

VWFL Football Documents

Guidelines

Revised: Mar15, 2015

GUIDELINES

VICTORIA WOMEN'S FOOTBALL LEAGUE

1. The same basic rules apply as those in a touch game. These Guidelines will be the deciding factor if a rule varies from that in the Rule Book.
2. Using flags does not alter the level of physical contact any more than the change from touching to securing a flag. Wearing flags does not allow a player to become overly aggressive. It is still a touch game and will be call as such. There will be no tolerance of deliberate acts, and overly aggressive actions will be penalized, which could result in that player being ejected from the game.

GENERAL SAFETY

3. Flags must be made of neo-light nylon material 2" width x 15" length Velcro strip to attach to the belt OR the new style "pop flags" are now accepted measuring Flags cannot be cut to a point at one end and must be different color than the players' shorts or pants. The referees should check the flags before the game begins. If flags do not meet the above, the player will not be permitted to play until she has the proper flags. If flags are noticed during the course of the game, an objectionable conduct penalty is applied and the player will have to leave the field until she has the proper flags.
4. Belts are to be attached securely, not loosely draped around the hips. The belt loop must be tucked in. If the belt loop is not tucked in and a player grabs a hold of it when reaching for the flags, this will count as a third flag, and the whistle blown to stop the play.
5. Teams are allowed to use towels to keep the ball as dry as possible. However, if the towel is not removed and placed beside the line of scrimmage marker, it will be considered a third flag.
6. All footballs used during the season must be of standard size and regular coloring. (No display balls permitted).
7. Sweaters or shirts must be tucked in so there is a clear path to both flags. If either or both are not tucked in, the play will be ruled dead once that player gets hold of the ball by way of snap, a hand-off, or a reception.
8. Uniforms cannot have pockets. Taping up pockets in not acceptable as the tape may fall off during a play and a finger could get caught in the portion of the pocket then exposed. If a player is wearing a uniform with pockets, an objectionable conduct penalty will be applied and the player will have to leave the field for at least three plays and not allowed to re-enter the game until the item has been removed.
9. Metal cleats are not allowed. Shoes with removable cleats are allowed as long as there is not metal showing. Any team wearing metal cleats during the game will be assessed an objectionable conduct penalty and the player wearing the metal cleats will have to leave the field for at least three plays and will not be allowed to re-enter the game until the metal cleats have been removed.
10. Any braces with metal on them or any moveable parts, including hard plastic must be completely covered so there is no possibility of someone getting fingers, etc., caught and or broken. The player wearing the uncovered brace will have to leave the field of play for at least three plays and will not be allowed to re-enter until the brace has been completely covered.
11. Jewelry cannot be worn during a game. It is to be either removed, or if not easily removed, will be taped. Jewelry includes earrings, rings, bracelets, nose rings, necklaces, sunglasses, etc. Barrettes, scrunchies, soft-brimmed hats and prescription sunglasses are not classified as jewelry and are therefore, allowed to be worn. Hard-brimmed hats

may only be worn backwards. If a player is wearing jewelry, an objectionable conduct penalty will be applied and the player will have to leave the field and not be allowed to re-enter the game until the item has been removed.

12. Fingernail lengths are at the discretion of the referee. You may be asked to tape or trim your nails for the personal safety of yourself and others. If a player does not comply, she will not be allowed to begin the game until she does. If nails are noticed during the course of a game, she will have to leave the field until the nails are acceptable and has the referee's approval.

13. The ball carrier must have one of her flags removed rather than merely be touched for the play to end. The play is ruled dead at the spot where the ball was when the flag was removed.

GENERAL PLAY

14. The ball carrier cannot make an extraneous effort to gain yards by extending her hands and arms, i.e. the ball. If this occurs, an objectionable conduct penalty is applied.

15. Each player is responsible for ensuring that both flags are attached to the belt throughout the time of the play. If a player has neglected to check her flags and is minus one or both when she catches the ball, the play is whistled down and the ball is dead where it was caught.

16. The ball carrier must have her flags on opposite hips before the play begins. If she does not, flagging will be called and the play stopped when someone attempts to grab her flags.

17. The ball carrier is allowed to spin to avoid losing her flags, but she cannot jump or duck. If she does, flagging will be called, the play stopped and the ball ruled dead at the point this occurs.

18. The ball carrier cannot shield her flag or flags with her hands, arms, or the ball. This includes a running style, which causes the arms to come down by the flag or flags. If this occurs, flagging will be called, the play stopped and the ball ruled dead where it was when the flagging occurred.

19. The ball carrier cannot "straight arm" or push an opponent or her hands away from her or her flag or flags. The play will be whistled down, the ball ruled dead at the spot it was when this occurred and an unnecessary roughness penalty applied or flagging called. It will be the referee's discretion as to which is called.

20. A player cannot pull a flag or flags before the ball is caught. If this occurs, early flagging will be called and a five-yard penalty applied. That being said, if the flag or flags are pulled while the receiver is bobbling the ball or does not have complete control, the pulled flag is allowed once ruled a completion, the play whistled down and early flagging will not be called.

21. A player cannot grab clothing or hang onto the ball carrier in an attempt to slow her movement so as to make it easier to reach her flags. The play is whistled down and an objectionable conduct (holding) penalty applied.

22. The ball carrier cannot run over or through a defensive player if the defensive player has established a stationary position. The ball carrier must make an attempt to avoid contact. If she does not, the play is whistled down and an objectionable conduct (charging) penalty applied.

By the same token, a defensive player cannot deliberately block an offensive player's right of way, whether by moving in her path or placing herself in a blocking position. The play is whistled down and an objectionable conduct (blocking) penalty applied.

23. When both teams, which include players and coaches, are on the same side of the field, each team must remain within their 20-yard and 45-yard lines and be one yard (3 feet) off the sidelines. When they are on opposite sides, the warning, including one given in the captain's circle, an objectionable conduct penalty will be applied to the offending team.

24. Punching, unnecessary roughnesses, intentionally striking an opponent, confrontation, and / or retaliation are not allowed. If this occurs, an objectionable conduct or major foul penalty will be applied. If a major foul penalty is applied, the player is automatically ejected from the game. The executive will make a decision as to whether that player will stand further punishment.

25. Teams including players and coaches cannot be rude to the referees and / or lines people. The same goes for

fans. It will be the referee's discretion as to whether they are being harassed. Once a warning has been issued, objectionable conduct penalties will be applied. If the harassment is severe and blatant there will be no warning.

GENERAL RULES

26. The referee must arrive 30 minutes before the scheduled game time for the first game of the day and 15 minutes before the scheduled game time for any other game.

27. Each lines person must arrive 15 minutes before the scheduled game time.

28. The referee for the first game of the day must set up the cones and pads. It will be the referee's decision as to the length of the field. The referee must, however, advise both teams' captains as to the length and width of the field and any dangers the field holds before the game begins.

29. The referee and each lines person for the last game of the day must collect the cones and pads at the end of the game for the team responsible for them and place them together in on central location for pick-up.

30. Each team will have at least one week where it is their responsibility for taking care of the cones, pads, and the referee's bag. It is that team's responsibility to ensure that all equipment (cones, pads, and referee's bag) is collected at the end of the day and that it is returned to the field 30 minutes prior to the start of the next scheduled game. It is also this team's responsibility to phone the Statistician before the following Friday with the scores from each game for that day.

32. Each team must have one player representing them at every league meeting. This person can be a member of the Executive. Each team has one vote.

33. League fees must be paid to the Treasurer by cheque payable to the Victoria Women's Touch Football League (VWTFLL) prior to the beginning of the first day of regular season play.

35. Team rosters must be complete and handed in to the Registrar before the kickoff of that teams' first game of regular season play. The roster must include the player's full name, e-mail address, phone, and jersey number.

36. A typed team roster must be handed in before each game. The roster must include full name and jersey number.

37. Each player must be at least 16 years of age. A player under the age of 19 is not permitted to attend any league function where alcohol is served. If a fine is imposed for a minor attending such a function, the team will be responsible for paying it.

38. Each player must have played at least three regular season games prior to the playoffs to be eligible to play in the playoffs. The only expectation is:

Grandmother's Clause: A player who played three games the previous season, but due to pregnancy or injury was unable to complete three games during the present season will be allowed to play in the playoffs on the same team if that player has been registered on the team's roster at least three weeks prior to the playoffs.

39. The Treasurer will pay, via one cheque, any money owed to referees at the end of the season, unless other arrangements have been worked out with the Treasurer. Any fines owed by referees will be taken out of their pay.

40. Standings are decided by win, loss, and tie record. If there is a tie between two (or more) teams, standings will be decided by who won head-to-head games. If a tie still exists, the least points against in the head-to-head games will be used to determine the team ahead. If a tie still exists, the least points against for the entire season will be used to determine the team ahead.

41. There will be one general meeting open to everyone in the league per season, before the season begins. This will be the forum to voice questions, suggestions, or concerns. All comments are to be made in general terms, as we do not wish to single anyone out.

42. A league meeting is to be held at the beginning of each season, after the general meeting, to discuss the schedule, referees, fields, fees, any rule changes, etc. The date, time, and place for this meeting will be determined

at the conclusion of the general meeting.

43. Minutes are to be kept for each meeting by the Secretary and are to be handed out to each executive member and team representative on the next day of regular season play following every meeting.

FINES

44. All fines must be paid directly to the designated fine collector.

45. Any returned cheque will be charged a \$40.00 fee. The amount payable by the cheque must be paid in cash to the Treasurer with the additional \$40.00 fee.

46. All fines to be assessed will be noted in the Referee's Log Book by the referee. The designated fine collector will also keep a record.

47. If a referee arrives late to a game, he or she will be fined \$10.00 for being late. If a referee does not show up at all or arrives after the game has begun, he or she will not be paid and will be fined an additional \$50.00. The money that would have been paid to the referee who did not show up or arrived after game time will be paid to the person who had the referee in his or her place. The money payable by the referee will be taken out of their cheque at the end of the season.

48. Late lines people (i.e. inside 15 minutes before the scheduled game time) will be fined \$10.00 per lines person. A "no show" (i.e. the lines person is replaced) will be fined \$50.00 per lines person. If a lines person has to be replaced, the fine will go to the person who filled in for the "no show". These fines are the responsibility of the teams and are to be paid to the designated fine collector before the beginning of their next scheduled game or they forfeit that game and each game thereafter until the fine is paid.

49. A team failing to return the cones, pads, and referee's bag on time will be fined \$25.00, which must be paid before their next game or they forfeit their next game and each game thereafter until their fees are paid.

50. A team failing to have a representative at a league meeting, except in extenuating circumstances, will be fined \$25.00, which must be paid before their next game or they forfeit that game and each game thereafter until the fine is paid.

51. A team failing to pay their league fees prior to the beginning of the first day of regular season play will forfeit their first game and each game thereafter until their fees are paid.

52. Any referee under the influence of alcohol or illegal substances and not able to properly referee the game will be replaced and not paid for that game.