

SBMSA FLAG COACHES MEETING

August 11, 2024

Flag Board Members

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SBMSA

COACHING RESPONSIBILITY CODE

FOOTBALL

The Football Board would like to take this opportunity to thank you for making the commitment to coaching our youth. The SBMSA is a volunteer organization focused on supporting area youth through athletics. As such, you are a very necessary part of the organization and our youths' development. There are some basic rules of conduct and play that the Association and the Football Board feel needs special emphasis:

HEAD COACH'S

Player Participation:

It is your responsibility as a Coach to make sure that ALL of your players meet the minimum play requirements for your division. (SEE RULE BOOK) The Football Board has provided a "Minimum Play Sheet" for each tackle Coach to track the participation of each player at each game. These sheets are the responsibility of the Head Coach and will be used in the case of controversy. As such, it is also the Head Coach's responsibility to submit this signed report after each game. As a courtesy to our statisticians, please also report your game scores on this sheet.

NOTE: In order to use discipline as a reason for not meeting the minimum play requirements, you must be prepared to distribute this discipline equally and fairly amongst all players.

HEAD AND ASSISTANT COACHES

Use of Profanity and Excessive Yelling:

The use of profanity will not be tolerated. It is also your responsibility as the Head Coach to monitor your Assistant Coaches and Parents. Nobody likes a hothead and excessive yelling can be destructive to the goals we are all trying to achieve. Please be aware of your surroundings and the impact you are making on our youth. **BE POSITIVE!**

Background Checks:

The Association will conduct a national background check on each coach. It is imperative that you register online as a volunteer so that this can be done in a timely manner. If you have not received official clearance from the league, you are not eligible to coach or be on the sideline at games.

Approved Coaches (Head and Assistant):

All Coaches at practices and at games are required to have their coaching cards. Coaching card will only be distributed to coaches that have registered through SBMSA website AND have completed the USA Football Certification. Treat the coaching cards as a sideline pass for games. These cards are required to be visible at all times during games. You will be asked to leave the sidelines without this pass. It is the responsibility of the Head Coach to make sure that his assistant coaches are registered and if any of the parents participate in the fundamentals of a practice, they are required to be registered.

EXAMPLE Freshman Flag Carry Tracker Sheet Instructions from Head Coach

Goals of the Carry Tracking Monitor (Freshman Flag Only):

- Your primary goal is to track the number of carries each player has for both teams. The other coaches need your help to make sure this happens, especially during a close game.
- You will meet with the Opposing Teams Carry Tracking Monitor after Every Quarter to confirm each other's numbers.
- Accurately recording carries and making sure your coach knows how many carries each player has. Making sure all coaches and the officials know once a player has reach the five (5) carry limit.

1. Freshman: No one player may carry the ball more than five (5) times per game. Each Team is required to have (1) of their Coaches (who is physically on the sideline with the Team, tracking the number of times each player has carried the ball. At the end of each Quarter, the coaches will compare & confirm the number of times each player has carried the ball with the opposing coach who is tracking carries. Once a player has reached their (5) carry limit, the Official and both Coaching Staffs will be notified. Any carry by a player after reaching the (5) carry limit will result in a 5-yard penalty from the original Line of Scrimmage and loss of down.

a. A Carry is defined as:

- any time a ball carrier is deflagged during a play **AND** that play is not mitigated by a penalty.
- An incomplete pass does not count as a carry.
- Extra Point attempts count as a carry.
- A fumbled or muffed snap does not count as a carry.
- A fumbled handoff does not count as a carry.
- A fumble counts as a carry as long as the ball carrier previously had control and possession of the football.

Player Participation from the Rulebook:

A. SUBSTITUTION AND MINIMUM PLAYING TIME

1. Each player must play a minimum of two full quarters. There are **ONLY** two acceptable methods of meeting this minimum playing time rule: (1) The player must play the entirety of two full quarters as a starter on offense **AND** defense, or (2) The player must play the **ENTIRE** game as a starter on offense **OR** defense. The continued application of the minimum play approach is not required, but encouraged, during overtime play. **If a team is found to have violated the minimum playing time rule, the Football Board may impose the following, but not limited to, consequences; Allowing the players who did not fully participate to make up the lost plays in the next scheduled game, a formal warning to the head coach, suspension of the head coach for up to the remainder of the season, etc. The**

consequence for clearly violating the minimum playing time rule in a playoff or championship game is likely forfeiture.

- a. **Note: The minimum playing time rule is a matter between a Head Coach, his players, their parents/guardian, and the League; it does not involve the opposing team. If a player, parent, or assistant coach of the offending team, or League official believes that a team is not allowing some or all of its players to participate fully in football games, that person should report his or her concerns to the age level Commissioner for the team involved. It is not the responsibility, nor is it appropriate, for a person not associated with a team to monitor that team's compliance with the minimum playing time rule.**
2. Subject to the minimum play rule (see above), there will be free substitution as long as players being substituted for are off the field prior to the next snap OR player is out of the area of play and is departing the field in haste.

Helpful Tips on Player Participation:

- Have a plan:
 - Player Plays Whole Game on Offense
 - Player Plays Whole Game on Defense
 - Player Plays One Half on Offense & The Other Half on Defense
 - Player Plays One Half on Defense & The Other Half on Offense

Remaining 2024 Important Dates

August 4, 2024

REGISTRATION CLOSES

August 11, 2024

Coaches Meeting/Clinic

August 16, 2024

Non-Draft Division Team Formation is Complete
(Flag / 7on7)

August 17, 2024

Flag & 7on7 Practices May Begin

SEASON

September 7, 2024

Opening Day Celebration

September 15 & 22, 2024 (Tentative)

Picture Days (Memorial Middle School)

November 2, 2024

End of Regular Season

November 23 & 24, 2024

Championship Games

THREATENING WEATHER POLICY

1. At the first sound of nearby thunder or any sighting of visible lightning, the coaches and/or umpires shall determine the “flash-to-bang” count (the seconds between the flash of lightning and the bang of thunder). When the “flash-to-bang” count is 30 seconds or less, the game or practice must be stopped immediately:
 - If prior to the beginning of a game, the opposing head coaches will make the decision whether to begin play after the storm has ended.
 - After a game starts, the umpire-in-charge will in his/her discretion determine when/whether to suspend play and when/whether to resume play after the storm has ended. If the threatening condition(s) do not clear within a reasonable period of time, the game should be called/suspended and completed at a later date, if possible.
 - If during a practice, the head coach will make the decision whether to resume practice after the storm has ended.
 - In all cases where the game/practice has been stopped due to the “flash-to-bang” count, there shall be a delay of the game/practice of not less than thirty (20) minutes after the last visual sighting of lightning or hearing thunder.
2. Seek shelter in a non-metal building or a fully enclosed vehicle with the windows completely shut and wait for a decision on whether to continue the game or practice.
3. Stay away from metal objects such as fencing and metal bats. Avoid high ground and open spaces. Avoid the dugouts - they are not safe from lightning. Avoid going underneath trees since trees "attract" lightning.
4. If no shelter is available and lightning is striking nearby, you should:
 - Avoid direct contact with other people.
 - Remove all metal objects from your person.
5. If a nearby person is injured from lightning, give first aid procedures if you are qualified to do so. An injured person does not carry an electrical charge and can be handled safely. Send for help immediately.

GAME EXTREME HOT WEATHER TEMPORARY POLICY

Considerations to reduce risk factors:

- Head and assistant coaches should review all available resources regarding heat illnesses and prevention including their USA Heads Up Football Certification Course.
- Head coaches will work to educate players and parents regarding proper hydrations in days leading up to games.
- Coaching staff will work to increase the rotation of players to facilitate more rest for each player.
- Coaching staff will utilize the onsite trainers for any assistance with any signs of heat illness of players.
- Coaches are highly recommended to bring ice towels for player relief throughout the game.
- Coaches are highly recommended to utilize all shade before, during halftime, and immediately after game.

Mandatory Adjustments for Heat Index of 100+*:

- Halftime will be 10 minutes.
- Between Quarters will be 3 minutes in which players come off the field and remove their helmets.
- In the absence of any scoring, approximately in the middle of each Quarter there will be a 2-minute break in which players come off the field and remove their helmets.
- After all scores, all players will be given adequate time to come off the field for water.
- Water is allowed on injury timeouts (still no coaching).
- Onsite trainer will rotate the various sidelines watching players for any signs of heat illness.
- For Spring Forest Middle School games, all players are allowed to seek shade, which is outside the 20 yards lines (dugouts and end zone tents).

*The onsite trainer will work with onsite board member(s) to officially notify the refs if the Heat Index reaches 100.

Directions for Handling Sponsor Money

- I. If sponsors are not interested in a tax deduction, the Sports Association does not need to be involved in the transaction. They can give the money to the coach or pay the vendor directly.

- II. If sponsor wants to take a tax deduction for money donated to a non-profit organization:
 1. Coaches should provide each sponsor with the sponsorship form located on the website at www.sbmsa.org.
 2. The information in the block must be properly filled out before the form is given to the sponsor.
 3. As noted on the form, checks should be made out to the S.B.M.S.A.
 4. Coaches should then collect these sponsor checks, either in person or by mail. This service is provided as a method to have the checks made out to a non-profit organization and then return an Association check to a coach or a vendor. **It is not designed to set up a separate bookkeeping account for each team to draw out funds during the season.**
 5. Therefore, each coach is to keep his sponsor check(s) until he has spent all the money he wants to spend, and then he should submit to: **S.B.M.S.A., P. O. Box 800211, Zip 77280** the entire sponsor check(s) along with receipts, invoices and/or a letter noting a list of uniforms, equipment, etc. he has purchased including costs incurred. (*A tax-exempt certificate is available from the Sports Association – we will not reimburse for sales taxes.*) Multiple checks to vendors or coaches can be made. Some businesses will allow you to pay for uniforms and equipment with cash, credit card or check and not pay tax. Others will require a Sports Association check to pay for non-taxable items.
 6. If coaches do not send receipts or a list of items purchased equal to the amount of the check(s), the excess funds will be deposited as fund raising money for the program. If you do not have receipts, you must submit something in writing signed by the Coach explaining what they funds were or will be used for (Uniforms, Equipment, Team Party, etc.)
 7. When a sponsor check is received in the office a receipt will be issued to that individual or business at the address listed on the check.