

SUPERIOR SECONDARY SCHOOLS ATHLETIC ASSOCIATION
FOOTBALL
PLAYING REGULATIONS
(updated September 2025)

1. Season Format

The regular season schedule format will be dependent on the number of teams. A full round robin schedule will take place in junior. The playoff format will be dependent on the season schedule and the number of teams involved.

Normal game times will be 5pm and 7pm on Thursdays (Junior) and Fridays (Senior) unless otherwise scheduled.

2. Rules of Play

The Football Canada (CIAU) rule book will govern play with the exception/addition of the following rules.

Known as the Johnston Rule: if a player in the end zone feints to touch down his knee, the whistle will be blown and one or two points awarded or the usual option.

Whenever a player is ejected from a game as the result of an intent to injure penalty; an automatic one game suspension be imposed on the guilty player, subject to further review. A full report must be submitted by the officials involved. Any penalty will apply to subsequent seasons.

Special timing rule- A score differential of 25 or more points in the second half will result in the clock running continuously with the following exceptions: quarter time, losing team timeout, referees discretion or the score becomes less than a 25-point differential.

Any player receiving three (3) unnecessary roughness penalties in one game will be ejected from the current game with no further suspension.

3. Game Postponements

If for any reason, any game cannot be played at FW Stadium due to field conditions, weather, or extreme circumstance the game will be rescheduled at the site of the home team as listed on the schedule. If the home team listed does not have a designated home field then the site will default to the visiting team. If the visiting team does not have a home field then the convenor will designate a field of play. During playoffs, the higher seed is considered the home team.

Decisions on games being postponed will be made by 12pm on the day of the game. The convenor will notify the Principals of each school of the postponement as well as place a message on the SSSAA website. The Activities Director in consultation with, City of Thunder Bay officials, the SSSAA Executive and any available football coaches will make the decision on postponing games.

WEATHER CONDITIONS WITHIN A GAME

When weather conditions are considered by game, association or board officials to be unsafe for participants due to field conditions or lightning, etc., that official has the authority and responsibility of declaring the contest suspended, postponed or abandoned.

In contests which have been abandoned, the following criteria will be applied to determine their eventual outcomes:

- if the game was interrupted prior to the completion of the first half, the game will be replayed in its entirety at a time and site appropriate to the scheduler and the teams involved.
- if the game was interrupted during the third quarter of play, the game will be resumed at the next appropriate opportunity and continued to completion beginning from its point of suspension of play
- if three quarters of the abandoned game has been contested, the game will count as having been completed and the score at the point of interruption will stand as the final result.
- however, if a tie exists at the point of interruption during the 4th quarter of a semi-final or championship game, the criteria for determining outcomes of games interrupted during the 3rd quarter will be applied.

4. Additional Information

Coaches at both the junior and senior level must provide official roster sheets to the opposing team and to the official timer/scorer prior to kick-off.

5. Tie Breaking Format

Tie breaking for two tied teams:

- A. Winner of head-to-head match-up
- B. Most games won
- C. Points differential involving games between the tied teams (maximum differential of fourteen (14) in any one game)
- D. Points differential for the entire season (maximum differential of fourteen (14) in any one game)
- E. Least points scored against (max. differential still in effect)
- F. Most points scored for (max. differential still in effect)

Tie breaking for three tied teams:

- A. Most games won
- B. Points differential for the entire season (maximum differential of fourteen (14) in any one game)
- C. Least points scored against for the entire season (max. differential still in effect)
- D. Most points scored for the entire season (max. differential still in effect)

Example of how maximum differential works:

Team A- 42, Team B- 17

Points Differential Equals 25 (42 minus 17), however 14 is the maximum differential Team A's differential is a +14 and Team B's is a -14.

When you apply this rule to break a tie you should follow this sequence:

1. When two teams are tied, the tie-breaking criteria are applied one after the other until the tie has been broken.
2. When three or more teams are tied, the tie-breaking criteria are applied one after the other until one team has been ranked first or last (with the first team taking precedence) and then restart from the top with the remaining two teams.

NOTE:

- a. This means that if there is a tie among teams X, Y, and Z and criteria "b" is able to determine X as first, Y as second and Z as third, then we will take team X rank them first; and then Y and Z are applied to the two team tiebreaker.

Continue through the sequence of criteria using the results of teams Y and Z for criteria 'a' of the two-team tiebreaker.

- b. This also means that if there is a tie among teams X, Y, and Z and criteria 'b' is able to determine X and Y are tied for second and Z is first, then we will take team Z rank them first; and then X and Y are applied to the two team tiebreaker and proceed with the two team tiebreaker.

Continue through the sequence of criteria using the results of teams X and Y for criteria 'a' of the two-team tiebreaker.

- c. This also means that if there is a tie among teams X, Y, and Z and criteria 'b' is able to determine X is tied with Y for first and Z as third, then we will take team Z rank them third; and then X and Y are applied to the two team tiebreaker and proceed with the two team tiebreaker.

Continue through the sequence of criteria using the results of teams X and Y for criteria 'a' of the two-team tiebreaker.

6. Roster & Eligibility Forms

Eligibility must be submitted through the OFSAA HUB system two days prior to a school's first game. Additional student-athletes may be added to a team during the season by using the OFSAA HUB system and by notifying SSSAA of the addition.

Junior teams will abide by the depth chart process and use the attached depth chart in rostering their team for each **regular season** game.

7. Official Ball

The official game ball will be the Wilson GST Composite ball.