



Fraser Valley Touch Football League

By-Laws **2019**

1. Registration Fees

- a) \$650 per Season, plus \$8 Insurance per player (Insurance Spring Season Only).
- b) Payment Due by Registration Day unless other arrangements have been made. Only cash 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 the date of registration. **Unless prior arrangements are made, any late registrations will be subject to a \$50 fine.**
- c) Provide League with a copy of team roster at registration, changes can be made until Kickoff of on the First Sunday of April (Spring Season) & The Second Sunday of September (Fall Season) at which point rosters **MUST** be updated both on www.fvtfl.com & stat sheets.
- d) Players on Roster, but not present at games, must be on remaining Stat Sheets, crossed out to represent not present.
- 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) Provide League with Stat Sheet at end of each game.
- g) Assist Referees with Field Setup/Takedown.
- h) 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.
- 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 with payment upon registration. Changes in the Roster are permitted until Kickoff on the First Sunday of April (Spring Season) & The Second Sunday of September (Fall Season). Players cannot change teams after playing on another team for a game already.
 - 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 3 regular season games to be eligible to play in the playoffs.
- c) Only players in good standing (FVTFL reserves the right to honour 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.
- b) Playing with a suspended player or an ineligible player will result in a Game Default with a Performance Penalty of **\$100** & 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, and \$75 will be kept by the league to pay for referees.**
- e) If advance notice is provided on or before the Wednesday before Game day, game will not be considered a forfeit (still 30-0 loss, **but only the \$75 fine to the affected team**).
- f) In order to start a game there must a minimum of 3 referees.

6. Disciplinary Action

- a) All Ejections from Games to 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. This includes

- the following game as well, unless appealed to the Discipline Committee in writing within 48 hours of game time (including Playoff Games). **If this 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 descretion 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 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) Fighting will result in a two calendar year suspension with involved players to go before the executive committee after suspension is complete for a chance to be reinstated to the FVTFLL.
 - v) 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 (only \$75 if league is advised by the previous Wednesday.**
 - ii) Playing with Suspended Player: **\$100**
 - iii) Fail to Ref four Games per Team (Subject to Demand): **\$100** per game.
 - iv) Fail to attend Mandatory AGM: **\$50**
 - v) Fail to Provide Stat Sheet: **\$25**
 - f) Performance Penalties up to and including **\$100** must be paid before the following Season. Performance Penalties beyond **\$100** 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, 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 Head to Head, 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).
- 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 allocator.
- 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) Amendments can only be made to these By-Laws at Annual General Meetings, held in January of each Year.

- d) Representative from each of the teams attend for Annual Voting of; President (2 year position), Vice-President (2 year position), Secretary, Treasurer, Allocator, Registrar, Statistician, 4 Division Representatives, Referee in Chief, & 3 Members at Large. (14 Members of the Executive).

11. Playoffs/Tournaments

- a) Top 8 teams will make Playoffs in each Division, Single knock out format, See **Appendix A** for format.
- b) Playoffs – Teams will be reseeded after each round.
- c) The following Teams will be sponsored by the FVTFL for Men’s Provincials or West Coast Touch Football Championships in the following order; Top 3 Teams in Division 1, Top Team in Division 2, then Division 1 Teams (In Order), then Division 2 Teams (In Order). The FVTFL will sponsor the first 4 teams (up to \$350 each), that are eligible to attend, as long as they have 75% FVTFL roster compliance with eligible FVTFL players (played at least 3 games in the Spring Season).

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 the final weekend of March, with Bye Weeks of Easter Weekend, and Victoria Day Weekend. (At the discretion of the Executive)
- b) The Fall Season will usually commence the final weekend of August, with Bye Weeks of Labour Day Weekend and Thanksgiving weekend. (At the discretion of the Executive)
- c) These will be mainly Saturday games and Sunday games at 9am, 11am, 1pm and 3pm.
- d) Most recent version of the schedule sent to team captains in Excel will take precedence over the website should there be any discrepancies.

Appendix A – Playoff Schedule

8 Team Division

1st Seed – 11:00am

2nd Seed – 1:00pm

3rd Seed – 9:00am

4th Seed – 3:00pm

7 Team Division

1st Seed – Bye

2nd Seed – 11:00am

3rd Seed – 1:00pm

4th Seed – 9:00am

6 Team Division

Executive Decision

1st & 2nd Seed - Bye

3rd Seed – 11:00am

4th Seed – 9:00am

#FVTFL

www.fvtfll.com