

**Cartersville Youth
Tackle Football League
2023
Information Guide**



www.cityofcartersville.org

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Cartersville Parks and Recreation

Mission Statement

“To provide quality recreational athletic programs for the youth of our community, where participation, instruction, sportsmanship and teamwork are achieved in a safe and enjoyable environment.”

Note from the Coordinators

Welcome to Cartersville Parks and Recreation! We would like to say THANK YOU for registering your son or daughter in the league. CPRD appreciates the support of the parents, coaches, and community. Without our volunteers working tirelessly, CPRD would not be able to provide the City of Cartersville with the many programs that are offered.

The players are here to develop in a fun and a positive environment. Practice and games will help your child to grow within the sport as well as learning the importance of teamwork. We request that you put your competitiveness aside during recreational games and cheer for the points scored on both sides. Yes, you read that right. There is no reason why we can't celebrate the accomplishments of every child on the court. Your choice of words towards the players and coaches will help to keep the environment fun and safe.

We have listened to the parents, coaches and community and are working hard to improve your child's experience with Cartersville Parks and Recreation. We are excited for the opportunity to work side by side with our community. The staff at Cartersville Parks and Recreation are always here to help. We hope you enjoy the season and the improvement that will continue to be made.

Sincerely,

Jaylon Pugh, Athletic Program Coordinator

Allison Rutledge, Athletic Program Coordinator

David Archer, Jr., Deputy Director, Athletics & Services

Policies and Procedures

I. Registration

- A.** The number of participants that can be accepted by the Cartersville Youth Football League is determined by the amount of field availability.
- B.** All registration information will be maintained by Cartersville Park and Recreation. The number of participants accepted in each division is determined in the following manner:
 - 1. A player will be placed on a waiting list when the league for that player's age group is full. A player will be granted a spot in the league based upon availability and will be placed on a team by the League Coordinator.
 - 2. Additional players may not be added to any team once the regular season has begun. Exceptions include when a team is short of the maximum number of players after the draft, loses a player to injury, player relocation from the area, or disciplinary action by the parents (removal from the league) and only then with the prior approval of the League Coordinator. In the event a team has room and requests to add a potential participant, they must take names from the waiting list for their age division in the order. All additions will be up the discretion of the League Coordinator.
- C.** Refund Information: A full refund will be given to any player who requests to be removed from the Cartersville Youth Flag Football League before the registration deadline. There will be a \$25.00 administration fee.

II. Eligibility

- A.** The age control date for all age divisions will be September 1st of the current year.
- B.** All participants must have a birth certificate on file with the Cartersville Parks and Recreation in order to participate in the Cartersville Youth Tackle Football League.
- C.** The two (2) age divisions for boys and girls are as follows:
 - 1. 8U Tackle
 - 2. 10U Tackle
- D.** A participant is allowed and limited to compete in only one age division.
- E.** All participants must play in their designated divisions based upon the age control date of September 1st
Note: The only exception is if an age group is full and there are openings in an upper group and is approved by the League Coordinator.
- F.** No player will be drafted if the league registration fee has not been paid in full prior to draft. Players who applied to the league for hardship or have agreed to a payment schedule worked out with the League Coordinator are exempt.

IV. Skills Assessment

Skills Assessment Instructions

1. When players arrive, parents need to verify all information listed on the check in sheet.
 - a. If they did not provide an email address, ask them if they have one. The League Coordinator will communicate with parents throughout the season via email.
2. Each player will be given a number which can be found beside their name.
 - a. Numbers should be placed on the front of each child.
3. As coaches arrive, they will receive their skills assessment sheets.
 - a. Confirm that they have completed & submitted their coach's application.
 - b. The coach's name should be written at the top of the page.
4. If a player shows up that is not on the list, continue with the following procedures:
 - a. Register the player.
 - b. Player has the option to attend assessments and pay later, IF assessments occur before the registration deadline.
 - c. Fill out the next line on the check-in sheet.
5. Please note that attending player assessments *does not* automatically guarantee a spot within the League. Especially, if they have not registered yet.

IV. Uniform and Equipment

- A.** The city will provide one jersey and game pants that must be worn in *all* league play.
1. The purchasing of socks and cleats will be the responsibility of the parent or guardian.
 2. League issued uniforms must be worn at each game.
 3. Players are not permitted to modify their jersey or shorts in any way.

UNIFORM REQUIREMENTS

- a. A uniform for youth football shall include helmet with face guard, 2 or 4 point chin strap snaps, shoulder pads, football pants with pads protecting the hips, thighs and knees, and jersey with numerals on front and back (must be alike in style and base color, trim and script does not matter). It is mandatory that all players wear such uniforms. No other youth sports organization patches will be allowed on uniforms in GRPA tournaments.
Penalty – Illegal Equipment
 - b. Mouth pieces must be worn by all players in the game and meet current GSHA requirements. They should be attached to the helmet and visible to the game officials.
- B.** No jewelry (watches, rings, bracelets, chains, earrings, etc.) is permitted during league practice or league games.

- C. Game balls will be furnished prior to the start of each game and collected by the scorekeeper at the conclusion of the day's play.
- D. Game balls are NOT to be removed from the Football Field except by league staff.

V. Game Day Reminders

- A. The HOME TEAM shall always sit on the RIGHT-SIDE BENCH (team facing the field).
- B. The VISITING TEAM shall always sit on the LEFT SIDE BENCH (team facing the field).
- C. Player jerseys shall always remain tucked, and shorts worn at the waist. The officials have the discretion to remove a player from the game until corrected (if needed).
- D. Coaches should wear the appropriate coaching shirt, pants and shoes.
- E. Only APPROVED coaches are allowed on the bench during games. A maximum of 2 per team.
- F. Coaches are encouraged to introduce themselves to the officials prior to each game and be sure to review any questions for clarification as they pertain to the rules or game.
- G. Parents and Spectators shall use POSITIVE reinforcement for all coaches, officials, and players!
- H. All balls should be held by players, coaches, and spectators to eliminate potential game interruption.
- I. At the conclusion of each game the teams competing are required to show sportsmanship and shake hands. It is strongly encouraged to simply say "good game" and give soft "high fives" so that nothing else can be interpreted the wrong way.
- J. Everyone is asked and encouraged to remove all trash that is collected or left on the grass area or team bench areas at the conclusion of each game. Leave it cleaner than you found it.
- K. Small children must always be supervised, particularly in the lobby areas and parking lots.
- L. Good Luck this season and thank you for your continued patronage!

VII. Playing Rules

LENGTH OF GAMES

- 1. A regulation game shall consist of four (4) 8-minute quarters.
 - a. Each team shall be allowed three (3) time outs per half.
 - b. Half-time shall consist of no more than 10 minutes.

2. GRPA State Play limits the number of football games per team to two games per day with a minimum of a 3-hour rest period between games. If extenuating circumstances exist, the state chair or designer must be notified.

SPECIAL PROVISIONS

1. A team must have ten (10) players to start or continue a game. They can continue the game if the removed player leaves for any reason other than ejection. There is a roster limit of 30 players and once the roster has been submitted, it becomes official, and no changes can be made. Teams should have records of all check-ins from district through state play. Team Book/Information should consist of GRPA roster with jersey numbers and birth certificates in alphabetical order.
2. **Traditional:** The maximum weight limit for any player to receive a hand-off or pass from scrimmage is 150 pounds (12U), and 125 pounds (10U) and 100 pounds (8U). Any player ineligible to carry the ball must wear a red stripe (unless a team has red helmets and then the stripe will be white) diagonally on the back of their helmet. Players who exceed the maximum weight are ineligible to run the ball.
 - a. Striped players must play as a down lineman and line up tackle to tackle on the line of scrimmage in a 3- or 4-point stance while on defense.
 - b. Offensive line positions can be in a 2-, 3-, or 4-point stance and should be detailed as follows:
T G C G T
3. Striped players on offense must be tackle to tackle as shown above.
4. There are no restrictions on unstriped players – see National Federation Rules.
 - a. Striped defensive linemen may not line up outside of the outside shoulder of the offensive tackles.
 - b. In the 8U division, a defensive player is not allowed to line up over the center. As a result of this rule, there will be no quarterback sneaks. The QB must be led by a running back if running up the middle. The QB may run outside the guards and there are no direct snaps to anyone other than the quarterback. The penalty for this infraction is the same as illegal formation.
 - c. Defensive linemen must be in a 3 or 4 point stance – any player tackle to tackle is considered a lineman on the line-of-scrimmage. Linebackers (tackle to tackle) must be off the line-of- scrimmage – depth must be the back of the farthest lineman position. The penalty for this infraction is the same as being off sides.
 - d. Coaches will be responsible for maintaining the stripes and making sure players are in the correct playing position. If lined up incorrectly, there will be a 5 yard penalty.
Players with striped helmets are eligible to punt and kick on kick-offs/field goal attempts.
 - e. A player’s weight is defined as that weight which is determined by approved or certified scales when the player weighed at their official weigh in. **No player will be allowed to**

totally strip for a weigh in and must have at least gym shorts on at all times. Players should be in alphabetical order for weigh-ins and a coach should be present with their roster and birth certificates in alphabetical order, as well.

- f. Weights shall be determined on digital scales or balance type scales, furnished by the Host team. Spring scales are not acceptable. Players shall weigh in at each level of play.
- i. **The Official Weigh-in shall be conducted two hours prior to game time. Players not making the weight limit at the Official Weigh-in shall be permitted a second or alternate weigh in conducted one hour prior to game time.**
 - ii. **Teams not desiring to weigh-in two hours prior to game time shall be permitted to weigh-in one hour prior to game time but no alternate Weigh-in will be allowed.**
 - iii. **Failure to meet the weight requirements at alternate Weigh-in shall constitute game ineligibility to carry/handle the ball.**
 - iv. Players absent from their first game must weigh in prior to any following or subsequent games. **All players must weigh in at all levels of GRPA play.** Once weight requirement has been met for that level of play, players will not be required to reweigh during same level of play.
 1. Players attempting to make weight after district may reweigh at regionals.
 2. **However, players that do not make weight at district or regionals may not make weight for state finals.**
 3. Teams going straight to State must meet all weight requirements. ***If a player is found to have not weighed in, penalty for player and/or coach will be as follows: Penalty- EJECTION FROM FACILITY AND PLAYER EJECTION FOR THE REMAINDER OF TOURNAMENT.**
 - v. All players will be weighed regardless of position and the actual weight will be recorded on the official roster prior to the first game played AND weighed at each level of play. There are NO weight protests once an official weight is recorded at each level of GRPA play. If a player is deemed ineligible, as a result of removing or tampering with the stripe placed on the helmet during weigh-in or failure to report jersey change in an attempt to be deceptive, the player and coach ejections and/or disqualification of team from tournament. Illegal participation, by a maximum weight player, during the game will result in the player being removed for minimum one game (4 quarters) suspension, and a minimum two games (8 quarters) suspension for the head coach.

All protests regarding rule interpretation must be made prior to the conclusion of the game. **If the player is found to be overweight at official weigh-in, they will**

be ineligible to carry or advance the ball in that game. They may weigh in again for the next game. THERE WILL BE NO EXCEPTION TO READING OF OFFICIAL

SCALES! Any team(s) found utilizing ineligible players will be penalized either by player ejection and/ or team forfeiting the game.

Weight Clarification/Interpretation:

Players with striped helmets are eligible to play on kickoff and return team. They may also kick or punt and kick on kick-offs/field goal attempts. Please remember if this is not the scenario then the penalties outlined in the manual will still apply.

Striped players may recover a fumble or intercept the ball; however, they cannot advance the ball. Play is dead once recovery by a striped player occurs. If player attempts to run the ball, it will be spotted at point of intercept or recovery.

- g. All players whose names appear on the Official Roster must have met the weight requirement prior to the State Championship finals to be eligible to handle ball.

APPROVED RULING: If one of the teams to play in a State Championship does not have a game within one week of the State Championship game, players shall be allowed to weigh for official purposes at the Official weigh in of the game in which the team's opponent for the Championship games is determined, or on that same day by a State Athletic Committee Member not associated with the team agency.

- 5. **Mercy rule** – Beginning in the third quarter, if requested by the losing team's coach, or any time in the fourth quarter a team gains a 21-point lead the clock will run continuously for the balance of the game except after touchdowns and during timeouts, injuries, penalties and scores. If not elected in the third quarter it automatically occurs in the fourth quarter when a 21-point lead occurs. If the losing team gets within seven points, the clock will return to regulation.
- 6. The playing field shall be 100 yards in length for 12U, and 80 yards for 8U and 10U. Kick-offs will be from the 30 yard line for 10U and 40-yard line in 12U divisions. There will be no kick-offs in the 8U division. The ball will be placed on the 20 yard-line to begin play.
- 7. All kick-offs out-of-bounds will be placed on the 35 yard-line or at the point of the out-of-bounds whichever is greater. If the receiving team fumbles the kick-off out-of-bounds, the ball will be placed at that point.

The offensive team must verbally state their intention of punting before leaving their huddle. After a verbal declaration of punting, the clock will stop until the change of possession. There will be **no punts in the 8U division**, the ball will be marked 30 yards from the line of scrimmage or half the distance from inside the 20-yard line by the referee. The ball cannot be spotted deeper than the 10- yard line. **10U division punts** will be a dead ball kick; all defensive players will take a knee during the kick except for one defensive punt receiver. The ball will be spotted where the receiver catches or controls the ball. All punts must be from long snapped formation. Delay of game can still be called even though punts are dead ball. In **12U division**, starts out as a dead ball

and once the punter is in control of the snapped football the official blows the whistle and the play becomes live, the defense must have seven men on the line of scrimmage and two players whom cannot be no more than 5 yards off the line of scrimmage, this allows for two punt receivers for the punt return team.

The intent of the rule is to keep teams from developing a wedge prior to the ball becoming live, and to help aid in the realism of the punt return portion of the game. By rule, 12U division punts become live once the official whistles in that the punter has control of the snapped football, which at that moment makes the punt returnable or gives the opportunity for a blocked punt. **No fake punts will be allowed.**

8. All coaches are required to stay within the boundaries of the coaching box with noted exceptions in the 8U division – one coach is allowed in the huddle of the offensive and defensive team. Once the huddles are broken, the coaches are to back up at least 10-yards. Coaches on the field are not allowed to communicate/talk to their players after the huddle is broken (penalty is 5 yards). No coaches will be allowed on the field in the 9U, 10U and 12U Traditional and Unlimited divisions. The coaches' box extends from the 25-yard line to the 25-yard line. There is a limit of 5 coaches on the sideline and all 5 should have the same color shirt on.
9. The time allowed to snap the ball after it has been declared ready for play is 30 seconds. **In the 8U division, the football may be placed parallel to the line of scrimmage to assist in snapping the ball.**
10. **OVERTIME in the 8U division ONLY:** If a game ends in a tie, the 10-yard line overtime procedure will be used with the ball being placed on the 10-yard line with each team getting a series. 1st and 2nd Overtime will use 10 yard procedure and 3rd overtime the ball will be placed on the 3 yard line, each team will be given ONE play to score (no extra point attempts in 3rd OT or any successive OT periods).
11. **OVERTIME in the 10U and 12U divisions:** If a game ends in a tie, the 10-yard line overtime procedure will be used with the ball being placed on the 10-yard line with each team getting a series. 1st and 2nd Overtime will use 10 yard procedure and 3rd overtime or any successive OT periods, each team must attempt a two point conversion (kick).
12. Extra Points and Field Goals: **Players with striped helmets are eligible to punt and kick on kick- offs/field goal attempts.**
 - a. **8U Football**
 - i. 1 point for passing/running in the end zone from the 3 yd. line
 - ii. 2 points for passing/running in the end zone from the 5 yd. line
 - b. **10U Football**
 - i. 1 point for running or passing
 - ii. 2 points for kicking through the uprights

- iii. (Dead Ball with no rush, defense can raise hands and try to block only – no jumping. The ball must be snapped to holder whom places on standard orange kicking tee and holder does not have to hold ball while ball is being kicked; in fact, kicker can actually adjust ball after being placed on kicking tee by holder). Ball would be placed and snapped on the regulation 3 yard line on a 100 yard field. On an 80 yard field, a snap would be from 13 yards off the face of the goal/uprights. Field Goal attempts have the same rule except team awarded 3 points.

c. 12U Football

- i. 1 point for running or passing
- ii. 2 points for kicking through the uprights
- iii. (Dead Ball with no rush, defense can raise hands and try to block only – no jumping. The ball must be snapped to holder who holds football on a kicking block or ground for the extra point, once the official sees that the snapped ball is in place by the holder, the official blows the whistle and the kicker must immediately kick the extra point). Ball is placed on 2 yard line. Penalty is delay of game. Field Goal attempts – the same rule except team awarded 3 points.

UNLIMITED TACKLE FOOTBALL EXCEPTIONS

1. The playing field shall be 100 yards in length for 9U, 10U, 11U, and 12U divisions, and 80 yards for 7U and 8U divisions. Kick-offs will be from the 40 yard line for 9U, 10U, 11U and 12U divisions. There will be no kick-offs in the 7U or 8U division. The ball will be placed on the 20 yard-line to begin play.
2. Punts
 - a. 7U and 8U stay the same- 30 yard mark off.
 - b. 9U and 10U play as current 12U is written with begin as dead ball until official blows whistle.
 - c. 11U and 12U punts will be regulation punts according to GHSA.
 - d. Fake punts allowed in 11U & 12U.
3. All coaches are required to stay within the boundaries of the coaching box with noted exceptions in the 7U and 8U divisions – one coach is allowed in the huddle of the offensive and defensive team. Once the huddles are broken, the coaches are to back up at least 10-yards. Coaches on the field are not allowed to communicate/talk to their players after the huddle is broken (penalty is 5 yards). No coaches will be allowed on the field in the 10U and 12U Unlimited division. The coaches' box extends from the 25-yard line to the 25-yard line. There is a limit of 5 coaches on the sideline and all 5 should have the same color shirt on.
4. In the 7U and 8U divisions, a defensive player is not allowed to line up over the center. As a result of this rule, there will be no quarterback sneaks. The QB must be led by a running back if

running up the middle. The QB may run outside the guards and there are no direct snaps to anyone other than the quarterback. The penalty for this infraction is the same as illegal formation.

5. 7U-10U divisions: Defensive linemen must be in a 3 or 4 point stance – any player tackle to tackle is considered a lineman on the line-of-scrimmage. Linebackers (tackle to tackle) must be off the line- of scrimmage – depth must be the back of the farthest lineman position. The penalty for this infraction is the same as being offsides.
6. 11U and 12U divisions: No lineman or linebacker limitations.
7. Extra Points and Field Goals: **Players with striped helmets are eligible to punt and kick on kick- offs/field goal attempts.**
8. 7U & 8U divisions: 2 points for field goal from 3-yard line

a. **8U Football**

- i. 1 point for passing/running in the end zone from the 3 yd. line
- ii. 2 points for passing/running in the end zone from the 5 yd.

line b. **10U Football**

- i. 1 point for running or passing.
- ii. 2 points for kicking through the uprights
- iii. (Dead Ball with no rush, defense can raise hands and try to block only – no jumping. The ball must be snapped to holder who places on standard orange kicking tee and holder does not have to hold ball while ball is being kicked; in fact, kicker can actually adjust ball after being placed on kicking tee by holder.) The ball would be placed and snapped on the regulation 3 yard line on a 100 yd. field. On an 80-yard field, a snap would be from 13 yards off the face of the goal/uprights. Field Goal attempts have the same rule except team awarded 3-points.

c. **11U & 12U Football** – extra points are live.

(Dead Ball with no rush, defense can raise hands and try to block only – no jumping. The ball must be snapped to holder who holds football on a kicking block or ground for the extra point, once the official sees that the snapped ball is in place by the holder; the official blows the whistle, and the kicker must immediately kick the extra point.) The ball is placed on 3 yard line. Penalty is delay of game. Field Goal attempts - the same rule except team awarded 3-points.

A. Unsportsmanlike Conduct

1. If the field monitor or referee witnesses any acts of intentional tackling, elbowing, cheap shorts, blocking or any unsportsmanlike act, the game will be stopped, and the player will be ejected from the game.
2. Per CPRD Ejection rules: Any coach or player ejected from a game will be suspended for the remainder of the current game plus the next scheduled game.
3. If a coach or player is ejected a 2nd time in one season they will be suspended for the remainder of the season.
4. The decision is made at the referee's discretion and NO appeals will be considered.
5. Offensive or confrontational language is not allowed. Officials have the right to determine offensive language. If this language occurs, the officials will determine if a warning or immediate ejection is warranted.
6. Players may not physically or verbally abuse any opponent, coach or official.
7. Ball-carriers MUST try to avoid defenders with an established position.
8. Defenders must give free releases off the line of scrimmage to offensive players and are not allowed to run through the ball-carrier when pulling flags.
9. Fans must also adhere to good sportsmanship as well.
 - a. Yell to cheer on your players, not to harass officials or other teams.
 - b. Keep comments clean and profanity free.
 - c. Compliment ALL players, not just one child or team.
10. Fans are required to keep fields safe and kids friendly.
 - a. Keep younger kids and equipment like coolers, chairs and tents a minimum of 10 yards off of the field in the end zone area.
 - b. Stay in the end zone area, not between fields.
 - c. Dispose of ALL trash in designated trash cans.
11. Unsportsmanlike conduct penalties:
 - a. Defense + 10 yards from the line of scrimmage and automatic first down.
 - b. Offense – 10 yards from the line of scrimmage and loss of down.

B. Playing Time

1. Players MUST be swapped in between each quarter.
2. Each player should play around 50% of each game.
3. Players may not sit out of the game for more than 1 quarter consecutively.
4. **Exception:** If a player removes themselves from the game, gets injured or gets sick

APPROVED EQUIPMENT

1. Shoes are mandatory for play in youth football games.
 - a. Shoes which have plastic, nylon, hard rubber or other synthetic materials, and which have cleats which are detachable are not allowed.
 - b. Shoes with rubber-molded cleats are permissible, as are smooth, soft-sole shoes such as tennis or basketball shoes.
2. The approved footballs are as follows (teams may use their own ball as long as it meets the below specifications):

- a. **12U:** Wilson TDY; Spaulding J2Y; McGregor MSJ; Rawlings KRB; Voit CF7S; Wilson F1544; or other youth size football.
 - b. **10U:** Wilson TDJ or any other **Junior** size football.
 - c. **8U:** Wilson K2 or equal
3. Game Balls – All game balls for each team that will be used for the game must be inspected by officials prior to the game and marked by officials. Use of any other ball that is not marked appropriately will be considered illegal equipment. If the illegal equipment (game ball) is:
- a. **DISCOVERED PRIOR TO THE NEXT DOWN/PLAY**, the down/play should be **REPLAYED** and the team flagged for unsportsmanlike conduct with a 15 yard penalty assessed (if the coach/team defers to the result of the play, the penalty will be assessed on the next down) and the illegal equipment removed from the game.
 - b. Is discovered after the play but **NOT BEFORE** the next down/snap/play the team will be assessed an unsportsmanlike conduct penalty of 15 yards and the illegal ball/equipment removed from the game. The **result of the play stands and will not be replayed** if discovered after the next play/down has occurred.
 - c. Second offense by the offending team will be assessed a 15 yard unsportsmanlike penalty and the coach ejected from the game. **NOTE: THE SIT OUT RULE WILL BE IN EFFECT.**
 - d. Third offense of using an illegal football will result in forfeiting the game and being disqualified.

SECTION B – UNIFORM REQUIREMENTS

1. A uniform for youth football shall include helmet with face guard, 2 or 4 point chin strap snaps, shoulder pads, football pants with pads protecting the hips, thighs and knees, and jersey with numerals on front and back (must be alike in style and base color, trim and script does not matter). It is mandatory that all players wear such uniforms. No other youth sports organization patches will be allowed on uniforms in GRPA tournaments. Penalty – Illegal Equipment
2. Mouth pieces must be worn by all players in the game and meet current GSHA requirements. They should be attached to the helmet and visible to the game officials.
3. GRPA waives the GHSA position numbering system requirements.
4. Coaches and non-player personnel must be attired in a manner that puts GRPA and its member agencies in a positive light. Tournament Directors, Officials, and GRPA State Athletic Committee members reserve the right to remove those from the contest who do not adhere to the standards set forth by the GRPA State Athletic Committee.
 - a. Managers, coaches, or team scorers who coach the bases must be attired in staff shirts or jerseys that are identical in style and color with each other.

VIII. Conduct

- A.** No person other than scheduled teams, coaches, referees, school or league officials are allowed on gymnasium floors during practices or games.
 - 1. Coaches and league officials reserve the right to ask unauthorized personnel to vacate the floor.
- B.** No rowdy behavior, profane language, alcoholic beverages, weapons, drugs, tobacco, intoxication, or display of unsportsmanlike conduct will be tolerated in this league, from the players, coaches, parents or visitors.
 - 1. Violation of any of the previous rules could potentially result in expulsion from the basketball league.
- C.** Only team members, the head coach and one assistant coach will be allowed on the bench.
- E.** During practice, if a player uses physical aggression towards another player, coach, etc. or is disruptive during practice, it will be reported to the League Coordinator following the incident(s).
 - 1. The first offense will result in a warning.
 - 2. The second offense will result in suspension from the next practice or regular season, whichever comes first.
 - 3. The third offense will result in expulsion from the league.
- F.** A fan that is disruptive to the flow of the game (e.g., game must stop because of actions of individual), threatens anyone (e.g., referee/coach/player/league official or other fan) verbally or physically, will be asked to leave Cartersville Parks and Recreation grounds either by the referee, league official, city authority, or local law enforcement. That fan will not be privileged with access to any league functions for the rest of the season.
- G.** Any player or coach threatening a referee physically or verbally will be ejected from the game and must leave the Cartersville Parks and Recreation grounds immediately. The player or coach will meet with the League Coordinator for a hearing. The League Coordinator reserves the right to remove that individual from the league after the first offense. No refund will be provided to the player.
- H.** If a player or parent has a grievance against a coach, they must submit their grievance in writing via email or mail to the League Coordinator. Please allow 72 hours for the League Coordinator or department staff to respond.

IX. Facility Addresses

Dellinger Park
100 Pine Grove Road
Cartersville, GA 30120

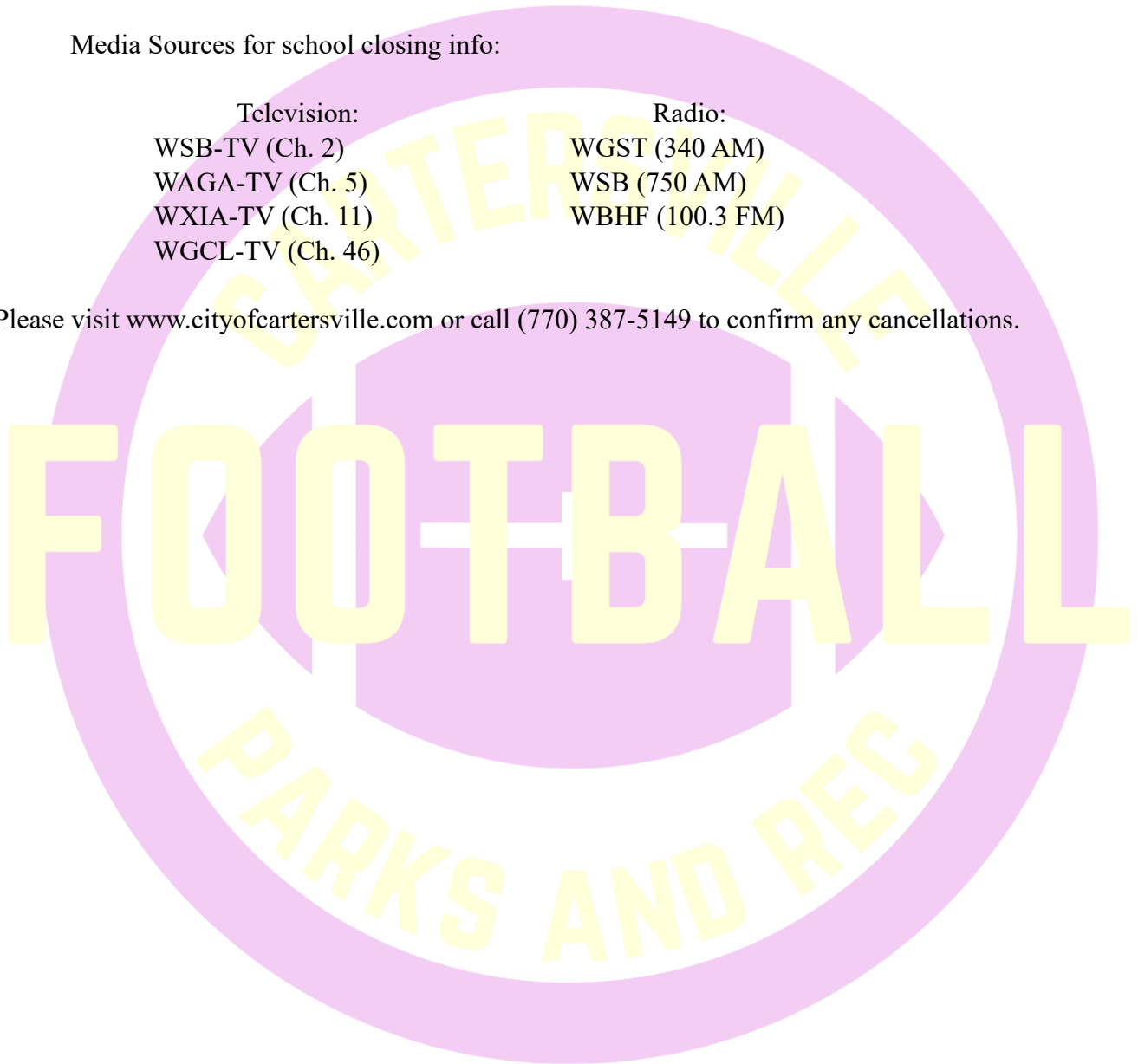
X. Inclement Weather

When Cartersville City schools are closed for inclement weather, all city school facility use is canceled until school resumes. If schools are canceled on Friday, all facilities in use on the weekend will be canceled, regardless, if conditions improve. In the event of inclement weather, please check in to one of the following:

Media Sources for school closing info:

Television:	Radio:
WSB-TV (Ch. 2)	WGST (340 AM)
WAGA-TV (Ch. 5)	WSB (750 AM)
WXIA-TV (Ch. 11)	WBHF (100.3 FM)
WGCL-TV (Ch. 46)	

Please visit www.cityofcartersville.com or call (770) 387-5149 to confirm any cancellations.



XI. F.A.Q.

How do I register?

Registration will only be taken online at www.cityofcartersville.org, or on MyCartersville App.

Can I register my child at assessments or just show up there and then register after?

Players have the option to attend assessments and pay later, if assessments occur before the registration deadline. However, attending assessments DOES NOT guarantee a spot in the league for late registration.

What if I need to change uniform sizes?

If you need to change the sizing of a player's uniform, changes will be made at no charge if requested before the registration deadline.

When will game schedules be published?

Game schedules should be published by the weekend prior to the first games of the season.

When I have a concern or problem, who do I contact?

In order to establish a good chain of command and use our resources wisely we would encourage you to first contact your local League Director and/or Game Day Staff.

Can you prorate the registration fee for families with multiple kids?

No, our budget is already very lean with our projected revenues and expenses for the league.

How can I receive financial assistance to register my child?

Assistance is available on a first come, first serve basis and is available to City of Cartersville residents only. Please call 770-387-5149 for more information.

Can my child play up an age division?

No. In adhering to this rule, we have found that it keeps our divisions fair and beneficial for all participants.

Do you offer a league for kindergarteners?

No, but all enrolled kindergarten players that register to play will be placed in the 6U boys or girls division which does not keep score as it emphasizes having fun and teaching basic fundamentals in preparation for future competitive play.

How many recreational players and teams will there be?

That is entirely up to you! We will not turn anyone away during regular registration dates (see Calendar of Events). We are prepared to facilitate as many players as needed. During late registration we will only be able to fill the remaining spots to balance out teams as best as possible so don't delay in registering on time.

Is there a mandatory playing time rule?

Yes, see our Playing Rules within the manual for a specific explanation.

Will there be a Post Season Tournament at the end of the regular season?

No, there will not be a post season tournament.

When will my team practice?

Practice days/ times during the preseason could be Monday- Saturday. When the games start, the teams will get one weekday practice and games are played on Saturdays. Practice times are assigned based on the head coaches' requests and field availability. All of this is subject to change based on field availability.

When is my child's assessment time?

All assessments are to be held between the designated dates listed on the Calendar of Events.

How do I sign up to be a head coach or assistant coach?

Visit the Youth Recreation Page on the City of Cartersville page (www.cityofcartersville.org) and click/fill out the portion of the coach's application. Every volunteer (head coach and assistant coach) must complete and pass a criminal background check.

Will we play games or practice during school breaks throughout the season?

No, there will not be any scheduled games or practices permitted during any school breaks. We operate in congruence to the City of Cartersville School calendar.

Still have more questions?

Please email Allison Rutledge @ arutledge@cityofcartersville.org or Jaylon Pugh @ jpugh@cityofcartersville.org and put FAQ in the subject box. They will be more than glad to answer your questions and add it to the FAQ if it pertains to the league.

Volunteer Coaches

All coaches are required to complete a criminal background check & must adhere to the Cartersville Basketball Coaching Expectations and Responsibilities

A. I understand that my responsibilities as a volunteer coach are of great importance and that my actions have the potential to significantly influence the young athletes I coach. Therefore, I promise to uphold the following expectations of the athletes and integrity of the league. All participants shall:

1. Participate at an age-appropriate level corresponding with each child's maturity and ability.
2. Have an informed and fair coach.
3. Play as a child and with the expectations of a child.
4. Participate in safe and healthy environments.
5. Have proper preparation for participation in the games and practices.
6. Have an equal opportunity to strive for success.
7. Have fun playing basketball.

B. I also promise to conduct myself in accordance with the Parent Code of Conduct and following expectations outlined here:

1. I will treat each athlete, opposing coach, official, parent and the League Coordinator with respect and dignity.
2. I will be a role model for the players by displaying and teaching: good sportsmanship, appropriate, conflict resolution, and effective communication.
3. I will hold my players responsible for cleaning up after themselves.
4. I will do my best to promote the fundamental skills, teaching, evaluation techniques, and strategies to help my team mature as basketball players.
5. I will become thoroughly familiar with the rules of the league and my division.

C. Consequences of misconduct:

1. Technical fouls and/or ejections due to coach's misconduct may result in game suspensions or removal from league indefinitely.
2. Accumulation of three (3) technical fouls due to coach's misconduct is an automatic disqualification from coaching for the remainder of regular and post season play.
3. The League Coordinator and/or Cartersville Parks and Recreation staff has the authority to issue necessary disciplinary action related to coach's misconduct or inappropriate representation of the league.

Parents

City of Cartersville Parks and Recreation Parent Code of Conduct

- A. I will help the coach aid my child by making certain he/she is on time and properly equipped for all practices and games.
- B. I will support the team, division, and league, as they strive to give my child a positive experience. I understand that my child's coach has volunteered to spend countless hours of their personal time with my child.
- C. I will abide by the following rules at all Cartersville Parks and Recreation & City of Cartersville School Systems facilities:
 - 1. No food, drinks (including water), or gum are allowed in the gymnasium areas.
 - 2. No roller shoes of any kind are allowed in the gymnasium areas.
 - 3. No weapons of any kind are allowed on CPRD or school premises.
 - 4. Alcohol and tobacco products are not permitted on CPRD or school premises.
 - 5. Violence of any type will not be tolerated on CPRD or school premises.
 - 6. Always remember, we are guests in their facilities; their supervisors are in charge, always.
- D. I will respect the officials and coaches, including their authority during games. I will never question, discuss, or confront the officials and/or coaches during or after a game. If I want to talk to the coaches, I will do so at practice.
- E. I will refrain from coaching my child or other players during games and practices unless I am an official coach of the team. I understand that Cartersville Parks and Recreation is currently accepting coach's applications for the next season.
- F. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, and other youth sporting events.
- G. I will remember the game is for fun; winning should never be placed ahead of the emotional and physical well-being of any child. I expect my child and his/her coach to do the best they can, and that is all I can expect.
- H. I will cheer for my child's team in a positive manner; refrain from being negative toward the opposing team, the officials, coaches, or recreation personnel.
- I. I will support all coaches and officials working with my child to encourage a positive and enjoyable experience for all.
- J. I will remember that the game is for its participants, not the adults.
- K. I will remain in the spectator area during game play and practices as well as cooperate with all recreation personnel.
- L. I understand no profanity, or any inappropriate language will be tolerated under any circumstance before, during or after a Cartersville Youth Basketball League event and that if I choose to use profanity during these times, I will be removed from the gymnasium.

Participants

- A. In the event a player is disruptive at practices or misses practices, the coach shall, notify the parents/guardian of the child involved on the first offense.
 - 1. After the initial warning, (second or more offenses) the coach shall notify the League Coordinator.
 - 2. Upon the approval of the League Coordinator, the coach may limit the playing time of that player during the next game.
 - 3. Subsequent decisions made regarding discipline will be on a case by case basis.
- B. A written notice will be placed in the scorebook. Prior to the start of the game, both coaches will be notified of the player in question.
- C. In the event a player arrives to a game after the first quarter has been completed, the coach has the prerogative to limit the playing time of that player for the remainder of that half.

Calendar of Events

Jun 6th- Aug 19th	Registration Opens- City of Cartersville Residents
Aug 20th	Late Registration
Aug 29th	Practice Begins
Sept 13th	Regular Season Begins
Oct 25th	Season Ends

Administrators and Officials: Expectations and Responsibilities

- A. Only the head coach will be permitted to question a referee's call.
 - 1. Only potential rules mistakes can be questioned (no judgment calls can be questioned). If a coach believes a mistake has been made, he/she shall then call a time out and question the referee.
 - 2. If the coach is correct his team will not be charged with the time out. If the coach is not correct, then his team will be charged with the time out.
 - 3. If the team has no remaining time outs, the team will be charged with a technical foul (delay of the game).
 - 4. Referees shall judge the degree or strictness of rules interpretation as requested by the city.
- B. The league will provide both a scorekeeper & clock keeper on game day for all age divisions.
- C. Supervision of the game will be under the referee, city representative and/or the League Coordinator.
- D. All players must be in the same, untampered uniform provided by the league to participate in games.

Cartersville Parks and Recreation

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