

ADULT FLAG FOOTBALL LEAGUE

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LANZOTTI & RAU LLC

ATTORNEYS AT LAW

2016 LEAGUE MANUAL

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2016 FLAG FOOTBALL **MANUAL**

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I. Season Dates and League Overview:

- ✓ Games will be played on Thursday evenings at 6:30, 7:30, and 8:30pm.
- ✓ Games will most likely be played on Sundays from 1:00pm – 4:00pm, 4:30pm – 7:30pm
- ✓ The Season dates are tentatively set for September 29th– Mid November.
- ✓ Games will be played on Fields 5 & 6 in Arena Park
- ✓ The field is composed of 80 x 40 yards.
- ✓ There will be 2-3 divisions of play. Division 1 being the top.
- ✓ Each team will play at least 7 Regular Season Games
- ✓ *Only the top 4 teams in each division will make the playoffs.* This is subject to be changed at a later date according to the number of teams in each division.
- ✓ Flag belts and footballs will be provided.
- ✓ ***Officials will keep score and time on an on-field scoreboard.***
- ✓ ***Entry fee is due before the schedule is made.***

II. Team Make-Up and Eligibility

- ✓ **PLAYERS:** Each team will play with 7 players. Five players are required to avoid a forfeit. If, due to injuries, a team drops below the minimum number of 5 players that team may continue if the official feels they still have a chance to win.
- ✓ **PLAYER AGE REQUIREMENTS:** *All players must be 17 years of age or older. If a player is under the age of 18 he or she must have a waiver form signed by a parent/guardian.*
- ✓ **TEAM CAPTAINS:** Each team shall designate a player on the field as the captain to the officials. *Team captains must be at least 18 years of age.* This person is the only player who can communicate with the officials. The captain's first choice of any penalty option shall be irrevocable. The captain is responsible for all information contained in the league manual.
- ✓ **PERSONS SUBJECT TO RULES:** Team representatives including: players, substitutes, replaced players, coaches, sponsors, fans and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game.
- ✓ **ROSTER ADDITIONS:** Teams will fill out a game roster to be turned in to the official by the beginning of each game. After the first couple of weeks, teams will receive a typed roster and should add any additional players to the bottom of the roster.
- ✓ Additions to the roster can be made up until November 1st. After November 1st no players will be allowed to be added to the roster.
- ✓ A team may pick up a player after the November 1st roster addition deadline under the following conditions:
 - ✓ Only to avoid a forfeit
 - ✓ The opposing team captain and officials must be notified prior to the game
 - ✓ Both team captains must sign off on the scorecard prior to the game
 - ✓ If a player is picked up after the deadline and the above requirements are not followed, that game will be forfeited if protested against by the opposing team during that game.
 - ✓ The player that was picked up will not be added to the playoff roster.

- ✓ If any players arrive to the game late, they need to be added to the game roster when they arrive.
- ✓ To be eligible for the playoffs, each member on a team must have played at least one regular season game with that team by November 1st and have been added to the game roster in the game in which they played.
- ✓ **ROSTER ELIGIBILITY:** There is no roster limit. Players are only allowed to play on one team per season. The first team you play with is considered your original team. All games played with a second team will be forfeited if protested against by the other team during the game in which the illegal player plays.
 - ✓ Player protests must be made during the **FIRST HALF** of the game. No player protests will be upheld after the end of the halftime. **EXCEPTION:** if a player does not enter the game until the 2nd half that player may be protested upon entry into the game.
 - ✓ Player protests shall be made known to the official by the team captain and recorded by the official at the time of the protest.
 - ✓ A player playing on another team may be allowed to play with a second team under the same conditions stated under “roster additions” above:
 - ✓ Only to avoid a forfeit
 - ✓ The opposing team captain and officials must be notified prior to the game
 - ✓ Both team captains must sign off on the scorecard prior to the game
 - ✓ If a player on another team is picked up to avoid a forfeit and the above requirements are not followed, that game will be forfeited if protested against by the opposing team during that game.
 - ✓ This player will not be added to the playoff roster for his or her second team.

III. Playing Field

- ✓ **MARKINGS:** The field shall be 100 yards by 40 yards, including end zones. End Zones are 10 yards deep. There are 20 yards between First Down Cones; respective lines to gain (1st Down) for each team in order are the 10, 30, 30, and 10.
- ✓ **FIRST DOWN:** First Downs are marked with orange cones. Each time a team goes past one of these orange cones it will constitute a first down. First down cones will be set at the 10 and 30-yard lines. Teams will only receive a first down the first time past each cone per possession.
- ✓ **SIDELINES:** The official score clock will be kept on the sideline. Players shall not stand in front of the score clock as officials will be using a remote to operate the scoreboard.
 - ✓ **TEAM AREA:** On each side of the field a team area is designated between the 10-yard lines for players and coaches. There will also be a line drawn 3-feet off the sideline. **ALL PLAYERS, COACHES, ETC. ON THE SIDELINE MUST STAY BEHIND THIS LINE UNLESS MAKING A SUBSTITUTION.**
 - ✓ 1st violation – Warning
 - ✓ 2nd violation – 5-Yard Penalty

IV. Game Time

- ✓ **LENGTH OF GAME:** Playing time shall be 40 minutes, 2 – 20 minute halves The clock will run continuously, only stopping the last two minutes of each half.
- ✓ Half-Time shall be **4 minutes**.
- ✓ A coin toss will determine who shall receive the choice of possession or side at the beginning of the game. If only one team is ready to play at game-time, they will automatically have the choice.
- ✓ In case of overtime, there will be a **1-minute** intermission prior to starting overtime.

- ✓ **GAME-TIME IS FORFEIT TIME!** Have your players ready prior to the scheduled the game-time.
- ✓ 25-second play clock is in effect and will be kept by the official.

- ✓ **TIME OUTS:** Each team receives two time-outs per half. Time-outs do not carry over from first to second half. *One additional time-out will be awarded to each team for each overtime period. Time-outs from the second half will not carry over to overtime.*

- ✓ **GENERAL CLOCK PROCEDUES (entire game)**
 - ✓ Time-outs – the clock will start on the snap of the ball following the timeout
- ✓ **General Clock Procedures (final 2 minutes of the 2nd half):**
 - ✓ First Downs: **the clock does not automatically stop**. If the ball goes out of bounds to gain the first down the clock will stop and will start on the snap.
 - ✓ Incomplete Pass: the clock stops and will be started up on the next snap.
 - ✓ Scoring Play: the clock will be stopped immediately following a touchdown. The clock will not start until the snap following the PAT. The clock does not run during a PAT attempt.
 - ✓ Safety: the clock will be stopped immediately following a safety. The clock will not start on the free kick. It will start on snap following the free kick.
 - ✓ Punts: the clock will run continuously throughout a punt play. The clock will stop after the ball has been touched by a player on either team (besides the punter). The clock will not start again until the next snap.
 - ✓ Change of possession: the clock will stop immediately following any change of possession. The clock will start on the next snap.
 - ✓ Penalties: the clock will stop for penalties (immediately for illegal procedure and encroachment) or upon conclusion of the play for other penalties. If the clock was running when the penalty occurred, the officials will start the clock when the ball is spotted and made ready for play. If the clock was stopped when the penalty occurred, the clock will remain stopped until the snap.

V. Game Play

- ✓ **COIN TOSS:** 3 Choices: Offense, Defend a Goal, or Defer to Second Half.
- ✓ **BEGINNING PLAY:** The initial possessions of the 1st and 2nd half will begin on the 10-yard line of the team in possession of the ball. After a team has scored, the other team will gain possession of the ball at their own 10-yard line.
- ✓ **MERCY RULE:** If a team is 21 points or more ahead when the official announces the two-minute warning for the second half, the game shall be over. If a team scores during the last two minutes of the second half and that score creates a point differential of 21 or more points the game shall end at that point.
- ✓ **OVERTIME:** Shoot-out style, each team receives the ball at the opponent's 20 yard line and will have 4 downs to score; defense may return the ball for a touchdown. After the 2nd O.T., teams must go for a 2 pt. conversion.
- ✓ **SCORING:** Touchdown= 6 points
Extra Point=1 point if successful from the 3 yard line
2 Point Conversion=2 points if successful from the 10 yard line
Safety= 2 points
Defensive Conversion on Extra Point Attempt= 2 points
- ✓ **RECEPTION:** One foot must come down in bounds while the receiver has full possession of the ball to be considered a legal reception.
- ✓ **ELIGIBLE RECIEVERS:** Everyone is an eligible receiver.
- ✓ **MOTION:** Only one player is allowed in motion at the snap, but not in motion towards the opponent's goal line at the snap.
- ✓ **FREE KICK:** After a safety the offensive team will kick the ball from their 10 yard line to the team recording the safety. No snap is required. **There is no return and no one is required on the line.**

PUNTING: Quick punts are illegal. On fourth down the official will ask the offensive team if they want to punt or go for it. Once a decision is made it can not be reversed unless the offense calls a time-out. (No Fake Punts)

- ✓ There are no returns on punts. The ball will be ruled dead at the spot where it is received, goes out of bounds, or rolls dead.
- ✓ *The offensive team must have all players on the line of scrimmage except the punter, and the ball must be snapped between the legs or to the side of the leg.*
- ✓ **Defensive players may attempt to block the punt by jumping straight up. However, they may not penetrate the line of scrimmage.**
 - ✓ If the defense penetrates the line of scrimmage, defensive offsides will be called.
- ✓ If a player on the receiving team touches the ball and it goes forward, the spot will be marked where the ball was touched. If a receiving player touches the ball and it goes backward, the ball will be spotted where the ball is picked up, goes out of bounds, or rolls dead.
- ✓ If the ball is intentionally batted backward by the receiving team to gain a field position advantage, in the judgment of the official, the ball will be placed where it was first touched. **This is solely a judgment call and cannot be argued or protested.**
- ✓ **TOUCHBACKS** are placed on the 10 yard line.

VI. Special Rules

- ✓ **INADVERTENT WHISTLES:** Play is blown dead.
- ✓ **UNIFORMS:** Players must keep shirts tucked into pants at all times or the referee can rule you down.
- ✓ **BALL SPOT:** The ball spot is determined by **where the hips are** when a player is deflagged, **NOT** the ball.
- ✓ **FLAG BELTS:** Failure to have a flag belt legally attached prior to the snap is a 10-yard penalty and repeat the down.
 - ✓ If a player loses their flags inadvertently, one hand touch prevails.
- ✓ **NO metal cleats allowed.**
- ✓ **LINE OF SCRIMMAGE:**
 - **OFFENSE:**
 - The offensive team must have a minimum of 3 players set on the interior line of scrimmage at the snap.
 - The players must stand within one foot of each other. Players in motion do not count as players on the line of scrimmage.
 - Once the center has placed his hands on the ball no offensive player may enter the neutral zone.
 - Two, Three, and Four point stances are all legal.
 - Following a huddle or shift, all offensive players must come to a complete stop and remain stationary for one full second before the snap.
 - All players are subject to motion, position, and illegal procedure rules.
 - **DEFENSE:**
 - Following the ready for play whistle and until a legal snap, no defensive player may encroach, touch the ball, contact opponents, or in any other way interfere with the offensive team. Penalty – Dead Ball Foul, encroachment, 5 yards from previous spot.
 - Defensive lineman must also line up on the interior line not to cause a disadvantage for the offense.
 - The defensive lineman on the ends can be no more than half a body width outside of the offensive lineman
 - Defensive off sides that does not forgo any of the previous violations of interference with the offense **will result in a free play** for the offensive team.
 - All players are subject to motion, position, and illegal procedure rules.
 - Two, Three, Four point stances are legal.
- ✓ **BACKWARD PASSES AND FUMBLES:** Any ball that is fumbled during a down will be dead by rule once it has touched the ground.
 - ✓ A backward pass or fumble may be caught or intercepted by any player inbounds and advanced. A player may not intentionally throw a backward pass out of bounds to conserve time or to avoid being downed. This will be penalized as an Illegal pass: loss of 5 yards, loss of down, and the clock will start once the ball is spotted. Once a ball has touched the ground the ball is considered dead.
 - On the snap a quarterback may field the snap on ONE clean bounce.

- ✓ **LATERAL PASSES WILL BE ALLOWED**
- ✓ **FORWARD PASSES AND RECEPTIONS:** If a player is in the air attempting to catch a ball, the player must contact the ground with at least one foot in-bounds with the ball in their possession prior to going out of bounds, unless contact by an opponent causes the player to first touch out – of – bounds. If possession of the ball is lost simultaneously when they hit the ground, it is not a catch.
- ✓ **SAFETY:** If a player carries the ball across the goal line they are defending and the ball becomes dead while in their team's possession, it is a safety. If a team commits a foul in the end zone where the spot of enforcement is designated as the spot of foul, it will be declared a safety. A team recording a safety will receive two points, and the opposing team (the team who was scored upon) will free kick (punt) the ball from their own 10-yard line. A snap is not required on the free kick.
- ✓ **BLOCKING:** Blocking shall take place with minimal or no contact at the line of scrimmage. The blocker must keep their elbows into their body or may keep arms behind their body or at your side at all times. Blockers on the line of scrimmage also have the option of starting in a defensive position with their arms fully extended out in front of their body *provided palms are facing opponent and blocker is either stationary or moving backward*, but at **NO TIME WILL THE BLOCKER BE ALLOWED TO INITIATE CONTACT**. The blocker may only hold his/her position trying to block a path but may not push or initiate contact by using hands, arms, elbows, legs or body. If a blocker initiates contact it may be called holding, illegal block, or a personal foul. The blocker may only make contact between the waist and shoulders of the opponent, if contact is made anywhere else it will be a personal foul. It is the rushers job to go around the blocker. Whichever side initiates contact will be deemed a penalty.
- ✓ **DEFENSE** can only make minimal contact or no contact at all to get by offensive lineman.
 - ✓ No bull rushing or contact with or use of hands, arms, elbows, or legs in a way to move the offensive lineman.
 - ✓ Swim moves will be allowed, as long as no contact is made.
 - ✓ It is the defenseman's responsibility to avoid contact when rushing the quarterback.
- **BLOCKERS MAY SCREEN BLOCK DOWNFIELD** – legally obstruct an opponent without using any part of the body to initiate contact. The blocker must keep their elbows into their body or keep arms behind their body at all times.
- Blockers **MAY NOT**
 - Use their hands, arms, elbows, hips, or legs to initiate contact.
 - Take a position closer than a normal step when behind a stationary opponent.
 - Make contact when assuming a position at the side or in front of a stationary opponent
 - Take a position so close to an opponent that they cannot avoid contact by stopping or changing direction.

- After assuming his/her legal screening position, move to maintain it, unless he/she moves in the same direction and path of his/her opponent.
 - Use interlocked interference by grasping or encircling one another in any manner.
 - Run “right” next to or directly in front of a ball carrier to not allow room for a defensive player to pull the flag. Offensive players that are screen blocking must be a far enough distance from the ball carrier to allow a defensive player to run between the screen blocker and ball carrier, without making contact, to pull the flag
- Defensive players must go around the offensive player’s screen block without charging into the blocker in any way (charging/running into a blocker will warrant a 10 yard penalty). The arms and hands may not be used to grab or push the opponent aside. (Grabbing or pushing an opponent to the side will be called, illegal use of hands, 10 yard penalty)
- ✓ **INTERCEPTION RETURNS:** In the event a pass is intercepted it may be returned. The same screen blocking rules apply to the team that intercepted the ball.
 - ✓ **CENTER-SNEAKS:** Under no circumstances are allowed. Illegal procedure will be called.
 - ✓ **NO BUMP AND RUN** will be allowed. Illegal contact will be called.
 - ✓ **KNEE DOWN:** A player is not down when his knee touches the ground; the runner may still get up and run until his flag is pulled. **However, while a player’s knee is in contact with the ground a defender only needs to touch the player for him to be considered down.**
 - ✓ **PASSERS ARM IN MOTION:** If the ball is in the passer’s hand when deflagged, passer is down.
 - ✓ **SPIKING:** Spiking of the ball by quarterback to stop the clock under two minutes **IS LEGAL.**

VII. Penalties

- ✓ **PERSONAL FOULS:** Any act listed below or any other act of unnecessary roughness is a personal foul. Players shall not:
 - Punch, strike, strip, steal, or attempt to steal the ball from a player in a possession.
 - Trip an opponent
 - Contact an opponent who is on the ground
 - Throw the runner to the ground
 - Hurdle another player – *unless necessary to avoid contact*
 - Contact an opponent either before or after the ball is declared dead
 - Make any contact with an opponent which is deemed unnecessary
 - Deliberately charge or run into another player.
 - Stiff arm an opponent
 - Clip an opponent
 - Position themselves on the shoulders of a teammate or opponent to gain an advantage
 - Tackle the runner (warrants ejection)
 - Two personal fouls, VIEWED AS FLAGARANT BY THE OFFICIALS, in one game, are grounds for immediate ejection.

- ✓ **PASS INTERFERENCE:** Any contact that, in the view of the official, interferes with the attempt to catch a pass (offensive or defensive player) while the ball is in the air is pass interference unless, in the view of the official, it occurs when 2 or more eligible receivers make a simultaneous and bona fide attempt to reach, catch, or bat a pass or the pass is deemed uncatchable by the receiver. It is also pass interference if an eligible receiver is deflagged or touched prior to touching the ball on a pass thrown beyond the offensive line of scrimmage. *Face guarding will also be called pass interference.* If the pass interference by the defense is intentional and /or unsportsmanlike, the defense may be penalized an additional 15 yards.
 - ✓ *Offensive=Loss of Down and 10-yard penalty*
 - ✓ *Defensive=Automatic First Down (spot of foul)*
 - ✓ *Defensive in End Zone=Automatic First Down at 3-yard line or half the distance to the goal if line of scrimmage is inside the 3-yard line*

- ✓ **ROUGHING THE PASSER:** Any contact with the quarterback above his or her waist, whether intentional or unintentional, will result in a 10 yard penalty and automatic first down – must go for the flags.

- ✓ **STIFF-ARMING:** Stiff Arming is not allowed; a personal foul will be called, and if warranted an unsportsmanlike conduct or ejection will result.

- ✓ **OBSTRUCTING THE RUNNER:** A defensive player shall not hold, grasp, or obstruct the forward progress of the runner when attempting to remove the flag.

- ✓ **FLAG GUARDING:** Runners shall not flag guard by using any part of the body or ball to deny the opportunity for an opponent to pull or remove the flag. Flag guarding is a spot foul. Flag guarding includes but is not limited to:
 - Swinging the hand or arm over the flag to prevent the opponent from deflagging
 - Placing the ball in possession over the flag to prevent the opponent from deflagging
 - Lowering the shoulders in such a manner which flag guards
 - Holding the flag belt with the off hand.
- **NOTE: The ball carrier will be allowed to leave the ground with one or both feet. Players will also be allowed to dive to pick up extra yardage or to remove opponent's flags.**
- ✓ **OFFENSIVE HOLDING:** All offensive holding, whether behind the line of scrimmage or downfield will be penalized the same, with a 10 yard penalty from the line of scrimmage, and replay of the down.
- ✓ **RUNNING OR CHARGING INTO AN OPPONENT:** All players are required to avoid contact with the opponent. Running or charging into an opponent will be called under the following circumstances:
 - A defensive player runs into an offensive player setting a legal screen block.
 - The former “bull rushing” penalty.
 - Excessive, deliberate contact will be penalized with a personal foul penalty (15 yards).
- ✓ **ILLEGAL BLOCK:** If a player does not follow the screen blocking guidelines listed above, an illegal block will be called. The penalty for an illegal block is a 10-yard penalty from the spot of the foul if the penalty occurs past the line of scrimmage. If the penalty occurs behind the line of scrimmage, the penalty will be assessed 10 yards from the previous spot. Excessive, deliberate contact shall be penalized with a personal foul penalty (15 yards from the line of scrimmage).
- ✓ **ILLEGAL CONTACT:** This is similar to pass interference, though the penalty assessed is only five yards and an automatic first down. This is when a defender makes contact with a receiver like in pass interference, but before the football is in the air (bump and run).

PENALTIES AND YARDAGE

| PENALTY | YARDAGE | AUTO 1 ST DOWN | LOSS OF DOWN | SPOT FOUL | NOTES PS – PREVIOUS SPOT EOR – END OF RUN SS – SUCCEEDING SPOT |
|--|----------|------------------------------|--------------------|--------------|---|
| Required Equipment Worn Illegally | 10 yards | | x | | PS |
| Illegal Forward Pass | 5 yards | | x | x | |
| Illegal Forward Handing | 5 yards | | x | x | |
| Intentional Grounding | 5 yards | | x | x | |
| Delay of Game | 5 yards | | x | | PS |
| Illegal Snap | 5 yards | | | | DB – RD - PS |
| Illegal Formation | 5 yards | | | | DB – RD - PS |
| Illegal Motion | 5 yards | | | | DB – RD - PS |
| False Start | 5 yards | | | | DB – RD - PS |
| Illegal Shift | 5 yards | | | | DB – RD - PS |
| Illegal Substitution | 5 yards | | | | DB – RD - PS |
| Offensive Pass Interference | 10 yards | | x | | PS |
| Helping the Runner | 5 yards | | | x | |
| Offensive Holding | 10 yards | | | | RD - PS |
| Offensive Illegal Touching | 5 yards | | x | | Receiver out-of-bounds then 1 st to touch ball - PS |
| Flag Guarding | 10 yards | | | x | |
| *Illegal Block | 10 yards | | | x | PS if behind LOS |
| *Run or Charge into an Opponent | 10 yards | x | | | PS |
| Defensive Pass Interference | | x | | x | |
| Illegal Contact (bump & run) | 5 yards | x | | | PS |
| *Roughing the Passer | 10 yards | x | | | SS |
| Defensive Holding | 5 yards | x | | | PS |
| Illegal Flag Removal (defense) | 10 yards | x | | | PS |
| *Obstruction of Runner | 10 yards | x | | | EOR |
| Encroachment | 5 yards | | | | DB – RD - PS |
| Consecutive Encroachments | 10 yards | | | | 2 or more consecutive encroachments during same down interval - PS |
| Defensive Offsides | 5 yards | | | | Free Play – RD – PS |
| *Illegal Use of Hands (defense) | 10 yards | | | | RD –PS |
| Team Area Restriction | 5 yards | | | | Crossing team area restriction lines (1 warning) |
| *Unsportsmanlike Conduct | 10 yards | | | | SS |
| *Spiking, Throwing, Kicking or Not Returning Ball to Official | 10 yards | | | | SS |
| *Steal, Strike, or Attempt to Strip Ball | 10 yards | | | | EOR |
| *Trip, Hurdle, Tackle, Clip, Stiff Arm, or any Unnecessary Contact | 15 yards | | | | SS |

***Excessive unsportsmanlike conduct may also be called as a 15-yard penalty.**

- ✓ NOTE: Any flagrant activities associated with 5, 10, or 15-yard penalties may result in immediate disqualification.
- ✓ 2 personal fouls, VIEWED AS FLAGARANT BY THE OFFICIALS, in one game, will result in immediate ejection.

VIII. Player Misconduct

- ✓ **VERBAL ABUSE**, arguing calls with, and showing-up of referees will not be tolerated. *Excessive or repeated unsportsmanlike conduct will result in a player ejection and one-game suspension for the first offense, player ejection and two-game suspension on the second offense, and player ejection and rest-of-the-season suspension for a third offense.*
 - If a referee is bumped or assaulted, that player will be suspended for the entire season and his team will forfeit the current game. That player will also be subject to further penalties.
- ✓ **FIGHTING** will not be tolerated. Any players involved in shoving, wrestling, throwing punches, or any other type of fighting will be ejected from the game and suspended a minimum of two games and up to the entire season.
 - *Any player that throws a punch, whether the punch connects or not, will be suspended for the remainder of the season and possibly from future Cape Girardeau Parks & Recreation Department leagues.*
 - Any other type of misconduct following a fighting suspension will result in a season long suspension.
- ✓ **SIDELINES:** *Players, coaches, and fans along the sideline will not be allowed to argue calls with or distract the sideline official. An infraction of this rule will result in a 10-yard unsportsmanlike penalty and possibly further penalties or ejections.*
 - Any player leaving their sideline during a fight or argument will be ejected and suspended for the following game. Their team will also forfeit the current game no matter what the score is. Double forfeits can be handed out if both teams have players leave the sidelines.
- ✓ **TRASH TALKING:** Vulgar language, trash talking, and taunting is not acceptable – players will first be given a personal foul for unsportsmanlike conduct. If it occurs a second time the player will be ejected. Excessive trash talking may result in suspensions and forfeits.
- ✓ **OFFICIALS** have the right to eject any player, coach, or fan and call any game they deem necessary to keep control. If game is called due to **one** team's behavior, that team will forfeit the game.
 - **EXCEPTION:** If the **opposing** team would like to finish the game, and the official feels that through ejection the problem has been eliminated, the opposing team along with the official can make the call to finish the game.
 - The official has the FINAL SAY in this situation
 - If in the official's opinion, the game gets out of control once it has continued, the game **WILL BE** called. If the game is called due to **one** team's behavior at that point, that team **WILL** forfeit the game.
- ✓ **EJECTION:** Coaches, players, or fans ejected/removed from a game should leave the field and immediate vicinity without further abuse, to prevent harsher penalties that may be imposed. *If a player refuses to leave the field and vacate the vicinity that player's team will forfeit the game.*
- ✓ **ANY PLAYER** who commits a violation that warrants a suspension in the final games of the season will be punished by being deemed ineligible for next years league or possible other future leagues he/she may be interested in participating in.

- **ANY PLAYER** that repeatedly or excessively exhibits unsportsmanlike behavior or unnecessary roughness may be suspended from future Cape Girardeau Parks & Recreation Department leagues.

****The league director has the authority to apply or overrule punishment as she deems fit.**

IX. GENERAL POLICIES

- **WEATHER:** Games may be postponed or rescheduled due to weather conditions. This call is made by the Cape Girardeau Parks and Recreation Department Recreation Coordinator or by the official of your game. Games will be rescheduled at the Cape Girardeau Parks and Recreation Department's convenience, *and are subject to be made up any day of the week due to time constraints and field availability.* All team managers will be contacted by phone and through email of any rescheduled games. It is the managers' responsibility to contact the Cape Girardeau Parks & Recreation Department if he has not received rescheduled game information.
- **STANDINGS:** Please verify that standings are correct week by week. I will post the standing on our city web site at www.cityofcapegirardeau.org
- **PROTESTS:** A coach has the right to protest an official's interpretation of the rules. The protest must be made note of immediately before the next live ball to the official and recorded and then submitted in writing by 5:00 pm the next business day to the league director. *Player eligibility protests must be made during the first half of the game. No player eligibility protests will be upheld following the start of the 2nd half in which the illegal player participated, unless the ineligible player does not enter the game until the 2nd half of play. The player eligibility protest must be made at that time.*
 ** Protests, which are upheld but have little or no bearing on the game, will not result in the game being replayed. (The game will stand as is) The Cape Girardeau Parks and Recreation Department will decide these protests. **All decisions are final.** If play was crucial, it will be replayed from that point or the game will be replayed from the start. The Cape Girardeau Parks and Recreation Staff will make this decision.
- **SCHEDULES:** Will be posted on the website, emailed to the team captain and mailed to each team. They will also be available to be picked up at least one week before the first game at the Osage Centre and A.C. Brase Arena. Each manager will be notified upon their completion. It is the manager's responsibility to review the schedule and pass all information onto their players.
- **PLAYOFFS:** Will be scheduled following the regular season. We will do everything possible to keep play-off games on the same Thursday, Sunday schedule as the regular season. However depending on availability and time restraints games may be scheduled on any given day of the week.