



2017 Adult Men's Flag Football

Entry Form

ENTRY FEE

ENTRY FEE: \$ 150.00 — AFTER the **Deadline**: \$ 175.00 Page 1 of 6
Entry Fee does NOT include umpire fees.

**950 S. Fort Thomas Avenue
Fort Thomas, Kentucky 41075
859-781-1700**

TEAM NAME : _____	PREVIOUS NAME: _____
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Team Captain/Coach's Name: _____	email: _____
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Address: _____		
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City/State/Zip: _____		
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Day/Work Phone: _____	Cell Phone: _____	Home/Evening Phone: _____
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Team Assistant Captain/Coach's Name: _____	email: _____
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Address: _____		
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City/State/Zip: _____		
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Day/Work Phone: _____	Cell Phone: _____	Home/Evening Phone: _____
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3)	10)
4)	11)
5)	12)
6)	13)
7)	14)
8)	15)
9)	16)

Please read:

_____ Games are on Wednesday Nights	_____ Game times are 6:15, 7:15, & 8:15 PM
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Season Begins: *September 20th, 2017*

Schedules will be available: *September 13th, 2017 after 1 pm*

Teams are admitted on a first-come/first-serve space available. League is limited to the first 6 teams. Any team who submitted payment and does not receive a spot in the league will have their entry fee refunded.

Registration Forms (all 4 pages) and entry fees may be sent by mail to.....
Ft. Thomas Recreation Department, 950 South Ft. Thomas Avenue, Ft. Thomas, KY 41075

Forms may also be dropped off at the Recreation Department in the Armory Gymnasium (located in Tower Park) between 9:00 AM and 3:00 PM Mon, Wed, Fri. Forms may also be dropped into our mailbox located outside the main door of the Armory on the park side of the building. **NOTE: Entry fee and deadline are strictly enforced.**

ENTRY DEADLINE:
Wednesday,
September 11, 2017
by 3:00 PM



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GENERAL LEAGUE RULES

A 6-game season with a single-elimination tournament following the season and that all rain-out games will be played prior to the tournament (unless mutual consent of coaches allows for those games to be skipped over). Certificates will be awarded to the 1st & 2nd place finishing teams in league and tournament play. Head to head records will be used to determine winner in the event of a tie.

No more than 16 players may be listed on my roster and that if at any time my roster is found to NOT be 100% accurate, my team may be eliminated from the league and will lose the entry fee. Any person playing that is not on a participating team's roster constitutes a forfeit.

Protest must be made before game is over.

Players may be added to a roster prior to September 29th without penalty or fees. No changes are permitted to the roster after September 29th.

City of Ft. Thomas ordinances prohibit alcohol in city parks and ball fields.

Regular Season game times are 6:15, 7:15, 8:15 PM each night. There is no GRACE Period – games will start on time. There must be 5 players present at the beginning of the game to avoid forfeit. Games will end at 10:00 PM. **In the event a league has less than 6 teams, game start times may be adjusted. Game times may be adjusted to accommodate the number of teams and tournament play.

I also understand that the winning team is responsible to report the score to the Recreation supervisor at the conclusion of the game. Scores not properly reported will result in a LOSS assessed to the winning team.

The Rain-Out number is 859-572-1208 and that a decision on rain-outs will not be made until one hour prior to the first game of the evening – typically 5:15 PM. I understand that I, as the Head Coach, NOR any of my players, are to contact the Recreation Department office to obtain this information and should contact the Rain-out line only.

Teams are encouraged to have players at the field early in order to ensure that games may start on time. Officials will not permit practice and other warm-up activities that will prevent games from starting on time.

Teams and players should maintain proper field decorum and keep the game moving. Teams should move quickly from offense to defense / defense to offense. Players needing drinks or to find equipment should have those ready on the sidelines. This will avoid lag time in your game and keep the pace moving.

PAYING THE OFFICIALS

The following rules for payment shall be in effect.....

- Each team shall pay \$20.00 CASH to the officials.
- Fees are to be paid BEFORE the start of each game.
- Teams MUST present EXACT amount
--- Officials are not expected to make change.

RAIN-OUTS

- In the event of Rain-Out before the game begins, teams do NOT pay the officials. If the game begins and the official has been paid.....teams will NOT pay another game fee when the game is re-scheduled.....Department will handle this fee. You only pay one fee per game.

FORFEITS

- The forfeiting team is FULLY RESPONSIBLE for the payment of the FULL \$40.00 umpire fee in the event of a Forfeited Game. Fees from a Forfeited Game are due to the Recreation Office within **48 hours after the Forfeited Game.**
Examples:
 - Team A has 5 players and NO players from Team B are there.....Team B forfeits and must pay the full \$40.00 fee.
 - Team A has 5 players and Team B has 4 players.....Team B forfeits and must pay the full \$40.00 fee.
 - Team A has 4 players and Team B has 4 players.....this is a Double Forfeit and each team owes their respective \$40.00 fee.

CANCELLATIONS

If a team must cancel a game due to personal reasons, the following rules are in effect.....

- Cancellation must be submitted to this office and accepted (by phone or email) within 24 hours of the game time. If this is done, the cancelling team will not be charged an official fee.
- If Cancellation is received in less than the 24 hour time period, cancelling team will be responsible for the full \$40.00 officials fees. In either case.....a Cancelled Game is a Forfeited Game and the team will be credited with a LOSS and the game will not be re-played.

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The City of Fort Thomas Recreation Department Flag Football will be played according to the NIRSA National Collegiate Flag/Touch Football Rulebook. The following are highlighted rules and exceptions to the NIRSA Rule Book.

1. Players

- a. The games are to be played between 2 teams of 7 players each. There must be 5 players present at the beginning of the game to avoid forfeit.
- b. Each team is required to designate a team speaking captain. The captain's first choice of any penalty is irrevocable. This captain is responsible for relaying information to his players and controlling his sideline (including spectators).
- c. Each team is required to fill out a roster before playing in its first game. The roster also serves as a waiver/release form as well. The maximum players on a roster are 16. It is the team captain's responsibility to maintain a current and accurate roster, and changes can be made until, but not after, the team's final regular season game. A player may not participate until he is on the official roster. To add or delete players from the roster, the team captain must contact the Recreation Office before the game starts. Individuals can only play on 1 single team..

It is a team captain's responsibility to keep his team in control. This includes any spectators for that team.

2. Equipment

- a. The ball- The Recreation Department will provide a game ball. It is recommended that a team brings a ball to warm up with. Men must use a regular sized ball only. Teams wishing to use their own ball for the game must have it approved by the field referee.
- b. Ball spotters- An orange spotter shall mark the offensive scrimmage line. A yellow spotter will mark the defensive scrimmage line 1 yard away.
- c. Jerseys must be provided by the teams. Teams MUST tuck shirts in at all times.
- d. Each player must wear pants or shorts without belts, belt loops, snaps on outside of legs, pockets, or exposed draw-strings. Shorts with pockets can not be turned inside out. No exceptions to this rule. If a player is in violation of this rule, they shall not play.
- e. Each player on the field must have a flag belt on at all times.

The following equipment is illegal: metal spikes, billed hats and visor's, jewelry, sunglasses, knots in any head gear, glasses without an athletic strap, hooded sweatshirts, and any questionable padding or braces.

3. Field

- a. The field is 100 yards long.
- b. There are four 20-yard zones on the flag football field with two 10-yard end zones. Each zone line (20, 40, 20) represents a first down. The ball is put into play on a team's own 14-yard line at the beginning of each half and after every score.

4. The Game Overview

- a. A coin-toss will be conducted five-minutes before the game to determine which team will possess the ball. The team that wins the toss has the following options: offense, defense, goal to defend, or defer to the 2nd half. ****Note: If a team chooses defense or a goal, they will very likely be playing defense to start each half. The team losing the coin toss, has the choice of offense, defense, or goal to defend in the second half.****
- b. The game consists of two (2) 20-minute halves with a 5-minute halftime. Teams shall change directions at half-time.
- c. Timing will be continuous for the first 18-minutes of the each half. With 2 minutes remaining in each half, the referee shall stop the clock and inform both captains of the remaining time and the number of timeouts.
Only a team or official's timeout can stop the clock during the running clock period. In the last 2 minutes of the both halves, the clock stops for:

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- Incomplete pass--starts on the snap
- Out-of bounds--starts on the snap
- Team Time out--starts on the snap
- Touchback--starts on the snap
- First down--dependent on the previous play (until the ball is set in play by referee's ready to play whistle)
- Penalty--dependent on the previous play (delay of game-starts on the snap)
- Referee time out--starts at his/her discretion
- Inadvertent whistle--starts on the ready

- e. A half cannot end on an accepted penalty on the offense or defense. A team must decline the penalty for the half to end.
- f. Mercy rule- If a team is winning by 25 or more in the second half when the 2-minute warning is announced, the game shall be over.
- g. The offense is responsible for retrieving their ball after each down.
- h. The offense has 25 seconds to put the ball into play after the ready-for-play whistle.

If a game ends in a tie the following procedure shall be followed:

The home team calls an overtime coin toss. This will be the only coin flip during the overtime. If additional periods are played, captains will alternate choices. The winner of the toss shall be given options of offense, defense, or direction. The loser shall choose the remaining option. All overtime periods are played toward the same goal.

Each team starts 1st and goal from the Team B 10 yard line. The overtime period consists of a series of 4 downs by each team. If the score is tied after one period, play will proceed until a winner is determined. If the Team A scores, then Team B must match the number of points scored or surpass it. If the defense intercepts a ball or fumbles and returns it for a touchdown, the game is over. If they do not score, the first team's series is over and the ball is placed at the 10 yard line again.

5. Playing the Game

A player is down when the flag belt clip is broken by an opponent. The spot of the ball determines the next line of scrimmage.

If the flag belt falls off by itself, play continues and the player is down when touched with one hand by an opponent between the shoulders and the knees.

The line of scrimmage is the orange ball-spotter for the offense and the yellow ball-spotter for the defense. They will ALWAYS be one yard apart, even if the defensive line of scrimmage is in their own end-zone.

The ball is declared dead when it touches the ground on a fumble, on a lateral pass, on a forward pass, on the snap of the ball, after hitting a player on a punt

A player is out-of-bounds when he/she touches the physical sideline with a foot or other body part. **NOTE:** Only one foot must be inbounds for a pass to be completed.

A team has four downs to cross the next line-to-gain or score. The line itself is the beginning of the next zone-to-gain.

On 4th down, the referee will ask the offense whether they will punt or go for a first down. Once decided, the team must take a time out to change its mind.

The ball must be snapped in one continuous motion from the ground close to the orange ball-spotter.

The offense must have 4 players on the line of scrimmage at the time of the snap. If a player goes in motion, he is no longer considered to be on the line of scrimmage until he/she comes to a complete stop again for one second.

6. Scoring

TD:

6 points, Safety: 2 points, Extra Point: 1 or 2 points

Extra point:

After a score, the team must decide whether to try for 1, 2 points. A 1-point conversion shall be tried from the 3 yard line; 2-point conversion from the 10. Any interception returned for a touchdown during the try is worth 2 points for the defense.

Moving screens/blocks are permitted in flag football.

Contact may not be made while screening unless it is incidental.

When blocking, the screen blocker must have his arms and hands at his side or behind his back.

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7. Penalties

Any penalty may be declined except unsportsmanlike conduct, ejection, or end of contest (forfeit).

5 yard infractions

Delay of Game:

The offense does not snap the ball within 25 seconds; the offense snaps the ball before the ready-to-play whistle

Encroachment:

Crossing one's own line of scrimmage before the snap

False start:

Simulating the snap of the ball

Illegal snap:

Simulating the snap of the ball; not snapping the ball in one continuous motion; not being 2 yards from the scrimmage line when receiving the snap

Illegal motion:

Player is moving towards scrimmage line at time of snap

Illegal Shift:

2 players are in motion at time of snap or both did not become completely set before snap occurred

Intentional grounding:

Grounding the ball to avoid a sack (loss of down; enforced from spot of throw)

Illegal forward pass:

Throwing the ball from beyond the orange ball cone (line of scrimmage) *NOTE The passer may cross the line of scrimmage, come back behind it and throw a legal forward pass. (loss of down; enforced from spot of throw) 10 yards infractions

Illegal Participation:

Once an offensive player steps out of bounds, he/she may not come back onto the field and participate (10 yards)

Quick kick:

Punting without informing the referee

Forward Pass interference:

offensive--can occur any time after snap (loss of down); defensive--the ball must be in the air (automatic first down).

Illegally secured flag belt:

Flag belt is tied or tucked in (loss of down if on offense, automatic first down if on defense). **Player is ejected.**

Unsportsmanlike conduct:

Non-physical fouls (2 = ejection), i.e., cursing, complaining, etc.

Personal fouls:

Any physical contact not included in pass interference i.e.: pushing, contact, stripping the ball, running into a player, tackling, and illegal blocking. If excessive, the player may be ejected without warning. The offensive blocker may not use any body part to initiate contact. The defense may not physically restrict a player's forward movement while trying to get a flag belt. Flag guarding: Using one's arms or elbows to prevent the defense from pulling a flag belt fairly

2+ Encroachments on the defense successively

Illegal player equipment: Refer to rule 1 and 2 on page 1

8. Ejections

An ejection occurs after a player has been issued 2 unsportsmanlike conduct penalties. If severe enough, he/she may be ejected after the first. Once a player has been ejected, he/she must leave the fields and be out of sight and sound before the game will restart. If a player refuses to leave the field, the police will be contacted and the game will be forfeited.

9. Sportsmanship Policy

The Flag Football League has implemented a sportsmanship rating to insure proper conduct before, during, and after a contest.

Officials, activity supervisors, and administrative personnel will make decisions to warn, penalize or eject players/teams displaying unsportsmanlike conduct.

The team captain is responsible for the actions of individual members of the team and for their spectators.

The game officials are responsible for giving each team a sportsmanship rating of 0-5. 0 = horrible sportsmanship or forfeit, and 5 = great.

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TOURNAMENT BRACKETING AND TIMES

The Tournament Bracket will be as follows

5 vs # 4 Week 1 6:15 PM
3 vs # 6 Week 1 7:15 PM

Semi-Finals and Finals

1 vs. 4-5 winner Week 2 6:15 PM
2 vs. 3-6 winner Week 2 7:15 PM
Finals Week 2 8:15 PM

Any team who forfeits two (2) games will be eliminated from the tournament and will lose priority for registration for next season.

Tournament Games will start ON-TIME.....NO GRACE PERIOD PERMITTED. Grace Period has been built-in by starting games at 6:15 PM.

Tournament Schedules and Brackets will be posted AFTER the completion of all Regular Season gamesin the event that a final game may change seedings.

Seeding is based on regular season record. A tie for a seed slot will be resolved by head-to-head record.....then a coin flip.

Tournament Brackets will be posted ON-LINE. Only under extreme cases will this office consider a time change to the bracket.

I (print) _____ understand that it is my responsibility as the coach/captain to have read and fully understand all rules (all six pages) applicable to the City of Ft. Thomas Recreation Flag Football Leagues and I further understand that any rule not specifically covered by the League Rules shall be governed by the current NIRSA National Collegiate Flag/Touch Football Rulebook Playing Rules.

I understand that I, as the coach/captain, am responsible for remaining in contact with the Recreation Department office. I further understand that I, as the Head Coach, shall be the ONLY person to contact the office for information or to request special arrangements and that my players are NOT to make contact. I agree to inform my players that I will handle all communications and that the individual players are not to contact the Recreation Department Staff, either by phone or email, regarding flag football league items.

Coach Signature

Date

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