



**2018 Adult
Flag Football
Registration Packet**

Registration Deadline:
August 31st at 5:00pm

Register at www.starkvilleregistration.com

Starkville Parks & Recreation

Adult Flag Football Registration Information: 2018 BY-LAWS AND REGULATIONS

- Entry Fee:** \$200.00 per team
- Deadline:** Friday, August 31, 2017—5:00pm
- Last Day to Add:** Friday, October 5th, 2017—5:00pm

I. Introduction

- A. Starkville Parks & Recreation reserves the right to make changes to the by-laws and regulations during the course of the season.
1. These will regard only matters of very unusual circumstances deemed to be necessary.
 2. **New or updated rules will be shown in RED.**

II. Website

- A. Information about SPRD leagues can usually be found online at <www.starkvilleparks.com>. Once there, scroll over “Sports,” and then scroll over “Adult Sports,” and click on “Adult Flag Football” to view news, schedules, scores, and standings. It is the coach’s responsibility to report any possible errors that might affect his or her team.

III. Eligibility

- A. To be eligible for participation in the SPRD Adult Football Leagues, each participant must:
1. Be 16 years or older; Persons whose 16th birthday falls during mid season may add to a roster early, but must wait until that day to participate.
 2. Wait one year from release if participant was a professional football player. Players may not be listed on a current collegiate football roster.

IV. Team Attire

- A. All team members will be required to wear jerseys of the same color, with a different number between 00-99 permanently fixed on the back of the jersey.
- B. Jerseys may have displays that differ from other teammates as long as it reflects good taste.
- C. **All jerseys must be tucked in.**
- D. Participants may wear shoes of soft sole or rubber spikes only.
- E. No metal spikes or rubber covered spikes
- F. Participants may not play barefooted.

V. Team Assignments

- A. **Sponsors**— All teams must pay an entry fee to participate in the program. This fee covers the cost of officials, equipment, and facility maintenance. The fee can be obtained through sponsorships or individual efforts.
- B. **Team Manager or Coach**— Each team is to designate a team manager or coach on its roster. The manager will act as the official spokesman between the team and the SPRD office. The manager shall:
 1. Turn in the official roster
 2. Sign players to his/her roster
 3. Know the eligibility of all team members
 4. Be familiar with all rules and regulations
 5. Keep teams informed of pertinent information
 6. Act as team spokes person on and off playing area
 7. Be responsible for familiarizing their players with the rules and regulation of this league
- C. **Team Names**— all teams are required to select a name to compete under. Team names are usually that of the sponsor. SPRD reserves the right to censor any name or team uniforms found questionable or in bad taste.
- D. **Participation**— A player may participate on one team only. In the case a player’s name appearing on two or more team rosters, that players will be assigned officially to the team he first played on within a scheduled game within that league.

- E. Team Members— any player that participated in one game shall be considered a permanent member of that team unless a players release form has been approved by SPRD.
- F. Assumed Names— No individual shall participate under an assumed name. Any player, manager, or coach who plays under an assumed name shall forfeit that game and the player is subject to suspension or expulsion from this league.

VI. Conduct

- A. Coaches and managers are responsible for the conduct of their players and obvious fans.
- B. **Unsportsmanlike conduct, such as cursing, rowdiness, or continuous baiting of officials shall be cause for suspension.**
 - 1. A minimum of two (2) games can be administered for the first offense.
 - 2. Further incidents will lead to more serious action by SPRD.
 - 3. A report will be completed and filed in the SPRD office.
 - 4. The coach and/or players will be given copies of the report.
- C. Alcoholic beverages are not permitted on the premises and any violation of this rule shall result in suspension from the league, and the matter shall be referred to the proper authorities.
- D. Tobacco products are prohibited.
- E. The coach or manager of each team may confer with the officials concerning a rule interpretation if it is done in a courteous manner.
 - 1. Matters that involve judgment on the part of an official are not open for question.

VII. Officials

- A. Officials, scorekeepers, and field supervisors will be assigned to all games by the SPRD.
- B. Only registered officials will be used except for emergency situations.
- C. Officials and scorers will be evaluated and rated with assignments made based on these ratings.
 - 1. This is to provide for the best officiating possible while still affording inexperienced officials an opportunity to officiate in a recreational setting.
- D. SPRD shall give the officials complete authority during the time they are on duty.

VIII. League Director's Duties

- A. The Starkville Parks and Recreation Department shall have broad supervisory powers, including all schedules, playoffs, rule interpretations, official assignments, awards, maintenance, and general management of the league.

IX. Postponements

- A. We do not like to postpone or cancel games, but if in our judgment one of the following situations exists, we will be forced to postpone games:
 - 1. Fields are so wet that they will receive great damage
 - 2. The players' safety is in question due to condition of weather and fields
- B. If the decision is made to postpone games, we will normally postpone games on all fields because of the confusion that occurs if we do not.
 - 1. There are limited situations which games may be played at a selected park.
- C. Obvious decisions to postpone contests due to severe weather may be made at any time of the day.
 - 1. Decisions over questionable weather or standing water are usually made at 4:00pm, but sometimes have to be a game-time decision.
- D. Coaches are encouraged to view the website, or the SPRD Facebook page to see if any information has already been posted on any cancellations, but may also call the Sportsplex office at 662-323-2294 between 4pm and 5pm. Please keep in mind that phone lines are usually very busy on questionable days. This is why we encourage all of our patrons to subscribe to our status updates via Facebook and/or Twitter (see handout in packet for more information)
- E. On nights when games have been canceled, we expect all players to stay off the fields. All violators will be reported to the authorities.
- F. In-Progress Rainouts:
 - 1. Recreational games— games rained out in progress during the recreational season will pick up from wherever the game was postponed
 - 2. Tournament games— games rained out in progress during the End-of-Season tournaments will pick back up where they left off unless both coaches and SPRD administration are all in agreement to do otherwise.

X. Game Protests

- A. Protests based upon question of the officials' judgment will not be considered.
- B. Only grounds for protest will be misinterpretation of playing rules, ground rules, or questions of eligibility.
- C. Protests involving eligibility of players or equipment must be done before the game begins.
- D. The notification of intent to protest must be made immediately before the next play on any non-eligibility related questions.
- E. The head coach or manager, at the point of any protest, must be the one making any protest.
- F. He or she should first calmly call time and discuss the issue with the on-field officials to see if a satisfying correction can be made.
- G. If a correction is made, the timeout is given back to that team.
- H. If decision of satisfaction is reached, note a possible protest in the official scorebook with a short summary and when in the game it occurred.
- J. If that coach/manager decides to follow up on the protest, a written protest with more specifics must be submitted to the SPRD office by 5:00pm of the next working day.
- K. All protests must be signed by the protesting head coach or manager and be accompanied by a \$25 protest fee.
- L. If the protest is lost, the \$25 will be turned over to the SPRD Activity Fund and the time and date of its filing will be recorded on the receipt.
- M. If a protest is won and only one game is affected, the game will be replayed and picked up at the appropriate place in the game and the \$25.00 will be refunded.
- N. If a protest is won where more than one game is affected, then the \$25.00 will be refunded and some other type of compensation will be negotiated.
- O. During an official protest, both teams involved are subject to thorough examination by SPRD administration and a legitimate protest may still be lost due to any discovered infractions.
- P. The investigation will include but is not limited to:
 - 1. Any registration fees still owed
 - 2. Any incomplete team roster form
 - 3. Proof of ineligible player participation
- Q. The burden of proof regarding any eligibility protest falls upon the player in question
- R. The validity of protest will be reviewed or determined within 10 working days.
 - 1. Officials players, coaches, and/or managers may be requested to attend a hearing to assist in determining the validity of the protest.
- S. Coaches of the teams involved in the protest will be notified of the date of the protest meeting.

XI. Forfeits

- * A team must have 5 ready to play at scheduled game time. All games will start on assigned time unless a prior game, weather, or SPRD administrative decision delays them.
- * Game time is forfeit time, **unless the team with 5 players present chooses to allow a 5-minute grace period to the other team**
- * A forfeit results in any contest not being played without prior arrangement with the SPRD office. Any contest which is not completed due to unsportsmanlike conduct, ineligibility of players, not enough players to start on time, or for any other reason counts as a forfeit. Loss and will not be replayed.
- * A double forfeit in recreation play will count as a 7-7 tie unless it is a tournament game, in which both teams will be eliminated and any trophy to be awarded will go to the higher-seeded team or then a coin-toss winner.
- * Officials are not required to oversee scrimmage games due to forfeit.

XII. Addition of Players and Participation

- * Players participating must have their names signed on the team roster and on file with the SPRD office.
- * All players not on the original roster after registration deadline must be added to the team by the coach before the last game of the regular season
- * **Players may be added to the roster until 5:00pm on Friday, October 5th.**

XIII. Championship

A playoff will be played after the regular season is completed, with seeding being based on regular season standings. The winner of the playoff will be the league tournament champion. A regular season champion will also be awarded.

Game Rules—2018 Modifications shown in Red

- * The computed game schedule will determine home and away.
- * Each team football used must be high school size or larger, and teams will decide between team ball or SPRD ball at game time.
- * The maximum number of players for each team during each play is seven (7).
- * The minimum number of players for each team is five (5).
- * If at any time a team has less than 5 eligible players, that team must forfeit the game.
- * Games will consist of two 20-minute halves and a 3-minute halftime.
- * The clock will continuously run until the final two (2) minutes of the second half, except for legitimate reasons (injuries, protests, etc.) accepted by the head official.
- * Inside the final two (2) minutes of the second half, the clock will stop for the following situations:
 1. Incomplete Legal or Illegal forward pass
 2. Player out-of-bounds
 3. Safety
 4. Team Time-out
 5. Touchdown
 6. Team attempting to illegally consume time
 7. First down
 8. Turnover on downs or Punt
 9. Change of possession turnover
 10. Penalty
 11. Official timeout
- * In the event of inclement weather cancellation, any game that has completed the first half of play will be considered an official game and **will not be rescheduled.**
- * Each team is allowed two (2) 1-minute time outs per half. **Timeouts not used in the first half will carry over.**
- * Once the clock expires, the half is over, with exception to defensive penalties resulting in an untimed down.
- * If a team scores and time expired during the play, the half will end after the try.
- * Teams will have 10 seconds to snap the ball after ready for play signal or loss of down.
- * Offensive plays may be forward, side or backward (lateral) passes.
- * Running plays are legal offensive plays.
- * Players may lateral the ball (side or backward laterals only) at any point during the offensive possession.
- * Forward laterals will be deemed an illegal forward pass, resulting in a penalty.
- * The ball may only be passed behind the line of scrimmage once.
- * Ensuing passes must be directed downfield.
- * Each offensive team must have at least 1 player on the line of scrimmage on each side of the center at the snap.
- * ALL offensive players are eligible pass receivers.
- * **The QB has five (5) seconds to pass the ball, but may not run.**
- * **Any center-to-QB exchange that hits the ground behind the line of scrimmage will be returned to the previous spot with a loss of down.**
- * The CENTER must legally indirect snap the ball, whether between the legs or from the side, to the QB, but may leave the line of scrimmage after the pass, becoming an eligible receiver.
- * The CENTER may possess a loose towel for ball-drying purposes and to help mark the preceding line of scrimmage.
- * RECEIVERS may catch a forward pass and advance with the ball until flag is pulled by a defensive player.
- * Runners must advance the ball in an upright position.
- * Ball carriers that dive or lose their balance and fall to the ground will be marked down at the beginning of the act and may be penalized for illegal contact.
- * Blocking is only allowed after a reception.
- * Blockers must be stationary with both feet established on the ground and hands down before receiving any contact from their opponents.
- * Chasers may not charge into legal blocks.
- * The defense may begin anywhere on their side of the neutral zone.
- * **Defensive players may cover receivers behind the line of scrimmage.**
- * **Defensive players may not rush the QB.**
- * Defensive players may check with one hand, but may not push off or check to the facial area.
- * Defensive players may down a receiver with ball possession only by pulling his/her flags.
- * All interceptions are returnable

- * The field will consist of two 10-yard end zones, and two 25-yard zones.
- * The field width will be 30-35 yards.
- * Teams may choose to begin possession either on their own 10-yard line or where a preceding interception occurred.
- * Teams have 4 downs to reach midfield, and 4 downs to reach the end zone.
- * Whenever the midfield line is NOT gained after 3rd down, the team with possession may elect to punt or go for it on 4th down.
- * The receiving team may return punts, but the ball will be dead on dropped/muffed punts
- * If a defensive penalty occurs after the buzzer sounds to end the half, the team which forced the penalty will be allowed an untimed down equivalent to 4th down.
- * If the goal line is not gained in this untimed down, halftime or games end will occur
- * Teams who break their opponent's goal line inbounds with ball possession will score a 6-point touchdown.
- * A successful try from 5 yards out scores 1 point, from 10 yards out scores 2 points.
- * All technical penalties will be 5 yards.
- * All contact penalties including pass interference will be 10 yards.
- * All unsportsmanlike penalties and unfair acts will be 15 yards.
- * Half-the-distance and loss-of-down situations still apply
- * All non-forfeited ties will be broken by untimed overtime periods.
- * A coin toss will determine first-team possession and play direction in overtimes periods.
- * Unless the overtime starts with a penalty, each team will start from the 10-yard line.
- * The overtime period will continue until a winner is determined.
- * The overtime period is not sudden-death.
- * Each team will have an opportunity to score each period.
- * The goal line will always be the line to gain.
- * Interceptions in OT are returnable.
- * Accepted penalties in OT will replay the down with penalty yardage enforced.

****Any rule not covered may be fairly supplemented and ruled upon by the lead-most game official present.****