



## Flag Football Roster Policy

- A team roster must be fully updated **by noon the Thursday prior to game day.** Any changes after Thursday at noon will not be valid for that week of play.
- Rosters will be printed each Thursday at noon and will be onsite at the fields for staff to complete roster checks prior to the start of each game.
- Any players without a picture or an acceptable picture outlined during the player card process on Spokane Sports Leagues will be deemed ineligible and will not be able to participate in the game.
- If an ineligible player plays at **ANY** point during a game, the game will be an automatic forfeit for the team in which the player participated on. There will be a **ZERO** tolerance policy regarding this.
- If a player shows up late to a game, they must check in with on-site staff **first before entering the game. This is the responsibility of the individual player and the team captain to ensure this happens.** If the step does not take place before entrance into a game and comes to the attention of the staff, officials, site supervisor, or administration, the game will be automatically forfeited, and the player may be suspended for a minimum of one week of play from all games. The length of the suspension will be determined by the athletic administration staff.

### **Player Limits**

Players may only play on 2 teams per format (5v5 & 8v8).

8v8 Roster Limit = 21

5v5 Roster Limit = 12

For 5v5 Recreational - a team may only carry 2 Competitive players.

For 8v8 Recreational - a team may only carry 3 Competitive players.

### **Playoff Rules:**

- You can only play on 1 team during playoffs per format (5v5 or 8v8).
- If a player is on 2 rosters in the same division, they must decide which team they will play on prior to participating in their first game in the playoffs.