

VIRGINIA BEACH DEPARTMENT OF PARKS AND RECREATION  
SPORTS MANAGEMENT/ATHLETICS  
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VIRGINIA BEACH, VIRGINIA 23456  
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REVISED  
2/2020

**7V7 COED FOOTBALL PASSING 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.

**EFFECTIVE DATE:** These bylaws are in effect for the 2020 7v7 Coed Football Passing 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/Athletics (SMA) 7v7 Coed Football Passing League rules and regulations shall govern all leagues. Coaches, players, and spectators must abide by all rules, regulations, and bylaws.

**INDIVIDUAL REGISTRATION:** SMA will require a \$65.00 individual online registration fee (debit/credit card only) from all participants. Payment must be received by **February 17, 2020** in order for a player to participate in the league. Registration received after this date will be assessed a \$10.00 late fee, and will be accepted until **March 2, 2020** if space is still available.

**INDIVIDUAL REGISTRATION REFUND:** Refund, cancellation, or withdrawal requests must be made in writing to [cwathletics@vbqov.com](mailto:cwathletics@vbqov.com). Refund, cancellation or withdrawal requests received 7 days in advance of the program start date will be honored in full less any deposits or registration fees. Refund, cancellation or withdrawal requests received after the 7-day period but prior to the program start date will be honored in the following manner. You may choose a 50% refund of the total fee or a transfer at the time the refund is requested to another available Parks and Recreation class or service.

No refunds will be provided for: registration fees or requests received on or after the program start date. If a written cancellation or withdrawal notice is not received prior to the start of the program, you are responsible for the full price of the program. Accounts will not be credited.

**ADMINISTRATIVE RULES:** SMA assumes the following responsibilities:

1. Game facilities and equipment.
2. Custody of player registration and team rosters.
3. T-shirts for participants.
4. Authority to rule on player eligibility, rules, and regulations.
5. Awards to league champions.
6. Provision of a game ball and QB tee. This ball and QB tee is not to be used for practice or warm ups.

**PLAYER ELIGIBILITY**

1. A player's age on **September 30, 2019** determines eligibility. **Exception:** A player who turns eight (8) years old during the current league season (March – June) will have a "league age" of eight (8) years old.
  - A. **10U:** Age 10 and under (must be eight (8) years old on or before September 30 or turn eight (8) years old during the current league season (March – June). Cannot be 11 years old on or before September 30 or turn 11 years old during the current season (March – June).
  - B. **13U:** Age 13 and under (cannot be 14 years old on or before September 30 or turn 14 years old during the current season (March – June)).
  - C. **18U:** Age 18 and under (if still in high school). Cannot be 19 years old on or before September 30 or turn 19 during the current season (March – June).
2. All players must be attending school (K-12) or be in an approved home study program to participate.

3. High school varsity or junior varsity football players **ARE** eligible to participate in this league.
4. **Ineligible Players:** For out of school suspension (OSS) only, if a player has been suspended from school they may not participate in a league game until he/she is officially (physically) back in school.
5. Player(s) may play up one (1) age division if desired. A parent must submit written documentation to the SMA office requesting player movement to an older age division.
6. SMA will place players on teams based on location, school attending and/or request by the registrant during registration. If player(s) are found to be playing on an incorrect team, the player(s) will be removed from their team for the remainder of the season and the team will forfeit the most recent game played by the ineligible player(s). Please note that coach(es), additional player(s), or the entire team may be suspended if SMA determines that the coach intentionally attempted to deceive the program. Note: Information found to be false on a player registration shall result in player ineligibility for one (1) year.

## **ROSTERS**

1. SMA will generate team rosters for game site staff. Rosters can also be viewed online at [VBgov.com/Sports](http://VBgov.com/Sports). A waiting list will be created after the late registration deadline if space is available. No additional players will be added after all teams have reached their maximum roster allowance or by the start of the first game.
2. Only players who have completed all roster requirements will appear on the SMA roster and be permitted to occupy the bench area and participate in the game.
3. NO player(s) shall play on more than one team in the 7v7 Coed Football Passing League.
4. Maximum of 12 rostered players, three (3) adult coaches and one (1) junior youth coach per team.

## **GENERAL REGULATIONS**

1. **There are no residency restrictions for Youth 7v7 Coed Football Passing League.**
2. **Each team is permitted one (1) Head Coach, two (2) Assistants, and one (1) Junior Assistant.** If equipment managers and/or trainers/doctors are used, they are included in (and not in addition to) the maximum number of assistant coaches. Only coaches with a valid Youth Sports League Volunteer Identification Card may occupy the player's bench in addition to the limited number of players under contract certified by SMA (See "Youth Sports League Volunteer Identification System" for instructions on obtaining an ID card located in the General Bylaws for All League Sports and at [VBgov.com/Sports](http://VBgov.com/Sports)).
3. Youth Sports League Volunteer Identification Cards MUST be worn on the outside of the shirt or jacket and clearly visible. If at the start of the game, a team does not have an adult coach present with a valid Youth Sports League Volunteer Identification Card, the game will be declared a forfeit. The presence of a Junior Assistant (under age 18) at the start of the game is not an acceptable substitute if an adult coach is not present. Failure to do so will forfeit the individual's privilege to coach until the badge is properly displayed. Individuals found wearing a badge that in any way misrepresents their identity (i.e. another coach's badge, etc.) will be suspended for the remainder of the season. The badge in question shall be confiscated, and the person to whom the badge belongs to shall be suspended for the next two (2) games.
4. Mandatory coach's clinic for coaches in late March. It is mandatory that each team be represented at this clinic. SMA will cover rules and regulations for the upcoming 7v7 Coed Football Passing League season.

## **SCHEDULING OF GAMES**

1. Games will be played in accordance with the schedule created by SMA with game times distributed as equally as possible.
2. Any coach finding it impossible to play a scheduled game must notify the SMA Office as soon as possible, so that necessary arrangements can be made. This constitutes a forfeit, and the opposing team will receive credit for a win.
3. If a game is postponed due to weather, light failure, or other conditions beyond our control, SMA will determine a makeup date/time/location, and will post make-up information to our website ([VBgov.com/Sports](http://VBgov.com/Sports)). Whenever possible, coaches will receive 48 hours notice. Most games will be made up at the end of the season. Games that have no bearing on league standings may not be made up.
4. SMA reserves the right to arrange postponed games at its convenience and/or cancel games, if necessary, due to inclement weather or conditions beyond our control. Coaches are urged to contact SMA 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 may be subject to removal from the league.

6. There will be no postponement or rescheduling of league games to permit teams to prepare for or play in tournaments of any kind and/or middle/high school games.
7. If during a game, conditions (light failure, loss of power, surface playability, inclement weather, etc.) force a stoppage of play before the game is complete, a 15 minute delay shall be in effect. If after 15 minutes conditions have not improved so as to continue the game, that game will be called off and rescheduled for a later date. The remainder of scheduled games for that day may also be cancelled and rescheduled for a later date (See Inclement Weather, page 9).

### **STANDARD GAME PROCEDURE**

1. Teams must provide their own practice balls and other equipment necessary. SMA will provide game balls and QB tees. This ball and tee are not to be used for practice. Teams may use their own approved balls for game play if both teams agree.
2. Uniforms in the form of T-shirts will be provided by SMA.
3. Officials will be assigned by SMA. Three (3) officials will work each game during the regular season and playoffs. No team has the right to refuse any official(s) assigned.
4. Field Supervisors are assigned by SMA. Coaches, players, and spectators are expected to cooperate with the Field Supervisor in every way possible.
5. Head coaches are responsible for maintaining proper conduct among their assistants, players, and spectators at all times. Players, coaches, and spectators may be suspended from future games based on inappropriate behavior. **Unsportsmanlike conduct is not tolerated.**
6. Coaches are responsible for keeping spectators and non-rostered individuals off their benches and out of the team area.
7. Head Coaches are the **ONLY** coaches to address an official. Assistant Coaches **ARE NOT** permitted to address an official regarding a call. Coaches should remain within the coaching area.
8. **Sunflower seeds are STRICTLY PROHIBITED on the turf fields. Any player/coach/spectator littering the turf field with seeds/shells will be removed from the facility.**
9. **Starting time of games:**
  - A. There will be no grace period. Forfeit time is game time. Official time is by the Field Supervisors watch/mobile phone.
  - B. Teams shall be at their game site 30 minutes ahead of their scheduled game time. **A game can start earlier than the scheduled time if both coaches agree.**
  - C. Teams must have a minimum of five (5) players present at game time to begin. If a team does not have five (5) players at game time, the official will declare the game a forfeit.
  - D. If neither team has five (5) players at game time, the game will be declared a double forfeit by the official and both teams will be credited with the applicable number of losses.
  - E. If a game is forfeited, participants will not be able to use the field for practice.
  - F. SMA staff will determine postponement or cancellation of games.

**ANY DEVIATION OF THE ABOVE IS AT THE DISCRETION OF SMA.**
10. Players on teams scheduled for the next game shall warm up in designated areas while a game is in progress. However, they may not detract in any way from the game in progress and must stay off the field of play. For the pleasure and safety of spectators and fairness to the teams playing, coaches must enforce this rule.
11. The home team is the team listed to the left on the schedule and will occupy the same side of the field as the yardage markers. Away team will receive the ball first in the first (1<sup>st</sup>) half. Home team will receive the ball first in the second (2<sup>nd</sup>) half.
12. There will be two (2) offensive and defensive coaches per team allowed on the field at any time.
13. Offensive coaches must maintain a 10-yard buffer from the line of scrimmage (behind the offense) at the snap of the ball.
14. Defensive coaches must maintain a 20-yard buffer from the line of scrimmage (behind the defense) at the snap of the ball.

### **FIELD SETUP**

1. The playing field is 40 yards long by 53 yards wide. The end zone is 10 yards deep.

2. Yard markers will be placed at the 40, 30, 20, 10 and goal lines on the right side of the field. Pylons will mark the goal lines and end zone areas.

### **PLAYERS EQUIPMENT**

1. No jewelry or hard objects in the hair may be worn by player(s) on the field. Necklaces, watches, bracelets, earrings, rings, or other jewelry are prohibited. No tape-ups or cover-ups – these items must be removed to play. Medical bracelets are approved but must be taped down/adhered to the skin. This is a safety issue and will be strictly enforced. Failure to comply will result in player ineligibility until jewelry is removed.
2. **A mouthpiece is mandatory for all players.** Failure to comply will result in player ineligibility until a legal mouthpiece is used. **DO NOT SHARE MOUTHPIECES.**
3. **Pants/shorts must not have pockets, belt loops, belts or zippers.** No tape-ups or cover-ups. Pants/shorts may not be turned inside-out. This is a safety issue and will be strictly enforced. Drawstrings must be kept inside of pants/shorts at all times. Failure to comply will result in player ineligibility until shorts/pants without pockets, belt loops, belts or zippers are used.
4. Shoes with metal spikes are not allowed. Tennis shoes, rubber molded cleats, or regulation football shoes are permitted.
5. Players may wear a knit stocking cap. The cap must have no bill.
6. Players may wear soft shell padded headgear made specifically for 7v7. No other helmet types are allowed.
7. Players may wear a single-colored headband and/or wrist band no wider than 2”.
8. Players may wear pliable and non-rigid sunglasses and/or sport glasses.
9. Players may wear sweatshirts with hoods as long as the hoods are tucked inside the sweatshirt and/or t-shirt on top.
10. Players may carry a Play Book inside their clothing as long as it is not made of unyielding material.
11. Players may wear arm sleeves, knee sleeves, lower-leg sleeves, tights and/or compression shorts. The sleeves/tights and compression shorts shall be black, white, beige or the predominant color of the team shirt and the same color sleeves/tights worn by all teammates. All sleeves/tights and compression shorts shall be the same solid color and must be the same color as any headband or wristband worn.
12. Players may carry a towel but towels may not hang from a participant’s front waist.
13. In the 10U league, the official ball will be the Wilson “TDY” or Wilson “TDJ” youth model. In 13U & 18U leagues, the official ball will be the Wilson “TDY” model.

### **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. Pads or braces worn above the waist.
3. Shoes with metal, ceramic, screw-in, or detachable cleats unless the screw is part of the cleat.
4. Braces made of hard, unyielding material must be covered on both sides by a ½” closed cell, slow recovery rubber or other rubber material of similar thickness.
5. Players wearing a cast of any type (soft or hard) are not eligible to participate in league games.

### **PLAYING RULES**

1. **MANDATORY PLAY RULE:** Each player in uniform at the game site must play at least four (4) plays in a full game. It is the coaches’ responsibility to adhere to this rule. Violations will be brought to the attention of the SMA Office and may result in suspension of the head coach.
  - A. If a player is injured and taken out before he/she has completed the mandatory playing requirement, he/she must still play four (4) plays if he/she is able to return to the game.
  - B. It is the Coach’s responsibility to keep account of his/her players. If a violation of the Mandatory Play Rule is discovered, play will stop until the necessary substitutions are made to rectify the situation.
  - C. Since there is a Mandatory Play Rule, a player should not be removed if a minor problem can be resolved on the spot (Example: jewelry, uniform or shoe adjustment, or minor injury that is shaken off).

- D. The Mandatory Play Rule is in effect for all games, including playoffs.
2. Teams must have at least one (1) player 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. Motion can only be lateral or backwards but not forward.
  3. Each play ends when a “defensive” player touches the offensive player with the ball with at least one (1) hand below the neck or pass falls incomplete. Excessive force by shoving, pushing or striking will be penalized by automatic first down and 5 yards. Player(s) will be ejected if ruled unsportsmanlike & flagrant. All contact is judgment by the official, and cannot be protested.
  4. Fumbles are dead balls at the spot with the offensive team retaining possession. When the ball carrier loses control of the ball and the ball or the ball carrier touch the ground, the play is ruled dead and the ball will be spotted at the point it touched the ground as long as the spot is at or behind the ball carriers forward progress. A muffed snap is not a fumble/dead ball. The second count remains in effect on snaps.
  5. **Substitution:** Open substitution is allowed between plays on both offense and defense.
  6. The quarterback will have five (5) seconds to pass the ball across the line of scrimmage in the 10U & 13U divisions and three and a half seconds (3.5) to pass the ball across the line of scrimmage in the 18U divisions or the play is blown dead and a loss of down. Time will be kept by the QB tee. A defender can’t cross the line of scrimmage until the quarterback passes the ball.
  7. The Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot. Clock does not stop and any delay by offense in retrieving and returning the ball **TO THE OFFICIAL** will result in a delay of game (5-yard penalty from the succeeding spot).
  8. No kickoffs, field goals, or punt attempts. Ball will be put in play at the 40-yard line (yard marker).
  9. **First Downs:** The Offense will have four (4) downs to cross the 25-yard line for a 1st down. After crossing the 25-yard line, the offense will have four (4) downs to cross the 10-yard line for another 1st down. After crossing the 10-yard line, the offense will have four (4) downs to score. No carryover of downs will be allowed (unless a penalty gives a team an automatic first down).
  10. A player must have at least one (1) foot inbounds when making a reception.
  11. **Possession Change:** Possession will change after each touchdown/extra point attempt, failure to make a first down, or an offensive turnover.
  12. Interceptions may **NOT** be returned and the play is whistled dead immediately. An interception simply results in a change of possession, two (2) points being awarded to the defense and the ball placed at the 40-yard line in the middle of the field.
  13. No running plays will be allowed and no laterals behind the line of scrimmage. All passes must be forward passes. Shovel, pitches, or under hand passes are allowed.
  14. **Offense:** Seven (7) on the field with the quarterback being an ineligible receiver.
  15. **Defense:** Seven (7) defenders on the field. No Defensive rushing will be allowed.
  16. If a team loses the seventh (7<sup>th</sup>) player for any reason, play may continue as long as the team has five (5) players on offense and/or defense. If a team drops below five (5) players, the game will end.
  17. This is a **NON-CONTACT** league.
    - A. In an attempt to touch the runner, incidental contact will invariably occur. However, contact to the face, neck or head should not occur and be avoided if possible (see Penalties, page 7).
    - B. Illegal vs. incidental contact is a judgment call by the official, and cannot be protested.
  18. **No Blocking.** A block occurs when a player extends his/her arms to impede a defender from making a touch. Screen blocking is allowed. Screen blocking is defined as legally obstructing an opponent without using the body to initiate contact. Similar to basketball, no moving screens are allowed – the blocker must be set for at least two (2) seconds.
  19. **Blocking will result in the runner being down at the spot of the foul (see Penalties, page 7).**
  20. **TACKLING IS NOT PERMITTED**
    - A. Tackling is defined as:
      - I. Running at or leaving one’s feet at an offensive player, leading 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 touch.

- II. 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 touch.
  - II. Lower the upper body and/or spin by a runner and cause 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 or 10 yards from the line of scrimmage.
- D. The official has 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. No warning is needed.

21. **Timing:**

- A. **Game:** two (2) halves, each 20 minutes running clock. The clock will only stop in the last two (2) minutes of the second (2<sup>nd</sup>) half, during a charged time out, officials' time out, and/or injury.
- B. **Time between each down:** 25 seconds (clock starts when ball is placed on QB tee).
- C. **Halftime:** Three (3) minutes minimum and five (5) minutes maximum.
- D. **Time outs:** Two (2) per half and one (1) per overtime. Unused time outs do not carry over. Clock stops for timeouts. Timeouts are 30 seconds.
- E. **Extension of Periods:** A half may be extended by an untimed down, except for unsportsmanlike or fouls which specify a loss of down, if during the last timed down, one of the following occurred:
  - I. There was a foul by either team and the penalty is accepted.
  - II. There was a double foul.
  - III. If a touchdown was scored, the try is attempted.
  - IV. If any of the above occurs during the untimed down, the period will be extended by the same rule.
- F. During the final two (2) minutes of the second half the clock will stop for:
  - I. Incomplete or illegal forward pass (clock restarts on the snap).
  - II. Out-of-bounds (clock restarts on the snap).
  - III. Team time out (clock restarts on the snap).
  - IV. First down (clock restarts once the ball is placed on the QB tee).
  - V. Touchdown (clock restarts on next offensive snap) point tries are untimed.
  - VI. Penalty and administration (clock is dependent on the previous play, except delay of game-starts on snap).
  - VII. Referee's time out (clock restarts at his/her discretion).
- G. **Overtime:** In case of a tie at the end of regulation play, the overtime procedure will be used to try to break the tie. If the score remains tied after each team has a possession, the score will stand as a tie for regular season play. In championship play, the overtime procedure will continue until a winner is determined. There will be a coin flip before the overtime to determine first possession. Overtime will consist of 3 plays from the 10-yard line. Each team will receive an attempt to score in each overtime period. **Playoffs Only:** starting with the 3<sup>rd</sup> and subsequent overtimes, all PAT's must be two (2) point attempts from the 10-yard line. If the game is still tied, additional overtime periods will be played until a winner can be determined. Overtime periods are not timed.

22. This league will use the following scoring system:

- A. Touchdown..... 6 points
- B. Interception (Including on all PAT attempts).....2 points
- C. Extra point (10 yard line) .....2 points
- D. Extra point (5 yard line)..... 1 point

23. A 40 point rule will be in effect for all games. The game is over and shall be declared so by the official when a team has a 40 point lead at the end of the first half or secures such a lead during the second half.

To prevent possible concussions and other head/neck injuries, three and four point stances are not permitted. All players must be upright.

**PENALTIES (Any penalty taken on the 40-yard line will result in a loss of down)**

**ON OFFENSE**

Illegal Contact (Blocking, Holding, Etc.):	Loss of down and 5 yards from line of scrimmage.
Illegal Motion (more than 1 person moving)	5 yards from line of scrimmage, repeat the down.
False Start:	5 yards from line of scrimmage, repeat the down.
Offensive Pass Interference:	5 yards from line of scrimmage, loss of down.
Delay of Game:	5 yards from line of scrimmage, repeat the down.
Roughing:	10 yards from the line of scrimmage, loss of down.
<u>(Rough play will not be tolerated. Players will receive one warning and may be removed from the game (Official's Discretion).</u>	
Too many players on the field:	5 yards from line of scrimmage, repeat the down.

**ON DEFENSE**

Illegal Contact (Blocking, Holding, Etc.):	5 yards from the line of scrimmage, repeat the down.
Offsides:	5 yards from line of scrimmage, repeat the down.
Pass Interference:	10 yards from line of scrimmage, repeat the down. ½ distance to the goal inside the 10 yard line.
Illegal Rushing the Quarterback:	10 yards from the line of scrimmage and an automatic first down.
Roughing:	10 yards from the line of scrimmage and an automatic first down.
Tackling:	10 yards from the line of scrimmage and an automatic first down.
<u>(Incidental Contact resulting in the ball carrier going down will not be called. All tackling is up the discretion of the official).</u>	
Too many players on the field:	5 yards from line of scrimmage, repeat the down.

**Roughing:** When players make contact with an opponent in a manner that is aggressive or that is **NOT** deemed as an attempt to legally touch; this will be considered roughing (judgement by the official).

**Illegal contact:** the responsibility to avoid contact is with the defense. There will be **NO** chucking, or deliberate bumping or grabbing. These actions will result in a "tack on" penalty at the end of the play (5-yard penalty).

**No bump and run defense.**

**No taunting or "trash talking." (5-yard penalty & ejection if flagrant or repeated).**

**Unnecessary roughness or unsportsmanlike conduct will result in a warning. A second offense will result in a 15-yard penalty and possible player ejection.**

There shall be no unsportsmanlike conduct by players, coaches, spectators, or others subject to the rules.

Examples include, but are not limited to:

- A. Attempting to influence a decision by an official
- B. Disrespectfully addressing an official
- C. Using profanity, insulting or vulgar language, or gestures
- D. Intentionally making contact with a game official during the game
- E. Fighting
- F. Leaving the team area and entering the playing field during a fight

**WEBSITE**

Updated schedules, scores, and standings can be found at the following website: [VBgov.com/Sports](http://VBgov.com/Sports).

**SUSPENSION POLICY FOR ALL YOUTH SPORTS**

1. Any player or coach 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 a minimum of the next league game to be played by his/her team and shall not be permitted at the game facility during their suspension. No notice of this suspension shall be necessary. In the event a player or coach deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win. The player or coach will still be suspended from the next league game to be played by his/her team.

2. Any player or coach ejected before, during, or after the game (while at the game site) by an official for fighting and/or guilty of striking (punching, kicking, pushing, shoving, spitting, etc.) an opposing player, official and/or SM staff member in any manner on City or School property before, during, or after a game 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 his/her 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 or coach deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win. The player or coach will still be suspended from the next two (2) or more league games to be played by his/her team.
3. If a player, coach or spectator is ejected or asked to leave from a game, he/she must leave the premises immediately and is prohibited from any further contact (direct or indirect) with the team, official, and staff for the remainder of the game and after the game. Failure to comply may result in termination and forfeiture of the game. Police assistance may be called if actions pose a potential threat to players, spectators, coaches, staff or officials.
4. Unsportsmanlike conduct by players, coaches, or spectators before, during, or after a game will not be tolerated. SMA staff, officials, and on-site facility staff have the authority to ask unruly players, coaches, or spectators to leave the facility. SMA 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.
5. The use of profanity, abusive language, and/or unsportsmanlike remarks by players, spectators and/or coaches is prohibited. Any violation of this rule will result in suspension of the individual(s) involved for a minimum of the next league game.
6. The game official(s) have authority to impose consequences for poor sportsmanship or abusive/improper language by any player, coach, parent, or spectator and may ask SMA staff to remove the offending party or terminate the game at any time. Terminations of any game prior to the normal conclusion for unsportsmanlike conduct issues will result in forfeiture of the game in favor of the team not at fault. A warning is not required.
7. Teams are responsible for the conduct of their spectators at games. Any team refusing to control a spectator will forfeit the game and will be subject to additional penalties and/or suspension.
8. Any player, coach or spectator suspension which cannot be completely served in the current season shall carry over to the next season.
9. Any violation while under suspension will be treated as a 2nd offense and all penalties will apply, including extending the existing suspension.
10. Any suspension for a term of six (6) months or more will require a written request for reinstatement to be submitted following the suspension term. The request may be emailed to [cwathletics@vbgov.com](mailto:cwathletics@vbgov.com) or mailed to Sports Management (SMA), 4001 Dam Neck Rd., Virginia Beach, VA 23456. Prior to reinstatement, the suspended individual must also meet with the Sports Management Coordinator. The Virginia Beach Parks and Recreation Department reserves the right to deny reinstatement and/or extend any and all suspensions.
11. Failure of volunteer coach(s), parent(s) player(s), and/or spectator(s) to adhere to the Code of Conduct responsibilities will result in probation of the team and up to removal from the league.

## **PROTESTS**

All protests must be submitted in writing by the Head Coach. Only player eligibility is protestable. All other disputes must be settled on the field. Judgment calls by the officials are not protestable.

## **CHAMPIONSHIP PLAY**

**Regular season rules apply for all championship play (playoff) games, with the following exceptions:**

1. Championship Play (playoff) format will consist of a single elimination tournament for all teams.
2. At the end of the regular season, if two (2) or more teams are tied, the standings tiebreaker will be head-to-head play amongst all tied teams. When head-to-head play is used, points scored/point differentials will not be considered; only win-loss. If teams are still tied after head-to-head play amongst all tied teams, a coin flip will be used as a final tiebreaker to determine seeding.
3. **Championship Play (playoffs) only:** If the game is stopped before completion due to circumstances beyond our 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.
4. The 40 point rule is in effect for all playoff games.

5. In Championship Play (playoffs), the overtime procedure will continue until a winner is determined (Overtime Rules, pg. 6).
6. Higher seeds shall be the home team. If teams have the same seeding, a coin flip shall be used to determine home team.
7. Game ball and QB tee will be provided by SMA.

#### **LIGHT DIFFICULTY**

1. If light difficulty should occur, please see on-site Field Supervisor.
2. Any difficulty arising out of light trouble during the progress of a game will be decided in this manner:
  - A. If one half of play has been completed, it will be considered an official game.
  - B. If one half of play has not been completed, the game will be replayed.
3. Games will not be delayed more than 30 minutes to wait for the lights to come on, unless teams are informed otherwise.
4. Any other problems that may arise out of difficulties with lights will be decided by the official. Teams will abide by this decision.

#### **INCLEMENT WEATHER**

1. Cancellations due to inclement weather will be announced on the Weather Cancellation Line at (757) 385-0455. Cancellations will be posted by 3:00 p.m. on weeknights. If weather conditions are questionable and no announcement has been made, report to your game at the regularly scheduled time. Please make sure all team members are aware of the Weather Cancellation Line.
2. After 5:00 p.m. on weeknights, the Field Supervisor will make the decision on playability. The decision of the Field Supervisor will be final. Coaches and teams will accept the Field Supervisors' decision without question. When a game is cancelled, please keep off the field in order to protect it for play. If field conditions are questionable, the Weather Cancellation Line (757-385-0455) will be updated as information becomes available.
3. If a game is postponed due to weather, light failure, or conditions beyond our control, SMA will set a date for the game to be played and will post pertinent make up information (date/time/location) at [VBgov.com/Sports](http://VBgov.com/Sports). Whenever possible, coaches will receive 48 hours' notice. Most games will be made up at the end of the regular season.
4. If the first game is cancelled because of weather conditions, light failure, or conditions beyond our control, all games for that day may also be cancelled.
5. The Field Supervisors have authority to suspend/terminate games prior to their scheduled start and during the contests in the event of weather conditions, lighting, and/or other difficulties that make the athletic facilities unplayable.
6. During regular season play, a game called before the completion of the first half of play due to weather or conditions beyond our control, when made-up will be restarted from the beginning of game play. During Championship Play (playoffs), play will continue from the point of interruption.

#### **LIGHTNING PROCEDURE**

Field Supervisors 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-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Field Supervisors will alert coaches, players, and spectators to take shelter immediately and suspend all games. It is critical to monitor how far away the lightning is occurring and how fast the storm is approaching, relative to the distance of a safe shelter.
2. All team members should seek shelter in a building or vehicle away from the fields. Field Supervisors will notify coaches when play will resume or game be suspended.
3. 30 Minute Rule: Once play has ceased, teams will wait no more than 30 minutes from the original game start time before resuming play. If more than 30 minutes elapses from the original game start time, the game will be cancelled and rescheduled for a later date. Additional games will continue on their regular scheduled start time unless a lightning delay is still in effect.
4. Any subsequent thunder or lightning after the beginning of the 30 minute count the clock must be reset and another 30 minute count will begin before play can be resumed.
5. The responsibility for removing athletes from the practice/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, bleachers, etc.), individual trees, standing pools of water, and open fields. Persons should avoid being the highest object in an open field (crouching is recommended in this event).

## **INSURANCE**

1. Players participating in the league should have accident insurance coverage. This is the parent's responsibility. SMA does not provide insurance in case of injuries to players or coaches.
2. It is to be understood that SMA 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 from games or practices.

## **INJURED PLAYERS**

1. There will be an official's time out for all player injuries. Injured players will be attended to before the game continues. An injured player does not have to complete the mandatory play requirement, in the official's judgement, if the injury prevents the player from continuing the game. In order to continue to play, a team must always have five (5) players.
2. When a player is rendered unconscious or apparently unconscious, the participant must not be permitted to resume participation without written authorization from a physician.
3. A player, who becomes injured/ill prior to the start of the game or during the game, will be "declared" ineligible to return to the game if the coach or player declares themselves injured.
  - A. The player does not have to fulfill his/her mandatory play requirement.
  - B. This will not change the play requirements for any other players on the team.
4. Once a player has been "declared" injured or declares himself injured, he/she may not return to that game for any reason. No outside doctors or parents can authorize the playing of a youth, once removed from the game due to injury.
5. Only the head coach will be allowed onto the field to assist with an injured player.
6. SMA shall investigate all reported player injuries.
7. Players who have sustained or exhibit/report any signs or symptoms of a concussion or a head injury must immediately be removed from practice and/or game play. The player must follow general management of sports-related concussions by their doctor and be cleared to return to practice and/or game play. SMA staff will remove the player from the roster and will only add the player back to the roster when the doctor has cleared the player to return to practice/game with a written notification.

## **FACILITY USE**

1. **NO SMOKING OR PROFANITY:** 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, and spectators and are only permitted near the parking lots.
2. **ALCOHOLIC BEVERAGES ARE PROHIBITED BY LAW ON ALL CITY PROPERTY.**
3. The penalty for the above field use violations shall be ejection from the game. The official and Field Supervisors are empowered to enforce these rules. Violations will be brought to the attention of SMA for disciplinary action.
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.
5. At the Princess Anne Athletic Complex, pets are permitted but must be leashed and under control with leash in hand at all times. Please be sure to pick up after your pet to keep our public spaces clean. No pets are allowed on the athletic fields.
6. Personal Coolers are permitted. SMA does not supply or maintain water coolers for participants or spectators.

## **NOTES**

1. The Sports Management Coordinator has the authority to make final decisions on all bylaws, interpretations and any matters concerning all youth sports, and will impose penalties and suspensions upon teams, coaches, and players as necessary to insure the orderly conduct of the league.
2. Coaches will advise parents, players, and assistant coaches of the bylaws. Unfamiliarity of any rule in the bylaws on the part of the coach, parent, player, or assistant coaches shall not be tolerated.