



Adult Flag Football League Rules and Regulations

(Revised 6/30/2014)



grpinfo



Find yourself in good company



#GNC_RecParks

Table of Contents

I.	Registration Procedures.....	3
II.	Managers Duties.....	3
III.	Eligibility.....	4
IV.	Playing Rules.....	5
	General Rules.....	5
	Scoring.....	6
	First Downs.....	6
	Carrying.....	6
	Passing.....	7
	Blocking & Rushing.....	7
	Kicking.....	8
	COED.....	8
V.	Penalties.....	9
VI.	Forfeits.....	11
VII.	Ejections.....	11
VIII.	Tournament.....	12
IX.	Awards.....	12
X.	Inclement Weather.....	12
XI.	Code of Conduct Contract.....	13

League Director

Christen Winstead

Phone: (252) 329-4272

Email: cwinstead@greenvillenc.gov

Yellow highlights represent rule changes for the 2014 season

All playing rules listed below will govern league play. In the event that a situation is not listed below, it will default to the National Intramural Recreational Sport Association (NIRSA) Flag Football Rules.

I. Registration Procedures

A. Team Registration:

- a. **\$340.00 per team** – Includes 10 regular season games and a single elimination post-season tournament.

B. Player Registration:

- a. In addition to the team fee, a participation fee of **\$20** (Greenville City Resident); **\$30** (Non-Resident) is required for each member on the team roster which includes players, coaches, and managers.
- b. Player registration forms are required for each member on the team roster which includes players, coaches, and managers.

**** Player registration fees and registration form must be on file with GRPD by 7pm on the Friday before the game in which he/she is to play.****

C. Payment of Fees:

- a. All fees must be paid at H. Boyd Lee Park.
- b. Please make checks payable to Greenville Recreation & Parks Department (GRPD).

D. Manager Meeting:

- a. A MANDATORY meeting for managers or team representatives will be held at the conclusion of team registration on **Tuesday, August 26th at H. Boyd Lee Park beginning at 7pm.**
- b. Failure to attend this meeting (manager or team representative) will result in removal from the league with a full refund.

E. Refund/Credit Policy:

- a. GRPD will give partial or full refunds for the following reasons:
 - i. Classes/programs cancelled due to lack of participant interest, and/or
 - ii. Valid medical reasons on the part of the participant, and/or
 - iii. Participant is dissatisfied within the first two (2) meetings of a program and contacts GRPD staff within five (50 business days after the second meeting for a refund.
- b. Other valid reason for exiting programs will be considered for program credit. GRPD must be notified at least two (2) working days prior to class/program starting date in order for GRPD to be able to fill program vacancy.
- b. Senior Management must approve a refund or a credit for program or portion of programs deemed appropriate.
- c. Credits can be used only by participants or his/her immediate family members.

II. Managers Duties

- A. It shall be the duty of each manager to see that the official roster, player registration forms, and entry fees are delivered to the Athletic Office as stated on the Flag Football Deadline and Fact Sheet. Each team is required to register during assigned registration dates. Team managers are responsible for signing player registration forms to verify all players are of proper age.
- B. It is the responsibility of each manager to assure that all players on their team are eligible and understand the rules and regulations of the GRPD Flag Football League.
- C. Managers or team captains are the only ones allowed to question the referee.
- D. Managers are to see that all players are in the proper uniform and that the players stay in the respected areas (between the 20-yard line markers and two yards off the sideline).

- E. Each manager is responsible for their team and spectators conduct at and around the park. GRPD will not tolerate abusive language, consumption of alcoholic beverages on city property, litter, or other irresponsible acts.
- F. Each manager is responsible for appointing two (2) team captains. One on the offense side of the ball and one on the defense side of the ball. Captains will be the only designated players to accept or decline penalties. Managers can also be the team captain.
- G. Only the team manager should contact GRPD after 12pm, in case of inclement weather. Game status updates will be available by calling the weather hotline at (252) 329-4299.
- H. Each manager is responsible for contacting GRPD concerning the rescheduling of games.
- I. Notify the Athletic Office of any changes of team manager contact information.

III. Eligibility

- A. All participants must be 16 years of age prior to participation and are required to pay the appropriate fee and complete a registration form to be considered an eligible player. Proper Identification is required.
- B. Player registration fees and forms must be on file with GRPD by 7pm on the Friday prior to the game in which he/she is to play.
NOTE: Once a player plays in one regular season game for a certain team, they may not switch teams. No player will be allowed to play with more than one team in a division.
- C. A player must be entered on the team roster prior to participation. Each roster is limited to 15 players, including manager and/or coaches.
- D. Roster additions may be made at H. Boyd Lee Park during normal office hours. No additions will be allowed during the playoffs. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament, as long as they were on the roster prior to the team's last regular season game.
- E. **An illegal player** is defined as: a player participating under an assumed name and/or playing for a team in which he/she is not on that team's roster; or playing on more than one team in the same division.
- F. **An ineligible player** is defined as: a player who does not meet the requirements of the GRPD Code of Conduct [SEE PAGE 13]; or playing while under suspension.
- G. Any GRPD representative, official, or an opposing team all have the right to protest the legality of a player. GRPD has the right to check identification at any time; picture I.D.'s must be readily available upon request. This includes the right to check entire teams or just specific players in question.
NOTE: Any team found to be playing illegal players must forfeit the present game, those players will be suspended from the league for the next 3 scheduled games, and the manager will be suspended from the league for the next 5 scheduled games.
- H. Uniform:
 - a. All uniforms must be complete by the beginning of the first regular season game.
 - b. Each member of the team must have a shirt the same color and must have a screen-printed or ironed-on number on the back of the shirt. Teams are not allowed to have duplicated jersey numbers (1 and 01, 3 and 03, 8 and 08, etc. are NOT the same number).
 - c. Officials will not allow a player without the minimum uniform to play, and a team will be charged a forfeit if they fail to provide 5 players dressed alike.
 - d. Shorts/Pants must be a different color than the flags with **NO BELT LOOPS OR POCKETS**.
NOTE: Flags are red & yellow.

- e. No protective equipment may be worn: i.e. helmets, shoulder pads or hip pads. All protective medical materials (tape, pads, etc.) must be approved by the Game Official.
 - f. Molded cleats or tennis shoes are the only allowable footwear. **NO METAL, SCREW IN OR METAL TIPPED CLEATS ARE ALLOWED.** Shoes must be worn at all times.
 - g. Shirts must be worn tucked inside pants. Jerseys which have been altered in any manner, which produces a knot like protrusion or creates a tear-away jersey, are illegal.
 - h. The use of headgear (including hats), **JEWELRY**, body pads or any unyielding or dangerous equipment is **PROHIBITED**. Headwear containing any exposed knots, such as bandannas, is illegal.
- NOTE:** Should there be question regarding the legality of any equipment, the referee will make the final ruling.
- I. Only flags supplied by GRPD may be used; players may be asked to show the Site Supervisor a **VALID I.D.** at the field in order to receive flags.
 - J. GRPD shall provide a game ball.

IV. **Playing Rules**

All playing rules listed below will govern league play. In the event that a situation is not listed below, it will default to the National Intramural-Recreational Sports Association (NIRSA) Flag Football Rules.

GENERAL RULES

- A. A game shall consist of (2) two 22-minute halves with running time.
 - a. During the 22 minutes of the first half, and first 20 minutes of the second half the clock will stop only for a team or official time out.
 - b. Stop timing will be used during the **last 2 minutes of the game**, at which the time clock will stop on all whistles other than de-flagging. Teams will be notified at the beginning of the 2-minute period.
 - c. After a stopped clock, time will begin at the snap of the ball (unless in the final 2 minutes of the game, as dependent on the previous play).
 - d. When a team is awarded a new series in the final 2 minutes of the game, the clock starts on the snap.
 - e. The clock will run during a P.A.T. attempt (except in the final 2 minutes of the game).
 - f. Half time will be 3 minutes in duration.
 - g. The Backfield Referee is the Official Timer.
- B. Each team is allowed two 60-second time outs per half.
- C. Once the ball is marked ready for play, a team has 25 seconds within which to snap the ball.
- D. A team may defer its toss option to the second half.
- E. Once a team captain declares a punt or makes a choice of going for a 1, 2 or 3 point conversion after scoring a touchdown, he/she may change the decision only if a charged time out is granted to either team.
- F. Only seven players per team are allowed on the field at a time. A minimum of five players is necessary to begin and continue play.
- G. The offense must have at least four players on the offensive line of scrimmage.
- H. All plays must originate with a snap from center. This snap must be received at least 2 yards behind the offensive scrimmage line. The snap does not need to be made between the legs of the snapper.
- I. Only one offensive player may be in motion when the ball is snapped. This motion must begin more than one second before the ball is snapped, and must be parallel to or away from the line of scrimmage. A player may go in motion from the line but IS NOT considered being a player on the line.
- J. After the ball is ready-for-play, each player of the offensive team must momentarily be within 15 yards of the ball prior to the snap before moving closer to the sideline.

- K. No defensive player may be closer than 1 yard to the line of scrimmage during all scrimmage downs. Defensive players may not break the neutral zone until the ball is snapped.
- L. Offensive players are responsible for helping retrieve the ball after a down has ended.
- M. All players not in the game, and spectators, must remain between the 20-yard line markers and two yards off the sideline.
- N. Alcoholic beverages will not be allowed at anytime on City property or properties used by the City of Greenville. If in the opinion of the official, League Director, or any GRPD Staff, a player or manager/coach has been drinking and is not removed from the game and playing area after the manager of the team involved has been notified, the game will be forfeited.
- O. Any person using profane or vulgar language will be removed from the field. If a player is removed from the field for unsportsmanlike conduct, he/she shall be automatically suspended for the next game played, as well as being in jeopardy of being banished from the league, pending review by the Athletic Staff.
- P. Players/coaches are not allowed to smoke in the playing area.

SCORING

- A. Point values will be as follows:

- Touchdown:	6 points
- Safety:	2 points
- PAT from 3 yard line:	1 point
- PAT from 10 yard line:	2 points
- PAT from 20 yard line:	3 points
- B. **Touchdown verification:** The player scoring the touchdown must raise his/her arms so the nearest official can de-flag the player. If the player is not de-flagged with one pull, and the official determines the flag belt has been secured illegally, the touchdown is disallowed, the player is disqualified and it is a foul.
- C. **Tie-Breaker:** Should a game end with a tie score, the following system shall be used:
 - a. Coin toss with the following options.
 - i. Offense or defense
 - ii. Goal - Both teams will use the same goal on offense.
 - b. Each team is allowed a series of 4 downs in which to score from the 10-yard line. A series is ended by:
 - i. Scoring a touchdown, PAT is attempted; if needed.
 - ii. Interception - If touchdown is made, PAT is attempted; if needed. If no touchdown, they begin their 4 down series if available.
 - c. If the score still remains tied, each team will have another 4 down series with the opposite team having 1st option of offense or defense. This type of play will continue until a winner is determined.
- D. **Mercy Rule:** If a team is 19 or more points ahead when the Referee announces the 2-minute warning for the second half the game shall be over. If a team scores during the last minute of the second half and that score creates a point differential of 19 or more the game shall end at that point.

FIRST DOWNS

- A. A first down is awarded to a team when they advance the ball across the next 20-yard marker. Four downs will be allowed to complete the task.
- B. Only one first down per series of possession can be obtained at each 20-yard marker.

CARRYING

- A. A ball carrier may not deliberately guard their flags. Spinning or jumping to avoid being de-flagged is **legal**. Actions such as slapping with the hand or stiff-arming are examples of flag guarding.

- B. A ball carrier may not hurdle a player to avoid de-flagging.
- C. If a player **inadvertently** loses their flags or it is pulled by the opposition before gaining possession of the ball, the play will continue and the player must be downed by a **one hand touch**, between the shoulder and knees, including the hand and arm.
- D. A player will be ruled "down" when any part of their body other than the hand or foot touches the ground.
- E. The defender may not hold or tackle the runner while de-flagging the ball carrier.
- F. A fumbled or muffed ball is dead when it strikes the ground.
- G. **Inadvertent Whistle:** When an inadvertent whistle occurs, the offensive team will have the option of taking the play with the ball spotted at its location when the whistle blew or replay the down. If the ball is loose following a backward pass or fumble, the team will have the option of taking the ball at the spot where possession was lost or replay the down. During a legal forward pass or any kick, if an inadvertent whistle occurs, the ball is returned to the previous spot and the down replayed.
- H. It is illegal to attempt to steal a ball in a player's possession.
- I. In pulling a flag and/or touching a ball carrier, a defender's feet MAY leave the ground. Diving **IS** legal by defensive or offensive players however, the diving player is still responsible for any contact which they initiate.

PASSING

- A. A forward pass may be thrown from any point behind the line of scrimmage.
- B. All incomplete backward passes shall be marked down at the point of ground contact.
- C. Only 1 forward pass may be attempted from behind the line of scrimmage on a given play.
- D. A forward pass is **illegal** if:
 - a. It is thrown from beyond the line of scrimmage.
 - b. It is intentional grounding.
 - c. It is thrown after a change of possession.
 - d. The passer catches his/her untouched forward/backward pass.
 - e. It is the second forward pass during a play.
- E. All players except the passer are eligible to receive a pass.
- F. A player must have complete possession of the ball and land inbounds to be a legal reception.
- G. A pass intercepted in the end zone may be advanced.
- H. If the passer is de-flagged prior to releasing the ball, the ball is dead at that spot and the down has ended.
- I. If an offensive player goes out-of-bounds on their own violation and returns inbounds, it is an illegal participation foul.
- J. **Roughing the Passer:** Defensive players must make a definite effort to avoid charging into a passer after it is clear the ball has been thrown. No defensive player shall contact the passer who is standing still or fading back as he/she is considered out of the play after the pass.

BLOCKING & RUSHING

- A. No part of the body except the feet shall be in contact with the ground and the feet must remain on the ground for the duration of the block.

- B. Blocking will be by **SCREENING ONLY**, meaning, a blocker must hinder a defender's movement through positioning rather than body contact.
- C. During a block, the body must remain upright with elbows and hands touching the body at the side or behind the back.
- D. While incidental contact may occur, blocking/rushing penalties will be called against the player who initiates contact.
- E. The defense may not use hands, arms, or legs as a wedge to gain an advantage over a blocker.

KICKING

- A. There will be no kickoffs or free kicks. Possessions beginning a new half will begin on the 15-yard line.
- B. Following any touchdown, the ball shall be placed on the 15-yard line with possession being given to the opponent of the scoring team.
- C. Following a safety, the ball shall be placed on the 15-yard line with possession being given to the team who just scored the safety.
- D. On each fourth down, the offense must announce when the ball is marked ready-for-play whether or not they will kick. Once the decision is made, it cannot be changed except through the use of a charged time-out. If a kick is to be made, the following procedures must be followed:
 1. The offense (no requirements for the defense) must have a minimum of 4 players on their line of scrimmage.
 2. The kicker must receive the snap at least two yards behind the center as for any other scrimmage play. The kicking motion must begin with 5 seconds of receiving the snap.
 3. Delay in the kicking motions will result in a delay of game penalty.
 4. Players of the kicking or receiving team may not advance beyond their respective scrimmage lines until the ball is kicked. The receiving team may attempt to block the kick after it crosses their scrimmage line.
 5. Once the ball is punted, any receiving player may block the kick. If a player on the kicking team catches the kick behind the receiving team's line of scrimmage they may advance.
- F. The kicking team may catch, touch, muff or bat a punt in flight beyond their line of scrimmage if no receiving team player is in position to catch the ball.
- G. A ball, which goes into the end zone from the impetus of the kick, is no longer dead. It may be run out of the end zone. If the ball is not brought out of the end zone, it shall be a touchback.

COED *In addition to the above playing rules, the following modifications will be used for COED league play.*

- A. COED teams consist of four (4) males and four (4) females. A team may play with uneven numbers of men and women so long as the number of either gender does not exceed four (4). A minimum of six (6) players are needed to begin and continue play.
- B. The regular, intermediate, junior or youth size football may be used. The offensive team is responsible for getting the desired ball in play.
- C. The offensive team must have (5) players on the line of scrimmage, including the center. If a player is in motion, they are not considered to be on the line of scrimmage.
- D. If a female or a male completes a forward pass to a male receiver behind the offensive team's scrimmage line and he runs beyond the scrimmage line, it is an **illegal forward pass**.
- E. During a punt, the offense must have five (5) players on the line of scrimmage. Players can not advance beyond the scrimmage line until the ball is kicked. Males may advance the ball on a punt.

- F. Male ball carriers are prohibited from advancing the ball across the offensive line of scrimmage prior to the ball being beyond the offensive team's scrimmage line (this rule does not apply after a change of possession).
PENALTY: Illegal Procedure, 5 yards from the previous spot.
- G. During the offensive team's possession there may not be 2 consecutive forward pass completions from a male passer to a male receiver. If a male passer completes a forward pass to a male receiver, the next forward pass completion must involve either a female passer or a female receiver for positive yards. The spot where the ball becomes dead must be beyond the offensive team's scrimmage line. This rule also applies to the try-for-point.
PENALTY: Illegal Forward Pass, 5 yards from the spot where the second consecutive male to male completed forward pass is released, and a loss of down. Any penalty, whether accepted or declined, shall have no effect on whether the next forward pass completion is "open" or "closed".
- H. If a female player scores a touchdown, the point value is **nine**. If a female player throws a legal forward pass and the end result of the play is a touchdown for that team, the point value is **nine**. All other touchdowns will score **six points**.
- I. If at, or following, the two (2) minute warning in the 2nd half one team is ahead by 25 or more points, they will be declared the winner and the contest will end.

V. Penalties

- A. The offended team may have its choice of the penalty or the result of the play.
- B. When both teams commit an infraction during the same live ball period, regardless of the severity, the down is automatically replayed, provided there is no change of possession. If an ejection is warranted, this may occur even though no yardage is assessed.
- C. When a live ball and dead ball penalty simultaneously occur, each is handled on its own merit, regardless whether the penalties are on the same or opposing teams.
- D. All unsportsmanlike conduct penalties are penalized as a dead ball foul.
- E. If a fight occurs on the playing field, all team substitutes are to remain in their team box. If a substitute enters the field to observe, separate participants, become involved in the fight, or whatever, he/she will be disqualified and a 10-yard unsportsmanlike conduct penalty will be enforced from the succeeding spot. Each individual substitute who enters illegally will be disqualified and penalized. Entering substitutes who are on the field for substitution purposes before the fight will not be penalized for being there if they do not participate in the fight.
- F. The second unsportsmanlike conduct penalty by the same player or non-player results in disqualification.
- G. Live ball fouls committed by either team after Team B (the team on defense at the start of the down) gains possession during a try or overtime shall be enforced at the succeeding spot (where the ball will next be snapped).
- H. Establishing a Zone Line-to-Gain- Penalties for fouls with succeeding spot enforcement which occurs **prior** to the "ready for play" signal shall be administered **BEFORE** setting the zone line-to-gain box for a new series.
- I. Establishing a Zone Line-to-Gain- Penalties for fouls with succeeding spot enforcement, which occur **after** the "ready for play" signal shall be administered **AFTER** setting the zone line-to-gain box for a new series.
- J. Loose Ball Play. Exception: The penalty for roughing the passer on a completed forward pass will be enforced from the end of the last run when the run ends beyond the neutral zone and no change of possession has occurred ("tack on").

- K. Safety/Goal Line. For a defensive foul, if the enforcement spot which is now the basic spot, is on or behind the offended team's goal line any measurement is from the succeeding spot.

Five Yard Penalties

- Improper equipment
- Encroachment
- Illegal substitution
- Illegal formation, motion, shift, snap, or procedure
- Helping the runner
- Delay of game
- False start
- Illegal position (offensive player not within 15 yards of the ball)

Ten Yard Penalties

- Kick catch interference
- Illegal participation
- Hurdling
- Protecting the flag
- Illegal removal of flag
- Illegal use of hands, arms, legs or body
- Unsportsmanlike conduct
- Unnecessary roughness
- Tackling the runner (**AUTOMATIC DISQUALIFICATION**)
- Fighting (an attempt by a player or non-player to strike or engage an opponent in a combative manner unrelated to football) includes acts such as attempting to strike an opponent(s) with the arm(s), hand(s), leg(s), or foot (feet), whether or not there is contact (**AUTOMATIC DISQUALIFICATION**)
- Intentionally contacting a game official physically (**AUTOMATIC DISQUALIFICATION**)
- Defensive pass interference, plus automatic first down (if intentional or flagrant, the team may be penalized an additional 10 yards)
- Roughing the passer, plus automatic first down
- Steal or attempt to steal ball from ball carrier
- Consecutive encroachments in the same interval between downs
- Illegally secured flag belt (if by Team A will also result in player disqualification and loss of down, if by Team B will also result in player disqualification and automatic first down)
- UNFAIR ACTS

Loss of Down Penalties

- Illegally handing ball forward (5 yards)
- Illegal forward pass (5 yards)
- Offensive pass interference (10 yards)
- Illegally secured flag belt on a touchdown by Team A (**AUTOMATIC DISQUALIFICATION**)
- Illegal backward pass

VI. Forfeits

A game shall be forfeited for violation of the following: If a team scheduled to play, fails to place at least 5 eligible players at the start of the game; if a team or any member of a team shall delay the progress of a game, the opposing team could be declared the winner; if a player or manager engages in an argument with officials and refuses to continue the game, he/she will be ordered off the field. Failure to comply with the officials could mean a forfeit for his/her team. In case of a double forfeit, both teams will be charged with a loss. Any team not in compliance with the Code of Conduct could also result in a forfeit. If a team forfeits 3 games (which includes all call ahead forfeits), that team shall be removed from the league. All players on a team that have forfeited out of the league will not be allowed to play the remainder of the season with another team in that league.

VII. Ejections

- A. A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the officials. Managers should see that your player leaves promptly.
- B. If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

Possible actions include:

One game suspension

Multiple game suspensions and a meeting with the Athletic Staff

Season suspension and a meeting with the Athletic Staff

Indefinite suspension

- C. If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department indefinitely, pending review by GRPD staff.

Factors that may suggest a more lenient penalty include:	Factors that may suggest a harsher penalty include:
<ul style="list-style-type: none">- First offense- Apparent desire to reform- Leaving sight and sound of facility within 2 minutes	<ul style="list-style-type: none">- Personal attack on GRPD staff- Failure to leave sight & sound of facility within 2 minutes- Violation of law

- D. Ejection Review Process: Within 48 hours of a player being ejected, the Athletic Staff will initiate a review process consisting of:

1. Gather written reports and document eyewitness accounts of the event(s) that took place from individuals involved. This may include the site supervisor, game officials, and other players.
2. After all information is gathered, the Athletic Staff will review all documentation. Once all documentation is reviewed, severity of the penalty will be determined as outlined in this manual. GRPD has the authority to decide the severity of the situation.
3. The player will be informed by the Athletic Staff of the penalty and at this time, a meeting with the involved player, their team manager and Athletic Staff may be scheduled.

VIII. Tournament

- A.** Each division of a league will have a post-season single elimination tournament that will begin at the conclusion of the regular season/ rain make-up games. It is the manager's responsibility to pick up schedules or call the Athletic Office following the regular season and/rain make-up games.
- B.** Seeding in the tournament will be determined by the regular season standings in the division. In case of a tie for the regular season, tournament seeding will be based on (ranking order):
 - 1. Head to head match-ups between the tied teams; if still tied
 - 2. There will be a coin toss by GRPD staff to determine seedings.

IX. Awards

- A.** Regular Season Division Champions and Runner-Up will receive a team plaque. In the case of a tie for regular season, co-champions will be declared with each team receiving a team plaque.
- B.** Post-Season Tournament Champions will receive a team plaque as well as championship t-shirts for all registered players.
- C.** Post-Season Runner-Up will receive a team plaque.

X. Inclement Weather

- A.** Games shall be postponed when GRPD determines the field to be unplayable. **Managers** should contact the Recreation & Parks Department **AFTER** 12pm, and players should contact their managers. Game status updates will be available by calling the weather hotline at (252) 329-4299.
- B.** Under most conditions, a game will not be canceled. Managers need to make sure they have the official word from the referee at the field or athletic staff that a game has been canceled. The original schedule will not be changed. Rained out games will be made up at the end of the regular season play, as much as possible.
- C.** All suspended games will resume at the exact point where they were stopped.
- D.** Teams will be given a Rainedout.com informational sheet. Team managers and players are encouraged to sign up for this service that will notify them when games are canceled (standard text messaging rates will apply).

GREENVILLE RECREATION & PARKS DEPARTMENT
“CODE OF CONDUCT CONTRACT”
ADULT FLAG FOOTBALL LEAGUE

All flag football players and coaches shall be guided by the following:

1. No player or manager shall refuse to abide by an official’s decision.
2. No player or manager shall be guilty of objectionable demonstrations of dissent at an official’s decision.
3. No player, other than the manager shall, discuss with an official in any manner, the decision reached by an official.
4. No player shall be guilty of using unnecessary rough tactics in the play of the game against the opposing team.
5. No player or manager shall at any time, lay a hand, push, shove, strike, or threaten to strike an official.
6. No player or manager shall be guilty of verbal abuse upon any official for any real or imaginary wrong decision or judgment.
7. No player or manager shall be guilty of aggressive behavior or physical attack as an aggressor upon any player, official, or spectator.
8. No player or manager shall be guilty of allowing team spectators to heckle any official, scorekeeper, or facility supervisor. It will be the manager’s responsibility to control team spectators. If the manager cannot control their spectators, he/she may obtain assistance from GRPD staff.

A player who is ejected from a game will be required to leave sight and sound of the facility within **2 minutes**. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers should see that your player leaves promptly.

If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department indefinitely, pending review by GRPD staff.

This contract MUST BE signed by the player and manager.

PLAYER: _____

DATE: _____

MANAGER: _____

DATE: _____