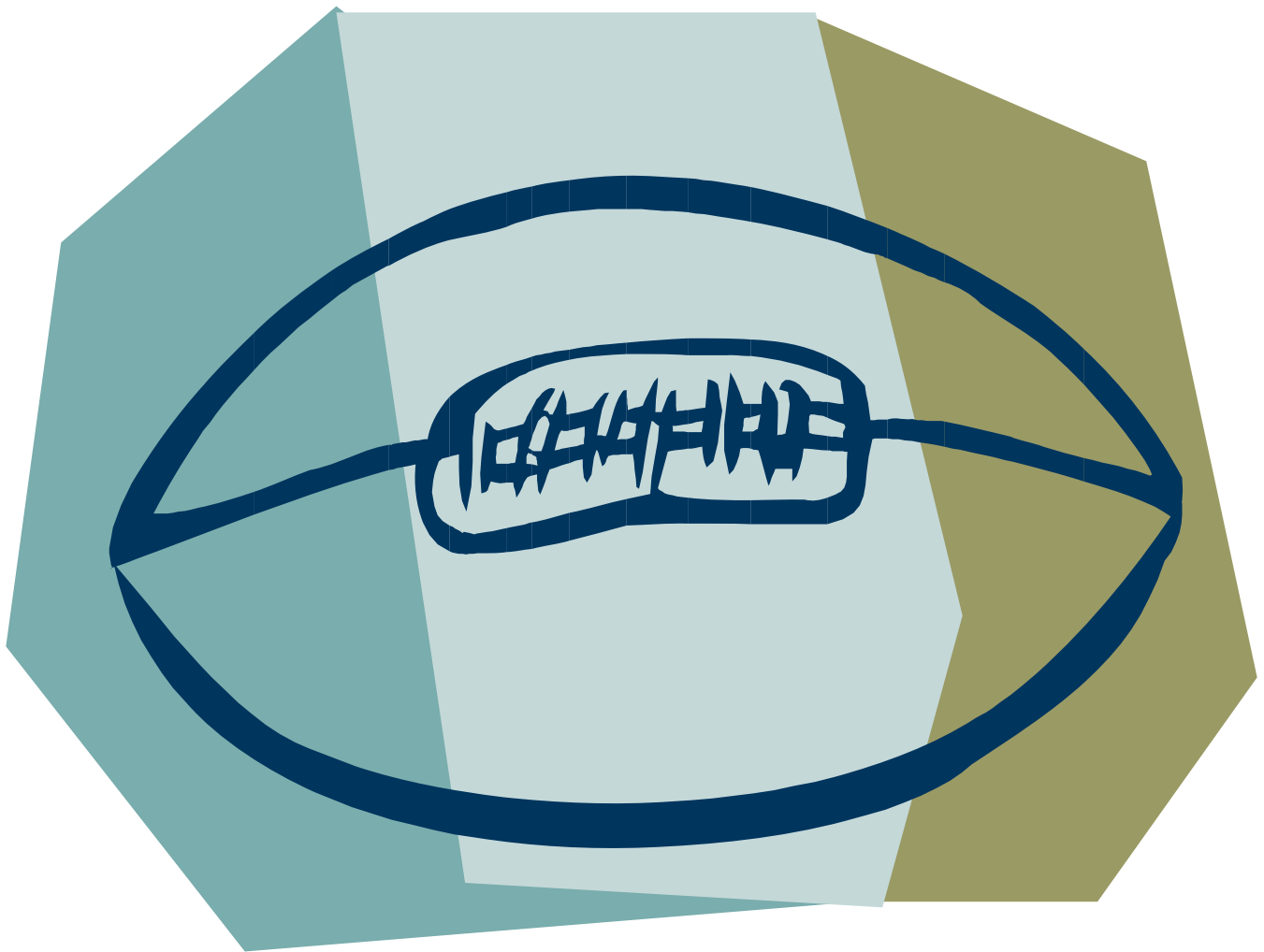


Jefferson City Parks and Recreation
and Jefferson City School District
5th Grade Flag Football Packet



Fall 2009

**JEFFERSON CITY PARKS & RECREATION
AND THE JEFFERSON CITY SCHOOL DISTRICT
5TH GRADE FLAG FOOTBALL PROGRAM 2009**

Mission Statement:

"It is the mission of the Parks and Recreation Youth Sports programs to serve young players, their families and the Jefferson City community at large by providing fun, safe and enjoyable youth sports experiences by recognizing each player's physical and emotional well-being, by teaching skills development, by treating them with respect and dignity, by encouraging positive parent involvement and by enriching young lives with meaningful recreation and socialization."

Program Objectives:

The Jefferson City Parks and Recreation Department and the Jefferson City School District have established the following objectives for its youth sports program. It is our hope, our goal, and our responsibility to see that youth sports will be approached by all concerned as programs which will:

- 1) provide enjoyment for the participants, coaches, and parents;
- 2) contribute to the mental, emotional, physical, and social development of the children;
- 3) foster character by teaching participants how to win and how to accept defeat, while continually placing emphasis on fair play and fun;
- 4) provide an opportunity for parents and children to participate in a common leisure interest;
- 5) provide all children, regardless of skill level, the right to participate as a child with competent, caring adult leadership and guidance;
- 6) treat all children with dignity;
- 7) provide adults with an opportunity to teach children the importance of sportsmanship, mature behavior, and the fun of participation in sports.

Program Explanation/Sponsors Responsibilities:

As a program participant it is important that you understand the responsibilities of each of the program sponsors.

Parks and Recreation provides assistance with registration materials; prepares all league schedules; offers coaches training; conducts pre-season coaches orientation and administers all games; provides games site for outdoor sports, game equipment, personnel and officials necessary to provide a positive, enjoyable learning experience for all involved.

The schools organize the registration procedure, set cut-off registration dates to give school coordinators time to secure the necessary volunteer staff needed for the program; prepare and mail rosters; communicate directly with players and parents; enforce school eligibility rules; recruit and instruct volunteer coaches; distribute and review program sports packets, provide practice facilities and equipment for all of their teams; provide game uniforms, monitor the behavior of and instruct youth sports teachers and players as appropriate to insure that the program is meeting its objectives; provide game facilities for indoor sports, and provide supervision of all game sites.

The Role of Volunteer Coaches:

You have generously volunteered to assist with a youth sports program offered and conducted by Parks and Recreation and the Jefferson City School District. We truly appreciate your willingness to help.

As a volunteer coach it is imperative that you understand our expectations for this position. These programs are designed to provide all participants with an opportunity for fun and success; an occasion for youngsters to improve their physical fitness, their social talents, and their attitudes towards exercise and sports while developing skills. These programs, as all programs offered by the schools, must be a positive learning experience for all children who wish to participate.

You, therefore, assuming that your application is accepted, will be a teacher! As with all teachers, the expectations are demanding. If you are good at instructing sports skills and the children perceive you to be a fair person, they will respect you. You have a wonderful opportunity to enrich their lives by setting an example of sportsmanship and personal integrity.

Your job is to instruct, guide, direct, and assist youngsters in developing skills and enjoying the sport; to help the youngsters grow, mature, and develop a healthy attitude toward recreation and sports; and to foster an atmosphere of mutual respect with the dignity and self-esteem of the children as the highest priority.

It is expected that you will provide safe, well-organized practice sessions; communicate constructively with the youngsters and their parents; effectively teach the fundamental skills of your sport; know and abide by all league rules; respect game officials and provide a positive example of sportsmanship for your team; properly care for all equipment and return it in good condition immediately after the season, and remain drug, alcohol and tobacco free at any and all activities involving your team and assure that your assistants do the same.

Teaching is a hard job! The children are watching all the time. We cannot let them down.

Have you ever been convicted of a crime other than a minor traffic violation? Yes No

If yes, please explain (use an additional sheet if necessary)

Agreement:

As a prospective volunteer coach responsible for teaching youth sports and all it involves, I understand my role as described herein, the nature of the program and its objectives. I pledge to fully comply with the expectations of the Department of Parks and Recreation and the Jefferson City School District and agree to willingly relinquish this position if Program Supervisors, Extramural Coordinators, or Physical Education teachers feel that my performance does not meet these requirements.

Volunteer Coach Applicant

Date

Application Accepted by:

School Program Coordinator

Date

"PLEASE RETURN TO YOUR SCHOOL PROGRAM COORDINATOR"

BILLING NOTICE FOR N.Y.S.C.A. COACHES CLINIC

Managers/Coaches,

Please complete this form and forward to your school or organization responsible for paying your certification fee.

**ALL FEES ARE DUE THE DAY OF THE CLINIC
(\$20 per Coach)**

Date: _____

From: _____
(School, Organization, or Personal Interest)

Payment for N.Y.S.C.A. Coaches Certification Clinic For: _____
(Coach's Name)

Certified in: _____ **On:** _____
(Sport) (Date)

Please Make All Checks Payable To: Parks and Recreation

**Return To: Jefferson City Parks and Recreation
N.Y.S.C.A. Coaches Clinic
427 Monroe Street
Jefferson City, MO 65101**

Certifications will not be processed until the appropriate fee(s) has been paid.

THANK YOU!

5TH GRADE FLAG FOOTBALL PROGRAM

EQUIPMENT FOR FOOTBALL:

Helmets:

Helmets will not be worn by any players.

Ball:

The Parks and Recreation Department will provide game balls only. The ball used will be an intermediate size football (please see program supervisor for equipment). Contact your school's official for information regarding a practice site and equipment for practice purposes (Parks and Recreation does not provide practice fields).

Shoes:

Rubber soled shoes should be worn. All purpose shoes such as turf or soccer shoes are permissible if cleats are rounded. **Metal cleats, hard plastic or polyurethane spikes of any kind will not be allowed.** Any hard surface padding such as shoulder pads or padding that covers any part of the hand or arm may not be used.

Equipment Check:

Before the start of each game, the officials will ask the coaches to line the players along the sideline to inspect all shoes, flag belts and mouthpieces. Players without the approved equipment will not be permitted to participate.

Shirts:

Please see your school coordinator for uniform shirts, all shirts must have at least a four inch number on the back. **PLEASE REMEMBER:** all shirts must be tucked in at all times. In the event of cooler weather, all jackets, sweat shirts or coats must be worn underneath the uniform jersey.

Flags:

Flags and belts will be supplied by the schools. The specs for flags used in this program will be as follows:

- * 1" by 45" will be the length of the belt.
- * There must be two 18" x 2" pull away flags attached to the belts with velcro.
- * NO team's uniform shirts or pants will be allowed to match the color of their team's flag belts.
- * each team must write their school's initials on both the belts and the flags to prevent any confusion in terms of ownership.
- * Players found in non-compliance will not be allowed to participate!

Football belts must supply a definite and equal resistance where flags are attached, thereby requiring the same amount of "pull" in order to "de-flag" any players.

SCHEDULING

1. Each team will be scheduled for 6 games.
2. Game times will be 6:00, 7:00 p.m. and 8:00 p.m. (Depending on the number of team registered the time slots may change).
3. Canceled games may not be rescheduled.
4. For information on game cancellations during inclement weather call the Activities Hotline, 634-6485 after 4 p.m. or on the Internet at www.jeffcitymo.org/parks.

5TH GRADE FLAG FOOTBALL RULES

Program Objectives:

Remember, this program is designed to develop skills and be fun for all the young participants involved. Although, football is a sport in which contact is sometimes necessary, we would strongly encourage the coaches to keep in mind that when teaching or demonstrating blocking and defensive techniques, safety and fair play should always be emphasized.

Players should be taught to avoid contact to the neck or above and below the waist, players should be taught that contact with the intent to harm is a serious violation of the programs objectives. Coaches should help police these matters in games as well as practice. Players should not be allowed to believe that contact with the intent to injure an opponent is in any way acceptable.

Malicious contact will be called a personal foul. The second malicious contact penalty on any team in one game will result in the offending player(s) being ejected from the game. A third such occurrence will result in the coach being ejected and the game being terminated. Any player or coach ejected from a game for malicious contact will be suspended from attending that team's next regularly scheduled game. Their attendance during the suspension will be cause for forfeiture of that game. TWO ejections in one season will be cause for dismissal from the program.

Participant Bleeding/Blood on a Uniform:

In youth football a player or coach who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment, including bandaging as necessary to prevent recurrence, has been administered. If medical care is needed, the player must leave the game until the problem situation has been resolved! A 70% isopropyl alcohol solution must be used to disinfect the skin and uniforms. All infected areas must be thoroughly cleaned before this individual is allowed to continue participating in a game or practice. This may require that the player remove affected clothing and replace it in order to be able to continue participating in the event!

Drugs, Alcohol and Tobacco

We believe that youth sports should be drug, alcohol and tobacco free. Therefore the Department requests that coaches, fans, family and friends refrain from these activities to help set an example for the children.

Smoking and chewing tobacco is absolutely prohibited on or around the fields. Alcoholic beverages and/or drugs are not permitted in the complex during youth activities. Coaches and fans under the influence or in possession thereof will be asked to leave the premises immediately by the program supervisor(s). Failure to do so, even if the offender is a fan, will result in termination of the game and the Police Department will be called.

Coaches and Officials:

Flag football is a game of agility and skill both offensively and defensively. It is not a game in which rough tactics are to be used. Plays and tactics should be designed to employ speed and deception rather than violent conduct. The Flag Football Program is intended to introduce the basic fundamentals of the sport in a relaxed atmosphere. Consequently, no team records or league standings are kept. Let's keep the fun in fundamentals!

Rules:

Official rules of play shall be the 2009 National Federation Rules with the particular exceptions as listed.

Players:

Each team will field eleven players, placed in regular football positions. No game will be played with less than nine eligible players at the scheduled game time or the game will be forfeited. **All players must have equal playing time** (unless disciplinary action is needed - parents need to be informed).

Clock:

Games will be played with two, twenty-minute halves with a five-minute halftime. The clock will run continuously, but will stop for injury or time outs. Teams will change goals at the half. Each team will be allowed only 35 seconds to run each offensive play in order to speed up play. An official will carry a stop watch to enforce this rule. The 35 second clock will start at the placement of the ball (high school rule specify 25 seconds, so 35 should be plenty of time). Please practice this time limit with your team.

Time Outs:

Each team is permitted two, one-minute time outs per game.

Mouth Pieces:

Players will be told by officials to put their mouthpieces in before the play starts instead of being penalized. However, any player that is observed removing his/her month piece while a play is in progress will be **penalized** 10 yards.

Downed Ball:

In order to down a ball carrier either flag must be withdrawn from the belt by the "tackler". The "tackler" must stop at the point of tackle and extend his arm with the withdrawn flag upward. The ball carrier is declared down at this point. Play is also stopped if a flag falls from the ball carrier's belt, thus the ball is downed where the flag was removed. It is illegal for the ball carrier to deliberately touch his own flags or to defend them in any manner. **Penalty:** 10 yards from the point of the foul and the loss of a down.

Dead Ball Penalties:

Officials will stop the play on all off-sides, illegal motions or encroachment infractions. Remember, when any player enters the neutral zone prior to the snap it is a violation. Any offensive player, tackle to tackle, who moves is penalized for false start. Any receiver or running back upon movement can reset him/herself for one full second before the ball is snapped, without being called for an illegal motion penalty (unless this movement draws the defense off-sides or the player crosses into the neutral zone, then an illegal motion penalty is in effect).

Dead Ball:

The ball is ruled dead when a fumble or misdirected snap strikes the ground. A fumbled ball remains in possession of the offensive team unless the fumble occurs on the fourth down or the fumble is caught by an opposing player before striking the ground. If the fumble (which strike the ground) was forward, placement of the ball will be where the last point of possession had taken place. The offense will not be able to gain yardage by way of a forward fumble but may lose yardage on a backward fumble. In fumbled balls that occur backward (i.e. quick pitch from the quarterback to a running back or fumbled punt snap) the ball will be spotted where it first strikes the ground.

Loss of Flags:

If a player's flag is inadvertently lost, the player shall be ineligible to handle the ball. When a player without his/her flag(s) receives the ball it shall be ruled dead at that point and the placement will be at the point of receiving or catching of the football. It shall be illegal for a player to deliberately withdraw an opponent's flag unless that player is in possession of the ball. The official shall consider this action as unsportsmanlike conduct.

Charging:

The ball carrier may not drop his head or run through a defensive player, but he must attempt to evade the defensive player. Spinning is allowed, but if spinning causes a collision the runner may be assessed a penalty (official's judgment call). **Penalty:** 10 yards and the loss of a down;

Tackling:

Tackling is not permitted. The ball is declared dead when the defensive player pulls one of the runner's flags. The defensive player must not hold, push, trip (attempting to tackle from a kneeling position) or run through the ball carrier but must "play the flag rather than the man". Any action against the runner, other than merely pulling his flag, is unnecessary roughness. **Penalty:** 10 yards from the point of the foul and an automatic first down. If flagrant the offender may be banished from the game at the discretion of the officials.

Hacking:

It shall be a foul for the ball carrier to hack (block the defensive player from retrieving his/her flag by means of hand guarding), push, or straight-arm another player. **Penalty:** 10 yards from the point of the foul and the loss of a down.

Blocking:

In open field or line blocking, no part of the blocker's body except his feet shall be in contact with the ground throughout the block (only two point stance allowed). The blocking shall be a type of body screening with the blocker in an upright position (blocking should be used to wall off the opponent rather than knocking down the opponent).

Offensive players may use closed/cupped hand, or wing blocking technique:

1. The elbows may be inside or outside the shoulders.
2. The hands must be closed or cupped with the palms not facing the opponent.
3. The forearms are extended no more than 45 degrees from the body (4 to 5 inches from the chest).

Defensive players may use hands in blocking:

1. Hand must be in advance of the elbows.
2. The extended arms or hands must stay immediately in front of the torso. Use of extended arms or hands to block to the left or the right of the torso will be penalized.

Unnecessary roughness may be declared if the blocker uses any part of the body below the waist, elbows, forearms, shoulders, or head (helmet) in blocking or makes contact with the intent to physically harm a player.

Penalty: 10 yards and possible ejection (officials judgement call).

If a block is attempted and the opposing player is hit in the face or below the belt, the official will penalize the player by having them retire from the game for the length of time that it takes for the coach to talk to them about what they did wrong and how to block properly. If a player is sent out three or more times, they will not be allowed to play the remainder of the game.

Passing:

A forward pass may be thrown from any point behind the line of scrimmage. The passer is declared down if his flags are withdrawn by a defensive player or drop out without being pulled before the ball has left his hand in throwing a pass. A pass thrown from beyond the line of scrimmage will be penalized. **Penalty:** five yards and loss of down.

Conduct:

Unsportsmanlike conduct, coaches yelling at officials or walking on to the field of play to discuss an officials call/judgment on any play, players or coaches swearing, obscene language or actions, etc., either on or off the playing field shall not be tolerated. Players should be taught to encourage teammates rather than criticizing opponents or officials. Coaches are ultimately responsible for the conduct of players/assistant coaches/fans. **Penalty:** 10 yards per occurrence and possible ejection or suspension (depending on the severity of the situation) of the offender or offenders from one or more games.

Miscellaneous Penalties:

Illegal use of flags - 10 yards; Defensive illegal use of the hands to the head - 10 yards; Encroachment - 5 yards; Pushing the ball carrier out-of-bounds - 10 yards; Ineligible man down field - 5 yards and loss of down; Illegal procedure - 5 yards; Illegal motion - 5 yards.

Kickoffs/Punting:

No punting or kicking - The offensive team takes possession of the ball at its 5-yard line. If the offense fails to score, the ball changes possession and the new offensive team takes over on its 5-yard line.

Safeties:

No player may return or advance the football if received in the end zone, the play will be whistled dead (i.e. Interceptions in the end zone): Passes intercepted by the defense in the end zone may not be returned. The play will be whistled dead and spotted on the intercepting team's 15 yard line. Do not confuse this rule with an offensive team that is starting a play from the line of scrimmage and steps in the end zone to handoff, pass or attempts a quick pitch. These plays will be allowed to proceed.

Intentional Delaying of a Game:

If in the opinion of the officials, a defensive coach for the second time, instructs his/her players to purposely commit a penalty to delay the game that team will be **penalized** for the 5 or 10 yard rule infraction plus a 10 yard **penalty** for unsportsmanlike conduct. On the third intentional delay of game penalty by the defense the game will be terminated/forfeited (this judgement call by the officials).

**JEFFERSON CITY PARKS AND RECREATION & JEFFERSON CITY SCHOOL DISTRICT
FLAG FOOTBALL ROSTER 2009**

"Please Print and Complete All Information"

SCHOOL _____ GRADE _____

TEAM NAME _____ SHIRT COLOR _____

HEAD COACH _____

ADDRESS _____
street, city, zip code

HOME PHONE _____ WORK PHONE _____

PLAYERS:

- | | | |
|----------|-----------|-----------|
| 1. _____ | 10. _____ | 18. _____ |
| 2. _____ | 11. _____ | 19. _____ |
| 3. _____ | 12. _____ | 20. _____ |
| 4. _____ | 13. _____ | 21. _____ |
| 5. _____ | 14. _____ | 22. _____ |
| 6. _____ | 15. _____ | 23. _____ |
| 7. _____ | 16. _____ | 24. _____ |
| 8. _____ | 17. _____ | 25. _____ |
| 9. _____ | | |

Coaches are strongly encouraged to not allow the participation of any players in a practice or game until the parental permission/Indemnification sheet is in their possession.

Completed rosters are due at the Parks and Recreation Department no later than **5 p.m., Friday, August 28, 2009**. Schedules will be mailed out a few days later. If the roster is not in by the deadline the team will not be included on the schedule. Please make additional copies of this roster if needed. Please list only one team per roster. No more than 25 players per roster.

Thank you.

(INFORMATION CALLED IN WILL NOT BE ACCEPTED)