



# **Fraser Valley Touch Football League**

## **By-Laws**

## 1. Registration Fees

- a) Fees subject to change without notice. Cost is dependent on number of teams, plus \$10 Insurance per player (Insurance Spring Season Only).
- b) Payment due in full by registration day unless other arrangements have been made. Only E-transfer or Cheque will be accepted.
- c) First Time teams owe \$150 for Performance Bond which is used for collecting Performance Penalties & Provides Balance for League Expenses.
- d) The Bonds will be carried over from year to year, and will only be released if the team folds. All interest generated from the Bonds will be used by the FVTFL as general revenue.
- e) Players coming from a team that owes the league money will be responsible for their share (percentage of the money owed)

## 2. Duties of Teams

- a) Have at least one Representative of Team at Annual General Meeting, held in January or **automatic \$50 fine will be applied to fees.**
- b) Pay Fees in full on or prior to the date of registration. **Unless prior arrangements are made, any late registrations will be subject to a \$50 fine.**
- c) Have all players register & complete waivers on FVTFL website.
- d) Complete stats and games played on FTVFL website for all games **(If stats are not completed then players will not be eligible for MVP awards. If games played are not completed then players will not be eligible for playoffs)**
- e) Provide one referee per scheduled week as per schedule.
  - i) **Penalty: \$100 of Bond per game, each team playing to receive half of the fine. Failure to provide ref or late ref for game will result in 2 points taken from standings. And loss of bond.**
- f) Assist Referees with Field Setup/Takedown.
- g) Provide name of their team Offensive MVP, Defensive MVP, and Most Outstanding Player at the end of the season to the Executive.

## 3. Equipment

- a) All Footballs used in Game must be Official Size and Weight, Genuine Leather, Properly Inflated, subject to Inspection by Referee. (NFL, CFL, College)
- b) Cleats worn on field must have no metal showing.
  - i) **Penalty: 1st Player, 25 Yard Penalty, 2nd Player, 25 Yard Penalty & Ejection.**
- c) Jewelry or Sunglasses are not permitted during play for safety reasons. Exceptions are Prescription Sunglasses, and Jewelry taped up.
- d) Rubber wrist bracelets with magnets are no longer acceptable.

- e) Teams must have similar style Jersey's, must have 1 or 2 digit Jersey Numbers, it is recommended that Captains have "C" on Jersey to speak to Referee's, or be designated at beginning of game.

#### 4. Rosters/Eligibility

- a) Rosters are to be submitted on FVTFL website prior to registration. Roster additions will be allowed for spares until the end of week 6. A player will only be eligible to compete in playoffs on their main team. If a player's main team does not make playoffs, they are not eligible to play for another team in playoffs.
  - i) At any time during the game, the Head Referee reserves the right to request identification of players if the other team challenges a player's eligibility. If ineligible, the game can be protested. If eligible, the challenging team will be provided a delay of game penalty.
- b) In addition, Players must play a minimum amount of regular season games to be eligible to play in the playoffs. (min is based on number of regular season games)
- c) Only players in good standing (FVTFL reserves the right to honor suspension in other leagues) may play in another recognized Touch Football League concurrent with the FVTFL only if this declaration is made on or before the registration date, and must declare team for purposes of Provincial privileges by Week 4 of the season.
- d) Females are eligible to play in the FVTFL, but may not be allowed for Tournaments or Provincials.

#### 5. Game Default

- a) Team now can start and play with no less than 5 players but the mercy rule will be in affect at the start of the game if less than 7.
- b) Playing with a suspended player or an ineligible player will result in a Game Default with a Performance Penalty of **\$150** & a Forfeit
- c) All Game Defaults are a 30-0 Loss (Except Tournament Format).
- d) Game default will be a **\$150** fine to be paid before next game. **\$75 will be given to the affected team as a refund for the missed game.**
- e) If advance notice is provided a minimum of 2 weeks prior, the game will not be considered a forfeit (still 30-0 loss).
- f) In order to start a game there must a minimum of 2 referees.

#### 6. Disciplinary Action

- a) All Ejections from games are to be made by Head Referee only. Back Judge, or Sideline to inform Head Referee if they believe they have just cause to eject a player or players. **If a player is ejected in the second half of a game they will be subject to a one game suspension. If an ejection happens before the final whistle of the second quarter (first half), then the affected player does not have to sit the next game.**

- b) **If an ejected player is asked to leave the park, he/she must leave and not be seen or heard. Failure to do so will result in a default by the affected player's team.**
- c) Any further Disciplinary Action will be decided upon by the Division Representatives (Disciplinary Committee). The Head Referee shall notify the Disciplinary Committee and they will notify the Player in writing of action taken.
- d) Fighting is prohibited. Fighting will result in immediate ejection from Game, and the following guidelines will be used by the Disciplinary Committee for review (All suspensions may be increased/reduced upon discretion of the disciplinary committee).
  - i) A punching, kicking, elbowing or tripping motion directed another player or official without making contact will result in an immediate 6 game suspension
  - ii) Verbal abuse of an official or League representative will result in minimum 1 game suspension, to be reviewed by the executive.
  - iii) Physical abuse of an official will result in an immediate 16 game suspension.
  - iv) Politically incorrect, racist, or verbal abuse toward a player, referee, or anybody on the sideline may be reported to the Disciplinary committee and they will decide on appropriate penalty.
- e) Summary of Performance Penalties is as follows:
  - i) Game Defaults: **\$150 per game**
  - ii) Playing an ineligible player: **\$150**
  - iii) Fail to Ref four Games per Team (Subject to Demand): **\$100** per game.
  - iv) Fail to attend Mandatory AGM: **\$50**
- f) **Performance Penalties must be paid prior to Kickoff of next game.**

## 7. Appeals and Protests

- a) Once the Discipline Committee has made a decision based on the facts provided, and decided on sanctions or performance penalties against teams, the person or team that was involved has a one-time opportunity to Appeal this ruling. The Appeal must be in writing to a member of the Executive Committee, and be within 48 hours of receiving the original sanction. This Appeal will be considered by the Executive as a whole, and not just the Disciplinary Committee.
- b) If a team decides to Protest a game, the details of the protest need to be articulated in writing and submitted to an Executive member within 48 hours of the game in question. The Executive will decide whether or not the Protest will stand, as a result of the facts, and considering the FVTFL Bylaws.
- c) In writing for all correspondence includes email correspondence.

## 8. Rules of the Game

- a) The FVTFL will use the Rules provided by the Referees Association of Vancouver.

- b) In addition, all Games will utilize the “5 Play Rule” with 3 minutes remaining in each half.
- c) Overtime shall consist of both teams attempting 1 or 2 point Convert attempts alternately (3 Attempts Each). If a Tie occurs, “Sudden Death” converts, providing Opposition opportunity to score.
- d) League Standings will be scored as follows: 2 Points for a Win, 1 point for a tie & 0 Points for a Loss. In the event of a Tie in the Standings, any Defaults will be considered detrimental. Head to Head Matchup is considered, then Point differential on season, then Points For.

## 9. Division Placement

- a) New Teams to be placed in a Division that is appropriate with their competition level, decided upon by the Executive Committee.
- b) Each Season, the First Place Team in each Division during the Season, and the Playoff Winner will move up a Division. If this is the same Team, the team with the next best overall record (including playoff games) will also move up (Subject to Executive Demand & skill level).
- c) The 2 existing teams with the poorest overall record in each Division have the choice of whether or not they want to move down a Division (Subject to Executive Demand).
- d) For rescheduling games, teams may request time/date change, to be approved by opposing team and scheduler.
- e) Divisional placement will now be season to season.

## 10. Executive Duties

- a) When deciding on Most Valuable Players (Offensive, Defensive, and Most Outstanding), incorporate Team Voting, Season Statistics, Overall Impact on Team (Subjective). Voted upon by Executive at Season’s final Meeting.
- b) Schedules created at beginning of each Season will show a Captain’s name and contact number, as well as each team’s primary uniform colour.
- c) Representatives from each of the teams attend for Annual Voting of; President/Scheduler (2 year position), Vice-President/Secretary (2 year position), Treasurer (2 year position), Referee in Chief/Allocator (2 year position) & Members at Large (1 year position)

## 11. Playoffs

- a) Up to the top 8 teams will make Playoffs in each Division (depending on number of teams & to be determined each season by the executive), Single knock out format.
- b) Playoffs – Teams will be reseeded after each round.

## 12. Referees

- a) In the event the Allocator cannot get enough Referees, the Allocator shall use his/her discretion when placing officials on fields.
- b) Refs on Default Games must assist with other games to be played.
- c) Refs will pick Offensive and Defensive MVP's for both teams at the conclusion of the game.

## 13. Seasons/Schedules

- a) The Spring Season will usually commence Mid-March, with Bye Weeks of Easter and Victoria Day Weekends. (At the discretion of the Executive)
- b) The Fall Season will usually commence the final weekend of August, with Bye Weeks of Labour Day and Thanksgiving weekends. (At the discretion of the Executive)
- c) These will be mainly Saturday and Sunday games at 9am, 11am, 1pm and 3pm (Subject to change at discretion of the executive)
- d) Schedules will be updated and posted on FVTFL website, it is the responsibility of the team captain to check the schedule weekly to ensure that they are aware of updates.

#FVTFL