



CORAL SPRINGS FLAG FOOTBALL CLUB

Official Rule Book 2011



2011
CORAL SPRINGS FLAG FOOTBALL CLUB,
INC INDEX TO RULES AND REGULATIONS
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CORAL SPRINGS FLAG FOOTBALL CLUB

PLAYING RULES AND REGULATIONS

1. PLAYING FIELD

- A) Senior / Junior Division – Play on a one hundred (100) yard field, the team area is between the twenty (20) yard lines and one (1) yard from the side boundary.
- B) Freshman Division – Play on an eighty (80) yard field, the team area is between the ten (10) yard lines and one (1) yard from the side boundary.
- C) Coaching staff only allowed inside the fence during the game. Coaches or players outside the team area constitute a penalty.

Live ball fouls - from point of infraction
Loose ball fouls – from point of scrimmage
Penalty – Dead ball foul – Five (5) yards

- D) Home Team has choice of sideline on playing field that they would like to use.
- E) Home Team provides the Game Ball.

2. UNIFORMS

A) Required Equipment:

1. Player must wear league approved uniform. If for any reason a player has not been issued uniform shorts, only dark (black) colored shorts with NO pockets may be substituted. ANY PLAYER WITH POCKETS WILL NOT BE ABLE TO PARTICIPATE IN THE GAME.
2. Players shirt must be tucked inside of pants to insure the entire flag is visible.
3. Players may wear sneakers or rubber soled cleats. NO barefoot players.
4. Players must use a mouth protector at all times (Games and Practices) There may be NO attachments to mouth protectors.
5. Regulation Standard flag football flags attached to the uniform shirt (Three Flags), proper size.
6. Athletic support strongly suggested.
7. NO Jewelry permitted.

B) LEAGUE SUPPLIED ONLY Flags must be fifteen (15) inches overall in length and worn on three (3) sides of the players. They cannot be tucked or stapled or any slippery substance adhered to the flags.

*Penalty – Dead ball foul – Five (5) yards

C) Officials will check for proper equipment (mouthpiece, type of footwear, uniforms) prior to the coin toss at the start of each game. A player may not resume play until the equipment problem is rectified.

*Penalty – Dead ball foul – Five (5) yards³.

TIMING, DOWNS, PERIODS AND COIN TOSS

A) Four (4) downs constitutes a series

B) Ten (10) yards gained or past the first down constitutes a new series.

C) A game consists of four (4) twelve (12) minute quarters with a ten (10) minute half time break.

D) 1. Clock runs twelve (12) minutes consecutively for the first and third quarters except for official time-outs.

2. An official time-out will be called after each scoring play.

3. In the last 2 minutes of the second and fourth quarters, , the clock is stopped for:

a. Incomplete Passes

b. Ball out of bounds

c. Official and unused time-outs d. Scores

e. The clock will stop on the change of possession.

f. The clock will restart when the ball is marked ready for play.

E) 1. Each Senior/Junior team is allowed three (3) one (1) minute time-outs and each Freshman team is allowed four (4) one (1) minute time-outs per half. Unused time-outs are not carried over to the next half.

2. During the team time-out:

a. Only one (1) player may leave the field to confer with the coaching

staff b. Two (2) coaches may enter the huddle to talk to their team.

F) After the ready-for-play signal, the ball is to be put into play within thirty (30) seconds.

*Penalty – Dead ball foul – Five (5) yards

G) On an official time-out for an injury, players are not allowed to discuss with any of the coaches on their team any aspect of the game. The injured player must be sidelined for one (1) play, unless a time-out is taken by either team.

H) Coin Toss: The team that wins the coin toss may choose any one of the following:

1. Receive

2. Kickoff

3. Defer their choice to the second half kickoff, when they will have their choice of the above two (2) choices.

4. After the coin toss huddle is broken, the choice by the player may not be changed.

4. KICKOFFS AND PUNTS

A) Kickoffs:

1. Senior/Junior Division – own forty (40) yard line.
 2. Freshman Division – own thirty - five (35) yard line.
- B) Kickoff must be off a kicking tee.
- C) Offensive players, except the kicker, cannot move until after the ball is kicked. THIS APPLIES TO PUNTS AND FIELD GOALS ONLY (on a kickoff, all players may move but not cross the line of scrimmage until the ball is kicked).

*Penalty – Dead ball foul – Five (5) yards

- D) Ball must travel at least 5 yards from the kicking tee or the ball will be re-kicked once. After the 1st re-kick, the ball is placed at the spot of the dead ball. On a kickoff or punt, the receiving team can pick up a rolling football not previously touched by another player. A fair catch can be called only by the receiving team.

- E) **KICKOFFS ONLY**- If a receiver (only the 3 deepest receivers, which do not have to be in a straight line) drops the ball, the ball can be picked up by the receiver who had dropped the ball and advance it. *This rule does not apply to freshman.*

- F) On a kickoff or punt, if the ball goes into the end zone, it is a dead ball. The football will be put into play at the twenty (20) yard line.

- G) Kickoff or punting team cannot down the ball.

*Penalty – Loose ball foul – Five (5) yards

- H) Kickoffs - if the ball is kicked and goes out of bounds the receiving team can choose to re-kick with a five yard penalty or take the ball at their 40 yard line.

1. On the sole re-kick, if the ball is kicked out of bounds, the receiving coaches choice for possession to be at the point where the kick goes out of bounds or the offense's forty (40) yard line (35 yard line for freshman only).
2. Kickoffs will be strictly enforced according to the rule. If the kickoff goes out of bounds, the football will be put into play at the point where the ball went out of bounds.

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- I) Offensive team may punt on any down:

1. They must notify their opposition of their intent to punt.
2. The kicker must line up behind the center, step back a few yards and then kick the ball from between the tackles. No other player may move until the ball is kicked.
3. After the ball is snapped, the punt must be executed with eight (8) seconds (stopwatch timed). Otherwise, a dead ball foul will result from the line of scrimmage. The clock will not restart until the football is snapped for re-kick on the next down.

*Penalty – Dead ball foul – Five (5) yards

- J) 1. Once a punt is called, nothing can change the play unless a time-out is

- used or a defensive penalty occurs.
2. The referee and the opposition must be notified. This notification must be made prior to breaking the huddle.
 3. A delay of game penalty cannot be used as a time-out to change the play.
- K) On a kick off or punt, at least five (5) players of the receiving team must be within ten (10) yards of the free kick line.

*Penalty – Dead ball foul – Five (5) yards

- L) Defensive team must remain on ground until ball is kicked. (No jumping)
- M) Punts that go out of bounds will be taken by the offense at the point where the ball goes out of bounds.

5. START OF PLAY

- A) Each team must have a minimum of nine (**9**) players present at the start of each game. A ten-minute grace period will be applied and, if a team cannot be fielded at the conclusion of the grace period, that game will result in forfeiture with a score of 1/0.
****EXCEPTIONS CAN BE MADE BY A BOARD MEMBER.
- B) Offensive team must have a minimum of seven (7) players on the line and no more than four (4) players in the backfield.
- C) 1. A player is on the offensive line if his/her head intersects the imaginary plane of the snapper's (center) waist.
2. A player is in the backfield if no part of his/her body intersects any vertical plane of an offensive lineman.
- D) The defensive line may have up to eleven (11) players on the line. **They must line up one (1) yard or more from the line of scrimmage.** When the offensive team is at or within the defensive line's one (1) yard line, the defensive team may line up on the goal line, but no part of any defensive player's body shall extend over the goal line.
- E) No more than eleven (11) players may participate in a down.

*Penalty – Dead ball foul – Five (5) yards

- F) No player shall encroach into his/her neutral zone after the football is set ready for play.
1. For the offensive, it is their line of scrimmage.
 2. For the defensive, it is one (1) yard from the line of scrimmage.
- *Penalty – Dead ball foul – Five (5) yards
- G) No more than one (1) offensive player may be in motion at the snap and then, only if such motion is clearly parallel to the line of scrimmage or backward. A player may not come out of the set position (See J below) to go in motion.
- *Penalty – Dead ball foul – Five (5) yards
- H) After the ball is ready for play and before the snap, each offensive player must be within fifteen (15) yards of the spot of the snap, except for punt formation.
- *Penalty- Dead ball foul – Five (5) yards
- I) At the snap, offensive players CANNOT be in a three (3) or four (4) point stance. They must have their hands on their knees. Defensive players may have hands and arms in ready position. The ball must be snapped between the centers legs.
- *Penalty – Dead ball foul – Five (5) yards
- J) Voice signals are not mandatory. All that is required is that the offensive team be in a mandatory set position for the one (1) full second or count, said position defined as “Hands on Knees”. Once a player is in the set position, he may not go in motion.
- K) The ball is ruled dead when it hits the ground or when a misdirected snap hits the ground. The ball belongs to the team that had possession prior to the fumble or snap. (Assuming not on fourth down).
- L) An inadvertent referee whistle stops play.
1. If the ball has crossed the line of scrimmage – the ball is downed at point of whistle.
 2. If the ball is behind the line of scrimmage, the down is replayed.
 3. If change of possession due to interception – the intercepting team retains possession and ball is downed at point of whistle.

6. CARRYING THE FOOTBALL

- A) The ball carrier must not run through the defensive player, but attempt to evade the “tackler”.
- *Penalty – Live ball foul – Ten (10) yards
- B) It is illegal for the ball carrier to hack, push or straight arm another player.
- *Penalty – Live ball foul – Ten (10) yards
- C) It is illegal for a ball carrier to spin three hundred sixty (360) degrees

*Penalty – Live ball foul – Ten (10) yards

- D) If a player with less than three (3) flags gets possession of the football, the ball is dead at the point where the player took possession of the ball.
- E) A ball carrier shall not push their own player to use as interference.

*Penalty – Live ball foul – Ten (10) yards

- F) A ball carrier shall not jump or hurdle over another player to avoid his/her flags from being pulled nor run with his /her head lowered. A ball carrier may not dive forward or extend the ball in front of him to gain yardage.

*Penalty – Live ball foul – Ten (10) yards at point of infraction

- G) It is illegal for the ball carrier to touch his /her own flags or to defend them in any manner.

*Penalty – Live ball foul – Ten (10) yards

- H) The center sneak exchange play, as we know it, will not be permitted. The quarterback cannot take possession of the snap and then give the football back to the center, between the center's legs. A legal snap will be where a player takes complete possession of the ball via a center snap between his legs. (The ball must leave the center's hands completely at the snap).

7. PASSING

- A) 1. An illegal forward pass is a pass thrown by the passer with his feet beyond the line of scrimmage or intentional grounding.
2. Two (2) forward passes during the same down are illegal.

*Penalty – Loose ball – Ten (10) yards

- B) 1. Intentional grounding penalty is only invoked if the passer is trying to avoid a sack and/or loss of yardage.
2. A passer may only "spike" the ball to stop the clock.

*Penalty – Loose ball – Ten (10) yards

- C) The passer is declared down if the flag is pulled off by a defensive player before the ball leaves the passer's hand.
- D) All players are eligible to catch a pass. It is interference if any player interferes with an opponent's opportunity to move toward or catch the football except, it is not interference if unavoidable contact occurs when two (2) or more players are making a bona fide simultaneous attempt to catch the ball. No blocking beyond the five (5) yards of the line of scrimmage in either direction by offense or defense is allowed until the football is caught. If infraction occurs in the end zone then automatic first down one (1) yard line.

Interference Penalty

- 1. By defense – Ten (10) yards from the line of scrimmage an automatic first down.
- 2. By offense – Ten (10) yards from the line of scrimmage.

- E) Inadvertent contact after the passer releases the ball does not constitute roughing the passer. Defensive player CANNOT contact in any way the QB's arm while in a throwing motion. If contact is made with the hand/arm by the defender while the ball is in the passers possession, it will result in an unsportsmanlike conduct automatic 10 yard penalty and first down.

8. BLOCKING, TACKLING AND USE OF HANDS

- A) Line blocking shall be from a straight upright position, blocking above the opponent's waist. The blocker shall not hit the opponent in the back, outside the free blocking zone (three (3) yards each side of the scrimmage, tackle to tackle) or use his/her hands or extended arms to hold an opponent. No part of the blocker's body, except his/her feet shall be in contact with the ground throughout the block.

Penalty – Live ball foul, marked off from point of infraction.

1. By defense - Ten (10) yards at first down.
2. By offense - Ten (10) yards from point of infraction.

- B) 1. Offensive players shall not use their hands to push, pull or lift the ball carrier, or push, hold, grasp or encircle an opponent.

*Penalty – Loose ball foul – Ten (10) yards

2. Any rough tactics described as swinging of the arms, attempting to run over, batter, use of knees or elbows in blocking, blocking below the waist or above the shoulders is considered unnecessary roughness.

*Penalty – Ten (10) yards and disqualification of offender (at referee's discretion)

- C) Defensive players shall not use their hands to punch, grasp or hold any blocker.

*Penalty – Live ball foul – Ten (10) yards and automatic first down.

- D) Actual tacking is not permitted. "Tackling" is defined in these rules as when a defensive player legally pulls one of the ball carrier's flags. The "tackler" must stop at the spot of the tackle. The football is declared down where the ball or ball carrier is.

- E) The tackler shall not hold, push or run through the ball carrier but pull the flag rather than the carrier. This includes pushing the ball carrier out of bounds or any physical action against the carrier other than pulling the flag.

*Penalty – Live ball foul – Ten (10) yards at first down and possible disqualification of offender.

- F) It is illegal for a player to deliberately withdraw an opponent's flags unless it is the ball carrier. The defender cannot withdraw an opponent's (ball carrier) flag prior to possession

of the ball. If the defender withdraws the flag prematurely from the opponent prior to possession, will lead to an automatic first down at the spot of infraction. If infraction occurs in the back field of the offense, this will result in a ten yard penalty from the line of scrimmage and automatic first down

The official shall consider this action unsportsmanlike conduct.

G) Fumbles (**NO FUMBLES**) and loose football situations

1. The defense cannot strip the football from the offense. The defense cannot try to punch or pull the football out of the hands of the offensive player if the football is securely in his/her grasp (discretion of referee).
2. The defense through physical contact cannot cause a change in possession.
3. The offense can lose possession of the football through downs, punting, interception, or misplayed football, such as a lateral or a pitchout that never hits the ground and is caught by a defensive player in mid-air.
4. A defensive player may not take the football out of the hands of the offensive player.

H) If a defensive player's flag falls off, he remains able to make a defensive play and pull the flag of the ball carrier. If the defender intercepts the ball without a flag on, the ball is considered dead at the point of interception.

These interpretations are subject to the discretion of the referee.

9. SCORING PLAYS

A) When a runner advances the ball from the field of play so that the offensive player carrying the **football's flag** must cross the opponent's goal line plane, or catches a legal pass in the opponent's end zone is a touchdown. Six (6) points are scored when the ball is unextended.

B) 1. Point(s) after touchdown

a. For junior and senior teams:

One (1) point – kicked from the 2½ yard line

Two (2) points – run or passed from the 2½ yard line

b. For freshman:

One (1) point - run or passed from the 2½ yard line

Two (2) points - kicked from the 2½ yard line

2. Tries for points after a touchdown, either kicking, running or passing, are considered dead after the offensive try is successful or the defensive team gains possession. The defense cannot, under any circumstances, score any points on extra point attempts.

C) Field goal (three (3) points) or extra point can be placed-kicked in a five (5) second time limit (8 seconds for Freshman) from the snap of the football to a kneeling holder at the point of kick. (Holder can carry the football from the center to kick position – freshman division only). Timing to be by stop watch in addition to game clock. Holder must line up behind center. All kicks must be at least 3 yards back from the line of scrimmage.

1. Senior/Junior Division – failure to get a kick off in five (5) seconds is considered a missed try and loss of down
2. Freshman Division – failure to get kick off in eight (8) seconds is considered a missed try and loss of down.

D) It is a safety, two (2) points, when a ball carrier is downed in his/her own end zone, or when an offensive player commits any foul for which the penalty is committed in the end zone.

E) A majority of the officials must agree on an open field illegal tackle to award six (6) points.

F) A missed field goal inside the 20 yard line, the ball is returned to the 20 yard line. A missed field goal outside the 20 yard line is returned to the spot of the kick.

9. UNSPORTSMANLIKE CONDUCT

A) Unsportsmanlike conduct will not be tolerated from players, coaches, or non-coaching personnel (parents and friends).

This includes:

1. Insulting language or gestures
2. Obscene language or gestures
3. Disrespectfully addressing an official or flagrantly objecting to an official's decisions.

*Penalty – Ten (10) yards and/or disqualification of the offender(s) from the game and/or field at the referee(s) discretion.

B) Intentionally kicking or spiking the football.

*Penalty – Ten (10) yards

C) Bullhorns, megaphones, and any other such items of this nature (to be determined by referee or A.D.) are not permitted on field or sidelines and cannot be used by anyone.

D) An automatic first down will be awarded to the offense on all unsportsmanlike conduct and roughing the passer calls.

*Penalty – Ten (10) yards

E) Coaches will be responsible for their team's conduct as well as parents and all other spectators on his sideline during the game.

F) If a player or coach is ejected from a game, they are out of that game and no appeal can be made for that game. However, if that coach feels there is a reason for the ejected person to be allowed to participate in the following game he/she must within twenty-four (24) hours:

1. On his own initiative, contact their Division A.D., Head A.D. or Board Member.
2. Plead his case to those who will make the decision.
3. Abide by that ruling.

G) If no plea is made within the twenty-four (24) hour time limit, and/or no A.D. or Board Members are contacted, that person will not be allowed to participate in the following game (see Rule 15-C).

10. REGULATIONS

- A) N.F.S.H.S.A. rules apply in situations not included in these rules.
- B) Flag football is a game of skill, both offensively and defensively. Rough tactics are not to be used. Plays and tactics should be designed to employ speed and deception rather than violent contact.
- C) No players shall participate if, in the opinion of the coach, and/or the official, the participation can result in injury of or danger to the player. No casts or splinting devices of any type maybe utilized.
- D) No players shall participate if, in the opinion of the coach, his/her practice participation does not warrant game participation. This is decided prior to game time with the Athletic Director (see Rule 15-C). Instances must be reported prior to gametime to the divisions athletic director.
- E) If flags are cut shorter than fifteen (15) inches and considered to be intentional, the coach and the team are subject to board disciplinary action in addition to the penalty for illegal flags.
- F) In case of questionable weather or playing conditions, Board Members may call off the game. If an A.D. votes to call the game, it is cancelled. If an A.D. is not present, Board Members may call a game or practice. Coaches may not call off games or adjust game schedules. (See also PARK LIGHTNING POLICY).
- G) In the event that a game is called off and is to be played at another date, the following procedure will be used:
 - 1. Score will remain the same at point of interruption.
 - 2. Play will start at the point where play was stopped.
 - 3. Field position will remain the same as well as the clock.

11. TEAM STANDINGS / TIEBREAKERS

To determine team standings, points will be awarded as follows:

- Win – Two (2) points
- Tie – One (1) point
- Loss – Zero (0) points

Tiebreakers will be used if necessary to determine season standings as follows (there are no splitting of divisions:

- 1. Total Wins
- 2. Head-to-head results
- 3. Least amount of losses
- 4. Coin Toss

12. SUDDEN DEATH

- A) Used for playoffs and super bowl.
- B) If after a complete four (4) quarter game, the score remains tied, the following procedure will be used:
 - 1. After the toss of the coin, a complete fifth quarter of play will begin using fourth quarter rules. Two (2) time-outs will be allowed for each team.
 - 2. If after the fifth quarter, the game is still tied, a ten (10) yard penetration will be used as follows:

A coin toss will determine which team has first possession. Each team will get one (1) series of four (4) downs, from ten (10) yards out until one team scores and the other does not. There will be equal opportunities to score. No field goals. If the defense gains possession of the ball, the series automatically ends for the offense (regardless of the down) and the team with possession now becomes the offense with a new series of downs. You must score offensively to win. No point after touchdown tries.
 - 3. There are no time-outs during penetration series.

13. PRACTICE SCHEDULE

- A) Maximum three (3) practices a week.
- B) Total time of the three (3) practices cannot exceed 4½ hours a week (a week is considered Sunday through Saturday). Once games begin in the season, each game represents 1½ hours to be counted in the total of 4½ hours a week.**
- C) Practice may be held between the hours of 6:00 P.M. and 9:00 P.M., Monday through Friday. Saturday practices may be held between the hours of 9:00 A.M. and 3:00 P.M. on your designated field. No practices permitted on Sunday.
- D) All practices must be on assigned fields.
- E) Chalk talks are included in the three (3) practices and 4½ hours.
- F) Penalty for exceeding practice limits, after the first offense, will be suspension of the coach for one (1) game.
- G) Pregame practices may be held only 45 min. prior to game time.

14. REQUIRED PLAY

- A) Every player will be required to play start to finish in every game on offense or on defense. Failure to comply with this rule – immediate forfeiture of game. Exception to this rule will be injury or discipline.
- B) Players arriving after the start of the third quarter are not permitted to play.

- C) For an ejected player or coach, the ejected player or coach must attend the next game in uniform, but is not permitted to participate. Prior to the game, he/she must report to the coach or A.D. and must sit in the stands for the entire game. The player or coach will not be permitted to play or coach again until they have sat out a complete game. (See Rule 10-F and G)
- D) Injured players should be encouraged to attend games and may sit on the bench. The opposing coach and referees must be advised of the player's status prior to start of the game.
- E) Discipline cases must be identified to the A.D., opposing coach and referees prior to the game if they occurred in that week's practice. Discipline cases during the game may be handled at the coach's option. A full report to the A.D. is required at game's end and notice to the Head Referee immediately.
- F) Missing half or more of weekly practices is sufficient grounds for withholding a player from a game that week, providing an A.D. is notified prior to the game. If an A.D. is not available, then a Board Member must be notified.

15. COACHES REPONSIBILITIES

- A) No team will be permitted to freeze more than two (2) players during the player selection draft. There will be one (1) Head Coach per team. The Head Coach may have any number of Assistant Coaches but each must be approved by the Board, and only three (3) coaches may be on the sidelines during a game. If a team is missing a coach, the remaining coaches will notify the official if a substitute coach is to be used for that game. If a Head Coach is unable to coach a game and the Assistant(s) are unable to coach, it is the Head Coaches responsibility to notify a Board Member of the situation. A parent may not substitute for a coach, unless that parent has been approved by the board. RAIN OUTS WILL BE THE ONLY MAKE-UP GAMES!!!
- B) Any coach who knowingly plays an ineligible player will forfeit that game and will be suspended from coaching for the balance of the season. Eligible players are those that are properly registered and placed on a team in accordance with the rules.
- C) Should there be an error or omission on the part of the Coral Springs Flag Football Club or a parent, and a player is improperly registered or assigned to a team, the Board of Directors will take one of the following actions:
 - 1. Dismiss the player.
 - 2. Allow the player to continue to play.
 - 3. Move the player to the proper division on the last place team.
 - 4. No action if circumstance warrants.
- D) Coaches are responsible for all equipment issued to them. Equipment issued must be returned or replaced at the coach's expense. A \$100 deposit check must be submitted to the board at the time that the equipment is picked. At the end of the season, this check will be returned to the coach upon presentation of the full equipment bag provided, as long as the equipment is deemed acceptable. Any equipment not returned, will be the responsibility of the coach and may be taken out of the \$100 refund at the end of the season.

- E) Coaches must notify the Cheerleading Coach (first!) and all players of make-up game dates and times, playoff game schedules and other game changes.
- F) All coaches will be scheduled to A.D. equally during the season. The A.D. is to report to the referees prior to the games they are responsible for and signoff all final game score sheets and then give the cards to a board member or the league president. It will be the coaches responsibility to notify a Divisional or Head A.D. if he/she is unable to fulfill their scheduled game. If no notification is given or the coach does not show, the said coach will be required to sit out their next game in the stands with no involvement (see Rule 15-C above) and their team will receive a 15 yard unsportsmanlike conduct penalty at the start of their next game.
- G) All coaches (football and cheerleading) and all affiliates must wear the league supplied badges on the sidelines – WITHOUT EXCEPTION!

16. COACHES CONDUCT

The coaches of the Coral Springs Flag Football Club, Inc. will at all times conduct themselves in a manner that the youth of this organization can look up to and respect. Note: Coaches or assistant Coaches may not smoke or use any tobacco product while on the field or sidelines during games or practices.

17. CHARGES OF MISCONDUCT

Any person (coach, parent, club member) may at any time charge a coach with misconduct. Any person who feels a coach has done something detrimental to the physical or mental health of a child in the club, or has conducted himself/herself in a manner not in line with purpose of coaches may:

1. Consult with the coaches Athletic Director regarding this problem. At this point the A.D. will try to solve the problem.
2. If after the above is tried, the person making the complaint is not satisfied, or the A.D. feels the offense is flagrant enough, the complainant shall file a written complaint with the Board of Directors. Written complaint shall be made in triplicate, one (1) copy to each of the following: coach, A.D., Board of Directors.
3. After written complaint is made, the Board of Directors shall have a meeting within seventy-two (72) hours (a quorum must be present). At this meeting, the coach and complaining party will be given the opportunity to state their sides of the story. The Board will also question either party to get a true picture of the problem. After this is done, there will be a vote of the Board. A simple majority will be required to find a coach at fault. (Secret ballot, President will vote in case of a tie).
4. If the coach is found at fault, the Board shall within twenty-four (24) hours inform the coach of the action they feel is just for the infraction committed. Written notice shall follow.

18. PLAYER SELECTION

The selection process involves drafting players categorized within an age group and rating group. No player shall be placed on a team after the draft without the approval of the Vice President of Football, the Head A.D. and the Athletic Director for the division. In the event of a conflict of interest by any of the aforementioned individuals, said individual shall abstain

from the placement and his place shall be taken by the President or other disinterested Board Member. The replacement player named will be the most comparable player in the ranking, size and draft choice number as practicable. The decision of the panel is final. Any replacement player will be immediately deleted from the waiting list and all coaches will be advised by their Athletic Directors.

19. PROTESTS

There are no protests allowed.

However, if a coach feels that there was a rules infraction, he must signal the Head Referee by utilizing a time-out. If the coach is found to be correct, the time-out will not be charged to his/her team and proper action will be taken by the referee. If a coach has no time-outs remaining, and is found to be wrong, a dead ball foul will be assessed against his/her team.

*Penalty – Dead ball foul – Five (5) yards

20. PARK LIGHTNING POLICY

1. When the Thor Guard Warning System (15 second horn blast) sounds, the following procedure should be followed: Clear the outdoor facilities of all patrons and employees and give the patrons two choices:
 - A. Seek and remain in a protected building (a dugout or the picnic table awnings are not considered a protected building).
 - B. Ask them to wait in their vehicles until the weather clears and the All Clear Signal sounds (3 short horn blasts).
2. Once the park is clear, do a manual check of the Thor Guard System to assure that it is working properly.
3. If park patrons refuse to leave the facilities, they do so at their own risk, but all players must leave the fields and be in a vehicle or secure building.
4. If park patrons return to the facilities prior to the All Clear Signal, they do so at their own risk.
5. Allow activities to resume once the All Clear Signal sounds.
6. The Thor Guard System will be operable from 8:00 A.M. to 11:00 P.M. at the Mullins and Cypress Parks and from 8:00 A.M. to 10:00 P.M. at the Sportsplex.
7. If the park is closed for any reason, the Thor Guard System will be turned off so as not to disturb the park neighbors.
8. The policy will be handed out with all permits.

NOTE: CSFFC Rule 17-F allows that Board Members or A.D.'s can call a game in questionable weather conditions. Therefore, an authorized person may stop a game, even if the siren does not sound, if they feel there is a real threat of lightning. Coaches may not call off games or adjust game schedules.