



FFWCT Policies and Procedures

Current Date Issued: January 1, 2019

ROSTERS :

- **ROSTER LIMITS**
 - 4v4, 5v5 formats - 15 Player Max
 - 7v7, 8v8, 9v9 formats - 30 Player Max
- **ROSTER RULES**
 - Rosters must be completed through the registration system. Team Captains must invite players by entering their email address or sending them the invite link. Players must accept the invite, register themselves and accept the waiver in order to be eligible to participate
 - If the Team Captain is also playing, they must register themselves as a player on the roster and accept the waiver
 - If the Team Captain is not playing, their spot on the roster does not count toward the Roster Max
 - Failure to complete your Roster could result in a forfeit and removal from the event without refund
 - Players should have a valid I.D. or copy of I.D. with them at all times. In the event of a Roster protest this is the only form accepted as proof of identity
- **MULTIPLE ROSTERS**
 - Players may NOT play in more than one division of a single format. i.e. If you are on a roster for 4v4 PRO, you may not play in 4v4 Comp or Rec, but you could play in 5v5 Non-Contact Rec in a different format

EQUIPMENT :

- **FLAGS :**
 - Team MUST supply their own flags
 - Required flags for each style are:
 - 4v4, 5v5, 8v8 Screen, 9v9 formats will use Sonic Flag-A-Tag Flags
 - Mushroom flags are allowed for 4v4, 5v5 and 8v8 Screen but not for 9v9.
 - 7v7 Screen, 8v8 Contact formats will use Triple Threat Flags
 - Altered or tampered flags will result in a player ejection
 - Flags cannot be the same or similar color as a player's pants/shorts
- **FOOTBALLS :**
 - Adult Men's teams must use regulation size ball
 - Adult Women's teams may use regulation, intermediate, or junior size ball
- **MOUTHGUARDS :**
 - Mouthguards are optional, but strongly encouraged

- **ATTIRE/UNIFORMS :**

- Players may NOT have pockets, belt loops or draw strings. Shorts turned inside out or taped pockets are NOT allowed. Players may have shorts with pockets if they have been professionally sewn or if they have zippers and the zippers remained zipped up
- Hoodies must be tucked inside the jersey. Baseball-style caps must be removed or turned around backwards
- Teams also must have the same color shirts and have an alternative color (one dark color/one light color). They do not have to be official uniforms. If both teams are wearing the same color, there will be a coin toss, and the losing team will need to change into a different color

POOL PLAY:

- **GAME GUARANTEE :**

- 3 game guarantee - 3 pool play games on Friday & Saturday plus single elimination bracket on Sunday for top teams in each division of 7v7, 8v8 & 9v9 formats
- 4 game guarantee - 4 pool play games on Friday & Saturday plus single elimination bracket on Sunday for top teams in each division of 4v4 & 5v5 formats

- **TIE BREAKERS :**

- Order of tie breakers to determine seeding for playoffs are as follows: Most Wins, Head to Head, Point Differential, Points Against, Points For

- **PLAYOFFS :**

- The number of teams that make playoffs will be determined solely by the number of teams in each bracket. The breakdown is as follows:
 - 3-4 teams = 2 Teams in Playoffs
 - 5-8 teams = 4 Teams in playoffs
 - 9-12 teams = 6 Teams in playoffs
 - 13-16 teams = 8 Teams in playoffs
 - 17-20 teams = 10 Teams in Playoffs
 - 21-24 teams = 12 Teams in Playoffs*
 - 25-28 teams = 14 Teams in Playoffs
 - 29+ teams = 16 Teams in Playoffs

*Only exception being the 8v8 Contact Men's Recreational division that will only take 10 teams to playoffs due to us adding more fields to accommodate more teams on Friday, and lack of field space Sunday.

GENERAL FIELD RULES :

- **GAME TIME :**

- Game Time is Forfeit Time - NO GRACE PERIOD. If your team is late for any reason or is not prepared to play at your exact scheduled game time, your game will be forfeited with a 0-28 score

- **PROFANITY/CURSING :**

- Trash talking will not be tolerated. (Trash talking is language that may be considered offensive to the official, opposing team or spectators). *Cursing is not permitted*
- The officials have the right to determine language that is offensive.
- Officials may administer Unsportsmanlike Conduct, Taunting, and Ejection penalties at their discretion. These penalties may not be declined.

- **SIDELINE CLEANUP :**

- Teams are responsible to clean up their own sidelines after each game

- **SECURITY**
 - The FFWCT employs security/law enforcement to roam throughout the event and deal with anyone violating federal, state, or tournament rules. This is a family-friendly event. We provide an atmosphere where players, friends and families can feel comfortable enjoying football. Anyone who jeopardizes that atmosphere will be asked to leave and further action may be taken by the league director.
- **PARKING:**
 - Park only in designated parking lots
- **PETS, ALCOHOL AND OTHER DRUGS ARE PROHIBITED ON OUR PERMITTED FIELDS**

EJECTIONS:

FFWCT Tournament Directors reserves the right to adjust ejections, suspensions and fines as seen fit

- **COOL DOWN PERIOD**
 - Before, or in lieu of, an ejection an official MAY offer a player a "cool down" period. Players should think of this "cool down" as a warning before being ejected. This period will consist of five plays.
- **EJECTION POLICY:**
 - Players that are ejected must serve the given suspension time and pay all fines before becoming eligible to participate
 - Unless otherwise noted, standard Ejection Fines and Suspension Time are as follows:
 - 1st Offense = \$100 Fine and 1 Game Suspension
 - 2nd Offense = \$200 Fine and 6 Month Suspension
 - 3rd Offense = \$500 Fine and 1 Year Suspension
 - 4th Offense = May result in Lifetime Suspension
- **STANDARD EJECTIONS (examples)**
 - A player may be ejected for pushing another player, excessive cursing or arguing with officials
- **SEVERE EJECTIONS (examples)**
 - Punching another player = \$200 Fine and 6 Month Suspension
 - Threatening a Referee or Director = \$500 Fine and 1 Year Suspension
 - Threatening Use of a Weapon = \$500 Fine and 1 Year Suspension
 - Hitting/striking/touching a Referee or Director = Lifetime Suspension
 - Possession or Use of any Weapon = Lifetime Suspension

PROTESTS:

You may protest a team's roster or a rule as long as you have a timeout available. If no timeout is available, a protest will cost \$50 that will be refunded if the protest is won.

- **ROSTER/ILLEGAL PLAYER:**
 - Illegal Players are:
 - Player is not listed on a Team's Roster
 - Player that is on the Ejection List
 - Player that is on more than 1 Roster in the same style or division
 - Player that is underage in a 350 division. In this situation, the player must be 35 years old or older at the start of the tournament to be eligible

- Procedure (must take place during the game)
 - Team Captain must notify the Tournament Director of suspected illegal player (only 1 player protest is allowed at a time)
 - Tournament Director will verify the I.D. of the player in question and the Team Roster(s)
 - If the suspected illegal player is proven to be a legal player the game will continue. The protesting team will lose all remaining timeouts that half or the following half if no-timeouts remain.
 - If the suspected illegal player is proven to be illegal or cannot provide a valid I.D., the game will be forfeited. The team with the illegal player will receive a 0-28 forfeit score.
- **RULES:**
 - Challenge Rule
 - Only the team captain or head coach may ask the referee questions about rule clarification and interpretations.
 - Generally, officials are happy to answer quick response and general questions during the game if they do not impede the game. The priority is to spot the ball then address questions without impeding the play clock.
 - If a captain or head coach believes an official has made a procedural error he may call for a timeout. If the head official agrees that there has been a procedural error (e.g., wrong down, incorrect penalty yardage, etc.) the procedural error will be addressed and the timeout will not be charged.
 - In the event the captain or head coach loses a procedural challenge and his team did not possess a legal team timeout a five-yard penalty will be assessed.
 - Only procedural issues may be addressed, not an official's judgment call or no-call.
 - Protest Procedure: Team captains may protest a rule only if they believe the rule is being applied incorrectly by the officials, and not applicable to judgement calls. The notification of intent to protest must be made to an official IMMEDIATELY before the next legal or illegal snap.
 - If the protest is won, it will be applied correctly and the game will continue.
 - If lost, the protesting team will lose all remaining timeouts that half or the following half if no-timeouts remain, or their \$50 deposit.