

Killeen Parks and Recreation 7 on 7

Football

By-Laws

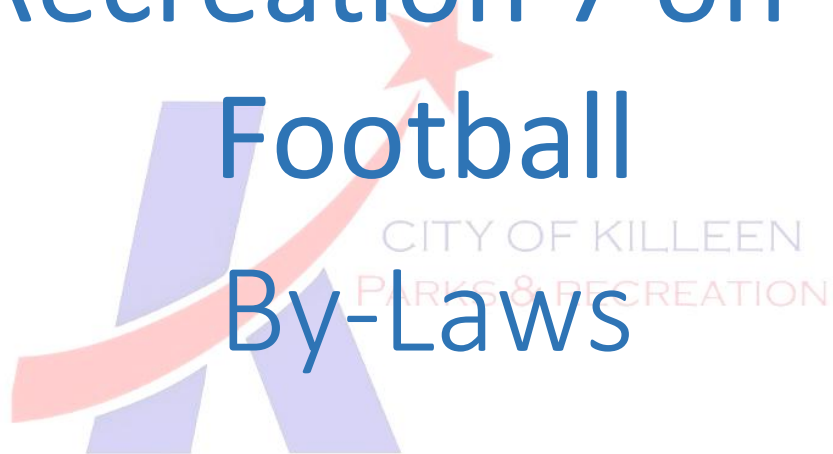


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Article I. The Killeen Parks & Recreation Philosophy

Section 1.01 KPR Mission Statement

The Killeen Parks and Recreation 7 on 7 Football League under the auspices of the Killeen Parks and Recreation Department (KPR) constitutes a youth flag football league designed to build, develop, nurture young football players abilities and love of the game.

KPR Mission Statement

The KPR structure and regulations are based on three (3) primary objectives.

(a) To provide as many Killeen youth the opportunity to participate and enjoy the youth football experience.

Youth football is quite different from the Saturday or Sunday football we see on television. In fact, for youth sports, the game of football is unique in that: (1) anyone, from the small fast runner to the bigger blocker or tackler, can be a star...there is a place for everyone; (2) the game requires individual effort from each player, yet success is achieved only when each individual learns to rely on and work with the other team members; (3) more than any other youth sport, it teaches team play, competitiveness, rule enforcement and the need for a maximum effort on the part of its participants; and (4) it is fun. The KPR is committed to maintaining a structure, through controlling costs, outside sponsorships, etc. that allows as many Killeen youth as possible to enjoy the youth football experience.

(b) To provide those youth who want to improve their football skills the opportunity to do so through solid coaching and competitive opportunities.

Competition is a big part of improving ourselves. Sometimes being competitive is required in order to attain success. We want our youth to understand that learning to compete effectively is even more important than wins or losses.

(c) To use the lessons taught in football along with the role modeling of the league, its coaches, and personnel, in order to provide Killeen youth with a strong foundation from which to grow.

The KPR is well aware of the pressures, turmoil, and choices faced by today's youth. We realize the most important facet of any youth sport program, especially football, is the positive role it can play on the development of each individual participant. Coaches, have a direct impact in helping players believe in themselves, learn how to deal with competition, how to prepare to succeed and how to handle a win or a defeat. We, as the league and as coaches, must always remember that our ultimate goal is the development of our participants as individuals...we've just selected football as a fun way to teach those lessons.

Section 1.02 Sportsmanship

The KPR regards bad sportsmanship as unnecessary and completely intolerable.

What Is Good Sportsmanship?

Good sportsmanship is when people who are playing or watching a sport treat each other with respect. This includes players, parents, coaches, and officials.

- Have a positive attitude
- Give their best effort
- Shake hands with the other team before and after the game
- Support teammates by saying "good shot" or "good try". Never criticize a teammate for trying
- Accept calls and don't argue with officials
- Treat the other team with respect and never tease or bully
- Follow the rules of the game
- Help another player up who has fallen
- Take pride in winning but don't rub it in
- Accept a loss without whining or making excuses

What's a Parent's Role in Good Sportsmanship?

Kids learn how to be a good sport from the adults in their lives, especially their parents and their coaches. As soon as your child starts competing in sports, it's important to be a good role model. Any teams your child plays on should have coaches that encourage good sportsmanship.

Show your good sportsmanship:

- Keep sideline comments positive and encouraging
- Don't bad-mouth coaches, players, or officials
- After a competition, don't focus on who won or lost. Instead, try asking, "What did you do well during the game?" "Was there something you wish you could have done better?" If your child feels there was something that could have gone better, offer to work on it together before the next game
- Applaud good plays, no matter who makes them
- Congratulate the winners, even if they're on the other team

(a) Coaches

(i) All KPR coaches are required to demonstrate positive sportsmanship in respect to their players, team parents, opposing team players, parents, coaches, and game officials. Coaches who are unable to demonstrate the proper sportsmanship will be suspended from further coaching in the KPR. Any coach who is ejected from a game for unsportsmanlike conduct will be required to leave the field of play/facility and will be unable to coach in the next scheduled game. This includes post-season play. The continued demonstration of improper sportsmanship may constitute suspension from any number of games KPR deems necessary. Coaches are also responsible in assisting referees with the sportsmanship of all playing and non-playing team members, as well as spectators and assistant coaches.

(b) Participants

(i) Sportsmanship is a priority in the development of KPR athletes. All participants must demonstrate positive sportsmanship at all times. Those who cannot may be dismissed from the game, by the game official. The continued demonstration of improper sportsmanship will constitute suspension from any number of games that KPR deems necessary.

(c) Spectators

(i) All spectators must remain seated throughout all KPR games and are expected to demonstrate positive sportsmanship. Spectators, who fail to do so, will be required to leave the game site and will not be allowed to attend the next game. The continued demonstration of improper sportsmanship will constitute suspension from any number of games that KPR deems necessary.

Article II. KPR 7 on 7 Football Program

Section 2.01 Definitions

- (a) KPR. Killeen Parks and Recreation Department.
- (b) Coordinator. Designated Recreation Coordinator for KPR will serve as the KPR Coordinator.
- (c) Director. Director KPR/ or his designee will serve as the KPR Director.
- (d) Pronouns. The personal pronoun of either gender (him, her, he, she, etc.) shall apply equally to males and females.

Section 2.02 Rule Administration

KPR Staff acts on the behalf of players, coaches, and parents as representatives. Any approved modification or changes from KPR will be distributed in writing to the effected teams as soon as possible.

Section 2.03 League Structure

The Director is responsible for overseeing the administration of the football program. The Coordinator manages the day to day operations of each team(s) in each division(s). Divisions are separated into three separate divisions based on age(s).

Section 2.04 Player Eligibility

All players, ages 5-12, are eligible to participate in the KPR football program. Ages are based on the age of the player from 1 September 2019.

- a. If a player's birthdate is 15 July 2012, they will be 7yrs old at the start of the season and will participate in the 8 and under Division.
- b. If a player's birthdate is 15 September 2012, they will be 6yrs old at the start of the season and will participate in the 6 and under Division.

Note: The KPR believes players should participate at their own age level. We discourage the practice of playing up with older participants.

Section 2.05 Coaches Eligibility

Adult volunteers (18yrs and older) will act as football coaches. They will be selected by and allowed to coach under the authority and approval of KPR. As a result, coaches may be removed for cause, at any time by KPR.

(a) In addition, all KPR coaches must complete and follow:

(i) Criminal background checks will be conducted.

(ii) The recognized Head or assigned Assistant Coach are required to be present at all practices, games, and mandatory meetings.

(iii) All rules and regulations apply equally to the Head and Assistant Coaches unless otherwise specified.

Section 2.06 Coach Selection

Head Coach selection shall be based upon sportsmanship, experience, leadership, dependability, and ability to assume overall responsibilities of the team.

The three (3) Assistant Coaches will be selected by the team's Head Coach. The Head Coach must ensure all Assistant Coaches are certified prior to the first practice as written in section 2.05. Assistant Coaches must be in the capacity to coach the team for the entirety of the season. Coaches should not be picked based on their child's skill level or position. Only Head Coach and Assistant Coaches will be allowed on the field during games.



Article III. KPR Operations

Section 3.01 Player Registration

- a. In order for a player to be officially registered, his/her: fees must be paid in full.
- b. Registration will be held at the Park and Recreation Office, 1700 E Stan Schlueter Loop, Killeen, TX 76542, Monday thru Friday, 8am to 5pm or online at <https://apm.activecommunities.com/killeen>

Section 3.02 Contact Information

KPR Office Number: (254) 501-6390 KPR Office Location: 1700A E Stan Schlueter Loop, Killeen, TX 76542

In addition, the KPR communicates with coaches regularly via e-mail. This helps keep everyone informed and updated about the program. KPR staff can also be reached via email:

Joe Brown, Executive Director of Recreation Services	jbrown@killeentexas.gov
Pete Vento, Parks Manager	pvento@killeentexas.gov
Joseph Dyer, Athletics Superintendent	jdyer@killeentexas.gov
Dusty Perez, Recreation Supervisor	dperez@killeentexas.gov
Brian Gardner, Recreation Supervisor	bgardner@killeentexas.gov

Inclement Weather Number: Please call the KPR Office during normal business hours Monday–Friday from 8:00am to 5:00pm or visit the Athletics website at www.teamsideline.com/killeen . Coaches should call the Hot line or check website on any day that may have a chance of cancellation due to dangerous weather or unplayable field conditions for games and practices.

(i) These numbers should be disseminated to parents and the public as widely as possible.

(ii) Inclement weather decisions are normally made after 3:00 PM on weekdays and by 7:30 AM on Saturdays.

Section 3.03 Liability

The KPR and KPR are not liable for any injury to players, officials, cheerleaders, coaches, spectators, media, sideline personnel, or any other persons attending a KPR or KPR event.

Article IV. Football League Operations

Section 4.01 Scheduling of Games

KPR will schedule all games for the KPR 7 on 7 Football league in each Division KPR has a team represented. KPR will make all efforts to alleviate conflict dates/times in the scheduling of games. There are no guarantees.

Once the season schedule is posted, KPR will inform all Head Coaches. Rescheduling will be limited to rainouts and administrative issues, at the discretion of KPR.

Section 4.02 Players per Team

It is our intent for each team to have 10-12 players. These numbers may be adjusted based on the number of players and teams available in a division.

Section 4.03 Loss of Players

If at any time, a team loses a player, (whatever the reason) the Head Coach must contact the league office via email within forty-eight (48) hours after realizing this loss and inform KPR of the loss.

It is our intention to contact all players who withdraw from the league to:

- (a) Determine why they left;
- (b) Determine what the KPR can do to improve its ability to retain its players.

If the loss occurs early enough in the season, the open slot on the team MAY be filled by the assignment of a player from a “waiting list.”

Section 4.04 Uniforms

Player game uniforms are provided as part of the registration fee. Teams may not modify the jersey in any way other than what is instructed by KPR. Any player with an illegal uniform will not be allowed to play.

Section 4.05 Equipment

Ball size for KPR 7 on 7 Divisions will be as follows:

- a) 6u: Wilson K2
- b) 8u/10u: TDJ
- c) 12u: TDY

All KPR 7 on 7 Football players will be required to have the following equipment to participate:

- a) All players are required to wear a protective mouthpiece.
- b) All players in the game must be wearing a flag belt. The belt must be worn on the hips and in the correct position.
- c) All players are required to wear shorts/pants that have NO pockets or drawstrings.
All players shall tuck their shirts inside their shorts while playing.
- d) No Jewelry, Metal Cleats, or headgear containing hard, unyielding material, including billed hats.
- e) Towel attached at player's waist is considered a flag and if pulled off the player is considered down at that spot.
- f) All players that wear prescription glasses must wear a safety strap at all times.
- g) Players that do not meet these requirements on any given game day will not participate in that game.

h) Games will be played w/ flags provided by KPR and must be worn in the correctly at all times.

Section 4.06 Practices

(a) Practices scheduled by KPR will be held at Field(s), or other designated KPR fields. The field will be separated into two halves, and two teams will practice per allotted session. Sessions will be an hour in length.

(b) Only registered players may participate in a practice, and only certified volunteer coaches can run/participate in practice.

(c) Practices are unlimited before the first scheduled game, but you will only receive 2 allotted practice times at KPR Facilities.

(d) Once scheduled game play begins, practices will be limited so as not to conflict with scheduled games.

(e) No practices may be held on Fridays once the high school football season begins.

Article V. KPR Game Mechanics

The following regulations apply to the KPR program's Game Mechanics.

Section 5.01 Game Play

KPR will follow all rules as outlined in the KPR 7 on 7 Football By-Laws. KPR will provide one copy of the KPR 7 on 7 Football By-Laws to the Head Coach of each team and publish them to www.teamsideline.com/killeen.

Section 5.02 Participation

All Divisions: All players who are present for a game must have a starting position on offense or defense, and play half of the game.

Section 5.03 Field Measurements

a) **6U Field:**

30 yards in length from goal line to goal line with 10-yard end zones.
The field will be divided into 3 zones of 10 yards each.

b) **8U / 10U / 12U Field:**

45 yards in length from goal line to goal line with 10-yard end zones. The field will be divided into 3 zones of 15 yards each.

Section 5.04 Game Length

- a) Games in the 6u division shall consist of (4) 10-minute quarters.
- b) Games in 8u/10u/12u divisions shall consist of (2) 20-minute halves.
- c) The play clock will be in effect and it is 25 seconds. It starts once the official marks the ball ready for play.
- d) Continuous Clock: The clock will start when the ball is legally snapped. It will only stop for injury or a coach charged time out.
- e) Half time will be 5 minutes in length for all divisions.
- f) Time begins when the official marks the ball and signals to begin play.

Section 5.05 Pregame Coaches Meeting and Equipment Inspection

- a) Coaches' meeting will take place 10 mins. prior to game time.
- b) Referees will check every player's equipment (flags, mouthpiece, and cleats) before each game.
- c) The Home team will have the choice to start offense, defense, or defer to the second half. If the offense chooses "defer", the option of offense or defense is given to the visiting team for the first half, and then home team will choose again at the beginning of the second half. The visiting team will also choose which direction they would like to start.
- d) A minimum of 5 players must be present at game time or it is a forfeit. (There will be a 10-minute grace period during the first week of games)

Section 5.06 Coaches and Authorized Conferences

- a) Each team will have maximum of (3) coaches in the bench area during the course of a game. ALL coaches must submit/pass a criminal background check prior to ANY/ALL involvement with team in the role of coach.
- b) 6U: One coach per team may be on the field to direct offense and defense.
- c) 8U: One coach per team may be on the field to direct offense and defense.
- d) 10U/12U: No coach may be on the field to direct offense and defense.
- e) During a dead ball that is not a charged time-out; ONE offensive/defensive player may come to the sideline to confer with the coach or coaches.
- f) Coaches may provide visual aids for their players.

Section 5.07 Time-Outs

- a) Each team is entitled to 3 charged timeouts per game.
- b) Each time-out will be one (1) minute in length.
- c) A time-out may be called by player and/or head coach.
- d) If a team exceeds their time-out limits per half or during OT, a delay of game penalty will be assessed.
- e) Officials may call additional time-outs at their discretion.
- f) During officials' time-outs the clock stops

Section 5.08 Game Play Rules

Offense

6U Division (Only):

- a) In this division a coach will serve as Quarterback. He or she cannot advance the ball beyond the line of scrimmage and must get rid of the ball within 5 seconds of the snap or the play will be blown dead. The head official will keep the 5- second count.
- b) The coach / quarterback must wear a flag belt and can be sacked by rushers, but cannot advance ball by running.

8U/10U/12U Divisions:

- a) Offensive Plays Must be forward passes
- b) Field is marked at 15 yard intervals with cones.
- c) Once the ball is snapped (the center moving the ball) the offense will have 5 seconds to attempt a pass. If the ball is not thrown within 5 seconds, the play will be blown dead, and the play will be considered an incomplete pass, loss of down.
- d) Possession always begins at the 45 yard line at the right hash mark. Hash mark placement of the ball must be enforced by officials, in accordance with Texas UIL rules, once the ball has been advanced.
- e) No penalty will be assessed in excess of the 45 yd line. On an unsuccessful or successful offensive play from the 45 yard line resulting in an offensive penalty: The ball will be returned to the 45 yard line and 1st down will become 2nd down; 2nd down will become 3rd down; and 3rd down will result in a turnover.
- f) Offenses always move in the same direction
- g) All passes must be forward. A pass caught behind the line of scrimmage must be a forward pass.

- h) Once a forward pass has been thrown past the line of scrimmage, a backward pass (lateral) is allowed
- i) No flea flickers or double passes
- j) Offensive pass interference is the same as NCAA rules. (15 yard penalty)

Defense

a) Defensive formations:

- All divisions may run man-to-man or zone defense.

b) Pre-Snap Defense

- All defensive players must be behind the line of scrimmage when the ball is snapped. Entering the neutral zone prior to the snap will be encroachment.

c) No defensive player may line up directly in front of the center or in front of the quarterback.

d) No "blitzing" or rushing the QB is allowed.

- If a team completes a forward pass behind the line of scrimmage, the defense may attempt to deflag the ball carrier.

IT IS ASKED THAT BOTH THE SCREENER AND THE BALL CARRIER STRIVE FOR NON-CONTACT AT ALL TIMES.

Ball Carrier

a) Guarding the flag belt or otherwise hindering the deflagger is illegal and considered "flag guarding". An untucked t-shirt is considered flag guarding.

b) A ball carrier must not have a belt end hanging loose so that it can be gripped as a flag.

c) A ball carrier may NOT hurdle or jump over a pile to score a touchdown or gain a first down. Players are allowed to leave their feet to avoid being de-flagged (jucking/jump stopping).

d) The ball carrier is down when his/her knee hits the ground, even if the flag belt is still on.

e) No stiff arming is allowed.

f) An open field ball carrier must attempt to avoid a defender. The ball carrier must not run over or through a defender.

Deflagging

- a) The deflagger must take the flag from the ball carrier by playing the flag and not the ball carrier. No holding, wrapping up, or excessively raking is allowed.
- b) It is illegal to attempt to strip or pull the ball from the ball carrier's possession or quarterback's hand at any time.
- c) A defender cannot run through the ball carrier or use unnecessary roughness in removing or attempting to remove flags.
- d) A defender must not block or push a ball carrier out of bounds to stop the runner's progress.
- e) A player may not deflag an opponent unless that opponent is in possession of the ball or faking as though in possession or has just lost possession of the ball.
- f) If a ball carrier's flags fall off without being pulled by the defense (official's judgment), the officials shall announce "one hand touch". The defense will need to touch the ball carrier with one hand in order to "tackle" the ball carrier.

Scoring

- a) Touchdown- All touchdowns are 6 points.
- b) A touchdown shall be scored when a player is legally in possession of the ball and the ball penetrates the vertical plane of the opponent's goal line.
- c) PAT- After a touchdown, the offensive team will be given the option by the referee to score for 1 point from the 3-yard line or 2 points from the 10-yard line.

Once the offensive decision has been made, the team may change the decision only by taking a charged team time out.

- d) If a double foul occurs during the down, the down shall be replayed. When a distance penalty is incurred by the offense during a successful try, the down will be repeated, if accepted. However, if the offense penalty carries a loss of down, the try has ended and will not be repeated.

e) **Safety- 2 points.**

- It is a safety if when a runner carries the ball from the field of play to or across their own goal line, and it becomes dead in their possession.
- A safety is also when an offensive player commits a foul for which the penalty (holding or illegal contact) is accepted and the measurement is from the spot of the foul that is in the end zone.
- A safety is when the offensive team snaps the ball and it lands in their end zone.

- When a safety is scored, the ball belongs to the defending team, and they shall put the ball in play from the 45-yard line.

Overtime Play Offs (8u-12u)

- a) A coin will be flipped or odd/even choice by the captain, which will determine who gets choice of start options. The winner of the toss shall be given the options of offense or defense. The loser of the toss will make a choice of the remaining options.
- b) Unless moved by penalty, each team will start 1st and goal from the 15-yard line. The object will be to score a touchdown. An overtime period consists of one possession by each team. If the score is still tied after one period, they go to a second period or as many as needed to determine a winner. If the first team which is awarded the ball scores, the opponent still has a chance to win the game. If the defense intercepts the pass and returns it for a touchdown, they win the game. If they do not return the interception for a touchdown, the ball will belong to the 15-yard line.
- c) Each team is entitled to 1 time-out per overtime period.
- d) There is NO OT in Pool Play Games or League Play Games. Regular Season games can end in a tie.

Special Rules

- a) Mercy Rule: If either team is ahead by 17 points or more by the second half's 2-minute warning or any time during the last 2 minutes of the game, the game is over.
- b) Fighting: the player(s) involved will be ejected from the game. If a team fight occurs, the teams involved will be ejected from the tournament and denied participation in any league play or tournament.

Player Conduct

- a) If the referee witnesses any acts of tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the player will be ejected. Foul play will not be tolerated.
- b) Trash talking is illegal (from players, parents, and coaches). The referees will give one warning but if it continues, the referee is entitled to eject players from the game.

Penalties

- a) All penalties will be marked 5 or 10 yards.
- b) All live ball fouls (fouls which occur while play is in progress) are captain's choice.
- c) All dead ball fouls (fouls which occur prior to snap or after ball is blown dead) will automatically be marked off. This means if a foul occurs during a down and is a live ball foul and then a dead ball foul occurs both fouls will be enforced. They do not offset, even if against different teams.

d) All 10-yard penalties within the 15 yd line to goal line will be marked off as “half the distance to the goal”.

Section 5.09 Injuries

All injuries will need to be assessed by officials, coaches, and staff. When a child “goes down” on the field of play, coaches need to wait until officials have beckoned them to the field. Coaches that enter the field of play without permission, due to injury, may lose a team timeout. This will be up to the discretion of the Head Referee.

Injuries that require medical attention will be handled by the medical trainer on site, KPR staff and/or Parent/Guardian.

Section 5.10 Hazardous Weather

The protection of Killeen Parks & Recreation participants is of paramount importance. Every participant should recognize the danger presented by lightning, tornados and other hazardous weather. The following items represent generally accepted principles regarding the dangers involved with lightning and tornados.

Over the past century, lightning has consistently been 1 of the top 3 causes of weather-related deaths in this country. It kills approximately 100 people and injures hundreds more each year. Lightning is an enormous and widespread danger to the physically active population. Practice and training increase recreation performance. Similarly, preparedness can reduce the risk of the lightning hazard. Lightning is the most frequent weather hazard impacting athletics events. Baseball, football, lacrosse, skiing, swimming, soccer, tennis, track and field events...all these and other outdoor sports have been visited by lightning. Education is the single most important means to achieve lightning safety. The following is the lightning safety plan for Killeen Parks and Recreation as suggested by the National Lightning Safety Institute:

1. If the athletic area should need to be cleared the following is a list of SAFE lightning evacuation sites. SAFE evacuation sites include:
 - a. Fully enclosed metal vehicles with windows up.
 - b. Structurally sound buildings.
 - c. The low ground. Seek cover in clumps of bushes.

2. UNSAFE LIGHTNING SHELTER AREAS include all outdoor metal objects like flag poles, fences and gates, high mast light poles, metal bleachers, golf carts, cars, machinery, etc. AVOID trees. AVOID water. AVOID open fields. AVOID the high ground.

3. Lightning's distance from you is easy to calculate: if you hear thunder, it and the associated lightning are within auditory range...about 6-8 miles away. The distance from Strike A to Strike B also can be 6-8 miles. Ask yourself why you should NOT go to

shelter immediately. Of course, different distances to shelter will determine different times to suspend activities. A good lightning safety motto is: "If you can see it (lightning) flee it; if you can hear it (thunder), clear it."

4. If you feel your hair standing on end, and/or hear "crackling noises" - you are in lightning's electric field. If caught outside during close-in lightning, immediately remove metal objects (including baseball cap), place your feet together, duck your head, and crouch down low in baseball catcher's stance with hands on knees.

5. Wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.

6. People who have been struck by lightning do not carry an electrical charge and are safe to handle. Apply first aid immediately if you are qualified to do so. Get emergency help promptly.

LIGHTNING:

- i. All thunderstorms produce lightning and are dangerous.
- ii. Lightning often strikes as far as 10 miles away from any rainfall. You are in danger from lightning if you can hear thunder. You are in danger if you can see lightning.
- iii. Lightning injuries can lead to permanent disabilities or death. Look for dark cloud bases and increasing wind.
- iv. Lightning can travel sideways for up to 10 miles and strike when skies are blue.
- v. Soccer fields are a dangerous place to be during a lightning storm. When lightning is seen or thunder is heard, or when dark threatening clouds are observed, quickly suspend the game and/or practice and move to a safe location.
- vi. Avoid standing in an open area, near soccer goals, under a tent, near trees or in water. The safest place during a thunderstorm with or without visible lightning is in a car, but not a convertible.

TORNADOS:

- i. Watch for rapidly darkening skies.
- ii. The sound of an approaching tornado is often described as that of an approaching train.
- iii. The funnel of a tornado does not have to touch down to cause extensive damage and injuries.
- iv. Tornadoes can produce winds of 300 miles per hour or more.
- v. Most people who are hurt during a tornado are hurt when they are struck by flying debris.
- vi. Seek safety in a solid structure, preferably in a basement or in an interior room. If no building is available, lay down in a ditch.

LIGHTNING DETECTORS:

KPR staff will carry a “Personal Lightning Detector” during any outdoor event, open swim, or field competition. The “Strike Alert HD” has 360-degree lightning strike detection and detects lightning up to 40 miles away. This device serves as further security against lightning storms.

GAME SUSPENSION REQUIREMENTS:

In any of the circumstances outlined below occurs, KPR staff or referee(s) should immediately suspend the game:

1. If thunder is heard, the game should be suspended and the fields cleared. Everyone should immediately go to a safe shelter.
2. If lightning is seen, the game should be suspended and the fields cleared. Everyone should immediately go to a safe shelter.
3. If a thunderstorm is heard or seen coming or your hair stands on end, the game should be suspended and the fields cleared. Everyone should immediately go to a safe shelter. Do not wait until it rains.
4. Wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
5. The game will be cancelled by the decision of KPR staff if lightning continues for an extended amount of time, or if the forecasted weather is unsafe for participants and spectators.

Anything not covered within these by-laws falls under our youth sports policies and procedures manual

