or power failure, a game may be postponed to the following day if such postponement is authorized:
 - (a) For a regular season and playoff game by the Commissioner and both competing Clubs.
 - (b) For the Grey Cup Championship Game by the Commissioner.
2. If a regular season, playoff or Championship game has commenced and extremely unfavourable playing conditions occur as contemplated in sub-paragraph 1 above, the Commissioner may declare the game suspended and if, in the sole judgment of the Commissioner, such conditions will preclude the resumption of the game in a reasonable time on the same day the following procedure will be applied:
 - (a) If the game is suspended any time during the first three quarters it shall be continued on the following day and possession and location of the ball, yardage and downs to be gained, time to be played and score will remain the same as they existed when the game was suspended.
 - (b) If the game is suspended in the fourth quarter, two ten-minute halves will be played the following day with only the score remaining the same as it existed when the game was suspended.
 - (c) Having regard to the score and remaining time if it is agreed by the Commissioner and both competing Clubs in the case of a regular season and playoff game, and recommended solely by the Commissioner in the case of the Championship Game, any game which is suspended in the fourth quarter may be declared ended.
3. In the event that the scoreboard clock becomes inoperative or otherwise fails to function correctly prior to or during the course of a game, the full co-operation of all game officials is required to ensure that the game is properly completed and the public kept informed. The following procedure has therefore been prescribed.
 - (a) The regular time-outs will be observed, with the Referee instituting such breaks in the normal manner.
 - (b) When the time remaining to be played in the quarter is 11 minutes, 8 minutes, 5 minutes or 3 minutes the Timekeeper shall so inform the Referee, who will advise the team captains. The line of communications from the Timekeeper to the Referee may involve other officials such as the Communications Co-ordinator and other field officials. The same information should be made available to the P.A. Announcer to relay to the public.

- (c) When less than 3 minutes remain to be played in the quarter the same procedure will be followed with the Referee being advised when 2 minutes remain, when 1 minute remains, and the actual time remaining after each play in the final minute of the quarter.
4. The Timekeeper, in the press box area, shall be in constant direct open line telephone communication with an assistant at field level. If the scoreboard clock should fail to function the time remaining in the quarter shall be made readily available to the Referee. If the Timekeeper's communication with the assistant should also fail, the assistant timekeeper at field level shall resume the timing of the game for the balance of that quarter. At the end of the quarter the Referee shall discuss with the officiating Supervisor and the Timekeeper the timing procedure to be followed for the remainder of the game.
5. It is of paramount importance that a game be played to its conclusion, as the final score of a game may have a bearing on the team standings. To maintain the necessary field control the following precautions will be taken
- (a) During the final quarter the P.A. Announcer should attempt to determine by observation whether a field control problem may be anticipated. Particular attention should be paid to those areas where youngsters are assembled.
 - (b) If such a problem appears likely the P.A. announcer should request the crowd to keep off the playing field and at the same time should check with the timekeeper to alert the field officials for possible emergency action.
 - (c) If the crowd encroaches on the field the Referee shall delay the game while the P.A. Announcer advises that the game shall not continue until the field has been cleared.
 - (d) The officials shall observe the reaction of the encroaching fans and if there has been no improvement within a reasonable time, not to exceed three minutes, the Referee after consultation with the officiating Supervisor may declare the game terminated.

Section M - Overtime

1. In the event that the score is tied at the end of regulation time in a regular season game a maximum of two overtime periods will be played using the following procedure
- (a) The regular playing rules will apply, except that no time limits other than the countdown clock before the ball is put in play.
 - (b) The team winning the coin toss at the start of the overtime may elect whether to scrimmage the ball or which end of the field to defend.

- (c) The first team shall scrimmage the ball at the opponents 35 yard line and may advance the ball until it makes a score or loses possession.
- (d) The second team shall then take possession at the same 35 yard line and may advance the ball until it makes a score or loses possession.
- (e) If the score remains tied at the end of the first overtime period, a second overtime will be played at the opposite end of the field using the same procedure.
- (f) If the score remains ties after two overtime periods the game will be terminated and declared a tie.
- (g) If the game is a division playoff or League Championship game and a winner must be determined, further overtime periods will be played until the game is concluded.

Section N - After the Game

1. The Head Coach shall be required to make all players and coaching staff available for interview by members of the media not later than 15 minutes following the end of the game.

PART III FIELD OFFICIALS

Section A - Appointments

1. A notice of a game appointment will be mailed to an official who is asked to mail acceptance in a sealed envelope to the Director of Officiating. If unable to accept an appointment it is requested that the Director of Officiating be advised by "Collect" telephone call.
2. The Downsman appointed for a game shall be a qualified minor official considered by the Officiating Supervisor to be capable of entering the game if required.
3. In the event that the Referee fails to arrive, becomes ill or is injured before or during the game the Officiating Supervisor shall designate a replacement.
4. If the appointment is in another city it is the official's responsibility to arrange the travelling schedule to arrive in time for the pre-game assignments. If hotel accommodation is required the official shall stay at the hotel selected by the Director of Officiating. If another flight is available the official should avoid travelling with the visiting Club.

Section B - Supervision

1. An official is responsible to the Commissioner, the Director of Officiating and the Officiating Supervisors. Continued employment depends upon knowledge and application of the Rules, performance on the field, and physical condition. A football official holds a position of authority and responsibility and conduct, both on and off the field, should be governed accordingly.
2. The official is expected to become fully familiar with these Regulations, including those applicable to Club personnel and support officials. During the season there may be further Rules Bulletins containing additional instructions on rules interpretations and field mechanics which should be retained for ready reference.
3. The Director of Officiating or the Officiating Supervisor shall be present at each game, and any instructions on rules interpretations and field mechanics are to be followed.
4. The Referee is required to sign the Official Score Sheet at the conclusion of the game and at this time should verify that the player numbers on the game report card conform with the Official Score Sheet.

Section C - Administration

1. At the discretion of the Commissioner a meeting of field officials shall be held at a time and place to be determined. An official attending such meeting shall be paid one day's expense allowance. Return economy air fare and hotel accommodation shall be paid by the League.
2. Prior to each season the Commissioner shall review each official's performance in the preceding year to determine compliance with the standards required of a field official.
3. For services in any pre-season, regular season, playoff game or League Championship Game, an official shall be paid according to the scale of fees as determined annually by the Commissioner.
4. In addition to fee for services an official shall receive an allowance for expenses incurred in arriving at the game site, other than air fare or hotel accommodation which shall be paid directly by the League. The amount of such allowance shall be determined annually by the Commissioner.
5. An official shall receive one day's allowance for a game unless, because of flight schedules, it is necessary to be away for more than one night, in which case such additional allowance shall be paid as determined by the Commissioner.
6. The League shall supply each official when required with one nylon jersey, one cap, one penalty marker and numbers attached to the jersey. The official shall provide other approved equipment.
7. The Secretary Treasurer of the League shall pay to each official the accrued fees and allowances twice monthly during the season.

Section D - Department and Dress

1. The standard dress for a field official consists of a black and white striped jersey with an assigned individual number, white pants, black stockings with white stripes, black football shoes with white laces, a white cap (or a black cap in the case of the referee), a whistle and a coloured marker. A short sleeved jersey may be worn only if all officials wear them.
2. The official should provide adequate footwear suitable for all types of playing surfaces and field conditions.
3. The field officials, including local appointees, should travel to the game site together and leave together. The officials shall dress in their game uniforms in the room provided at the stadium, unless it is agreed between the officials and the Commissioner or Officiating Supervisor that the dressing room facility is inadequate for this purpose.

4. The Downsman and Yardsmen will dress in the same manner as field officials. They may use the officials' dressing room at the stadium but shall refrain from commenting on the game or the officiating. During the game the regular Yardsmen shall wear orange coloured vests bearing the CFL symbol. The Downsman shall wear a yellow coloured vest bearing the CFL symbol.
5. During a game an official may wear a radio transmitter or other electronic device only with the prior approval of the Commissioner.
6. An official in uniform may smoke in the dressing room or at the hotel, but not elsewhere.
7. Prior to the game the Referee shall examine the game balls and test them with the combination gauge and pump which shall be provided in the officials' dressing room and shall measure the girth circumference of the game balls to ensure that each meets the standard of 21 inches. A tolerance of 1/8 of an inch is permitted. If the variance is greater than 1/8 of an inch the ball shall be rejected and replaced.
8. The officials shall not tolerate the use of profane, obscene or insulting language, including comments on another's colour, race or creed, directed at opponents, officials or spectators. This prohibition applies to players on the field and players' bench and also to other persons on the players' bench or in the coaches' area. Objectionable conduct by any such person is sufficient cause for removal of that person from the field. The officials are required to exercise judgment in penalizing such conduct, and any such violation shall be included in the Referee's game report.
9. The Club has been instructed that a coach, manager, executive member, employee or other representative of the Club is prohibited from entering the officials' dressing room while occupied by the officials before, during or after the game. Any violation of this prohibition shall be reported immediately to the Supervisor and the Commissioner.
10. An official is not to make any public statement with respect to any matter which occurred in the game.
11. With the approval of the Director of Officiating an official may officiate in minor football games for the purpose of maintaining the required level of physical and mental agility.
12. During the season an official should avoid fraternization with players or Club employees and at all times shall avoid any association with a known gambler. Any breach of this regulation will lead to dismissal.

Section E - Game Procedures

1. Approximately 40 minutes prior to game time the field officials shall check the playing field to ensure that it conforms to the Rule Book. They will note any natural obstacles in the end zones and watch for irregularities in the playing surface. The officiating Supervisor or the Referee may bring to the attention of the home Club General Manager or the stadium supervisor any non-compliance with the League regulations for field markings noted by the field officials.
2. The opening kick-off shall take place at a time prescribed by the Commissioner in relation to the advertised starting time of the game. The officials shall leave the dressing room in a group in sufficient time to reach midfield at the advertised starting time.
3. All officials shall be equipped with whistles and any one of them may stop the play when the ball becomes dead.
4. When an infraction occurs which does not require a stoppage in play the marker must be thrown. In using the marker to indicate the point of a rule infraction it should be tossed in the air rather than dropped on the ground, in order that the call may be more readily noticed by other officials.
5. When an infraction has been called by an official other than the Referee, the official shall inform the Referee by audible means and, if necessary, suggest the applicable penalty. The Referee, however, shall award the penalty.
6. In the event that two officials, other than the Referee, make different calls on the same play, the Referee shall consult with both and decide which call shall apply.
7. The Referee may call other officials and/or both captains into consultation when necessary to obtain the facts upon which to make a decision.
8. A captain has the right to ask the Referee for an explanation of an infraction and/or confirmation of a first down decision, and should be given a reasonable hearing. Only the captain has such right, and may speak only with the Referee. The Referee prior to explaining a penalty and option to the captain of the non-offending team shall give the signal for the infraction and indicate the offending team.
9. When the yardsticks have been positioned on a first down play the downsman shall fasten the harness-snap on the chain at the point where it intersects the edge of the crossfield stripe nearest to the forward point of the ball. When the yardsticks are called for a measure by the Referee, the Umpire shall place the harness-snap on the same crossfield stripe at the edge furthest from the forward point of the ball. If the measurement has been requested by one of the teams the Referee shall indicate by the approved signal which team made the request. During the measurement one captain from each team shall be the only players permitted in the vicinity.

10. The Headlinesman and Line Judge shall not raise their arms to "close the gates" on substitution until Team A breaks its huddle. Since in most cases the centre leaves the huddle a split second before the teammates the huddle will not be considered "broken" for this purpose until the other players leave.
11. On a goal line play the official in position to see that the forward point of the ball, in possession of a player, has touched the plane of the goal line shall signal a touchdown by raising arms in the approved manner.
12. The Referee is responsible for the time count and, if the stadium countdown clock is not in operation, may use any appropriate method to ensure that the ball is put into play within the required time, or may assign the responsibility to another official.
13. It is the responsibility of the coach to ensure that the required number of players are on the field. If an official observes that a team is playing shorthanded no action is necessary. However, an excess number of players shall be subject to penalty.
14. The roster regulations provide that a team may dress 40 players, of whom not more than 18 may be imports, plus 3 players who shall be identified as quarterbacks, regardless of classification. If a team dresses its full quota of import players, two shall be designated as a special teams player. Players identified as quarterbacks shall be permitted to alternate for each other during the game at the quarterback position exclusively, and shall not, under any circumstances be permitted in the game at the same time or to play at other positions. A player identified as a quarterback shall be deemed to be playing at that position if, at the instant the ball is snapped, such player is in position to receive the ball directly from the centre. Furthermore, a quarterback, other than the third quarterback, shall be eligible as a kicker on a kickoff or a play from scrimmage.

The team manager shall not later than 60 minutes prior to the advertised start time, submit the lineup to the timekeeper indicating the players identified as quarterbacks, including the player identified as the third quarterback and the name of the import designated as a special teams player. The Referee shall obtain this information from the timekeeper or scorer and instruct the Line Judge to make the necessary notation on the official's card.

15. The official should become familiar with all the provisions of Part II, "The Operation of a Game" and in particular should be fully conversant with Section K. "Timing Procedures", and Section L "Emergency Procedures" and Section M "Overtime".

16. After the three minute whistle has been sounded in the second and fourth quarters, time shall resume on the snap of the ball following certain plays as outlined in the Rule Book. The timekeeper will have stopped the clock as the ball became dead on the previous play and will start the clock again on the next play on signal from the Referee, which shall be given thusly: The Referee shall set the ball, check the yardsticks, raise the right arm and walk away from the ball and will signal the timekeeper to commence the countdown clock to time the Team A huddle, even though the scoreboard clock may not be moving.
17. The clock shall be stopped during a kick-off and time resumed as soon as the ball is touched. The timekeeper will start the clock upon signal from the official covering the area into which the ball is kicked, who shall signal "Time In" by a clockwise motion of the arm.
18. The Rules Committee has determined that if in the opinion of the Referee Team A is taking deliberate third down penalties by refusing to put the ball into play the Referee shall be empowered to order Team A to put the ball into play or forfeit possession to the opponents.

This penalty is intended to be used only in extreme circumstances and when applied the Referee shall be required to make a full report to the Commissioner.
19. A player who has been disqualified from the game for rough play or other misconduct, shall be required to leave the field and not occupy the players bench. If such player remains on the bench the Referee shall make note of same in the game report.
20. In the event that during a play a person other than an official blows a whistle and, in the judgment of the Referee, such whistle disrupts the game in that players react to a perceived stoppage in play, the Referee shall terminate the play immediately and order the game to be resumed as follows:
 - (a) Replay the same down, with the clock reset, at the point of last scrimmage if the whistle had sounded before the play crossed the line of scrimmage, or
 - (b) Award the ball to the team entitled to possession at the point the ball was held when the whistle sounded with the downs continuing, if the play had proceeded across the line of scrimmage or if possession had changed.

PART IV TIME KEEPER

Section A - Authority

1. The Timekeeper shall be located in the press box area, or a similar location above field level, with direct supervision over the operation of the scoreboard clock and the countdown clock and at all times shall have direct open line telephone communication with the Assistant Timekeeper at field level, who shall maintain liaison with the field officials and television technicians. The Communications Co-ordinator shall perform certain duties of the Timekeeper at field level, such as raising the minute flag when required, firing the gun, and co-ordinating official time-out procedures.
2. During the game the only other persons authorized to be in the Timekeeper's area shall be the Scorer and such other persons approved by the Commissioner. The only persons authorized to occupy the bench at field level are the Assistant Timekeeper, Communications Co-ordinator, Television Technicians, and such other persons approved by the Commissioner.

Section B - Pre Game

1. The Manager of each competing Club is required to deliver to the Timekeeper at the Club dressing room not later than 60 minutes prior to the advertised start time, the player lineup for that game on the forms approved by the Commissioner. The time of delivery is to be noted on the lineup form. It is required that if the Club is dressing 40 players 3 such players are to be identified as quarterbacks, and not more than 18 of the remaining 37 players may be imports. If the Club dresses fewer than 40 players a minimum of 2 shall be identified as quarterbacks. If the Club dresses its full complement of import players two shall be designated as a special teams player. The referee is to be informed which players are identified as quarterbacks and which import is designated as the special teams player.
2. The game will start at a time determined by the Commissioner in relation to the advertised starting time.
3. The National Anthem is to be played prior to the start of the game at a time to be determined by the Commissioner.

Section C - During the Game

1. The Timekeeper and assistants are required to become fully familiar with the provisions of Part II of these Regulations, "The Operation of a Game". Particular attention shall be paid to Section K, "Timing Procedures", and Section L, "Emergency Procedures".
2. If during the course of the game a club manager advises that the game is being protested proper notation is to be made on the official score sheet of the time elapsed in the game and the score of the game at that moment.

PART V SCORER

1. The manager of each competing Club is required to deliver to the timekeeper, at the Club dressing room not later than 60 minutes prior to the advertised start time the player lineup for that game. The time of delivery will be noted on the lineup form.
2. If a Club is dressing 40 players for the game 3 such players shall be identified as quarterbacks, and not more than 18 of the remaining 37 players may be imports. If the Club is dressing fewer than 40 players for the game, a minimum of 2 shall be identified as quarterbacks. If the Club dresses its full complement of import players two shall be designated as a special teams player.
3. The Official Score Sheet provides for the names and numbers of 40 players on each team. Players identified as quarterbacks shall be indicated on the Official Score Sheet by circling the playing numbers opposite their names and the designated special teams player shall be indicated in the same manner.
4. The official scoring rules for the Canadian Football League require that a safety touch is a team score with no individual credit given. Credit for a rouge or single point shall be given to the player who kicked the ball into the goal area.
5. Following the game both copies of the Official Score Sheet, together with the lineup forms submitted by the Clubs and the timekeeper's game report, are to be delivered to the officiating Supervisor.
6. The Scorer is requested to record the announced attendance in the space provided on the score sheet.
7. The Scorer shall be located in the Press Box with the Timekeeper, under the direct supervision of the Timekeeper and shall perform such duties as assigned.

PART VI PUBLIC ADDRESS ANNOUNCER

Section A - General Conduct

1. The P.A. announcer is a game official and therefore is responsible to the Commissioner, Director of Officiating and the Officiating Supervisor and must maintain an attitude of strict impartiality throughout the game. To ensure such attitude, an even and uniform tone of voice is required for all announcements.
2. The duty of the P.A. announcer is *exclusively* to furnish information to the spectators within the limits hereinafter detailed.
3. The announcer is required to know the penalty signals on the back pages of the Rule Book in order to interpret the actions of the field officials and be accurate in all announcements. At no time should the details or nature of a penalty be announced unless certain of "the call". In case of doubt no announcement should be made.
4. The name of an injured player may be announced if there is no doubt regarding the player's identity. The announcer shall refrain from commenting on the nature of the injuries or calling for applause when the injured player comes off the field or on any other occasion.
5. No announcement is to be made of a team or player going into a kick formation, nor is there any necessity of announcing an attempt at a placement, or the name of the player about to kick, or the name of the player about to hold the ball.
6. Stadium announcements are not to be made during the playing portion of the game and should be reserved for the following intervals:
 - (a) Half time
 - (b) Quarter and three quarter time
 - (c) Official time-outs

Such announcements require the approval of the home Club manager

7. The Referee will call time-out at specified times during the game and will give an approved signal with the marker for the benefit of radio, television and P.A. announcer. It is suggested that, subject to the approval of the home Club manager, such intervals be used for stadium announcements.

Section B - Pre-Game

1. 60 minutes prior to game time, the timekeeper will have received from the managers of the competing Clubs, player lineups on which will be indicated the player rosters for the game, the players' numbers and teams to be introduced. The P.A. announcer will also check to ensure that the jersey numbers of the players are correctly listed in the program lineups distributed at the game.
2. Announcement of number changes required to conform to the program lineup should be completed at least 9 minutes before the scheduled kick-off.
3. Immediately following the player introductions the field officials are to be introduced by position and name as follows:

Referee	-Mr. Joe Smith
Umpire	-Mr. John Brown
Headlinesman	-Mr. Jim Black
Line Judge	-Mr. Bob White
Back Judge	-Mr. Hugh Green
Side Judge	-Mr. Pete Blue
Field Judge	-Mr. Syd James

There shall be no reference to the home cities of the officials.

4. The starting players to be introduced will be positioned ready for the introductions approximately 8 minutes prior to the anticipated kick-off time of the game. The visiting team will be introduced first, listed in the sequence detailed in paragraph 2 of Section H of Part II of these regulations.

The announcement is to be brief, in the following manner:

"At Centre No. 42 - John Burke"

The player announced will run onto the field. After the players of the visiting team have been introduced they will then leave the field and the home team will then be introduced in the same manner.

5. When the national anthem is played all players in uniform shall stand in a single line along the sideline in their team bench area. Upon a signal from the Timekeeper the P.A. Announcer shall announce the national anthem, which shall commence 120 seconds prior to the anticipated kickoff time.
6. No announcement is required on kick-offs, i.e. the name of the player kicking should not be mentioned.

Section C - During Game

1. At the conclusion of a running play the names of the ball carrier and tackler and the yardage gained will be announced, and then the number of the down and the yards to go.

Suggested terminology:

"Ball carried by Jones"
or
"Jones, the ball carrier;
Tackled by Smith and Brown;
A gain of 3 yards;
Second and seven."

On occasion, announcement can be made of the yardage line on which the ball is placed. There is absolutely no necessity to preface the above announcement with the statement "the ball is handed off by John Doe, quarterback, to Jones, etc." or to describe the path of the ball carrier by a statement such as "Jones off tackle", or "Jones through the centre", and this practice will not be condoned.

2. At the conclusion of a pass play, the announcer shall identify the passer and receiver (if completed) and advise the yardage gained. If the pass was incomplete as a result of being knocked down by a defender, that player's name may be mentioned. In all cases, it will be in order to announce the number of the "next down and the yardage to go".

Suggested terminology:

Completion: "Pass thrown by Smith;
Received by Jones;
Gain of 11 yards;
First down on Winnipeg 30 yard line."

Incompletion: "Pass thrown by Smith;
Knocked down by White;
Third and Four.:
or
"Pass thrown by Smith;
Incomplete
Third and Four."

Interception: "Pass thrown by Smith;
Interception by Brown;
First down Toronto;
Ball on Ottawa 40 yard line."

3. Announcements should be made when the spectator noise has subsided wholly or partially. There should not be an announcement as the ball is about to be put into play.
4. It is not necessary to announce mass substitutions, except that a quarterback change should be announced: "Joe Blow now in at quarterback for the Winnipeg Blue Bombers."
5. The time elapsed during a quarter, or the time remaining to the quarter, half or end of the game, *must never be announced or commented on either directly or indirectly*, unless visual time clock fails, in which case the instructions in Section L of Part II of these Regulations will apply. The P.A. Announcer should use own judgment in determining the frequency of such announcements, having regard to the time remaining and the difference in the timing rules in the last three minutes of a half.
6. The P.A. Announcer shall be required to become familiar with the provisions of Part II of these Regulations. "The Operation of a Game". Particular attention should be paid to Section K, "Timing Procedures", and Section L, "Emergency Procedures".

PART VII STATISTICIAN

1. The primary responsibility of the statistician is to record the information on each play as required by the League's statistical and scoring rules, and to compile for the League records the individual and team performances for that game.
2. Statistical information on the game shall also be made available to the competing teams and news media at the conclusion of the game. If possible such information may be provided at the end of each quarter if it can be accomplished without jeopardizing the proper conduct of the statistician's main duties.
3. A statistician should not attempt to provide information to a play-by-play announcer on a radio or television broadcast during the course of a game. However, there is no objection to participation therein at the quarter time and half time intervals.
4. Following each game the statistics shall be telephoned or transmitted by facsimile to a designated person at the League office, who will use such information for the current weekly release.
5. A complete statistical report of the game shall be recorded on the four page forms provided. The original copy shall be forwarded to the League office, with copies to the visiting team coach, the home team coach, and the Information Officer for each team. Such four page report should be typed, if possible, otherwise printed neatly in ink.
6. In cases of doubt involving such matters as the identity of a player recovering a fumble, intercepting a pass, etc., or the point on the field where possession changed hands, etc. the home Club has agreed to co-operate in every possible way, including the checking of game films, to provide correct information.
7. The individual and team statistics shall be recorded in a computer; consequently it is of paramount importance that the statistician's report be mathematically accurate.
8. If there is any variation between the telephoned report and the four page report such should be brought to the attention of the League Statistician immediately so that any necessary correction may be made on the computer.
9. The League Office will issue a weekly release during the season summarizing the statistics for all games played to the date of release.
10. For a period of 72 hours following the completion of a game a competing Club may challenge a particular ruling by the game statistician regarding the identity of a player, the length of a gain or loss or the interpretation of the statistical and scoring rules. Such challenges must be forwarded promptly by facsimile to the Chief Statistician who, after review of the game films and other evidence, and consultation with the Commissioner, shall finally decide the matter.