

Foothills Park & Recreation District

Adult Outdoor 8v8

Flag Football Rules

General Information

1. The Field Supervisor and/or Foothills Park & Recreation Athletic Coordinator shall act upon any and all situations not covered explicitly in these rules. All decisions will be final.
2. Foothills Park & Recreation District offers a Flag Football Program for the recreational enjoyment of the participants. The Foothills Park & Recreation District staff is the sole governing body of this program.
3. Foothills Athletics Coordinator reserves the right to re-classify a team at any point in the season in order to maintain a fair balance of competition. This will only be done with the cooperation of teams involved.
4. Foothills Athletics Coordinator also reserves the right to expel any team from the league for reasons of misconduct, lack of payment, failure to observe rules, regulations, and procedures and/or failure to field a team for 2 or more games. Written notification of such actions will be provided to the individual and/or team manager.
5. The current National Intramural Recreational Sports Association (NIRSA) Rule Book with the following clarification, modifications, and additions will govern the Foothills Park & Recreation District Flag Football Program. Teams are responsible for knowing the rules.
6. The game shall be played between two teams of 8 male players each. Females are not allowed to play in men's leagues.
7. Special scheduling requests (i.e. "our team needs a bye on March 12") must be submitted before the registration deadline but are not guaranteed. **Any special scheduling requests needed after the schedules have been made will not be accommodated.**
8. Since players in flag football cannot have protective equipment, it is essential that necessary safety rules be followed at all times without exception. It is essential for all players to enter the game with the attitude that this is a recreational activity, which contact can occur but is to be avoided and that good sportsmanship will always prevail.
9. Please call the Sports Office (303-409-2600) if you know in advance that your team needs to forfeit so we can inform the opposing team.
10. Check www.teamsideline.com/foothills for your scores and standings.
11. **All team fees are due in full before the start of your teams' second game – NO EXCEPTIONS.** If your team is not paid in full before your second game, you will have ten minutes of game time to pay your remaining balance before the game is called a forfeit.
12. If children are brought to the games, they must be **continuously supervised** by an adult who is not playing in a game. Foothills Park & Recreation District is not responsible for children who are injured during the course of this program. Any children causing play to be stopped will cause the offending team to 1.) Loose a time out. 2.) Receive a 20 yard penalty 3.) Forfeit the game.
13. **Administrative Forfeits are forfeits issued by the sports office for roster violations and/or lack of payment violations and can be issued after a game has been played.**

Inclement Weather and Rescheduled Games:

Clement Park – (303) 409-2625

1. Messages will not be placed until 2 hours prior to the 1st scheduled game or the night before when possible. Updates are made to the weather line as necessary.
2. Please do not call the Athletics Office about game cancellations. Please call the weather line if there is any doubt about playing.
3. We do not call any teams about rescheduled games, the responsibility is with you.
4. Referees can only delay a game. Only the Field Supervisor can officially cancel a game(s). In the event a game is delayed, teams will be required to wait (at the complex) for a minimum of 30 minutes. Games may be resumed prior to 30 minutes. After a 30 minute waiting period a decision will be made by the Field Supervisor.
5. If your team leaves prior to instructions given by the field supervisor and games continue, you will be given a forfeit. If the game is suspended, it is the manager's responsibility to sign and verify the score sheet. Failure to sign/verify the score sheet negates your right to contest the factors being used for resumption of the game.

Schedules/Scores/Standings/Rescheduled Games:

www.teamsideline.com/foothills

Rosters / Player Eligibility

1. Roster sizes are unlimited; however individual awards are only given to the number of paid players (maximum 16 players). Players may be added until your 6th game. **Rosters must be turned in to the field supervisor before you play your first game. Your team will not be allowed to play your second game until your roster is filled out and turned in to the field supervisor. Players may be added to your roster throughout the season. No player may be added after your team has played the 3rd game.** See the field supervisor to add players to your roster. **All players must complete and sign the roster in person before playing in any game. By signing the roster form, you and your team are agreeing to follow all rules and the Foothills Code of Conduct (page 7).**
2. Field supervisors have the authority to disallow an ineligible player(s) to participate and/or forfeit games with ineligible players.
3. All players must be at least **18 years of age before playing in their first game of the season.**
4. Foothills Park & Recreation District is in compliance with the Jake Snakenberg Youth Concussion Act, which requires a youth player (ages 19 and younger) to be removed from play if a concussion is suspected and can only return to play with written medical authorization. If half or more of the teams players listed on the roster are 19 years old or younger, then the coach of the team must complete the CDC's Head's Up Concussion Training http://www.cdc.gov/concussion/headsup/online_training.html and submit documentation to the Recreation Coordinator prior to playing in their first game.
5. A player may not participate on more than one team in the same league.
6. A player may not transfer to a team in the same league without approval from the Foothills Coordinator.
7. Player Identification- Players must have a legally accepted picture ID (i.e. driver's license) at the field for all games. Players not able to produce a valid ID upon request are ineligible to participate or to continue participation in the game.

Forfeit Procedure / Starting a Game

1. All games will start at their scheduled time or as soon as possible if the preceding game runs over time.
2. At scheduled game time a team must have at least **6 legal players** on the field ready to play and properly registered or their opponent has the option to:
 - A. Ask for an immediate forfeit **or**
 - B. Start the game clock (not play) and allow that team up to 10 minutes to get 6 legal players before the forfeit is declared. The waiting time is counted as playing time. In the event the previous game runs long this is considered part of your 10 minute waiting period. For example, 9 AM game runs 1 hour and 12 minutes you do not receive an additional 10 minutes to get 6 legal players.
 - C. If a team forfeits two or more games during the regular season, that team will not be allowed to participate in the tournament and the next place team will participate.
3. Teams may only play with fewer than 6 players if a player is in a penalty situation and is eligible to return to the game. (Cool down time.)
4. Teams cannot be forced to start earlier than scheduled, but may start earlier if both teams agree.
5. In the event of a forfeited game, the teams will be allowed to use the field for a limited time to practice. The field must be vacated 10 minutes prior to the scheduled start of the next game.

Playing Time

1. All games shall be 50 minutes in duration, divided into 2 - 25 minute halves with a 3-minute half time.
 - A. If a game begins late because of the preceding game(s), the teams will still receive the full time limit.
 - B. Referees are the official timekeepers.
2. In the final 2 minutes of the game the clock stops for: Incomplete passes or spiking the ball to the ground, out of bounds, score, time out, penalty, change of possession and fair catch.
3. Each team is entitled to 2 time outs per half, non-cumulative. There is one time out per team in overtime, non-cumulative. Time outs last one minute.
4. **Overtime Rule:** In case of a tie score at the end of regulation play, the captains will be brought together for a coin toss to determine the options for Foothills Sudden Death. Starting at the 40 yard line each team will have 4 downs to go the same direction. If a team scores, 1 point is awarded and the ball is brought back to the 40 yard line to for the other team to complete their series of 4 downs. Negative yardage is possible. If the score is still tied, the team that advanced the ball the farthest will be awarded one point and the win. There will be no extra point attempts. Penalties will be awarded as in normal game time. **If there is an interception during overtime, that will end the 4 plays for that team. All yardage gained will be awarded to that team. The interception will not be returnable and the ball will be dead. The other team will now have their 4 plays.**
5. If a player is ejected from the game, he/she must leave the facility/park "sight and sound" immediately. If the ejected player does not leave the facility/park sight and sound, the team will have to forfeit the game. It is the acting team managers' responsibility to ensure that the ejected player(s) promptly leaves the facility/park "sight and sound".

6. Any ejection occurring in the last five minutes of a game or after the game is complete will result in an automatic ejection from the next scheduled game.

Field

1. 100 yards in length (total of 120 yards with end zones)
2. 50 yards wide
3. 10 yard end zones
4. Lines marked at 20 yard intervals
5. Field size can be modified in the event the regular field is not available

Definitions

1. A minimum of 5 players must be on the line of scrimmage for the offense. Anytime after the ball is set each player on the offensive team must momentarily be within 15 yards of the ball. Penalty: Illegal procedure, 5 yards. Restrictions for defense are limited to kick-off only.
2. One player may be in motion, however, not toward their opponent's goal line until the ball is snapped and must start 2 yards behind the line of scrimmage. No direct snaps, shot gun only.
3. Players may use 2 or 3-point stances.
4. **Mercy Rule:** If one team leads their opponent by **18 points** or more when the referee announces the 2-minute warning, the game will be ended at that point.
If a team is ahead by **24 or more points** with 5 minutes or less left, the game will end at that point. If a team scores to be 24 points ahead within the last 5 minutes, the game will be over at that point.
5. **Screen Blocking:** Used on Kick off and Punt Returns only
 - A. The offensive block shall take place without contact. The screen blocker shall have hands and arms at their sides or in back. Use of hands, arms, elbows, legs or body to initiate contact is illegal. Player cannot take a position closer than a normal step when behind a stationary opponent. Player cannot take a position so close to a moving opponent that they cannot avoid contact by stopping or changing direction. Player cannot move to maintain a screening position unless they move in the same direction as their opponent. Penalty: 10 yards.
 - B. Defensive players must go around the offensive screen block. The arms and hands cannot be used to contact the screen block. Penalty: 10 yards.
6. **Blocking Rule:** Obstructing an opponent by legally contacting him with **NO FOREARMS - HANDS ONLY above the waist AND BELOW THE NECK**. Down field blocking is legal except on kick off and punt return at which time screen blocking is to be used. A player who is HEAD HUNTING down field on a player who is not involved in a play may be asked to sit out for the remainder of the game.
7. **Bull Rushing/Bulldogging:** This is not allowed. You must make a move to go around your opponent, not go through them.
8. **Hurdling:** Attempting to jump over or around an upright opponent any place on the field by the ball carrier is illegal. A runner may hurdle over a downed player to avoid injury. A player may also spin to avoid being de-flagged but must remain in contact with the ground.
9. **Stripping the Ball:** A defensive player may legally steal the ball in a player's possession if he does not impede, hold, grasp or obstruct forward progress of the player originally in possession.
10. **Removal of Flags:** When a flag belt is removed the player should hold the belt in the air. The ball carrier's front foot will determine the spot of the ball at the time of de-flagging.
11. **Tagging:** If the flag belt is removed inadvertently, a one-hand tag between the shoulders and feet constitutes a capture.
12. **Players not wearing flags** at the start of the play will be assessed a delay of game for the 1st offense and an unsportsmanlike conduct for future infractions.
13. **Zone Line to Gain:** The team in possession of the ball shall have 4 downs to advance the ball to the next zone. When negative yardage is involved there may be more than one zone to attain for a 1st down.
14. **Touchdown/Line to Gain:** Ball & another body part must cross the goal line. Player cannot reach the ball across the goal line/Line to Gain by itself. No diving. The hand and ball are one.
15. **Spot Passing** is allowed on all forms of kicking. The passer must not take more than 2 steps before attempting to throw the ball. If incomplete the ball is placed at the location of the pass.
16. **Fumbles** cannot be used to gain yardage.
17. **Important note about point after attempts:** On a point after attempt, the defending team can intercept a pass or legally take possession of the ball before it is dead and advance the ball to the other end zone and receive 2 points. If they attempt this and do not attain the other end zone the ball is dead and the point after attempt is concluded. If captured in the original end zone there are no points awarded to the attempting team.
18. **Blood Rule:** Any time a player in the game is bleeding, he must leave the game until the bleeding is stopped and the wound is covered. The player is given a maximum of 3 minutes (game clock is stopped) before a substitute is

required. Excessive blood on the uniform requires the player to change clothing. **Teams must provide their own 1st aid kit.**

19. **Sleeper Plays:** Not allowed. No offensive player in a spread formation shall be closer than 5 yards of the sidelines.
20. **Center Sneaks:** Not allowed.
21. **Snap of the ball** – No direct snaps to any player. The ball must be snapped back at least 3 yards.
22. **Roughing the Passer:** It is the Defender's responsibility to avoid contact with the Quarterback.
Examples: Rusher B3, jumps to block a pass thrown by A1 from behind the scrimmage line and: **(a)** blocks the ball and, avoiding unnecessary contact, brushes A1; **(b)** is unsuccessful in blocking the pass and charges into A1; **(c)** blocks the ball and charges into A1; or **(d)** contacts passer A1's hand or arm. **RULING:** In **(a)**, no foul; in **(b), (c) and (d) roughing the passer**, 10 yards and an automatic first down. If the rusher contacts the passer's hand or arm, whether or not he/she touches the pass, it is roughing the passer. **NOTE:** Roughness by an opponent beyond the scrimmage line could be illegal contact against a player who throws an illegal pass beyond the line of scrimmage
23. **Language - THERE WILL BE ZERO TOLERANCE ON VULGAR OR INAPPROPRIATE LANGUAGE BY TEAMS AND THEIR IDENTIFIABLE SPECTATORS. PLAYERS AND IDENTIFIABLE SPECTATORS THAT USE VULGAR OR INAPPROPRIATE LANGUAGE WILL BE IMMEDIATELY EJECTED FROM THE GAME AND THE PARK.**

Uniforms

1. **Jersey:**
 - A. The body of the jersey should be the same basic color.
 - B. Arabic numbers are mandatory on the back of the jersey (minimum 6 in.). Do not duplicate numbers.
2. **Shoes:** Only one piece molded rubber shoes are acceptable or football cleats that screw **INTO** the shoe are acceptable. **NO METAL SPIKES OR METAL-TIPPED CLEATS.**
3. **Pants/Shorts:** Each player must wear pants or shorts without any belt(s), belt loop(s), or exposed drawstrings. **ALL PANTS/SHORTS MUST BE A DIFFERENT COLOR THAN THE FLAGS.** Exposed pockets must be taped closed.
4. **No baseball caps or bandannas are to be worn.** Acceptable head gear – scull caps, head bands, and stocking caps (beanies). Nothing can dangle from caps / headbands.
5. **Jewelry:** All jewelry must be removed. This includes wedding rings. Exception: Medical ID's must be worn and made safe to the discretion of the referee.
6. **Ball:** The must meet specifications of size and shape for a regulation football. Teams may use a ball of their choice when on offense. Teams must provide the game ball.
7. **Flag Belt:** Each player on the field must wear a **once piece Triple Threat belt with fastener** (no *Velcro* fasteners allowed on any part of the belt) and three flags unaltered in any way. The entire flag belt comes off when pulled. The flags must be of contrasting color to the pants, pants trim and/or shorts. Per NIRSA rules, the flags on the belt must be 14 $\frac{3}{4}$ inches long and vinyl coated (not nylon coated) and can be purchased at Renegade B & H Sports or online.
8. No article of clothing shall cover any portion of the flag belt. Jerseys must be long enough to tuck in or short enough to a minimum height of 4 inches from the bottom of the jersey to the waste line. Penalty: 5 yards for any player involved with this infraction.
9. **Teams must provide their own flags, kicking tees, balls and jerseys.**
10. **Padding:** Helmets of any nature, shoulder, elbow, and forearm, knee padding of any kind is prohibited. Players may use an Ace Bandage no more than 2 turns thick in any given area. The Ace Bandage must be anchored by tape. Stocking caps, skull caps, and head bands approved by the Field Supervisor, are permitted. These caps must be fitted to the head. Nothing can dangle in a way that it could get pulled. Baseball caps with a bill are not permitted.
11. Stickum of any kind is not permitted. The Field Supervisor must approve gloves prior to the game.
12. Any player that cannot meet all of the above minimum requirements will not be allowed to participate in the game. Any equipment in question should be brought to the attention of the Field Supervisor or officials prior to the start of the game.

Kick Off

1. A kick off begins each half of the game. There will not be a kick off after each score. The ball will be kicked from the 40-yard line (20-yard line if using an eighty yard playing field) unless relocated by a penalty. Free kicks can be kicked from a 2" tee, the ground, off a holder's toe (holder's shoe must be in contact with the ground), or punted.
2. There are no on-side kicks.
3. **Formation:** All players of the kicking team must be inbound and be behind their free kick line. At least 4 players from the receiving team must be within 5 yards of their free kick line until the ball is kicked. The receiving team's free kick line will always be 20 yards away from the kicking team's free kick line.

- Kick off out of bounds between the goal lines untouched in bounds by the receiving team or not last touched by the receiving team is a foul. Receiving team may take the penalty and re-kick or take the ball at their 25-yard line.

Punting the Ball

- Punting must be announced to the referee.
- Once announced the kick must be attempted. A team is charged a time out if the option is changed. No quick kicks allowed.
- Must be a punt and not kicked off a tee.
- Both teams are required to have 5 players on the line of scrimmage until the kick is made.
- If the receiver touches the ball and then the ball hits the ground, the play is dead.
- No direct snaps from the center. The kicker must be 5 yards behind the center. When the ball is snapped, if it strikes the ground before the kicker receives it, the ball is dead.
- If the ball hits a player of the receiving team and is recovered before it strikes the ground, it can be advanced. If the kicking team recovers the ball, it cannot be advanced.

Passing the Ball

- All players are eligible receivers. An unlimited number of **backwards passes (laterals)** can be made. **Only one pass forward is allowed.**
- It is considered an illegal forward pass if the passer is beyond the line of scrimmage. Passes cannot be made after a change of possession (Exception: spot passes on punts and kick off). Passes cannot be intentionally grounded. Once the passer crosses the line of scrimmage he cannot make a forward pass.
- A pass caught or intercepted is legally inbounds as long as the 1st part of the receiver to contact the ground is inbounds.

Scoring

Touchdowns	6 points	Safety	2 points
10 yard point after	2 points	Defensive point after returned	2 points
Forfeit Game	1 point	3 yard point after	1 point

Penalties

- A player, in the judgment of the official, who has had a personal foul, multiple personal fouls, is taunting opponents or is arguing with an official can be sat down for a Cool-Off/Time-Out period for a minimum of 5 minutes or may be subject to ejection from the game.**
- Unsportsmanlike conduct / Personal foul**
 - 1st Offense: 10 yards and loss of down or automatic 1st down. Player must sit out for 3 minutes of game time.
 - 2nd Offense: Same as above plus player is ejected.
 - Any team receiving 3 unsportsmanlike penalties in one game will forfeit the game.
- Offensive Penalties**
 - False start or any illegal act by the center: 5 yards
 - Illegal motion/shift: 5 yards
 - Illegal forward pass: 5 yards + loss of down
 - Delay of game: 5 yards
 - Illegal formation (less than 5 players on line of scrimmage): 5 yards
 - Illegal equipment: 5 yards
 - Holding/Illegal block/Clipping/Diving/Hurdling: 10 yards from spot
 - Flag Guarding: 10 yards from spot + loss of down
 - Offensive Pass Interference: 10 yards + loss of down
 - Article of clothing covering the flag belt: 5 yards
 - Distracting the kicker: 5 yards
 - Illegal participation: 10 yards
 - Playing without flags, continuous infractions: 10 yards
- Defensive Penalties**
 - Offside: 5 yards

- Illegal contact (Striking, kicking, kneeling, tripping an opponent; striking head or neck; pushing the runner; illegal use of arms and hands.) This could include ejection: 10 yards
- Encroachment: 5 yards
- Obstructing the runner: 10 yards from the spot
- Pass Interference: Spot of the foul + automatic 1st down
- Roughing the quarterback: 10 yards + automatic 1st down
- Defensive holding: 10 yards + automatic 1st down
- Distracting the kicker: 5 yards
- Illegal participation: 10 yards
- Playing without flags, continuous infractions: 10 yards
- **LAST MAN BACK** - A touchdown or extra point will be awarded if, in the official's judgment, an offensive player has a clear path to the goal or has an apparent touchdown and is tackled, intentionally tripped, held from behind, or intentionally pushed out of bounds. The penalty is ALSO unsportsmanlike conduct, and will be enforced against the offending team after the PAT.

Awards

1. League champions in all divisions will receive awards. Whoever wins the tournament wins the league. The number of awards will be equal to the number of paid participants on the roster, no more than 16.
2. If there is an odd amount of games and an odd amount of teams and a team receives an extra game, the result of their last game of the season will not count towards their record (it will count for the opposing team only). Only the first 7 games that they play will count as their record.
3. Ties will be broken the following way:
 - A. Any team with a forfeit in the season will be dropped from the tie-breaker
 - B. Head to head competition.
 - C. Point differential between tied teams between tied games.
 - D. Total points scored against (how many points you allowed to be scored).
 - E. Total points scored.

Protests

In case of a disputed rule interpretation, the manager or captain will meet with the official and the field supervisor to resolve the problem. If the manager feels a protest is necessary the following procedures must be followed:

1. The Foothills Park & Recreation District Athletic Staff shall be the sole judge in the evaluation of a protest, there will be no further appeals or hearings.
2. No protests shall be received or considered if it is based solely on the accuracy of judgment on the part of the official (judgment calls). Protests will be considered for the following reasons:
 - A. Misinterpretation of a playing rule.
 - B. Failure to impose the correct penalty for a given violation.
 - C. Failure of a referee to apply the correct rule in a given situation.
3. The protest must be made at the time of the infraction.
4. Protest forms will be filled out with the field supervisor. The field supervisor, official and protesting manager will agree to the situation that existed prior to the disputed play. The manager will complete the narrative and must list the rule (and its page number) that is in dispute. The game clock shall stop for a maximum of 5 minutes.
5. The team manager will have the protest form signed, attach \$100 cash and submit it to the field supervisor at the time of the ruling. If the protest is upheld the \$100 shall be refunded, if denied the \$100 shall be deposited in a general fund.
6. Scores must be challenged and corrected prior to the start of the next game or it is too late and the book shall stand as is.

Player eligibility / Roster Checks

- A. Can be made by an eligible team member, an official, and/or the supervisor.
- B. Player eligibility / roster checks must be done within the first 15 minutes of the start of the game clock (40 minutes remaining on the game clock). If a roster check is conducted within the first 15 minutes of the game clock and an/a ineligible, a player not listed on the roster, or a player listed on multiple rosters in the same league is found to be playing on the team, that player will be ejected and the game will be an automatic forfeit. If there are 39 minutes or less left on the game clock, player eligibility / roster checks cannot be conducted by anyone and the game will continue on as is with the current players. Player eligibility / roster checks are not retroactive to innings, games, or forfeits played before the roster check.
- C. If a player cannot produce proper ID and if the roster does not list that player, the opponent will be notified and they must protest immediately or they will relinquish the right to protest that player's eligibility later in the game.

D. If the player can produce proper ID and is listed on only the one roster, then he/she can play. If the player cannot produce proper ID and is not listed on the roster or is listed on multiple rosters in the same league, then he/she cannot play and will be ejected.

E. The player(s) will not be allowed to participate in future games until proper ID is presented at the future games.

Contact Info

--Clement Park Athletics Office: 303-409-2600 303-409-2630 (fax)

--Butch Reich - Adult Athletics Coordinator: 303-409-2615 breich@fhprd.org

--Allison Besse - Adult Athletics Assistant: 303-409-2614 abesse@fhprd.org

- Weather Line: 303-409-2625

--www.teamsideline.com/ifoothills

REMEMBER TO HAVE FUN!!!

CODE OF CONDUCT

The Foothills Park & Recreation District Athletics Department has taken the policy of prosecuting any player, coach or spectator that violates any Foothills Park & Recreation District Ordinance.

Foothills also reserves the right to expel any team, without a refund, for reasons of conduct, failure to observe rules, regulations, procedures and/or failure to field a team for 2 or more games. Written notification of such actions will be provided to the individual and/or team manager.

Misconduct / Ejection(s): The umpires and/or field supervisor shall be empowered to penalize an offending player, coach and/or team as follows:

- A. Warning to player and both teams.
- B. Ejection from current game and suspension for subsequent game(s).
- C. Forfeit of game.

Any player or spectator ejected from the game must leave the field and spectator area. Failure to leave when instructed can result in a forfeit.

Anytime a game gets out of control, the umpires, field supervisor or any Foothills Park & Recreation District Official has the authority to forfeit the game. Any team with 3 or more ejection will result in a forfeit.

- ✓ **NO PLAYER** at any time shall lay a hand upon, push, shove or threaten to strike or verbally threaten an official, staff member or spectator.
Penalty: Be ejected from the game, receive minimum 3 game suspension (maximum of a season) and will be placed on probation.
- ✓ **ANY PLAYER** involved in a physical altercation (strike/hit) with another player, coach, staff member or spectator.
Penalty: Player(s) will be ejected from the game and suspended that sport for one full year. **NOTE:** Any player throwing a punch will be suspended for a full year no matter who started the fight.
- ✓ **NO PLAYER** will be allowed to play if acting in an intoxicated manner.
Penalty: player(s) will be removed from the ball game. This will be ruled upon by any of the officials or a Foothills Park & Recreation District staff member.
- ✓ **ALL PLAYERS, COACHES AND SPECTATORS** will abstain from the use of vulgarity or unsportsmanlike manners while on Foothills Park & Recreation District property.
Penalty: Depending upon severity, officials can enforce A, B, or C of Misconduct/Ejection rule.

TEAMS ARE RESPONSIBLE FOR THEIR PLAYERS AND SPECTATORS CONDUCT BEFORE, DURING AND AFTER THE GAMES. All spectators, as well as participants, must conform to all Foothills Park & Recreation District Regulations and Rules. Improper behavior will not be tolerated.

Penalty: Ejections, Forfeit of game and/or remaining games, arrest and prosecution and no refund of fees.

Once a player(s), coach and/or team have been placed on probation, their conduct will be evaluated throughout the remainder of the season, including State Tournaments. Further conduct violations will result in further suspension that could extend through the remainder of the season, including State Tournaments, as well as forfeiting all fees paid to date.

All players and/or coaches will abide by the official's decision including a decision concerning a team's conduct. The second time a player, coach or manager is ejected from a game, and a more severe suspension will be administered.

Teams may appeal any suspensions by contacting the Foothills Park & Recreation District Athletic Specialist and setting an appointment.

REV DATE: 1/23/2014