

Milwaukee Social Club

Touch Football League - Miscellaneous Policies & Procedures (Revised, Fall 2002)

ROSTER & PAYMENT INFO

1. All rosters and fees due must be turned in before first game. Any team with an outstanding balance must have it taken care of prior to Week One.
2. Please submit all rosters and monies to MSC Office. Do not bring to field or league. (Milwaukee Social Club: 823 E. Kilbourn Ave., Milwaukee, WI 53202)
(Fax: 414-223-4689)
3. Final roster (additions, changes, fees) are due before week three of the season. Teams with outstanding balances as of Week Three will not be allowed to play until fees are up-to-date.
4. Non-members and players on the roster whose memberships expire during the season need to take care of appropriate fees before Week One, as well.
5. Final roster must be complete with full names, addresses, and phone numbers of each player.
6. Captains should also supply own home phone, work/cell phone, and email, as they will be MSC's main contact.
7. Only players on the official roster are allowed to play in games. If you have an unofficial substitute, they must be approved by a league supervisor or opposing team captain (in the spirit of sportsmanship, don't abuse this please).
8. Upon playing the first game, you are hereby agreeing to play by MSC's rules and procedures. No refunds will be issued as of the first week of play.

INCLEMENT WEATHER & RAIN

9. Games generally play rain, sleet, snow, whatever. Only lightning or sometimes poor field conditions can result in postponement or cancellation of a game.
10. When in doubt, call MSC's hotline on the day of play. Any postponements will be added to MSC's outgoing message.
11. Most leagues will have makeup dates, which add to the end of the season, prior to playoffs. Another scenario is potential doubleheaders. MSC guarantees at least eight total games to be played.

SCHEDULE & GAMEDAY INFO

12. Team captains will be notified of first game times and final info via phone and/or email.
13. Season schedules will be available for every player on the first day of play, and posted online shortly thereafter.
14. Teams are encouraged to arrive early. All players must check in at supervisor table and sign game waivers weekly. Players not signed in will not be allowed to play.
15. No game times can be changed once the season schedule is set.
16. Please don't forget when your team will need to supply a volunteer official for another game. Penalties will be given to teams that don't comply. (See Volunteer Timetable)

LEAGUE STANDINGS/PLAYOFF INFO

17. League standings will be available at the field and online as of Week Three.
18. The regular season consists of seven weeks, with two weeks of playoffs.
ALL TEAMS PLAY ALL NINE WEEKS.
19. The top 4-6 teams (pending league size) in each league will be eligible for the championship round and prizes.
20. All remaining teams will play consolation games for fun. Interleague matchups may be scheduled.

PLAYER & TEAM CONDUCT

21. Please make sure all players are aware of game rules and procedures. Any conflicts on the field must be taken up between only the team captain and the main official.
22. Unsportsmanlike conduct, foul language, and unnecessary roughness will not be tolerated. Players/teams violating this rule can be penalized, suffer a game suspension, team forfeit, and even be expelled from the league. Any player ejected from the league is not subject to any refund.
23. Any team with forfeits or outstanding balances during the regular season also forfeit their chance at consolation games and, potentially, playoff games.

MISCELLANEOUS INFO

24. Any rule changes occurring during the season are at the discretion of the commissioner and all teams will be notified prior to games.
25. If teams are found to be "sandbagging" or playing beyond their means, the league commissioner reserves the right to switch teams and leagues prior to Week Three of the season. Existing records will transfer, as well.

FORFEIT INFO

26. If a team cannot field enough players (and is signed in and ready to begin) *at the scheduled starting time*, late penalties and possible forfeit will occur:
By game time: Opponent gains 7 points and 5 minutes is taken off game clock.
5 Minutes after game time: Game is officially forfeited and opponents win 21-0.
27. A team needs a minimum of five players (one female) to begin the game. If that team chooses to wait for more to arrive, they are subject to forfeit penalties.
28. Any teams officially forfeiting their games will be subject to a \$25 penalty.
29. Teams who notify MSC at least 3 days in advance of a planned forfeit will not be fined. However, the forfeiting team still must supply their volunteer official for the day, as scheduled.

VOLUNTEER REFEREE DUTIES & TIMETABLES

To run a more efficient game, assistance in officiating is needed from all teams playing football. A minimum of ONE player is needed from each team (TWO recommended), each week to assist in officiating duties.

In most cases, the volunteers will assist with sideline duties such as moving chains and keeping track of downs and game scoring. However, in some cases, volunteers may go onto field and serve as an "extra set of eyes".

The volunteer ref is scheduled either before or after your game being played. For some games (the odd hour), an extra person will be needed for the same game.

Please consult the following timetables which pertain to your league.

Failure to supply a volunteer referee for the time scheduled results in a \$20 penalty.

SATURDAY LEAGUES	
Play Game at:	Volunteer Needed:
11am	12 Noon
12 Noon	11 am (early)
1pm	2pm
2pm	1pm (early)
3pm	Extra person for same game

SUNDAY LEAGUES	
Play Game at:	Volunteer Needed:
12 Noon	1pm
1pm	12 Noon (early)
3:30pm	Extra person for same game
4pm	

WEDNESDAY/THURSDAY LEAGUES	
Play game at:	Volunteer Needed:
7pm	8pm
8pm	7pm (early)
9pm	Extra person for same game

Weather Hotline: 414-223-4672

Weeknight leagues, call AFTER 5:30pm

Weekend leagues, call AFTER 10:30am

The league manager/supervisor has the authority to overrule and / or override all.

Remember, the main purpose of Milwaukee Social Club leagues is to have fun. Enjoy yourself and have a good time.