

M.C. PARKS & RECREATION



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SUPERINTENDENT

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2017 Flag Football Entry Packet

The Michigan City Parks & Recreation Department strives to create and provide the community with recreational opportunities and competition in a family oriented atmosphere. The enthusiasm, spirit and attitude of our participants are paramount to the program's success.

I. MICHIGAN CITY PARKS & RECREATION ADULT FLAG FOOTBALL

2017 Flag Football League Fees are for an 8 game season through the months of June & July. The M.C. Parks & Recreation Department reserves the right to alter the format for scheduling considerations, and/or due to severe battles with inclement weather, or for any other reason. Games may be added or deleted depending on needs and circumstances.

Coed Flag Football League - \$450/Team

Money and rosters must be turned in together. **NO FEE EXTENSIONS ARE PERMITTED, SO PLEASE DO NOT ASK.** All rosters must include **complete** addresses and signatures of each team member, and all participants must be 18 years of age. The league will be filled on a first come first serve basis. **The DEADLINE** to turn in money and rosters to the **Park Office in City Hall** is **4:00 p.m. on Friday, May 19, 2017.**

The Park Department will assess an add-on-fee of \$10.00 for each individual added to a team roster after the entry deadline. NO Player may be added after date determined by Superintendent and/or League Director. Rosters may not exceed ten (10) players. Rosters will be checked during the season to confirm validity. **ALL PLAYERS MUST SIGN ROSTER!**

- A. *League winners* are entitled to sponsor and individual awards.
League second place finishers are entitled to a sponsor award.
- B. Tie breakers for final standings will be decided as follows:
- 1.) For First Place:
 - a. Record against each other
 - b. Play-off game(s)
 - 2.) For all other places:
 - a. Record against each other
 - b. Total points scored against each other
 - c. Total points scored in last five games (If needed, the previous games will be used, and so on)

C. TENTATIVE LEAGUE PLAY FORMAT:

FRIDAY NIGHTS AT PATRIOT PARK – 6 PM

II. GENERAL PROGRAM RULES & GUIDELINES

League play will be governed by policy set forth by the *Michigan City Parks and Recreation Department* as follows:

- A. **ALL TEAMS MUST HAVE A DESIGNATED MANAGER AND CO-MANAGER.** Said manager will have certain responsibilities for his or her team as manager, which will be specifically outlined in the rules issued at the manager meeting. **Be sure to list a manager and a co-manager on the roster.** Please include complete mailing address (**INCLUDE ZIP**), and **home and work phone numbers** if possible. (We may need to contact someone from the team about pertinent league information throughout the course of the season.)
- B. TEAM MANAGERS WILL BE HELD ACCOUNTABLE FOR THE TEAM ROSTER AND INDIVIDUALS ON THEIR TEAM. IT IS THE MANAGER'S RESPONSIBILITY TO INFORM THE INDIVIDUALS ON THEIR TEAM OF ALL RULES AND LEAGUE INFORMATION.
- TEAM MANAGERS ARE RESPONSIBLE FOR KNOWING ALL RULES, WHICH WILL BE PROVIDED TO THEM AT A MANDATORY MANAGER MEETING PRIOR TO THE START OF THE SEASON.
- C. **INCLEMENT WEATHER SITUATIONS: ALL TEAM CAPTAINS WILL BE CONTACTED BY STAFF. THIS WILL ALSO BE POSTED ON THE LEAGUE FACEBOOK PAGE. IT THEN BECOMES THE RESPONSIBILITY OF THE TEAM CAPTAINS TO CONTACT THEIR PLAYERS.**
- D. The Michigan City Parks and Recreation Department will not tolerate acts of vocal harassment or physical violence. Any person or team that does not conduct itself in a civil manner toward program officials, umpires and fellow participants will be suspended from Parks and Recreation activities for at least one (1) calendar year. The team manager, in part, will be held accountable for individual behavior by his or her team members.
- E. Teams that cannot control their individual players, coaches and SPECTATORS, or that are collectively unruly and disorderly, will be excluded from future Parks and Recreation activities. Sponsors may be notified as well.
- F. Any person's behavior and/or conduct, which are, designated contrary to Park Department policy and expectations will be subject to expulsion from all Parks and Recreation Department activities.
- G. A COMPLETE SET OF RULES FOR ADULT FLAG FOOTBALL WILL BE DISTRIBUTED TO EACH TEAM MANAGER ACCEPTED INTO THE LEAGUE.
- H. THE PARK DEPARTMENT RESERVES THE RIGHT TO ALTER LEAGUE AND/OR TOURNAMENT FORMATS FOR ANY REASON WHEN DEEMED NECESSARY.



III. RULES FOR Flag Football

1. Field Dimensions: The league will utilize a 60-yard playing field with two 10 yard end zones. Field width varies by location.
 2. Minimum number of players to start: Matches may officially be played with a minimum of 5 players, and a max of 7 on the field.
 3. Kickoffs: There are no kick-offs. The ball is automatically placed at the first cone to start a half or following a score.
 4. Punting: Always done behind the line of scrimmage. On fourth down, offensive team MUST declare whether their intent is to "punt or play" - NO FAKES! A quick punt is allowed on third downs. Punts out of bounds will be spotted where the ball went out of bounds. No downfield blocking is allowed-players are to travel in a straight line & stop in position. No Wedge blocking or shifting down the field. Stop, put your arms in and elbow out and set something like a screen in "Basketball". Punting team will line up parallel with punter and may release on the snap of the ball. Punter MUST kick the ball IMMEDIATELY.
 5. Downed Contact: Flag must be grabbed cleanly for downed contact. No flag guarding (i.e. stiff-arming or diving) will be allowed and will result in a 10-yard penalty from the spot of the foul. If flag falls off during play, offensive player is down upon spot of flag--it is up to you to make sure your equipment is on right! If flag falls off before play starts, that player becomes an ineligible receiver and must put on flag to participate in play. Referee will not stop time for player's flag problems.
 6. Snapping the ball: All plays MUST commence with the ball being snapped between the center's legs. Side-arm snaps accepted. NO center hand-offs. 5 yard penalty for infraction.
 7. Rushing the QB: When, Where, How? Players may rush when Rush Count (1 MISSISSIPPI, 2 MISSISSIPPI, 3 MISSISSIPPI, RUSH!) is completed by referee. Any play with offensive players lined up in the backfield, players in motion or miscues from the Center / QB with a bad snap (Bounced / out of reach / Dropped) results in an immediate rush. Ref will inform the offense that there can be an immediate rush. Defensive players that rush may not use their hands to throw a player to the ground. Defensive team may rush as many players as they like, after rush count is completed. QB can move around in the pocket without an immediate rush until Rush Count is completed. If QB moves around in pocket immediately, rush is at discretion of officials.
 8. Eligible Receivers: All players are eligible to receive a pass. The center is eligible only if they immediately move past the line of scrimmage upon snapping the ball. Any blockers who stay to defend and do not cross the line of scrimmage, are NOT eligible for receiving passes at any time during that play.
 9. First Downs: Fields will be set-up w/ (2) cones, 20-yards apart between each Goal-Line cone for the 60 yard field. 1st Downs will be rewarded for each cone that is crossed.
 10. Blocking: Teams may have as many blockers on the line of scrimmage as they wish. Coed: blockers MUST have hands behind back to block because of the co-ed teams. Holding is not allowed. Offensive holding: 10-yard penalty from the line of scrimmage. Defensive holding: automatic 1st down with the ball staying where it is. Penalty can be denied. Illegal downfield blocking will be considered the same as holding with the above penalty. Obviously, football is a physical sport and while your SMFFL referee will make every effort to call blocking, some calls will be missed. If there is someone who is a consistent blocking offender, please notify the referee for special attention to that player's play.
 11. Pass Completion: A completed pass will be counted with one foot inbounds with full possession of the ball.
 12. Run Plays: Allowed-all players eligible. Automatic rush is allowed by defense.
 13. Time Outs: Each team is allowed two time outs per half, which will stop the clock. (You can't carry them over from the 1st to 2nd half.) In playoffs, there is 1 time-out per team for overtime.
 14. Running Clock: Game clock will run two 20 minute halves. There is a 3 minute half time. Upon the two minute warning – clock stops and game clock will then stop only in the last two minutes of the game under the following circumstances: 1. First Down - (Clock starts after spot of the ball) 2. Running out of bounds - (Clock starts after spot of the ball) 3. Touchdown-(clock does not run during the extra point or change of possession) 4. Official or team time out.
- NOTES:** Clock DOES NOT stop if there is a 16 point differential. Clock also DOES NOT stop on incomplete passes UNLESS it is the referee's opinion that an uncatchable deep pass was thrown to run out the clock. If that call is made, the clock stops and there is a 10 yard penalty. Your SMFFL referee will keep official time. Time will be announced throughout the game and at your request during a stoppage of play. On an offensive penalty in the last two minutes of each half, the clock will be stopped to set the ball and then will be re-started. On a defensive penalty within two minutes of each half, the clock will be stopped and will not re-start until the ball is snapped.

15. Gender Ratio: MC PARKS FLAG FOOTBALL LEAGUE is a coed 7v7 football league and it is encouraged to have set up for 5 men and 2 women on the field for each team. If male players are missing, a team may opt to field more than 2 women. If female players are missing during the regular season, it is up to the discretion of the opposing team whether more than five men will be allowed. If asked for a MC PARKS FLAG FOOTBALL LEAGUE ruling, the answer will be NO. Once agreed upon, the decision is binding for the remainder of the game.

Universal Rules of the game:

1. Player Eligibility: All players MUST sign the League's Liability Waiver to play in the MC PARKS FLAG FOOTBALL LEAGUE. Failure or refusal to sign the liability waiver form shall result in the player not being allowed to participate in league. Any player found to be playing without signing the liability waiver shall be immediately suspended from that match and may only return to play upon signing the liability waiver following that match. There are NO exceptions for failure to agree to waive liability. Player must also be sure to sign the appropriate team's waiver or could be ruled ineligible. Waiver forms are available at the field or information table. Note: Your team's waiver of liability form is the actual team roster. Submitted registration rosters are not considered official until each player has signed the waiver of liability and participated in league play. All players must be 18 years of age or older - picture ID's must be produced upon request of referee or league official. Failure to produce accurate picture ID upon request shall result in removal of player from match play until such time as proof of age/identity can be verified. To be eligible for playoffs, all players must have participated in a minimum of two week's matches.

2. Starting the Game: Games are to be started no later than 10 minutes into the hour. A practice ball may be available for warm-up, so arrive early and get warmed up. Game warm-up is at the discretion of both teams as long as the game begins within the 10-minute limit. A one-touchdown penalty will be assessed by MC PARKS FLAG FOOTBALL LEAGUE for each +5 minutes. Initial receiving team is determined by a coin flip with winning-team determining preference of ball or side. Sides will alternate at halftime. Time will be started at five minutes after official game time and will run regardless of whether game started on time. It is the referee's job to get a game going on time.

3. Play Clock: Offensive team has 30 seconds to snap the ball once the line of scrimmage has been marked and/or when ball is back in huddle (whichever is first). This time will be kept by the referee and will only be announced if time has elapsed. A penalty of five yards will be assessed for not getting plays off in time. Play is called dead for Delay of Game. If Defense is off sides, the play continues. The offense can then determine to accept or decline the penalty. Following a touchdown, the scoring team has one minute to line up for the kickoff. A 5-yard penalty will result and the clock will be stopped for delay of game.

4. Scoring: A touchdown (TD) will count as six (6) points teams can take the free 1 point or go for 2, the ball will be placed on the 5 yard line. A safety will count as two (2) points. Intercepted or recovered fumbles of extra point attempts returned for score will count as two (2) points for the defense.

5. Field Boundaries: Lines or cone markers indicate out of bounds. Referee will make judgment calls for the spot of the ball. Remember a line is the distance BETWEEN two points.

Substitution Policy During the regular season, teams may bring as many subs as they need each week. All subs MUST fill out the team waiver prior to playing. Any sub playing more than one match MUST be added to the team roster. Failure to register a new sub will result in that player not being allowed to play.

NO OUTSIDE SUBSTITUTES ARE ALLOWED IN THE PLAYOFFS. You must play with your registered players in the playoffs. Registered players will be defined as those on the waiver by the fourth week and listed on the online roster. Players who have attended at least two (2) regular season games will be considered regular roster/registered players and the team must be in compliance for online roster and waiver information. There is only one exception: If you know that you will be unable to complete the season, notify Sports Monster at least one week prior to the playoffs. **NO LEAGUE SUBSTITUTIONS ARE ALLOWED IN SEMI-FINAL OR FINAL MATCH-- YOU MUST PLAY WITH YOUR REGISTERED PLAYERS.**

6. Good Sportsmanship: Please observe the rules of good sportsmanship during your time with us. MC PARKS FLAG FOOTBALL LEAGUE understands that competition can generate strong emotions, however your emotions/actions must not affect the enjoyment/comfort/safety of any of our other participants. Foul language is not acceptable whether you are playing in Park District, private venues or various school facilities. It is imperative that your language be a reflection of civility and good sportsmanship. Taunting opponents is not acceptable. Tantrums (throwing objects, yelling) are not acceptable.

Opposing team may call time out and approach the MC PARKS FLAG FOOTBALL LEAGUE ref for consideration if they feel that bad sportsmanship is being displayed by one or more of the opposing team. At the discretion of

the MC PARKS FLAG FOOTBALL LEAGUE ref, any displays of bad sportsmanship will result in the following penalties:

By Team: 1st = warning, 2nd = 10 yd. penalty, 3rd = TD penalty, 4th = game forfeit. By Individual: 1st = warning, 2nd = banished to sidelines for the remainder of the half or game if in 2nd half-plus 10 yard penalty. 3rd = Definite 2 week suspension and possible league expulsion pending League review.

Any physical altercation (hard fouls, rabble rousing, etc) will result in an automatic game ejection and a two game suspension. Sports Monster has a zero tolerance policy for fighting. The League will expel players involved in a fight and no refunds will be provided. Teams are responsible for their players' actions and failure for any player to follow the referee's immediate ruling may result in team penalties.

Any physical contact with referee will result in immediate league expulsion and offending player may be subject to legal action.

7. Pass Interference: Contact with the receiving teams player prior to the ball's arrival will result in an automatic penalty with the ball marked at the point of infraction unless the pass is less than the penalty: meaning--if a pass exceeds ten yards and there is pass interference, the penalty is marked at the spot of foul with automatic first down--if pass interference is called less than ten yards from line of scrimmage, the penalty is marked 10 yards from line of scrimmage with automatic first down. Pass interference in the end zone will result in a new first down on the one-yard line. Offensive pass interference will result in a 10-yard penalty from the line of scrimmage.

8. Fumbles: All fumbles are dead balls. No Stripping (Attempting to strip the ball will be penalized (5) yards)--If there is a defensive team player contacting the offensive player and a fumble results, the ball will be considered downed by contact and the fumble may not be advanced and the offensive team will retain possession.

9. Referees: Referees are paid directly from the league as part of your league fee. Any referee asking for payment should be reported to your local office immediately.

Players should expect MC PARKS FLAG FOOTBALL LEAGUE referees to be in appropriate attire, clearly announce down, score, whistle penalties and provide rush count (when applicable). MC PARKS FLAG FOOTBALL LEAGUE referees are also expected to be actively moving on the field to keep the game going quickly. MC PARKS FLAG FOOTBALL LEAGUE referees are there to make the game run as smoothly and error-free as possible. Obviously, no one is perfect and there may be occasion to question an individual call if the referee has not already offered an explanation. The only person allowed to openly question a referee's call is that team's captain. The key word here is "question." Question does not mean challenge, criticize or demean in any way the referee's call. All questions shall be civil (be aware of your tone of voice) and solely for an explanation of a call. As many games are fast paced and/or the ball is still in play when a call is made, it may not be possible for a referee to provide a complete explanation immediately and patience must be expected. Should any other person other than the captain question the referee during a game, a ruling of bad sportsmanship will be applied (see above). Whether you agree or not, the referee's judgment is the final word during the game and an appeal may be filed with the MC PARKS FLAG FOOTBALL LEAGUE office following the game. If you have an ongoing problem with an umpire/referee, please call the MC PARKS FLAG FOOTBALL LEAGUE rep immediately at the phone number listed at the end of the rulebook. Referees are not on the field to be the subject of abuse and are to be treated as you would want to be treated if you were in their position. MC PARKS FLAG FOOTBALL LEAGUE views any abusive language or physical action against a referee to be beyond the boundaries of sportsmanship and separate penalties for infractions will be enforced with the possibility of additional league sanctions to offending players or teams: a) Any foul or abusive language directed at the referee shall result in game ejection. b) Any foul or abusive language expressed within earshot of the referee regarding his/her calls will result in an automatic warning. A second offense shall result in game ejection. c) Any physical altercation with the referee shall result in league expulsion and possible legal action. Throwing equipment at or bumping into the referee is included in this rule. Pre-game, halftime and post-game are all considered to be part of your scheduled league play. So keep it zipped and you won't get zapped out of the game. In the unlikely event a referee is not in attendance for a regular season match and the field is set-up for play, it is expected that teams will play the match under courtesy self-calls and report the score and situation to the MC PARKS FLAG FOOTBALL LEAGUE office or onsite manager.

10. Playoffs: Unless otherwise noted on your schedule, all teams make the playoffs. Overall winning team will be determined by regular season record. The winning team will be that team with the highest total standing points. In the case of a tie, game scores will be compared via a positive point scored differential. If still tied at positive point scored differential, the team that scored the most points in head-to-head games will break the tie.

Playoff format will be single game elimination, unless otherwise noted. Playoff games will be bracketed by the first place team playing the last place team in the first round, etc.

As playoff matches must have a winner, some matches may run into overtime. Your referees should notify you if the previous match is running late for this reason. Any playoff matches that do go into overtime shall be played

using NCAA rules with matching possessions set from approximately the 20-yard line. Each team shall be given equal opportunities to score and this will continue until there is a winner. The team that scores more points on its possession shall be declared the winner.

11. Equipment: MC PARKS FLAG FOOTBALL LEAGUE will provide footballs, referees and equipment for game play.

It seems that most teams like playing with their own ball. If both teams want to use their own regulation weight/size ball on offense, it is their responsibility to make the change.

NOTE: No extra time will be given for switching balls.

12. Attire: Shoes, shirts & shorts (or sweats) required. Please note that shorts or pants with pockets are strongly discouraged. Buy some cheap shorts to avoid thumbs getting caught in your nether regions. Football only athletic footwear is recommended. No metal cleats are allowed. Molded and screw-in rubber cleats are fine.

We STRONGLY recommend all players wear a protective mouthpiece at all times during a game.

Same color shirts are required. This means if you are green, everyone wears green. No numbers required. Bring a white tee shirt in case your opponent is wearing a color similar to yours. HOME team always has uniform priority as they registered before the VISITING team.

Shirts MUST be tucked in for flag football. Any shirts hanging over or covering the flag belt shall be immediately called for flag guarding.

13. Prizes: MC PARKS FLAG FOOTBALL LEAGUE does not offer cash prizes at this time as customer feedback has been to keep league fees down as well as keeping stress levels to a minimum and avoid cash crazed players.

14. Alcohol: It is strictly forbidden to bring alcoholic beverages onto/into any MC PARKS FLAG FOOTBALL LEAGUE site. If spotted, you will be asked to remove your stash. Failure to do so will subject you to league sanctions and possible police involvement if you are playing in public areas. If a player, in the judgment of the MC PARKS FLAG FOOTBALL LEAGUE referee, is intoxicated they will be removed from the game and receive a warning. A second offense will result in league expulsion.

15. Challenges: MC PARKS FLAG FOOTBALL LEAGUE will not consider challenges if they are based solely on a decision involving the accuracy or judgment on the part of a referee pertaining to called plays. MC PARKS FLAG FOOTBALL LEAGUE does offer a one level challenge format available following a match regarding strong disagreement regarding a referee's ruling resulting in specific sanction(s) or player eligibility:

16. Contact the MC PARKS FLAG FOOTBALL LEAGUE director to address your challenge. Any verbal challenge must be accompanied with a written challenge outlining the team/player's position and circumstances to be formally considered. This written challenge may be sent via e-mail for expediency. If you do not receive confirmation of receipt within 24 hours, it was not received. Please allow for 2-3 business days for information from all parties to be processed and a ruling to be determined.

As it is possible that a sanction may be reduced, it is also possible that a sanction may be increased upon review of the challenged situation. Upon issuing any challenge, it is understood that the challenging party will abide by the final league ruling.

Because many rulings and sanctions are time sensitive, it is important that any challenges involving a ruling or suspension be officially recorded in writing within 48 hours of the initial on-site ruling. Failure to do so can impact the ability of a final ruling being issued before the sanction occurs. Once a time sensitive sanction has already been enforced (example: one week suspension ruling and next week's game has already occurred with player sitting out), there may be no recourse for overturning the original ruling except for general clarification.

In cases where a general ruling is challenged solely for clarification, there is no deadline for submission.

17. Other Rules: MC PARKS FLAG FOOTBALL LEAGUE utilizes most NCAA/NFL rules for penalties and yardage except as listed above. If there are questions about penalties, yardage, etc., please have your captain immediately address the referees with your concern. If you have specific rules questions, ask your referee, or call your MC PARKS FLAG FOOTBALL LEAGUE director for clarification.

18. Have Fun: This is your leisure time so please enjoy it. You're not playing for money, only the pride and prestige a Sports Monster championship brings and the adoration of thousands of residents wishing they were you, a Sports Monster.

Thank you for playing with Sports Monster. We hope that you enjoy your experience! Please feel free to email questions to istand4inc@gmail.com

We'll see you on the fields!

POINTS OF EMPHASIS

NO TOLERANCE FOR FIGHTING

- THE CITY OF MICHIGAN CITY, DEPARTMENT OF PARKS & RECREATION **WILL NOT TOLERATE FIGHTING OR PHYSICAL CONFRONTATIONS OF ANY KIND.** ANY SITUATION INVOLVING PHYSICAL CONTACT OR FIGHTING WILL BE ADDRESSED IMMEDIATELY AND ACTED UPON APPROPRIATELY BY THE GAME UMPIRES, LEAGUE DIRECTORS AND PARK SUPERVISORS. THE GAME MAY SIMPLY BE CALLED AND THE OFFENDING TEAM(S) WILL BE EJECTED FROM THE FACILITY.
- **UNSPORTSMANLIKE ACTS WILL BE DOCUMENTED BY UMPIRES, SUPERVISORS, AND/OR DIRECTORS. THE PARKS ADMINISTRATIVE STAFF WILL EVALUATE EACH SITUATION AND SANCTIONS WILL BE RENDERED IN ACCORDANCE TO PARKS STANDARDS AND POLICY. THE DEPARTMENT OF PARKS & RECREATION WILL ENFORCE AND CONCENTRATE ON THE FOLLOWING RULE:**

CONDUCT, CHARACTER, DISCIPLINE: Any contestant or coach ejected for an unsportsmanlike act **SHALL BE SUSPENDED FROM THE NEXT CONTEST (scheduled Park's softball game), in addition to any other penalties assessed.**

THE BOTTOM LINE IS TO AVOID PUTTING ONESELF IN SUCH A SITUATION AND CONTROL YOURSELF, AND THERE WILL BE NO PROBLEMS AND/OR ADDITIONAL SUSPENSIONS! IF YOU GET EJECTED, PLAN ON SITTING AN ADDITIONAL GAME.

B. Harassment, baiting and/or taunting between participants WILL NOT BE TOLERATED AT ALL!

- Contrary to what some participants think, taunting, baiting or "*trash talking*" has no place in the game of recreational softball - **THIS APPROACH DOES NOT PROVIDE A STRATEGICAL ADVANTAGE - IT ONLY STARTS TROUBLE!** This behavior will not be tolerated, and is an area we will concentrate on. If there is a problem, said player(s) or team(s) will be removed from the *Adult Softball Program* with NO REFUND OF FEES.
- No officials, directors, participants, or fans should have to listen to any verbal abuse from anyone. This includes loud outbursts of foul language regardless of any situation or self-perceived justification from ANYONE!
- Some participants enjoy bringing children and family to the Parks to watch the games. Children and family members do not need to see and hear grown adults acting in an uncontrollable manner in our adult recreational league! We want to create a family oriented atmosphere to be enjoyed by all!

VERY IMPORTANT...

- C. The manager or a team captain **ONLY** must do any questioning of calls made by the umpires. Participants are not at liberty to question and critique umpires, and are subject to ejection for doing so. Questions or concerns directed to officials should be done only by the team manager or captain, and should be done only in an adult and sportsmanlike manner.

THIS IS PARK & RECREATION FLAG FOOTBALL - NOT THE NFL!

PLEASE BE GOOD SPORTS AND ENJOY THE GAME!

- If you have questions regarding any of the above, call Jeremy at the Parks Office 873-1506.

MICHIGAN CITY DEPARTMENT OF PARKS & RECREATION
2017 ADULT FLAG FOOTBALL APPLICATION AND ROSTER

(FOR OFFICE USE ONLY)

REC#: _____ AMOUNT: _____

TEAM NAME _____ **DATE** _____

TEAM MANAGER _____ **Phone #** _____ / _____
HOME PHONE / CELL PHONE

EMAIL (IF AVAILABLE): _____

MANAGER'S ADDRESS _____
STREET, CITY, STATE, AND ZIP CODE

As the Manager of the above listed team, I have carefully read and considered the information included with this application and roster. I agree to follow all rules, and I understand that I will be held accountable for this team. I also understand that the validity of this roster and application, and the validity of the players listed, is my responsibility as Manager.

Manager Signature: _____
APPLICATION WILL NOT BE CONSIDERED WITHOUT MANAGER SIGNATURE

CO-MANAGER _____ **Phone #** _____ / _____
HOME PHONE / CELL PHONE

CO-MANAGER'S ADDRESS _____
STREET, CITY, STATE, AND ZIP CODE

COED DIVISION (\$450): FRIDAY NIGHTS AT PATRIOT PARK

CITY OF MICHIGAN CITY, DEPARTMENT OF PARKS & RECREATION-SPORTS APPLICATION AND WAIVER

I request that I be permitted to participate in a Michigan City Parks & Recreation Department sports program, league, and/or tournament. I understand my failure to follow all rules imposed by the M.C. Parks & Recreation Department, including all rules imposed by any and all governing bodies and/or sanctions, will be cause for my dismissal from the program, league, and/or tournament. I also understand that there is an element of risk with regard to personal injury involved in my participation in any sporting activity. I understand that the Parks & Recreation (The "Department") may take photographs of me and others while we are participating in the program, league, and/or tournament for which I am registering and I hereby assign to the department the right to any photographic image of me obtained during my participation in the program to be used by the department for any purpose related to it's activities.

Having read the above, and after careful consideration, I hereby voluntarily assume all risks inherent in my participation in a M. C. Parks & Recreation program, league, and/or tournament. I further agree that I will indemnify and hold harmless the City of Michigan City, its Park Board and Parks & Recreation Department, the National Softball Association, and all personnel connected therewith, from all liability from any claim that arises out of my participation in said program, league, and/or tournament.

NAME	ADDRESS STREET, CITY, STATE AND ZIP CODE	PHONE	SIGNATURE
1)			
2)			
3)			
4)			
5)			
6)			
7)			
8)			
9)			
10)			

*** NO MORE THAN TEN (10) MEMBERS PER TEAM * ALL TEAM MEMBERS MUST SIGN ROSTER/WAIVER TO BE ELIGIBLE TO PLAY.**