

BOYS & GIRLS CLUBS OF NORTHERN RI ATHLETICS POLICIES & PROCEDURES



BGCNRI Mission: Our mission is to enable all young people, especially those who need us most, to reach their full potential as productive, caring, responsible citizens.

Welcome to BGCNRI Athletics! We offer different sports throughout the entire calendar year! Below is an outline of our programs:

Cumberland Youth Basketball (Nov.-Feb)- We offer the only recreational winter basketball league in Cumberland that starts in November. The instructional program is for ages 3 to 3rd grade and is taught by It's Possible Basketball. They all meet once per week for 10 weeks. Our recreation leagues for grades 4th to 8th practice once per week and play games on Saturdays. Our break down is 4th/5th Boys, 4th/5th Girls, Middle School Boys and Middle School Girls. Teams have 8 regular season games and then playoffs.

3 on 3 Cross Court (Fall/Spring Leagues)- We typically offer a 3 on 3 cross court league that starts in February/March, an outdoor summer league in July/August and another 3 on 3 cross court league in September/October.

Basketball Camps/Clinics- Partnered with It's Possible Basketball, we offer 6 week clinics in the spring and the fall. We also offer half day summer camps and vacation week camps with a full day option for kids to swim, do STEM and play other games.

Youth Soccer- In 2020, we became a Kick It 3v3 license holder. We now will host clinics, camps, leagues and tournaments for 3v3 soccer. We offer an indoor 3v3 program from February to March and have a spring outdoor program from April to May. We also have a summer league on our field as well as divisions exclusively on our street court.

Youth Flag Football- BGCNRI is a proud member of NFL Flag. We offer league play for children in 8U division all the way to 17U division. We follow the NFL Flag 5v5 rules and each team has a practice per week and a game per week in our spring league. Our indoor NFL Flag 4v4 winter leagues play one game per week. There is our "Li'l Flag Pullers" Program that is for ages 3-5 to teach the fundamentals of football at a young age.

T-Ball- Our O'Connor T-Ball program starts in May with registration opening in early March. We offer a 3-4 year old division and a 5 year old division. Every team has a skills practice during the week and a game on Saturdays on Hysen Chelo Field behind the club. In the fall, we are offering the O'Connor T-Ball program starting in September. The fall program is only on Saturday mornings for ages 3-5.

Youth Floor Hockey- Our floor hockey clinics are for 4-7 year olds and 8-12 year olds. These clinics are offered once per week in 6 week sessions. They are offered year round, with some outside on our street hockey court and some in the indoor gymnasium.

Youth Volleyball- *NEW for 2020* is the youth volleyball clinics! We offer 10U and 12U clinics year round, taught by BGCNRI Athletics staff that play on Cumberland High School's volleyball team!

Adult Programs-

Basketball- We offer a men's 3v3 18+ league as well as an over 35 league throughout the year.

Flag Football- We offer an adult 5v5 outdoor league in the Spring, Summer and Fall.

Kick It 3v3 Soccer- We offer leagues and tournaments for Men, Women, and Coed divisions year round.

Check back for more information on new programs being offered!

Recreation League Policies

1. The goal of our recreation leagues and clinics are to teach the fundamentals of sports in a safe, fun environment. Participants do not need prior experience to play, and we offer financial assistance to any family in need.
2. We also strive to have participants learn life lessons through whichever sport they play. This includes (but not limited to) sportsmanship, teamwork, hard work, leadership.
3. In our leagues, different sports and seasons have different rules/policies for participant playing time. Please see each league's rule sheet in this packet for more information. **All playing time policies are highlighted in yellow.**
4. BGCNRI encourages all to register for different programs and try different sports that they might be interested in playing.
5. Our programs rely heavily on volunteers. We ask that parents volunteer to coach in ANY sport leagues (flag football, soccer, basketball, hockey, t-ball) in order to give every player a strong quality program.
6. We strive for all children that come through our athletic department to want to continue participating in sports, especially the sports they play at the Boys & Girls Club.
7. Our programs are created and managed with an Athlete-Centered philosophy. Every decision we make in our recreation programs is within the best interest of all that children that participate, regardless of age, gender or skill. We appreciate all parents that volunteer and dedicate time to our program, but we strive for a better sport experience for all.
8. We do offer many different programs throughout the year, but we plan for each program to receive the same attention and the highest quality we can offer with strong staff, in-depth curriculum and well kept facility areas.
9. Our athletic department welcomes any feedback, positive or negative about any of our programs. However, we do use a "24 hour rule". Parents/guardians are not allowed to confront a volunteer coach, BGCNRI staff or the Athletic Director to discuss any "negative" program situation with the coaching and management staff until at least **24 hours** has passed from the completion of that weekly program session.
10. BGCNRI Athletics has a zero tolerance policy for the following:
Bullying, substance abuse, physical/mental abuse towards other participants, volunteer coaches, staff and referees. If this occurs, the participant will be removed from the program, and the suspension process will begin (see league & program procedures)

League & Program Procedures

1. All program start times are scheduled with purpose, so we expect participants to arrive 5-10 minutes early.
2. If a program is to be rescheduled due to snow, parents and volunteers will be notified at least three hours prior to the first scheduled program time.
3. If an outdoor program is affected by weather, parents and volunteers will be notified at least three hours prior to the first scheduled program time. All programs will be rescheduled if there is lightning or heavy rain.
4. Some programs require a minimum number of participants. If there are not enough registrations to have the program effectively, we will refund your registration fee, credit your account or transfer your child to another program of your choice.
5. All registrations are taken through our website. This process helps with opening communication for league rosters, schedules, and any changes that may occur throughout a season.
6. Program facility locations (courts, fields) are to be cleaned and kept clean before, during and after any program.
7. If a participant gets injured, BGCNRI Athletic staff will administer first aid for that child. If further medical attention is required, the Boys & Girls Clubs of Northern RI will seek emergency medical treatment for that participant.
8. Even though score is kept in most of our leagues, the objective and goal of each league is development. Our referees, program staff and volunteer coaches are trained to assist participants in applying skills they have learned to in-game situations.
9. If a participant or volunteer coach is removed from a game for behavioral reasons (2 Technical Fouls, Red Card, Unnecessary Roughness), the Athletic Director will reach a suspension based on severity of the offense. If the coach is removed from a game (depending on severity), they must write an appeal letter to the Athletic Director to potentially return to coaching at the Boys and Girls Club.

**BOYS & GIRLS CLUBS OF
NORTHERN RI
ATHLETICS
LEAGUE RULES**

Winter/Summer Basketball

Spring/Fall 3 on 3 Cross Court

NFL Flag Football

O'Connor T-Ball League

Indoor & Outdoor Soccer

Winter/Summer Basketball

1. Games are 36 minutes long and consist of two 18 minute halves
2. The 2nd/3rd and 4th/5th Grade Boys divisions play with a 28.5" ball
3. The Middle School Boys division plays with a 29.5" ball
4. ALL girls divisions play with a 28.5" ball
5. The game clock runs on all stoppages of play until the last 2 minutes of each half. This includes the clock running during free throws.
6. Players foul out on their 5th foul.
7. Bonus (1&1) occurs on the 7,8,9th team fouls. PER HALF
8. Double Bonus (shooing 2) occurs on the 10th team foul and beyond. PER HALF
9. Each team receives two timeouts per half.
10. Referees will call offensive 3 second violation. Coaches should explain the meaning of the rule at the beginning of the season in practice.
11. **Playing time rule: EACH PLAYER MUST PLAY A MINIMUM OF 9 MINUTES EACH HALF.**
12. In addition to subs entering a game on a whistle, referees can blow a whistle for subs after a made basket.
13. Teams with a 20 point lead CANNOT apply full or half court pressure (M.S. at any point in game, 4th/5th grade in the final 2 minutes)
14. We discourage teams that have a 20+ point lead from fast breaking in the second half of a game.
15. Technical Fouls will be recorded. Two in one game is an ejection and suspension. If a player receives 3 throughout the season, there will be a suspension that reflects the severity of the behavioral issue.

Coaches Roles:

- BE A ROLE MODEL
- Create a starting lineup for each game
- Substitute players to ensure each player plays at least 9 minutes each half.
- Teach participants the value of teamwork and good sportsmanship
- Encourage ball movement, screens, passing and shooting in a positive manner
- Ensure all participants HAVE FUN!

Spring/Fall Cross Court Basketball

1. Games are 20 minutes long
2. The 4th/5th Grade Boys divisions play with a 28.5" ball
3. The Middle School Boys division plays with a 29.5" ball
4. ALL girls divisions play with a 28.5" ball
5. The game clock runs on all stoppages of play until the last 2 minutes of each game. This includes the clock running during free throws.
6. Players cannot foul out. (*unless receiving 2 technical fouls see #16*)
7. On a team's 7th foul, the other team is awarded a free throw worth 2 points.
8. If a player is given a shooting foul, they shoot one foul shot worth 2 points.
9. If a player scores while being fouled, they then get 1 foul shot worth 1 point.
10. Referees will call offensive & defensive 3 second violation. Coaches should explain the meaning of the rule at the beginning of the season. Offensive= turnover. Defensive= free throw
11. There is a 5 second closely guarded violation. Coaches should explain the meaning of the rule at the beginning of the season.
12. **Playing time rule: Teams have mandatory substitutions every 5 minutes.**
13. Each team receives one timeout per game.
14. Teams must play man-to-man defense.
15. In case of a tie, teams play one 2 minute period running clock. If still tied in regular season, game ends in a tie.
16. Technical Fouls will be recorded. Two in one game is an ejection and suspension for AT LEAST the player's next game. If a player receives 4 throughout the season, there will be a suspension that reflects the severity of the behavioral issue.

Coaches Roles:

- BE A ROLE MODEL
- Create a starting lineup for each game
- Substitute players as close to every 5 minutes as possible
- Teach participants the value of teamwork and good sportsmanship
- Encourage ball movement, screens, passing and shooting in a positive manner
- Ensure all participants HAVE FUN!

Spring NFL Flag Football

For the league rules, we strictly follow the rules given to us by NFL Flag. They are sent to each participant prior to a season.

PLAYING TIME: In our NFL Flag League, we like to keep 8 players on each roster to maximize playing time. Out of the 40 minute game, each player is required to play at least half of the game, playing on both offense and defense.

Coaches Roles:

- BE A ROLE MODEL
- Create a starting lineup for each game
- Substitute players as close to every 5 minutes as possible
- Teach participants the value of teamwork and good sportsmanship
- Run plays to involve everyone throughout the entire game
- During games and practices, teach kids the terminology and explain a play they are running.
- Ensure all participants HAVE FUN!

Spring/Fall O'Connor T-Ball League

1. Games are 45 minutes long
2. Teams consist of a maximum of 9 players, all rosters are created by BGCNRI staff.
3. On defense, each player stands within a hula hoop on the grass as their starting position.
4. Staff/coaches will announce which color hula hoop is going to field the hit.
5. We try our best to have just the color hula hoop players we called chase after the ball.
6. When the ball is hit, the player that fields the ball will throw it to BGCNRI staff. The other player that did not field the ball will be rolled a ground ball to ensure they are learning the fundamentals of fielding a ground ball and that every child has a chance to field a ball.
7. On offense, each player will come up to bat and hit the baseball off of the tee. After the ball is hit, the batter advances to 1st base.
8. With baserunners on, each runner advances 1 base on every hit.
9. The last batter of the team will hit the ball, and then round the bases until they step on home plate. Any baserunners in front of them will round the bases until they step on home plate as well.
10. After the last batter makes it to home plate, that concludes the half-inning. Teams will play one to three innings, depending on what they can EQUALLY fit into the 45 minute game time length. This ensures each child receives the same amount of at-bats and same amount of fielded ground balls.

Coaches Roles:

- BE A ROLE MODEL
- Help position players in their respective hula hoops
- When batting, call up each player individually.
- Show players how to properly hold the bat and how to swing through the ball.
- In the field, remind players the correct motion/mechanics to throw the ball.
- Teach participants the value of teamwork and good sportsmanship
- Ensure all participants HAVE FUN!

All Soccer Leagues

We have become an official 3v3 Kick It Soccer organization! All soccer camps, clinics, leagues and tournaments will follow the rules below. **For all recreation leagues (winter, spring and summer), all players MUST have equal playing time.**



Kick It 3v3 Soccer Tour Rules (v. 12102019) – Page 1 of 2



This version of the Kick It 3v3 Soccer Rules was last edited: 12/10/2019

* FIFA rules apply if not modified within * The following rules have been designed to ensure fair play for all participants. Each player, coach and spectator are expected to understand these rules prior to their participation in the Kick It 3v3 Soccer Event. Any questions concerning these rules should be directed to Kick It 3v3 Event Staff.

Master Scoreboard / Schedule Changes: It is the responsibility of the team (coach, team contact / manager, or team captain) to check the Master Scoreboard Schedule for any changes after each tournament game (you will not be notified of changes). Check the Master Scoreboard often, as changes do occur to the schedule. When a change does occur, Kick It will attempt to notify teams, and will strive to not change any game times or locations before the first game, but teams are responsible for checking for updates to the Master Scoreboard after each game.

TEAM REGISTRATION: Requirements, Information, Rules, Guidelines, etc.

Team Registration: Teams must register and pay all team fees to participate in each event. Teams should register into divisions based upon age (birth year), gender, playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level could be dismissed from the tournament. Teams that span more than one age group (birth year) must register in the birth year of the oldest player on the team roster. Teams are responsible for registering in the appropriate division. In the situation where teams place themselves in the wrong division, Kick It will attempt to rectify the error, but cannot guarantee proper placement. It is each Team's responsibility to register in the proper division, failure to properly register may result in disqualification from the tournament, and registration fees will not be refunded.

Skill Level: Teams must register into the correct division based on their players' competitive experience when applicable. When available, teams with Elite experience should apply for the Elite divisions. For most events, only Recreational (Silver Division), Competitive (Select/Travel) and Elite/EID will be offered.

Official Team Roster Form, Player Registration & Proof of Age Requirements:

- **OFFICIAL TEAM ROSTER:** Each team must complete the Official Team Roster Form and Waiver and submit the form to the Kick It 3v3 Event Staff during Team Check-In, or PRIOR TO THEIR FIRST GAME or they may be disqualified from the tournament. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. Teams cannot add players after the start of their first game.
- **OFFICIAL GAME ROSTER:** Each team will be required to fill out a separate Official Game Roster that will be used to check in with the referee prior to each team's game that matches the "Official Team Roster" that is handed in at team check in prior to each team's first match. A team coach/parent/player is responsible for handing in the completely filled out "Official Game Roster" for each game played to the referee prior to the game to be played to verify the names on the game roster match the "Official Team Roster" form turned in at Kick It Headquarters during team check in. ONLY STAMPED Official Game Rosters are acceptable to be handed in to a ref prior to a match. Any team that does NOT have or turn in a Game Roster to the Referee prior to the game or within 5 minutes after the start of the game will forfeit the game. The Kick It 3v3 Tournament Director (onsite) reserves the right to allow a team to still participate in the game as regularly scheduled if a team can still completely and accurately fill out their "Official Game Roster" form and turn it in to the referee prior to the end of the scheduled match.
- **TEAMPARENT CODE OF CONDUCT FORM:** A 3v3 Team/Parent Code of Conduct form will be turned in to Kick It Headquarters at check in prior to each team's first match for each team, which acknowledges their behavior and respect for officials, players, spectators, staff, and any other person attending the tournament, be treated with respect. Failure to follow the 3v3 Team/Parent Code of Conduct could result in the possible removal of the team, individual parents or players from the event. There is a NO TOLERANCE POLICY regarding disruptive, unruly, violent, verbal or physical abuse directed toward anyone!
- **PROOF OF AGE:** Tournament officials have the right to demand **Proof of Age** for any player included on the roster. Players are required to carry Proof of Age with them at all times during the event.
- **ROSTER FROM QUALIFYING EVENT:** A minimum of two(2) players from the Official Team Roster Form from the Kick It 3v3 Local Event should be on the Official Team Roster Form for a Kick It 3v3 Regional Championships event in order to keep accumulated Ranking Points. A minimum of two(2) players from the Official Team Roster Form from the Kick It 3v3 Regional Championships Event should be on the Official Team Roster Form for the Kick It 3v3 World Championships event in order to keep accumulated Ranking Points. Teams participating with less than two players from the Roster of the qualifying event will forfeit accumulated Ranking Points associated with their team and must receive a new Kick It ID number.
- **NUMBER OF PLAYERS PER TEAM:** Six is the maximum number of players on each team's roster: three field players and three substitutes, but teams are allowed less than six players if they choose. (A team must have a minimum of 2 field players). Players may only play on one team per division – this includes situations such as smaller tournaments, where divisions are combined.
- **FALSIFYING AGES OR SKILL LEVEL:** The Kick It 3v3 Tournament Director / Event Director may dismiss any team from the event – and potentially future events - any player(s) or coach(es) determined by the Tournament Staff to have falsified age, identity, or skill level where applicable. This act of non-sportsmanship will not be tolerated by Kick It 3v3.
- **WRISTBANDING OF PLAYERS AT THE WORLD CHAMPIONSHIPS EVENT:** All players participating in the Kick It 3v3 World Championships event may be required to wear tamper-resistant wristbands provided by Kick It, with their team's Kick It ID number posted on the wristband for every game. Coaches / Team Contact Persons will receive their team's wristbands at the Team Check-In, and will be required to place these on each player's wrist. Players not wearing their wristband will be disqualified from any games.
- **REPLACEMENT OF LOST OR DAMAGED WRISTBANDS:** It is expected that each player will wear their wristband for the duration of the event. If a wristband is lost or damaged, a \$20 replacement fee will be required to obtain a new wristband, and that player will be required to check in with their parent, coach, and all players on the team's roster prior to receiving a new wristband.
- **PROTESTS OF TEAM ROSTERS:** Any team wishing to Protest the roster or players on a roster may do so by submitting a \$50 Roster Protest Fee and completing a Roster Protest Form to Kick It 3v3 Staff Headquarters. After receiving the \$50 Roster Protest Fee and Roster Protest Form, and when available, a Kick It Staff member will verify each player on the team by confirming the Official Team Roster, the players' tournament wristbands (when applicable, i.e. World Championships) and each player's Proof of Age documentation. A game in progress will not necessarily be interrupted for this process. Any team found violating the requirements for the Official Team Roster Form, Player Registration, and / or Proof of Age when protested will be disqualified from the event, and all games played will be forfeited. **No other protests, or forms of protests will be allowed or accepted (including, but not limited to judgement calls by referees, mis-application of the rules or teams being in the wrong age/skill division).**

Coed Rules (Adult Teams Only): An Adult Coed team consists of a combination of male and female players. During play, there must be at least one female player on the field at all times. If a male player gets red carded, the team must play with one male and one female on the field for the remainder of the game. If a female player gets red carded, the team may continue play with two males on the field for the remainder of the game. If the female participant is no longer able to participate, the team may still play in the tournament, but must play with only two players on the field. Adult Coed teams are allowed to play in Male Divisions, in this case the standard coed rules do not apply.

BRACKETING: Rankings, Seeding, and Tie Breakers:

Rankings and Pool Play Seeding: Kick It 3v3 Rankings will be used to seed the Kick It 3v3 Soccer World Championships Event brackets and pools; but Rankings will not necessarily be used to seed the Local and Regional event brackets and pools. Bracketing efforts will be made to separate teams from the same club/organization, and from the same state and region where possible for all events, especially the World Championships event.

Championship Bracket Round Seeding: Championship Bracket seeding for each division will be determined by Win/Loss record for each team. A forfeited game is scored as a 12-0 win for the team that is present.

Referees will provide the winning coach a scorecard, which must be turned into the Headquarters Tent immediately following the game. For games where the score-card is not turned in to the Headquarters Tent, a verbally communicated score will be accepted until the score-card can be produced.

Seeding Tie-Breakers: For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official).

When (2) two teams from one pool are tied in record following Pool Play games, ties between the two teams will be broken by the following:

- (1) The team that won the game in Head to Head competition will be the higher seed.
- (2) If the game between those two tied teams resulted in a tie, or if the two tied teams did not play each other for any reason, then proceed to the (3) three team tie breaking rules process listed below.

When (3) three or more teams from one pool are tied in record following Pool Play games, ties between the three or more teams will be broken by the following:

- This process should be followed from one step to the next step if (2) two or more teams are still tied, do not revert back to previous steps prior to the final two steps.
- (1) Head to Head results / head to head win-loss record in head to head games between the three tied teams
- (2) Goal Difference in head to head games between the three or more tied teams
- (3) Goals Against in head to head games between the two or more tied teams
- (4) Goal Difference in pool play games for the two or more tied teams
- (5) Goals Against in pool play games for the two or more tied teams
- (6) Goal Difference in all games played for the two or more tied teams
- (7) Fewest Goals Against in all games played for the two or more tied teams
- (8) If only two teams are still tied at this point, revert to the two team tie breaking rule (but do not revert to the two team tie breaking rules prior to this step). If still tied in record, proceed to next step.
- (9) Shootout: follow overtime rules for shootout – each team may pick its 3 players for the shootout

Weather Related Issues: The Kick It 3v3 Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths. Every effort possible will be made to play the games. Where possible, and if game/pool/division winners are discernable, awards may be distributed to winning teams, however, awards are not guaranteed if winners are not discernable. Team entry fees are non-refundable.

SPORTSMANSHIP: Yellow Cards, Red Cards, Player / Coach / Spectator Ejections:

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators. **Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions). **Player Ejection (Red Card):** Referee's have the right to issue a Red Card and eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. Any player(s) receiving a red card are suspended from play for their next game. If a team is found to be playing the next game with a player that received a red card in the previous game, that team may be forced to forfeit that game and/or their next game (at the

Kick It 3v3 Soccer Tour Rules Continued (v. 12102019) – Page 2 of 2

Tournament Director's discretion) Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game may be forfeited in favor of opposing team (regardless of the score at the time of the incident). ****If player(s) is (are) issued red card(s) for fighting, player(s) may be ejected from the tournament and is (are) subject to removal from the facility for the duration of the event.**

Coach/Parent Ejection: Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game may be forfeited in favor of the opposing team.

RULES DURING PLAY:

Game Duration: The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. A coin toss will determine possession and direction before the start of the game. Games during Pool Play that are tied after regulation play shall end in a tie. Games during the Playoffs / Championship Rounds that are tied after regulation play shall proceed to Overtime (see Overtime Rules for Playoffs / Championship Rounds listed below). There are no timeouts and the Game Clock does not stop in 3v3 games. In the event that a field is behind schedule, the referee may shorten the halftime period, or limit warm-up time prior to game (the referee should communicate any shortened time to each team). The Referee has the official time on the field. **THE HOME TEAM IS LISTED FIRST ON THE OFFICIAL SCORECARD.**

Substitution: Substitutions may be made during any dead-ball situation, regardless of possession. Teams must gain the referee's attention and players must enter and exit at mid-field when prompted by the referee.

Substitutions may NOT be made on the fly!

Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks: **KICK OFF:** May be kicked in any direction. You can score directly from a kick off, provided the ball is touched/moved by player 1 and player 2 can strike the ball into the goal (the kickoff is an indirect kick). **KICK-INS:** The ball shall be kicked into play from the sideline, rather than thrown in. The ball is considered in play when the ball is touched and changes position. This is an indirect kick, and a goal cannot be scored from this kick. **NO DRIBBLE IN IS ALLOWED.**

DIRECT & INDIRECT KICKS: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the box. It is the referee's discretion where the ball will be placed.

GOAL KICKS: May be taken from any point on the end line. All Goal Kicks are indirect kicks. **PENALTY KICKS:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are DIRECT kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

Five Yard Rule: In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

FIVE SECOND RULE: In all dead-ball situations, attacking players must put the ball in play within 5 seconds of the "all ready to play signal" from the referee, or it becomes a turnover to the opposing team at that same spot. If a 5 second rule violation occurs on a teams' goal kick, a corner kick is awarded to the opposing team. When teams are substituting players on a dead-ball situation, the 5 seconds does not begin until the subbing players are off the field and the referee has signaled to start play.

HEADING: Heading the ball is allowed in all ages and at all Kick It 3v3 sponsored and affiliate events.

6 GOAL DIFFERENTIAL RULE: Starting Jan 1, 2020, all age divisions and skill levels will implement a 6 Goal Differential Rule, where a team that is down by 6 goals or more may add a "4th player" to the field, while the team leading by 6 goals or more must still play with 3 players on the field. When the goal differential drops to a 5-goal differential, the team with 4 players on the field of play must remove 1 player to go back to a 3v3 situation. This scenario will continue for the entire game, based upon the score of the goal differential. The Referee will be responsible for letting the coaches know when it is appropriate to add a 4th player, and when to remove the 4th player from the field of play. Coaches may choose not to add the 4th player at their discretion, and roster size.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) in their offensive half, and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds, unless 2 players touch the ball before a goal is scored. See below for "Plane of the Goal / Net Interference."

Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification: There are no Goalkeepers in Kick It 3v3 Soccer. **No Off-sides in Kick It 3v3 Soccer! No Slide Tackling in Kick It 3v3 Soccer:** If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds, so long as no contact is made with an opposing player. **Hand Ball Clarification:** Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee). **NO SLIDING WITHIN 3 yds OF THE PLAYER WITH THE BALL!**

Protests of Rules: NO PROTEST WILL BE ALLOWED (Only Exception are protests for Team Rosters). **No other protests, or forms of protests will be allowed or accepted (including, but not limited to judgement calls by referees, mis-application of the rules or teams being in the wrong age/skill division), as they are frequently based on emotions or referee judgment calls. Referee judgment calls are NOT grounds for a protest. Videotape is not acceptable as a form of protest or decision review.**

Field Dimensions, Goal Box, Plane of the Goal / Net Interference, Player Uniforms, Game Balls, etc.

Field Dimensions: The playing field is 35 yards long and 25 yards wide for all age divisions and skill levels. The goals are approximately four feet high and 8 feet wide.

The Goal Box: There are no goalkeepers in 3v3. The goal box is approximately ten feet wide by six foot long located directly in front of the goal. The goals are four feet high by eight feet wide. There is no ball contact allowed within the goal box, however, **all players may pass through the goal box as long as they do not touch the ball while in the box.** If the ball comes to a rest in the goal box, or on the goal box line, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a **defensive player touches the ball** after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), **a goal will be awarded** to the offensive team. **If an offensive player touches the ball** after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), **a goal kick will be awarded** to the defensive team, and a goal will not be counted if scored. The plane of the goal box extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

Plane of the Goal / Net Interference: A goal will be awarded if the ball strikes the netting portion of the goal, even if the ball is then returned back into the field of play without completely crossing the goal line. If the ball strikes the cross bar or goal posts, and simultaneously strikes the netting portion of the goal, the referee's judgment will determine whether the netting prohibited the ball from crossing the goal line (which should be awarded a goal), or whether the bar or post prohibited the ball from crossing the goal line (which should NOT be awarded a goal). The referee's judgment call and ruling on the field will not be overturned. In simple terms, the net should not be the source that will prohibit a shot from scoring as a goal.

Player Uniforms, Jerseys, Protective Casts & Jewelry: All players must wear **shin guards**, or will not be allowed to play. All players must wear **jerseys/shirts** during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. Players wearing **protective casts** must receive written approval by the Kick It Tournament Director and/or Referee Assigner, and will be required to check in prior to each game with the on-field referee to be permitted to play. If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until The Tournament Director, Athletic trainer, and/or Referee Assigner re-approve the wearing of the protective cast in writing. **No jewelry** will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Game Balls / Sizes: Teams are responsible for providing game balls. For post-season tournaments where the ball-size has increased for certain age-groups during fall league play (U8 and U12), the increased size should be used. Any disputes over ball size must be settled prior to the start of the game. For the 2020 Kick It 3v3 Tour (January – December 2020): Ball Size 3 = U5, U6, U7, U8 (or 15's, 14's, 13's, & 12's); Ball Size 4 = U9-U12 (or 11's, 10's, 09's, & 08's); Ball Size 5 = U13 & up (07's & older).

OTHER: Delay of Game, Forfeits, Overtime:

Delay of Game: The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time. The referee has the official time on the field.

Forfeits: Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before a forfeit is issued by the referee. **All forfeits must be approved by the Kick It 3v3 Soccer Tournament Director before the game is considered an official forfeit.** The Kick It Tournament Director has the option to replay a forfeited game if deemed necessary. A team forfeiting three games during pool play may be removed from the tournament. A team forfeiting one game during the playoffs may be removed from the tournament.

Playoff Overtime: Pool Play Games shall end in a tie, if the game is tied at the end of regulation. Only Playoff Games shall play into overtime.

- **Golden Goal Overtime Period:** Playoff Overtime shall consist of one 3-minute "golden goal" overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner.
- **Shootout:** If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players must kick twice.

**** The Kick It 3v3 Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ****

Volunteer Screening & Coach Training

BGCNRI greatly values our volunteers that help coach the youth of our community. In order to coach in any of our programs, volunteers must complete the below background check form given by the Athletic Director and pass the background check. Our check includes sex offender registry search as well as a criminal database search.

Successfully passing our background check means that you are able to volunteer in our programs for an entire year. After the year is up, you must re-submit a background check form. All volunteers will have to read, sign and follow our coaches code of conduct.

Prior to each recreational season, a coaches meeting is held by BGCNRI Athletics. In this meeting, coaches are trained by BGCNRI staff on the following topics:

1. Recreational mindset- Coaching a recreational team to help participants learn the rules of the game, the fundamental skills in order to play and follow the league rules regarding playing time. Remember, the goal of the program is for participants to be involved, learn the sport they registered for and have fun.
2. Rules Distribution- Coaches receive the rules sheet from the Athletic Director that has all rules for the recreation league that they are coaching. Rules are then explained by BGCNRI staff. *(All rule sheets are located in this document)*
3. Basic First Aid- Coaches are shown where first aid kits are kept (gymnasium in the downstairs office and outdoor sports kept with BGCNRI Staff). BGCNRI staff will be on site at all times.
4. Concussion Awareness- All coaches & BGCNRI staff must take the FREE concussion training course on the National Alliance for Youth Sports website, or one of similar content. This must be done prior to the first scheduled event of the program. This training will be good for at least 1 year from the date of completion.
5. Coaches Pledge- All coaches will have to sign our code of conduct. If BGCNRI staff discover that a particular coach is in violation of this document, then that coach will be asked to step down from coaching at the Boys & Girls Club. The youth in our community comes first, and we strive to ensure our recreation leagues are a safe and fun environment for all participants.



Select which location you are applying to

Cumberland-Lincoln	<input type="checkbox"/>
Woonsocket	<input type="checkbox"/>

Application for Employment
(May be substituted with resume)

APPLICANT INFORMATION

Last Name	First	M.I.	Date
Street Address	State		Apartment/Unit #
City	ZIP		
Phone	E-mail Address		
Over 18?	Date Available		
Position Applying for			
Are you a citizen of the United States?	YES <input type="checkbox"/>	NO <input type="checkbox"/>	If no, are you authorized to work in the U.S.? YES <input type="checkbox"/> NO <input type="checkbox"/>
Do you have experience in child care?	YES <input type="checkbox"/>	NO <input type="checkbox"/>	If so, when?
Have you ever been convicted of a felony?	YES <input type="checkbox"/>	NO <input type="checkbox"/>	If yes, explain
Emergency Contact	Name	Phone	Relationship
How did you hear about us?			

EDUCATION

High School		Address	
From	To	Did you graduate?	YES <input type="checkbox"/> NO <input type="checkbox"/> Degree
College		Address	
From	To	Did you graduate?	YES <input type="checkbox"/> NO <input type="checkbox"/> Degree
Other		Address	
From	To	Did you graduate?	YES <input type="checkbox"/> NO <input type="checkbox"/> Degree

REFERENCES

List at least three people, not related to you, who know your character, experience, work habits or abilities

Full Name	Relationship
Company	Phone
Full Name	Relationship
Company	Phone
Full Name	Relationship
Company	Phone

PREVIOUS EMPLOYMENT

Company		Phone	
Address		Supervisor	
Job Title	Starting Salary \$	Ending Salary \$	
Responsibilities			
From	To	Reason for Leaving	
May we contact your previous supervisor for a reference? YES <input type="checkbox"/> NO <input type="checkbox"/>			

Company		Phone	
Address		Supervisor	
Job Title	Starting Salary \$	Ending Salary \$	
Responsibilities			
From	To	Reason for Leaving	
May we contact your previous supervisor for a reference? YES <input type="checkbox"/> NO <input type="checkbox"/>			

Company		Phone	
Address		Supervisor	
Job Title	Starting Salary \$	Ending Salary \$	
Responsibilities			
From	To	Reason for Leaving	
May we contact your previous supervisor for a reference? YES <input type="checkbox"/> NO <input type="checkbox"/>			

MILITARY SERVICE

Branch	From	To
Active Military Y/N?	Type of Discharge	
If other than honorable, explain		

CERTIFICATIONS

Life Guard AED Adult CPR Child CPR Infant CPR
 First Aid CDL (Bus License) Chauffer's License Other

BRIEFLY DESCRIBE ANY INTERESTS/SKILLS AND OR TALENTS

DISCLAIMER AND SIGNATURE

PLEASE READ CAREFULLY BEFORE SIGNING

I have read and understand the foregoing and to the best of my knowledge and belief, the information on this form is true and correct. I understand that falsification of this application in any detail is grounds for disqualification from further consideration of/or for dismissal from employment.

I understand my employment can be terminated, with or without cause and with or without notice, at any time. I further understand that my employment is at an at-will employment relationship. This constitutes the full, complete and final expression of the employment relationship between myself and the Boys & Girls Clubs of Northern Rhode Island. In no manner does my employment constitute an employment contract.

In the event of my employment, I will comply with all rules and regulations as set forth in the Boys & Girls Clubs of Northern Rhode Island's policy manual or other communications distributed to employees.

I understand the Boys & Girls Clubs of Northern Rhode Island reserves the right to conduct criminal background and reference checks on all applicants being considered for employment.

I hereby give my permission for the Boys & Girls Clubs of Northern Rhode Island to obtain information regarding both my employment experience and criminal history record.

Signature of Applicant:

Date

Thank you for your interest in the Boys & Girls Clubs of Northern Rhode Island. Please return completed information to one of the following addresses.



**BOYS & GIRLS CLUBS
OF NORTHERN RHODE ISLAND**

Cumberland-Lincoln
1 James J McKee Way
Cumberland RI, 02864

Woonsocket
72 Kendrick Ave
Woonsocket RI, 02895



AUTHORIZATION TO CHECK CRIMINAL RECORDS

Please complete all sections

Print name: _____
 First Middle Last Maiden

Current address: _____
 Street City State/Zip

Previous address _____
(List all within the last 7 years) Street City State/Zip

Street City State/Zip

SSN _____ DOB _____ Phone _____

Check is for: (Please circle) Employment Volunteer Services Community Service

Number of hours needed _____ Hours needed by (date) _____

I hereby direct and authorize the release of all applicable background information to BGCNRI.

I hereby waive and release any and all manner of actions, cause of actions, and demands of every kind, nature and description, arising from any release of criminal records and requests therefrom, whatsoever against the State of Rhode Island, Bureau of Criminal Identification, the Attorney General and employees of the Attorney General's Office, Boys & Girls Clubs of Northern Rhode Island, in both law and equity which I may now, or in the future have.

I understand that such access is for the purpose of considering my application, and that I expressly do not authorize the Boys & Girls Clubs of Northern Rhode Island directors, officers, employees, or other volunteers to disseminate this information in any way to any other individual, group, agency, organization or corporation.

The Boys and Girls Clubs of Northern Rhode Island requires that a criminal background check be performed on all employees and volunteers of the organization dating back 25 years of your adult life. When a BCI check is not approved, it is forwarded to the safety committee, BGCNRI Chief Operating officer and the CEO for review.

All information is kept confidential and only reports not approved will be reviewed by the committee. This form will be shredded immediately upon completion of the background check.

Signature (Parent/Guardian if under 18)

Date

Notary Signature _____

Date _____

Commission Expires: _____

Notary # _____

BGCNRI Coaches Code of Conduct

- I. To be a coach/assistant coach, you must register on our website using Sports Connect
- II. Coaches are encouraged to use the Team Manager app to communicate with parents regarding practices and games.
- III. As a coach, you agree to complete a BGCNRI Background check form each year prior to the season/sport you are coaching.
- IV. All coaches are required to complete the online NAYS coaches training and attend the coaches training meeting prior to the start of the recreation season.
- V. All coaches are required to complete the concussion training from the National Alliance for Youth Sports prior to the season they're coaching.
- VI. Coaches are invited to the evaluations to help in rating players to ensure league parity.
- VII. BGCNRI Staff will make the final decision regarding rosters.
- VIII. As a coach, you understand that this is a recreation league. The goal is to help participants learn the fundamental skills in order to play and learn the rules of the sport.
- IX. I agree to abide by the league rules distributed by the Boys & Girls Clubs of Northern RI.
- X. I agree to follow all playing time rules to ensure all participants are given the amount of playing time that they deserve.
- XI. As a coach, you will ensure that the areas you practice/play in are left in the same condition that they were prior to scheduled time.
- XII. Use of any controlled substances (alcohol, drugs, etc.) is strictly prohibited at BGCNRI. If you are deemed under the influence, you will be asked to leave the facility.
- XIII. I agree to bring any issues regarding players or parents to the Athletic Director. (Parents must follow 24 hour rule)
- XIV. 24 Hour Rule- I agree that any issue/feedback that I have with the league I'm coaching, I will wait 24 hours after the scheduled game to address the BGCNRI staff or Athletic Director.

I, as a coach of a BGCNRI Recreation League Team, ACCEPT and UNDERSTAND these conditions
(Failure to do so could result in removal as a BGCNRI volunteer coach):

Coach's Name: _____ Date: _____

(Printed)

Coach's Signature: _____ Date: _____

Spectators Code of Conduct

At the Boys & Girls Clubs of Northern RI, we understand that games can get very competitive, even at the recreation level. As adults in the facility, we are role models for all participants. All sporting events at the Club involve kids, and we must all realize this when being a coach, parent or spectator. Our recreation leagues are to develop participant's skills as well as having fun.

- Be a positive role model at practices and games through your own actions.
- At a game, you are there to support your team and enjoy the game being played. You are not there to intimidate, ridicule or heckle the opposing team, coaches, officials or fans.
- Ensure your child has the proper equipment for the sport being played. Failure to do so could result in your child sitting out for the game.
- Use of any controlled substances (alcohol, drugs, etc.) is strictly prohibited at BGCNRI. If you are deemed under the influence, you will be asked to leave the facility.
- Learn the rules of the game, so that you may understand and appreciate the flow of the game and the calls being made by officials.
- Officials in each sport officiate the game to the best of their ability. Please respect all officials before, during and after the game.
- Show respect for the opposing players, coaches and spectators.
- Boys & Girls Club Athletic Staff can remove you from the facility or field and can prohibit you from attending future games due to negative behavior.
- If you have an issue regarding a coach, official, BGCNRI staff or the league itself, you will reach out to the Athletic Director at least 24 hours after the situation in question occurs. We implemented this policy to help people formulate a better response that is more persuasive than argumentative regarding a situation that has occurred.
(email brianandrade@bgcnri.org or call 401-333-4850)

The safety of all children is a top priority for our leagues and programs. All staff and volunteer coaches must take a concussion training course. For parents to be educated as well, we will email an informational sheet at the beginning of each season to all families. Please understand any decisions made by staff regarding concussions. We will not allow a child back into a game if they have any concussion symptoms.

I, as a parent of a BGCNRI league participant, ACCEPT and UNDERSTAND these conditions:

Parent's Name: _____ Date: _____

(Printed)

Parent's Signature: _____ Date: _____

Organization Systems

- BGCNRI Athletic Staff follow a weekly schedule made by the Athletic Director.
- All programs have at least 2 BGCNRI staff present in the program area to ensure all participants are safe and well supervised.
- In clinics/skills programs, our staff follow a curriculum created by BGCNRI or outside vendors that run program with our assistance (It's Possible Basketball, Revolution Academy, etc.)
- For our leagues, staff will be officiating games, score keeping or managers on duty in the program area.
- At the end of each program, we ask parents to fill out a quick online survey about the program they just completed.

BGCNRI Equipment Check

- Sweep court floor before and after any program hosted in the gymnasium.
- Prior to the start of a season, check all related equipment to ensure we have everything needed and it is all in working order.
- Check all equipment that will be used that particular day a program occurs.
- For outdoor activities, sweep outdoor courts to prevent sand spots before, during and after each game.
- Do not allow a broken or damaged piece of equipment to be used by a participant. Please throw away and add it to a list of items needed to run our program.
- Throw away any plastic water bottles left in the program area.
- Any clothing, water bottles or equipment brought by participants that is left in the program area is to be placed in the box in the closet labeled "lost and found"
- All program equipment is to be returned to where staff members got it from.



CONCUSSION

A concussion is a traumatic injury to the brain that alters mental status or causes other symptoms. Many people assume they do not have a concussion if they have not lost consciousness. However, significant injury can occur without losing consciousness at all. Football players often say “I just got my bell rung” when a blow to the head causes ringing in the ears, but those symptoms are often consistent with concussion.

How is a concussion diagnosed?

When concussion is suspected, a certified athletic trainer or the team physician should immediately perform an initial “sideline” evaluation, including:

- Symptoms list review
- Focused neurological exam and balance assessment.
- Focused orientation exam that tests short-term memory recall such as the event, play, opponent, score, or last meal
- Focused orientation exam that tests long-term recall such as name, birth date, place of birth
- Assessment of athlete’s ability to stay attentive to a complex task such as reciting months backwards

If left undiagnosed, a concussion may place an athlete at risk of developing second impact syndrome—a potentially fatal injury that occurs when an athlete sustains a second head injury before a previous head injury has completely healed.



CONCUSSION

What are the signs/symptoms of a concussion?

Concussion symptoms include the following:

- Balance problems
- Difficulty communicating, concentrating
- Dizziness
- Drowsiness
- Fatigue
- Feeling emotional
- Feeling mentally foggy
- Headache
- Irritability
- Memory difficulties
- Nausea
- Nervousness
- Numbness or tingling
- Sadness
- Sensitivity to light or noise
- Sleeping more than usual or difficulty falling asleep
- Visual problems—blurry or double vision
- Vomiting
- Pressure in head, neck pain, feeling slowed down
- Not feeling right

When is it safe to return to play?

All athletes who sustain a concussion should undergo an evaluation by a qualified healthcare provider before returning to play. Athletes can return to play after they have completed a 5–6 step “Return to Play” program and have started a “Return to Academics” program. Athletes can return to play after they are completely free of all symptoms of a concussion and remain symptom free during and after physical testing.

Unfortunately, it is difficult to determine if the brain has healed from a concussion; even after all symptoms have resolved, healing may not be complete. Neurocognitive testing can be a very helpful tool in determining brain function. With a comparison to a baseline test, this evaluation can be used in conjunction with a physician’s examination to reduce future risks.

Baseline testing collects data on an athlete’s cognitive and physical abilities prior to suffering the concussion. Baseline testing can include a neurocognitive evaluation (usually by computer) that tests multiple areas of brain function, including memory, problem solving, reaction times, and brain processing speeds. Symptom checklists, sideline assessment tools such as the Sideline Concussion Assessment Tool (SCAT-5), and balance testing are other examples of baseline evaluations that may be helpful.

Expert Consultants

Jeffrey S. Kutcher, MD
Wayne Sebastianelli, MD

References

Centers for Disease Control (CDC), Concussion Management Guidelines, Physician Tool Kit. 2007.

International Conference on Concussion in Sport, Vienna, 2001; Prague, 2004; Zürich, 2008; Zürich, 2012, and Berlin, 2016.

Organization Contact Information

Athletic Director:

Brian Andrade

401-475-6628

brianandrade@bgcnri.org

BGCNRI Athletic Email:

bgcnriathletics@gmail.com

Website: www.bgcnri.org/athletics

Then click "BGCNRI Athletics Page" to access registrations and more information



Boys & Girls Clubs of Northern RI is a proud Member Organization of the National Alliance for Youth Sports (NAYS).

NAYS educates, equips and empowers youth sports leaders, volunteers and parents so all children can enjoy the lifelong benefits of sports. NAYS, a nonprofit 501(c)(3) organization, partners with more than 3,000 community-based organizations and has trained more than four million adults since 1981.

As a NAYS Member Organization, BGCNRI Athletics has access to:

- Trainings for coaches, parents, league directors and officials
- Liability insurance for individual coaches, league directors and officials who join NAYS
- Resources and tools to improve our youth sports programs
- Coach evaluations through NAYS' unique Coach Rating System
- Volunteer accountability by adherence to the NAYS Code of Ethics

For more information about the National Alliance for Youth Sports, visit www.nays.org.

To join NAYS by signing up for a training, visit www.nays.org/sign-up/.

Question, comment, concern, complaint?

As stated in our policies and procedures, BGCNRI Athletics follows a 24 hour rule. If you have any issue/feedback with the league your child is participating in, please wait 24 hours after the schedule game to address the BGCNRI staff or Athletic Director. We implemented this policy to help people formulate a better response that is more persuasive than argumentative regarding a situation that has occurred.