

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



[www.cityofcartersville.org](http://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 1<sup>st</sup> 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 Basketball League.
- C.** The three (3) age divisions for boys and girls are as follows:
  - 1. 6U Pee Wee
  - 2. 8U Tyke
  - 3. 10U
- 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 that must be worn in *all* league play.
  1. The purchasing of shorts, 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.
- 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 Flag 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**

### **A. Drive & Downs**

1. Offensive drives begin at the 5-yard line.
2. 4 downs to cross midfield; 3 downs to score after the offense crosses midfield
3. If the offense fails to cross midfield after 3 downs:
  - a. Offensive team must declare their 4<sup>th</sup> down intent, “Play or Punt”, prior to the play clock expiring.
  - b. Teams can use a timeout to change a decision to “Play” prior to the play clock expiring.
  - c. If the declaration is to “Punt”, this decision cannot be changed.
  - d. Offense can elect to “punt” on 4<sup>th</sup> down which will give the opposing team possession at their own 5-yard line.
  - e. A failed 4<sup>th</sup> down attempt gives the opposing team possession at the spot.
  - f. If the offense fails to score after crossing midfield, then possession changes & the opposing team begins their drive at their own 5-yard line.
  - g. If the declaration is to “Punt”, this decision cannot be changed.
  - h. Offense can elect to “punt” on 4<sup>th</sup> down which will give the opposing team possession at their own 5-yard line.



- i. A failed 4<sup>th</sup> down attempt gives the opposing team possession at the spot.
- j. If the offense fails to score after crossing midfield, then possession changes & the opposing team begins their drive at their own 5-yard line.

### **B. Running**

1. The ball is spotted where the ball is when the flag is pulled.
2. No blocking or screening is allowed at any time.
3. The QB cannot directly run with the ball.
4. The QB can HAND or PITCH the ball off to another player and they can throw the ball within the allotted time. If/when the QB hands/pitches/throws a backward pass to another player, this alerts the defense they can cross the LOS to pull the flag of the player with the ball.
5. Runners may not leave their feet to advance the ball. Diving, leaping, or jumping to avoid a flag pull is considered flag guarding.
6. Spinning/Jumping cuts are allowed, but players cannot leave their feet to avoid a flag pull. Players spinning out of control will be called for flag guarding.
7. Ball carriers may leave their feet and the play will continue for spinning, jump cuts, QB's passing progression, or if there is a clear indication that they have done so to avoid a collision with another player and the play will continue without stoppage.
8. Offensive players in close proximity of the ball carrier must stop their motion once the ball has crossed the line of scrimmage. No running with the ball carrier.
9. All jerseys MUST be tucked in before play begins. Flags must be on the players hips and free of obstruction. Deliberately obstructed flags will be considered flag guarding.

### **C. Handoffs**

1. Only direct handoffs behind the line of scrimmage are permitted.
2. Handoffs may be in front, behind or to the side of the offensive player but must be behind the line of scrimmage. The offense may use multiple handoffs.
3. "Center sneak" play is no longer allowed. The QB is not allowed to handoff to the center on the first handoff of the play.
4. Any player who received a handoff can throw the ball from behind the line of scrimmage.
5. Once it has been handed off, the 7-second passing clock is turned off and all defensive players are eligible to rush.

### **D. Passing**

1. All passes must be thrown from behind the line of scrimmage (LOS).
2. There is no intentional grounding.
3. All passes that do not cross the line of scrimmage, whether received or not, are illegal forward passes, unless touched by a defender.
4. The QB may throw the ball away to avoid a sack and it must go beyond the line of scrimmage.
5. Shovel passes are allowed but must be received beyond the line of scrimmage.
6. The QB has a seven-second "pass clock". If a pass is not thrown within 7-seconds, the play is dead, the down is consumed, and the ball is returned to the line of scrimmage.



7. If the QB is standing in the end zone at the end of the 7-second clock, the ball is returned to the line of scrimmage.
8. If the QB throws the ball and then catches it, the play is dead and treated as an incomplete pass.
9. Laterals are allowed but if the ball hits the ground, the ball is spotted at that yard mark.

#### **E. Receiving**

1. All players are eligible to receive passes, including the QB if the ball was handed off behind line of scrimmage.
2. Only one player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and is not permitted to be toward the line of scrimmage.
3. A player must have at least one foot or other body part in bounds, contacting the ground first with possession.
4. Simultaneous possession by an offensive and defensive player awards possession to the offense

#### **F. Rushing the Passer (10U ONLY)**

1. Players who wish to rush the passer must be a minimum of 7 yards from the line of scrimmage when the ball is snapped. Any number of players can rush the QB. Players not rushing can defend on the line of scrimmage.
2. Once the ball is handed off, the seven-yard rule is no longer in effect and all defenders can go behind the line of scrimmage.
3. A special marker, or the referee, will designate a rush line 7 yards from the line of scrimmage. Defensive players must verify they are in the correct position with the official on every play.
4. A legal rush is:
  - a. Any rush from a point 7-yards from the defensive line of scrimmage
  - b. A rush from anywhere on the field after ball has been handed off by the QB.
5. A penalty may be called if:
  - a. The rusher leaves the rush line before the snap and crosses the line of scrimmage before a handoff or pass – illegal rush (5-yards from the line of scrimmage and a first down).
6. If the offense draws the rushers to jump the 7-yard marker prior to the snap, that rusher cannot rush during that play. However, other defenders past the marker may rush instead.
7. Special circumstances:
  - a. Teams are not required to rush the QB with the seven second clock in effect.
  - b. Teams are not required to identify their rusher before the play.
8. Players rushing the QB may attempt to block a pass; however, contact to the QB unless ruled incidental by the official, would result in a roughing the passer penalty.
9. Offense cannot impede the rusher in any way. Rushers have the right to a clear path to the QB, regardless of where they line up prior to the snap.
10. The “PATH” is set pre-snap from the rusher or rushers directly to the QB. PATH does not move once the QB moves.
11. If the “path or line” is occupied by a moving offensive player, then it is the offense’s responsibility to avoid the rusher.
12. Any disruption to the rusher’s path or contact will result in an impeding the rusher penalty.

13. If the offensive player does not move after the snap, then it is the rusher's responsibility to go around the offensive player and to avoid contact.
14. A sack occurs if the QB's flags are pulled behind the line of scrimmage. The ball will be spotted where possession of the ball is once the flag is pulled.

### **G. Live Ball/Dead Ball**

1. The ball is live at the snap of the ball and remains live until the official whistles it dead.
2. The official will indicate the neutral zone and line of scrimmage.
3. It is an automatic dead ball foul if any player on defense or offense enters the neutral zone.
4. Officials may give both teams a "courtesy" neutral zone notification to allow their players to move back behind the line of scrimmage.
5. A player who gains possession of the ball in the air is considered in bounds as long as the first foot or other body part contacts the ground in the field of play.
6. The defense may not mimic the offensive team signals by trying to confuse the offensive players, while the quarterback is calling out signals to start the play. This will result in an unsportsmanlike conduct penalty.
7. Substitutions may be made on any dead ball.
8. **Play is ruled "dead" when:**
  - a. The ball hits the ground (if it is due to a bad snap, the ball is placed where it hit the ground)
  - b. The ball-carrier's knee or arm hits the ground.
  - c. The ball-carrier steps out of bounds.
  - d. A touchdown, PAT or safety is scored.
  - e. The ball-carrier's flag falls out.
  - f. The receiver catches the ball while in possession of one or no flags.
  - g. The 7 second pass clock expires.
  - h. Ball-carrier leaves their feet other than jump cuts, spinning or to avoid a downed player on the field.
  - i. An Inadvertent whistle is blown.
  - j. If an advertent whistle occurs the offense has two options:
    1. Take the ball where the whistle blew, and the down is consumed
    2. Replay the down from the original line of scrimmage.

### **H. Flag Pulling**

1. A legal flag pull takes place when the ball-carrier is in full possession of the ball.
2. Defenders can dive to pull flags but cannot tackle, hold, or run through the ball-carrier when pulling flags.
3. It is illegal to attempt to strip or pull the ball from the ball-carrier's possession at any time.
4. If a player's flag inadvertently falls off during a play while they have possession, the player is down immediately and the play ends. The ball is placed where the flag lands.
5. If a player who has one or no flags in their belt takes possession of the ball, the play is dead at that spot on the field.

6. A defensive player may not intentionally pull the flags off a player who is not in possession of the ball.
7. Flag guarding is an attempt by the ball-carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, ball, arm, or shoulder or intentionally covering the flags with the football jersey.

### **I. Formations**

1. Offenses MUST have at least one player on the line of scrimmage (the center and up to 4 players on the line of scrimmage); the QB must be off the line of scrimmage.
  - a. Teams may shift formations if they are set for at least 1 second prior to the snap.
  - b. One player at a time may go in motion at least 1 yard behind the line of scrimmage.
2. Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.
3. The center must snap the ball with a rapid and continuous motion between their legs to a player in the backfield, and the ball must completely leave their hands.

### **J. Scoring**

1. Touchdown: 6 points.
2. PAT (point after Touchdown): 1-point (5-yard line) or 2-points (10-yard line).
3. Interceptions returned for a touchdown is worth 6 points, (Conversions & OT: 2 points).
4. Safety: 2 points (when ball carrier is declared down in their own endzone)
5. Once a team scores a touchdown they must declare if they want to go for 1 or 2 (a timeout must be used to change your decision) (Decision cannot be changed after a penalty).
6. Mercy Rule: One team is winning by 35 points or more the game is over.
7. Forfeits are scored 35-0 for the winning team.

### **K. Overtime**

1. Home team calls the coin toss to determine who is on offense or defense first.
2. The referees will determine which end of the field OT will be played on.
3. No timeouts OR rules challenges are permitted during the OT session.
4. Interceptions are returnable and worth 2 points.
5. Each team will have a 1 play opportunity from the 10-yard line to score or make as much progress as possible toward the goal line.
6. If one team scores on their attempt while their opponent fails to score OR if one team makes more progress towards the goal line than their opponent on their attempt, then the team that scored or made more forward progress will be awarded 2-points and wins the game.
7. If BOTH teams fail to make any progress or both score on their one attempt, then the game will end as a tie and will be reflected as such in their season record.

### **L. Coaches Challenge**

1. A team is allowed to use a timeout to question an official's rule interpretation. If the official's ruling is correct, then the team is charged a timeout. If the rule is interpreted incorrectly, the timeout will not be charged, and the proper ruling will be enforced.

Officials should all agree upon any controversial call, to give each team full benefit of each call.

2. Officials should all agree to change a call on the field that is in dispute.

### **M. 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 2<sup>nd</sup> 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.

### **N. 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

6 & Under	Rule:	Notes:
Score:	Score will NOT be kept	n/a
Run Zones:	Eliminated	n/a
Defenders:	<ul style="list-style-type: none"> <li>• May NOT rush the passer unless there is a legal handoff in the back field.</li> <li>• Must line up at least 5 yards from the line of scrimmage.</li> </ul>	Exception: As soon as the QB engages in the action of attempting a handoff, whether it is completed or faked, the defensive players are then permitted to cross the line of scrimmage to pursue the ball carrier or the QB.
Coach on the field:	One is allowed	n/a
Forfeits:	Forfeits are scored 35-0 for winning team	n/a
Mercy Rule:	If a team is winning by 35 points or more, the game will be over	n/a
Length of Game/Timeouts & Miscellaneous Provisions:	Four (4) 10 minute quarters Four (4) thirty second time outs	• Two (2) thirty second time outs per half.

8 & Under	Rule:	Notes:
Run Zones:	Eliminated	n/a
Defenders:	<ul style="list-style-type: none"> <li>• May NOT rush the passer unless there is a legal handoff in the back field.</li> <li>• Must line up at least 5 yards from the line of scrimmage.</li> </ul>	Exception: As soon as the QB engages in the action of attempting a handoff, whether it is completed or faked, the defensive players are then permitted to cross the line of scrimmage to pursue the ball carrier or the QB.
Coach on the field:	One coach for each tea is permitted on the fie3ld pre-snap but MUST be off the field prior to the snap of the ball	• n/a

## 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](http://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](http://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. **In the preseason teams will get one weekday practice.** 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](http://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](mailto:arutledge@cityofcartersville.org) or Jaylon Pugh @ [jpugh@cityofcartersville.org](mailto: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**

<b>Jun 6<sup>th</sup>- Aug 19<sup>th</sup></b>	<b>Registration Opens- City of Cartersville Residents</b>
<b>Aug 20<sup>th</sup></b>	<b>Late Registration</b>
<b>Aug 23<sup>rd</sup></b>	<b>Flag Football Evaluations</b>
<b>Aug 25<sup>th</sup></b>	<b>Coaches Draft</b>
<b>Aug 29<sup>th</sup></b>	<b>Practice Begins</b>
<b>Sept 13<sup>th</sup></b>	<b>Regular Season Begins</b>
<b>Oct 25<sup>th</sup></b>	<b>Season Ends</b>

## **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**

100 Pine Grove Road Cartersville, GA 30120

[www.cityofcartersville.org](http://www.cityofcartersville.org)

## **Jaylon Pugh**

Athletic League Coordinator

[jpugh@cityofcartersville.org](mailto:jpugh@cityofcartersville.org)

470-654-7487- Cell

## **Allison Rutledge**

Athletic League Coordinator

[arutledge@cityofcartersville.org](mailto:arutledge@cityofcartersville.org)

470-591-9191- Cell