



Regina Minor Football 2000 Inc.

7.0 RMF FAIR PLAY

The following Fair Play policy is for ALL divisions.

7.1 Coaches will now list the starting 6, 9 or 12 players on both sides of the ball.

7.2 The rest of the players will be considered the remaining players.

7.3 Remaining players must get on the field for a minimum of half the game (2 quarters).

7.4 Coaches must designate how they will get these players into the game on the game sheet by marking the letter of the method beside the Scout team players name. There are only four methods to install these players. When rotating 3 players no player will sit out more than 1 play, series, quarter, or half in a row.

- Method A (Alternating Plays): Player is on the field every other play. *Example:* Wide receivers take turns running the plays in.
- Method B (Alternating Series): Player is on the field for every other series. *Example:* A linebacker plays every play of all the odd series and sits out during the even series.
- Method C (Alternating Quarters): Player is on the field for every play for 1 quarter of each half. *Example:* A defensive back plays the first and fourth quarters.
- Method D (Alternating Halves): A player is on the field for every play of the first or second half. *Example:* One quarterback plays the first half of the game then a different quarterback plays the entire second half.

7.5 A coach cannot change the method they will be using during the game.

7.6 At half time a coach can change if he was using method A, B, or C.

7.7 If a coach is disciplining a player (and sits him out for more than a quarter), the coach can only use method A or B for the remainder of the game.