

**DEPARTMENT OF PARKS AND RECREATION
SPORTS MANAGEMENT
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VBgov.com/Sports**

**REVISED
FEBRUARY
2022**

VIRGINIA BEACH ADULT COED SAND FOOTBALL LEAGUE BYLAWS

The object of this league shall be...

- To provide a wholesome and enjoyable recreational activity for the participants.
- To develop character, skill, sportsmanship, leadership and promote good will among the teams and individuals participating.
- To determine a champion in each league annually.

EFFECTIVE DATE: These bylaws are in effect for the 2022 Spring Adult Coed Flag Football League season. Coaches are responsible for advising their players and spectators of the articles within these bylaws.

OFFICIAL RULES: Virginia Beach Department of Parks and Recreation Sports Management (SM) rules and regulations and the National Intramural-Recreational Sports Association (NIRSA) and US Beach Flag Football Association (USBFFA) rules shall govern all leagues unless otherwise listed below. Coaches, players, and spectators must abide by all rules, regulations, and bylaws. For more information about the National Intramural-Recreation Sports Association (NIRSA) Flag Football Rules, please visit their website at <https://nirsa.net/nirsa> and US Beach Flag Football Association at <https://www.usbeachflagfootball.org>

TEAM REGISTRATION: SM will require a franchise fee (amount of which will be determined each season) from all teams.

1. Online registration (for credit card payments) is available on our website (VBgov.com/Sports) until Monday, February 7, 2022 at 11:59pm.
2. In-person registration (for check/money order payment made payable to **Treasurer, City of Virginia Beach**) is accepted at the SM Office until Monday, February 7, 2022 at 5:00pm. **NOTE: MULTIPLE CHECKS (FOR ONE TEAM) AND CASH PAYMENTS ARE NOT ACCEPTED.**
3. Late registration (if space is available) is accepted at the SM Office until Wednesday, February 9, 2022 at 5:00pm with a \$50 late fee, and online until Wednesday, February 9, 2022 at 11:59pm with a \$50 late fee.
4. When registering their team, coaches are encouraged to create a team password that can be shared with each player so players can join the team (online) during the team registration period. Any player(s) who fail to join their team online must be added via a team roster or player add/release form. (See Rosters, Page 1, article 3)

ADMINISTRATIVE RULES

SM assumes the following responsibilities:

1. Game facilities and schedules.
2. Payment of official's association.
3. Custody of team rosters.
4. Authority to rule on player eligibility, rules, and regulations.
5. Awards to division and league champions.

PLAYER ELIGIBILITY

Players must be at least 18 years old or a high school graduate. Players under 18 years of age who are high school graduates or graduating high school seniors must provide written parental consent. Players under 18 years of age can only be added by submitting a team roster or player addition form with the written parental consent with age and parents signature attached.

ROSTERS

1. Maximum of 15 players and one (1) coach per team roster.
2. **There is no residency rule.**

3. **Players who fail to join their team online during the team registration period must complete the team roster form or player add/release form in order to be enrolled.** Failure to do so will jeopardize player eligibility for upcoming games. Team rosters and player add/release forms will not be accepted by telephone or by SM staff at game locations. All rosters and player add/release forms must be filled out completely and legibly. Any player with missing information (address, phone number, birthdate, and/or electronic/handwritten signature) will not be added to the team's online roster until missing information has been provided. Any team that does not have a legal roster on file will forfeit all games until such time that a legal roster is submitted to SM. Team roster and player add/release forms are available at VBgov.com/Sports.
4. Team rosters can be viewed online at VBgov.com/Sports. When a player add/release form is submitted to SM, it will be processed immediately to confirm player eligibility. Only players who have completed all roster requirements will appear on the SM roster and be permitted to occupy the bench area and participate in the game.
5. **A player may not be listed on multiple team rosters in the Virginia Beach Adult Coed Sand Football League.**
6. To switch teams, a player must obtain a written release or written consent from the coach and submit a player add/release form from the coach to the team to which the player is transferring. The player add/release form must be received by the SM Office prior to a player participating in any league games.
7. **The final cut-off date for any team roster changes will be 5:00pm on Friday, April 15, 2022.** No additional players will be added after this date/time. (Exception Crisis Responder, see page 2, article 11)
8. SM reserves the right to investigate player eligibility at any time.
 - A. Any team roster or player information found to be invalid and not in accordance with these bylaws will result in forfeiture of the most recent game played by the ineligible player(s).
 - B. Playing a player who has not joined the team roster online, signed the roster, submitted a signed player add/release form, or is playing under an assumed name may result in any/all of the following:
 - i. Forfeiture of all games played with ineligible player(s)
 - ii. Coach and player(s) suspension and/or probation from the league in which the illegal participation occurred for up to one year from the date of the infraction
 - iii. Loss of Championship Play (playoff) eligibility or removal from Championship Play (playoffs)
 - iv. Subsequent violations can lead to further sanctions
9. Players must be ready to provide a photo ID at any time (during Regular Season and Championship Play (playoffs)) to an official or SM staff. Players unable to prove their identity will not be allowed to play. Approved ID includes current **Driver's License, Passport, Military ID, and state issued ID (physical and/or electronic version as long as photo identification provided is clearly readable)**. Identification through social media accounts such as Facebook, Instagram, etc. will not be accepted.
10. Current professional football players are not eligible to participate in any league.
11. **Player Substitution Procedure for Crisis Responders**

If a national and/or international crisis occurs which requires a rostered player to respond to the crisis as a requirement of his/her job duties (first responders, active duty military/reservists, or national guard) after the player cut-off date has passed and prior to the end of the regular season (not during playoffs), a team may add a substitute player to their roster. See the Adult Sand Football webpage at VBgov.com/Sports for details.

SCHEDULING OF GAMES

1. Games will be played in accordance with the schedule created by SM with game times distributed as equitably as possible.
2. Any coach finding it impossible to play a scheduled game must notify SM as soon as possible (no later than 3:00pm the Friday before the game), so that necessary arrangements can be made. This constitutes a forfeit, and the opposing team will receive credit for a win. **In an effort to encourage more timely communication, when a coach notifies SM of a forfeiture (no later than 3:00pm the Friday before the scheduled game), the coach can request the game either be recorded as an official forfeit or have it rescheduled in the event games are cancelled due to inclement weather by 8:00am, the day of the game.**

3. If a game is postponed due to weather or other conditions beyond our control, SM will post make-up information on the online league schedule VBgov.com/Sports within 48 hours of the cancellation. Postponed games are typically rescheduled at the end of the regular season. Games that have no bearing on league standings may not be rescheduled. (See Inclement Weather – Condition of the Playing Field, page 8).
4. SM reserves the right to arrange postponed games, reschedule games, change game times, move games, and/or cancel games if necessary, due to conditions beyond our control. Please contact SM with any questions.
5. If a team forfeits two (2) games in succession or three (3) games in a season for not having the required number of players to start the game, the team will be subject to removal from the league.
6. There will be no postponement or rescheduling of league games to permit teams to prepare for, travel to, or play in tournaments of any kind and/or other league games.

STANDARD GAME PROCEDURE

1. Officials will be paid by SM and will be assigned by the contracted Officials Association. Two (2) officials will work each regular season and playoff game. No team has the right to refuse any official assigned. If the official has not arrived by game time, please see the on-site Field Supervisor. A game will not be delayed for more than thirty (30) minutes to wait for an official, unless the teams are informed otherwise.
2. The Field Supervisor is assigned by SM. Coaches, players, and spectators are expected to cooperate with the Field Supervisor.
3. **Head coaches are responsible for maintaining proper conduct among their assistants, players, and spectators at all times (before, during, and after games while at the game site). Players, coaches, and spectators may be suspended from future games based on inappropriate behavior. Unsportsmanlike conduct is not tolerated.**
4. Only head coaches may address an official.
5. Team boxes: Team boxes will be located at least two (2) yards off the sideline and extend between the 15-yard lines (first cones from the goal lines). Only players and coaches are allowed in the team box. Coaches are responsible for keeping spectators out of their team boxes. For safety and liability purposes, only registered players will be allowed to occupy the team box.
6. Players on teams scheduled for the next game shall stay outside the playing field in the warm up area located outside the two entrances to the beach on 33rd and 32nd street along with 25th and 26th street and may not detract in any way from the current game in progress. For the safety of spectators and fairness to the teams playing, coaches must enforce this rule.
7. Starting time of games:
 - A. There is no grace period. Game time is forfeit time. Official time is administered by the head official's watch/mobile phone.
 - B. Teams should be at game site thirty (30) minutes ahead of their scheduled start time. **A game may start earlier than the scheduled game time only if both coaches agree.**
 - C. **If a team has less than five (5) players, but at least one (1) player at the scheduled game time, a progressive point system will be implemented. The opposing team will be awarded seven (7) points every five (5) minutes until the fifteen-minute mark starting at the scheduled game time. If the team is still short of the five (5) player minimum (must include two (2) females) after fifteen minutes the game will be forfeited.**
 - D. If neither team is able to field the minimum number of player's necessary to play, both teams will be credited with a loss.
 - E. **SM will determine postponement or cancellation of games up to 5:00pm on Friday. After this time, any other cancellations will be determined by the official on the field.**

FIELD SETUP

1. Field layout is approximately sixty (60) yards long by thirty (30) yards wide from goal to goal, with ten (10) yard end zones.
2. Port-A-Field lines will be used (weather permitting) with cones being placed at the fifteen (15), thirty (30), and opposite fifteen (15) yard line on each side of the field. Different colored cones will mark the goal lines and end zone areas. An all cone set up may be used when windy conditions exist.
3. All cones used will be safety cones.

EQUIPMENT

1. **FLAG BELTS:** All players on the field must have a flag belt in order to be eligible to play. Minimum of two (2) flags on a belt that has flags permanently attached or detachable. The flags must be centered on the hips at all times. Flags must be at least two (2) inches wide and fourteen (14) inches long. The flags must be a contrasting color to the uniform.
2. **Flags and flag belts should be worn as manufactured and not altered in any way. Flags may not be tucked in under the flag belt in an attempt to prevent them from being pulled.**
3. **REMOVING THE FLAG:** After de-flagging the runner, the flag must be held above the head for officials to see. If one (1) or both flags fall off after the start of the play, the game reverts to one hand touch anywhere between the shoulders and knees.
4. **BALLS:** Game ball provided will be NFL composite, model F1825 "The Duke".
5. Teams must provide their own practice balls, uniforms, flags, and other equipment they deem necessary. If a team has no flags at game time, they will be subject to forfeiture of their game.
6. Uniforms are not required, but uniformity is requested. Teams must have like-colored shirts. Numbers are required.
7. Shirts, pants, and shorts cannot have belts, belt loops, or pockets of any kind. Drawstrings must always be kept inside of the shorts/pants, no tape ups or cover ups. Shirts, pants, and shorts cannot be turned inside out. This is a safety issue and will be strictly enforced. Failure to comply will result in player in-eligibility.
8. Players may wear a knit stocking cap. The cap must have no bill.
9. Players may wear a colored headband, wrist band, wristband playbook, gloves, and knee pads.
10. Players may wear soft shell padded headgear made specifically for flag football. No other helmet types are allowed.
11. Players may wear pliable and non-rigid sunglasses and/or sport glasses.
12. Players may wear arm sleeves, knee sleeves, lower-leg sleeves, tights, and compression shorts. The sleeves/tights and compression shorts should be black, white, beige or the predominant color of the team shirt and the same color sleeves/tights worn by all teammates.
13. Players may tape their forearms, hands, and fingers.
14. No players will be allowed to wear a towel.

PLAYER ILLEGAL EQUIPMENT

A player wearing illegal equipment shall not be allowed to play. Types of illegal equipment include:

1. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (bandanas).
2. Visible jewelry (watches, bracelets, rings, etc.) are not allowed. This is a safety issue and will be strictly enforced. Failure to comply will result in player in-eligibility.
3. Hood shirts/sweatshirts (safety issue).
4. Pads or braces worn above the waist.
5. Braces made of hard, unyielding material.
6. Wearing a cast of any type (soft or hard).

PLAYING RULES

1. This is a NON-CONTACT league.
 - A. In an attempt to de-flag the runner, incidental contact will invariably occur. However, contact to the face, neck or head should not occur.
 - B. Illegal vs. incidental contact is a judgment call by the officials and cannot be protested.

2. Screen blocking is allowed. Screen blocking is defined as legally obstructing an opponent without using the body (arms, hands, feet, legs, etc.) to initiate contact. Similar to basketball, no moving screens are allowed – the blocker must be set for at least one (1) second.
3. TACKLING IS NOT PERMITTED.
 - A. Tackling is defined as:
 - i. Running at or leaving one's feet to dive at an offensive player.
 - ii. Leading with or making contact primarily with the elbow, forearm, or shoulder, in attempt to knock a player down or knock a ball loose, with no attempt to grab a flag.
 - iii. Playing horizontally to break up a pass by taking down the receiver.
 - B. A player may not:
 - i. Hold, push, or knock down a runner in an attempt to remove the flag.
 - ii. Lower the upper body and/or spin that causes contact to the opponent.
 - iii. Play through or run/drive through an opponent.
 - C. Penalty for tackling will be automatic first down at the point of infraction.
 - D. The officials have the authority to eject a player for unsportsmanlike conduct, if in the official's judgment, a player is consistently playing too aggressively or taking deliberate action to hurt a player.
4. **To prevent possible concussions and other head/neck injuries, three (3) and four (4) point stances are not permitted. All players (with the exception of the snapper) must be upright.**
5. **PLAYING TIME:** Games will consist of two (2) halves, forty (40) minutes each, running clock until the last two (2) minutes of each half, which will be a regulation clock. A running clock stops only for team or official time-outs. A regulation clock stops on all violations, fouls, and team or official time-outs.
6. **REGULATION GAME**
 - A. It will be a regulation game when the official calls it on account of rain, lightning, or other factors, which based on their judgement, interferes with further play provided one (1) half or more has been played. If the game is ended prior to regulation, it will be rescheduled for a later date. Rescheduled games are started over, instead of resuming at the point of interruption. Exception: Championship Play (playoff) games are continued from the point of interruption.
 - B. If a game ends in a tie after regulation, the game will go into one (1) overtime. Ties count as half a win and half a loss in the standings.
7. **25/40 POINT RULE: If a team is ahead by 25 or more points at any time in the second half, the clock becomes a running clock.**
 - A. **Competitive – If a team has a 40-point lead at halftime or gains a 40-point lead at any time in the second half, the game is over and will be declared so by the official.**
 - B. **Recreational – If a team has a 40-point lead at halftime or gains a 40-point lead at any time in the second half, it will be the losing team's option of whether to continue the game.**
8. **HALFTIME:** Five (5) minutes.
9. **TIME BETWEEN EACH DOWN:** Forty-five (45) seconds.
10. **TIME OUTS:** Two (2) per half, no carry-over.
11. **TEAMS:** Six (6) players on the field (at least two (2) must be female). Teams may play with five (5) players (at least two (2) must be female), but no less than five (5) (and no less than two (2) females) at any time.
12. Teams must have four (4) players on the line of scrimmage at all times prior to the snap of the ball. Any player may be in motion, but only one (1) player at a time may be in motion.

13. **SUBSTITUTION:** Open substitution is allowed between plays on both offense and defense.
14. **No kickoff/throw** to start either half. Ball will be put in play at the fifteen (15) yard line (first cone from the goal).
15. **FIRST DOWN:** Two (2) completed passes across the line of scrimmage equal a first down. Teams are allowed only one (1) first down per possession, then a team will have 4 additional downs to go for a touchdown (unless a penalty gives a team an automatic first down).
16. **PUNTS:** A “declared kick/throw” is allowed if declared on fourth (4th) down only. No rushing on a declared kick. No fake punts.
17. **SCORING:** A touchdown is worth six (6) points. If a female runs, throws, or catches a touchdown, the touchdown will be worth nine (9) points.
18. **POINT AFTER TOUCHDOWN:** The scoring team has the option to try for one (1) point from the three (3) yard line, two (2) points from the ten (10) yard line, or three (3) points from the fifteen (15) yard line. The offensive team must declare their intention prior to the officials putting the ball in play. If the defense intercepts the ball and returns it for a score, it will count for the number of points the offense was attempting.
19. **OVERTIME:** Each team gets one (1) possession at the opponent’s fifteen (15) yard line, with four (4) downs to score. If the game is still tied, additional overtime periods will be played until a winner can be determined.

PLAYER/TEAM CONDUCT

1. The SM Coordinator will impose penalties and suspensions upon teams and players as necessary to insure the orderly conduct of the leagues.
2. Coaches are responsible for controlling the conduct of players and spectators before, during, and after their game and informing them of any and all league rules and regulations. If a player and/or spectator cannot be identified by an official or SM staff, coaches are responsible for identifying any player and/or spectator suspected of misconduct. Any coach who is not forthcoming regarding player and/or spectator identity may be subject to additional penalties and/or team suspension from the league.
3. Any player, coach, and/or spectator ejected before, during, or after the game (while at the game site) by an official for unsportsmanlike conduct shall automatically be suspended from the remainder of the current game and at minimum from the next league game to be played by their team and will not be permitted at the game facility during this suspension. No notice of this suspension shall be necessary. In the event a player, coach, and/or spectator deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win. The player, coach, and/or spectator will still be suspended at minimum from the next league game to be played by their team.
4. Any player, coach, and/or spectator ejected before, during, or after the game (while at the game site) by an official for fighting will automatically be suspended from the remainder of the current game and a minimum of the next two (2) league games to be played by their team and will not be permitted at the game facility during this suspension. No notice of this suspension shall be necessary. Note: based on the circumstances surrounding the ejection, this suspension can be as severe as a lifetime ban. In the event a player, coach, and/or spectator deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win. The player, coach, and/or spectator will still be suspended at minimum from the next two (2) or more league games to be played by their team.
5. If a player or coach ejected from a game (or spectator is asked to leave), they must leave the premises immediately and are prohibited from any further contact (direct or indirect) with the team, officials, and SM staff for the remainder of the game and after the game. Failure to comply may result in termination and forfeiture of the game. Police may be called for assistance if actions pose a potential threat to players, spectators, coaches, officials, or city staff.
6. Any player, coach, or spectator guilty of acting in a threatening/abusive manner towards an opposing player, official, and/or SM staff member in any manner on City property before, during, or after a game can be suspended indefinitely from participating in all leagues sponsored by SM.
7. Unsportsmanlike conduct by players, coaches, or spectators before, during, or after a game (while at the game site) will not be tolerated. SM staff and officials have the authority to ask unruly players, coaches, or spectators to leave the facility. SM staff are empowered to call for police assistance if necessary. Individuals asked to leave the facility may be suspended for future games, up to and including indefinite suspension.

8. The use of profanity by players, coaches, and/or spectators is prohibited. Any violation of this rule may result in ejection from the game for individual(s) involved (by the official) and suspended for a minimum of the next league game.
9. Teams are responsible for the conduct of their spectators at all games. Any team refusing to control a spectator will forfeit the game and will be subject to additional penalties and/or suspension.
10. Any violation while under suspension will be treated as a second (2nd) offense and all penalties will apply, including extending the existing suspension and/or an additional suspension.
11. Any player, coach and/or spectator suspension which cannot be completely served in the current season shall carry over to the next season.
12. SM reserves the right to vary suspension length based on the severity of the action.

PROTESTS

Any and all protests must be clearly stated to the officials on the field at the time of the infraction. Only player eligibility are protestable. All other disputes must be settled on the field. Judgement calls by the official(s) are not protestable.

To protest player eligibility:

1. All protests must be clearly stated to the officials on the field, identifying the player being protested, and submitted in writing to SM within two (2) business days of the incident. The protest (both on the field and in writing) must detail the reason for the protest (i.e. the player in question is not on the team's online roster; the player is participating under an assumed name, etc.).
2. Upon notification, the officials shall stop the game, call both coaches out to the field, and inform both coaches that an official protest has been lodged. The Field Supervisor will also be informed of the protest on the field. The officials will then request the photo ID of the player in question.
 - A. If the player in question produces a photo ID, the official and Field Supervisor will document the protested player's full name and contact information. If the Field Supervisor determines the player's name **is on** the online roster, the game will then continue. If the Field Supervisor determines the player's name **is not on** the online roster, the player will be removed from play and the game will continue being played under protest.
 - B. If the player in question fails to produce an ID, the game will be forfeited immediately, and the coach will be upon notification placed on probation for up to one (1) year. A second offense will result in the coach being suspended for one (1) year.
3. Upon receipt SM will review the written protest. If the player is deemed to be eligible, the protest will be denied, and the result of the game will become official. If the player is deemed to be in-eligible, any/all of the following actions will be taken:
 - A. Forfeiture of the most recent game played with in-eligible player(s).
 - B. Coach and/or player(s) probation and/or suspension for up to one (1) year.
 - C. Loss of Championship Play (playoff) eligibility.
4. All decisions rendered by SM are final.

CHAMPIONSHIP PLAY (COMPETITIVE LEAGUES ONLY)

Recreational League: will have a Division Champion, but no playoffs.

Competitive League: top four (4) teams will advance to the competitive championship.

Regular season rules apply for all playoff games, with the following exceptions:

1. At the end of the regular season, the team with the best win/loss record will be the Division Champion. In the event of a tie, the tiebreaker will be: 1) head to head play amongst all tied teams; 2) coin toss. When head to head play is used, points scored/point differentials will not be considered; only win-loss.
2. At the end of the regular season, the top four (4) finishing teams will advance to the league playoffs. In the event of a tie for second (2nd) or third (3rd) place, the tie-breaker will be: 1) head to head play amongst all tied teams; 2) coin toss. In the event of a tie for fourth (4th) place, the tiebreaker will be: 1) head to head play amongst all tied teams; 2) a play-in game. When head to head play is used, points scored/point differentials will not be considered; only win-loss.

3. Teams forfeiting two (2) or more games during the season without notifying SM in advance may be determined ineligible for Championship Play. All playoff games are single elimination.
4. If the game is stopped before completion due to circumstances beyond SM control, the game will be rescheduled, and play will continue from the point of interruption. Teams must be prepared to play on short notice if playoff games are cancelled.
5. All players are required to **bring and present** a photo ID to each playoff game. Approved ID includes current Driver's License, Passport, Military ID, and state issued ID (physical and/or electronic version as long as photo identification provided is clearly readable). Identification through social media accounts such as Facebook, Instagram, etc. will not be accepted and the player will be ineligible to participate in the playoff game.
6. The higher seed will be the home team throughout the tournament.

INSURANCE

1. Players participating in the league should have accident insurance coverage. This is your responsibility. SM does not provide insurance in case of injuries to players, coaches, or spectators.
2. It is to be understood that SM will not be held liable for injuries sustained by any person or group participating in our program while they are playing, practicing, or traveling to and/or from games or practices.

SCORES

1. The winning team is responsible for reporting the score by voice 757-385-0456 or email at CWAthletic@vb.gov by 8:00am the following morning. When reporting, provide the following information:
 - A. Date Played
 - B. League (Competitive or Recreational)
 - C. Team Names
 - D. Scores (with winning team first)
2. **It is very important you report scores so accurate standings can be maintained.** In case of a tie, we ask both teams call in.

WEBSITE

Updated standings, schedules, and scores can be found on the following website: VBgov.com/Sports

INCLEMENT WEATHER – CONDITION OF THE PLAYING FIELD

1. In the event of inclement weather, call the RainoutLine (**781-0001**) or review the RainoutLine app for updates before 8:00am Sunday morning. SM cannot assume the responsibility for notifying all coaches of the playing fields. In most cases, the games will be played as scheduled. **If the temperature at game time is 32 degrees or below, as determined by the official, the game will be canceled and rescheduled for a later date. Games will not be called because of threatening weather.**
2. After 8:00am on Sundays, the officials will make the decision on whether or not a field is playable. The decision of the officials shall be final. Coaches and teams will accept the official's decision without question. If field conditions are questionable, the RainoutLine (**781-0001**) and RainoutLine app will be updated as information becomes available.
3. If a game is cancelled because of weather conditions (excluding lightning, P. 9), all remaining games for that day are automatically cancelled and will be rescheduled. All rescheduled games will be posted at VBgov.com/Sports. Make up schedules will not be sent to coaches. If you do not have internet access, coaches may call SM (385-0458).
4. If during a game, conditions (severe weather conditions, etc.) force a stoppage of play before the game is considered regulation, a (15) fifteen-minute delay shall be in effect. Teams should not leave the immediate area for a period of (15) fifteen minutes. After the (15) fifteen-minute period, the officials will make a final decision on whether the game will continue or be cancelled. However, if the weather becomes threatening (thunder, lightning, etc.), teams should follow the Lightning Procedures below. **Note: At all SM game facilities, the officials are empowered to immediately cancel play when conditions which threaten player safety exist or are imminent.**
5. **Hazardous Weather Conditions:** If there is a Tornado, Tropical Storm/Hurricane, or a Winter Storm Warning issued for the Hampton Roads area on Sunday, all games may be cancelled in advance for this date. For more information, call the RainoutLine (**781-0001**) or review the RainoutLine app before 8:00am on Sundays.

LIGHTNING PROCEDURES

Coaches, Field Supervisor, and officials will use the following guidelines for suspension and resumption of play when thunder or lightning is present:

1. When thunder is heard, detected, imminent or a cloud-to-cloud lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Game officials will alert coaches, players, and spectators to take shelter immediately and suspend all games.
2. All team members should seek shelter in a building or vehicle away from the beach. The RainoutLine (**781-0001**) will be updated when a delay goes into effect. Coaches should continue to check the RainoutLine for updates on whether the game will resume or be postponed and inform their team.
3. The responsibility for removing athletes from the game area in a timely manner lies with the head coach of the team. If the head coach is not present, an assistant coach will assume responsibility. If unable to reach safe shelter, persons should stay away from the tallest trees or objects (i.e. light poles, flag poles, etc.), metal objects (i.e. fences, etc.), individual trees, and standing pools of water. Persons should avoid being the highest object in an open area (crouching is recommended in this event).
4. Games will be delayed and/or cancelled due to lightning in the area. If a lightning delay (thirty (30) minutes required waiting period) is in place prior to or at the scheduled game time, the game will be cancelled if it does not begin within thirty (30) minutes of the originally scheduled game time (i.e. if a 9:00am game does not start by 9:30am, the game will be cancelled). Subsequent games will be determined accordingly.
5. If a lightning delay occurs while a game is in progress, it will result in an immediate game cancellation. Subsequent games on a field will be determined accordingly. Any subsequent lightning, after the beginning of the thirty (30) minute count, the clock must be reset, and another thirty (30) minute count will begin before play can be resumed.
6. The responsibility for removing athletes from the game area in a timely manner lies with the coach of the team.

FACILITY USE

1. **NO SMOKING:** Smoking, use of tobacco products, and use of all types of e-cigarettes (including nicotine vapor and non-nicotine vapor products) are prohibited on or around the football playing field by coaches, players, officials and/or spectators.
2. **NO DRINKING OF ALCOHOLIC BEVERAGES ON OR AROUND THE FIELD BEFORE, DURING, OR AFTER A GAME.**
ALCOHOLIC BEVERAGES ARE PROHIBITED BY LAW ON ALL CITY PROPERTY. (Violators will be brought to the official's attention.)
3. The penalty for the above field use violations shall be ejection from the game. Players, coaches and spectators ejected must serve an automatic suspension from the next scheduled game. The officials are empowered to enforce these rules. Violations will be brought to the attention of SM for disciplinary action. Coaches are responsible for their teams; therefore, please notify all members of your team and their spectators of these rules.
 - A. Violations can result in a one (1) game team forfeiture and a one (1) game suspension of individuals.
 - B. Repeated violations will result in additional suspensions and/or team expulsion from the league.
4. Participants and spectators must stay in areas designated by the official and/or Field Supervisor and are asked to help police their areas for trash once games are finished.

NOTES

- ✓ The SM Coordinator has the authority to make final decisions on all bylaws, interpretations, and any matters concerning all adult sports, and will impose penalties and suspensions upon teams, coaches, and players as necessary to insure the orderly conduct of the league.
- ✓ Coaches will advise players and spectators of these bylaws. Ignorance of any rule in the bylaws on the part of the coach, player, or spectators will not be tolerated.
- ✓ SM reserves the right to deny any individual or team from participating in our programs or revoke an individual or team's privileges to participate in our programs for abusive behavior. Furthermore, in the event any individual or team is suspended from participating in our programs for abusive behavior, a written notice of that suspension will be forwarded to all area recreation

departments and tournament associations immediately. This action does not apply to one (1) or two (2) game suspensions, but to severe cases where abusive behavior warrants further suspensions.

Pandemic Protocols

- Games will adhere to the current Executive Order and follow current CDC, state, and local guidance relative to physical distancing, use of face masks, and sharing of equipment.
- Teams will be placed on opposite sides of the field instead of the same side (visitor – beach side, home – boardwalk side).
- Spectators of teams will be allowed on their respective team's side with rostered players/coaches, staff, and officials in the event zone.
- Game ball provided will be sanitized at each half, but teams are encouraged to provide their own game balls (to be used on offense).