SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of three (3) regular season games.
   B. Participants will be able to choose which day of the week and what time they play their regular season games by selecting a division in their desired league via scheduling on IM Leagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team rankings will be based on season performance and sportsmanship ratings.

III. Rosters
   A. Teams will be allowed to add additional players to their rosters during the season and through the end of the semi-final game in the playoffs.
   B. Teams will be allowed a maximum of 20 players.

IV. Location
   A. Games will be played on the Gold Fields.
   B. Teams will have a designated field assignment.
      i. This assignment can be found online.
      ii. Please contact an Intramural Supervisor if you need assistance finding your playing location.

V. Supervision
   A. Officials will be assigned for all scheduled games. They will be responsible for the scorecard and sign-in procedure.
      i. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the field ready to begin at the scheduled time.
   B. An Intramural Supervisor will provide oversight and aid with the operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.

VI. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Flag Football is a NON-CONTACT sport.
      i. *Penalty – Any illegal contact results in a ten (10) yard Illegal Contact penalty from either the previous spot, spot of the foul, or end of the run.

Last Updated: 8/7/2015
B. All players, except the quarterback, are considered eligible receivers.
C. Quarterbacks may run, pass or handoff the ball.
   i. *(Co-Rec Modification)* Males CANNOT run the ball passed the line of scrimmage.
   ii. *Penalty* – Any such violation results in a five (5) yard Illegal Advancement penalty from the previous spot.
D. First downs are established by crossing over the 20, 40 and 20 yard markers (see Section 2.II.).
E. No field goals will ever be attempted.

II. The Field

A. The playing field will be divided as follows (see Object II.1 for details):
   i. The overall dimensions will be 40 yards wide by 100 yards long.
   ii. There will be four (4) 20 yard zones.
      a. Markers will be placed on the 20, 40, and 20 yard lines representing the line to gain.
      b. The 40 yard line will be considered midfield.
   iii. Left and right hash marks will designate the outer limits for snap locations.
   iv. Two (2) end zones, ten (10) yards deep, will be each team’s scoring area.
   v. Play begins On the 14 yard line at the beginning of a period and after scores.
   vi. Extra point tries will be from the 3, 10, or 20 yard lines.
B. Players and fans must remain between the two (2) 20 yard markers during play (marked “team box” in Object II.1).
C. It is asked that players and fans allow officials at least five (5) yards along the sidelines to reduce potential injuries and allow officials room to complete their assignments.

Object II.1
III. Beginning Play

A. Captains’ Meeting
   i. Prior to the start of play, each team’s captain will be required to meet with the officials.
   ii. Follow the officials’ instructions and ask any desired rule clarifications at this meeting.
   iii. The coin toss (below) will occur to determine possession and field position.

B. Coin Toss
   i. Either a coin toss or even/odds game will determine the first choice.
   ii. The visiting team captain will be designated to make the call.
   iii. The captain winning the toss or game shall choose one of the following options:
      a. Take the option in the first half.
      b. Take the option in the second half (also known as deferring the option).
   iv. The options available to the first choice include:
      a. Starting on offense or defense.
         i. If this option is chosen, the remaining captain will choose which goal their team will defend.
      b. Choosing which goal their team will defend.
         i. If this option is chosen, the remaining captain will choose between starting on offense or defense.

C. Upon completion of the coin toss, the receiving team will begin play on the 14 yard line.
SECTION 3. EQUIPMENT

I. Equipment Provided
   A. A regulation men’s football will be provided for men’s divisions. A regulation men’s or youth ball may be used for Co-Rec and women’s divisions.
      i. Players may use their own footballs; each side may use a DIFFERENT BALL if desired.
      ii. The offense is the team responsible for acquiring their ball before and after each offensive play.
      iii. In Co-Rec and women’s divisions, a men’s football may only be used if both captains agree prior to play.
      iv. Footballs may be checked out from the Gold Field Shed prior to play.
   B. Flag belts will be provided for each team at the field.
      i. Flag belts must have three (3) flags positioned at each side and centered at the back and must be worn at the waistline.
      ii. Players are prohibited from tying their flag belts in knots and tucking flag belts into their shorts/pants.
         a. *Penalty – Any such violation results in a ten (10) yard, loss of down Illegally Secured Flag Belt penalty from the previous spot. If discovered after a touchdown, the score will not count. Players in violation are DISQUALIFIED immediately.
      iii. Flag colors cannot match the color of the player’s shorts. Select a flag belt with different colored flags if this is the case.

II. Illegal and Required Equipment
   A. Shoes
      i. Players must wear athletic shoes.
      ii. Shoes must be made up of soft, pliable upper material (molded plastics, canvas, leather, or synthetic) which covers the foot attached to a composition bottom.
      iii. Shoes with rubber cleats are acceptable.
      iv. Rubber cleats with a tipped metal material are considered legal.
   B. Pockets
      i. NO pockets may be exposed. This rule stands as a safety precaution.
      ii. Clothing may only be turned inside out if the pockets do not hang on the outside (no “bunny ears”).
      iii. Pockets may not be taped shut.
   C. Attire
      i. It is required that teams wear uniformly colored shirts to help distinguish one team from another.
      ii. Jerseys may be rented from the Welcome Center.
      iii. Players must wear athletic shorts or pants and shirts.
      iv. Jeans are not permitted.
      v. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.
   D. *Penalty – Any such violation results in a ten (10) yard Illegal Equipment penalty from the previous spot.

III. Recommended Equipment
   A. Mouth guards are highly recommended but not required.

SECTION 4. PLAYERS
I. Team Composition
   A. Each team will be made up of seven (7) players on the field.
   B. (Co-Rec Modification) Teams will be made up of eight (8) players on the field.
      i. (Co-Rec Modification) On a full team, there must be four (4) males and four (4) females.
   C. *Penalty – Any violation exceeding these limits results in a ten (10) yard Illegal Participation
      penalty from the previous spot.

II. Minimum Team Requirements
   A. Games may be started with a minimum of five (5) players.
   B. (Co-Rec Modification) Games may be started with a minimum of six (6) players.
      i. If there are only seven (7) players, a team may play with four (4) males and three (3) females
         or vice versa.
      ii. If there are only six (6) players, a team may play with three (3) males and three (3) females,
          four (4) males and two (2) females, or four (4) females and two (2) males.
      iii. * Penalty – Any violation exceeding these limits results in a ten (10) yard Illegal
           Participation penalty from the previous spot.

III. Substitutions
   A. Teams may substitute an unlimited number of players during each dead ball period.
   B. Players may not enter and/or leave the playing field from a location that is not their own sideline.
      i. *Penalty – Any such violation results in a five (5) yard Illegal Substitution penalty from the
         previous spot.
   C. Players arriving late must first sign in with the field’s official or Intramural Supervisor before
      entering play.

SECTION 5. TIMING

I. Periods
   A. A regulation game will consist of four (4) 10 minute periods
      i. Teams will switch sides after each period.
      ii. Break between periods is not a time out. Play should resume as quickly as possible.
   B. The clock will not stop during the first half but will stop within the last two (2) minutes of the fourth
      period.
      i. The Back Judge will be the only official responsible for keeping time; address all time
         questions to this official.
      ii. There will be a “two-minute warning” stopping the clock in both halves; the clock will
         continue to run after this warning in the first half.
   C. Halftimes will be a maximum of five (5) minutes long and teams will switch sides at the start of the
      second half.

II. Play Clock
   A. Offensive teams have 25 seconds to initiate play after the Referee’s ready whistle has been blown.
      i. *Penalty – Any such violation results in five (5) yard Delay of Game penalty from the
         previous spot.
   B. It is the offense’s responsibility to retrieve the ball after each play.

III. Stoppage Inside Two Minutes During the fourth period.
   A. The following will cause the game clock to stop and resume on the next snap:
      i. An incomplete legal or illegal forward pass hits the ground.
      ii. A player runs out of bounds with ball possession.
      iii. A touchdown, touchback, safety or extra point try occurs.
      iv. A team timeout is called.
      v. A change of possession.
vi. Certain penalties occur.

B. The following will cause the game clock to stop and resume on the Referee’s ready whistle:
   i. A first down is achieved.
   ii. An officials’ timeout occurs.
   iii. Certain penalties occur.

IV. Timeouts
   A. Teams will receive three (3) timeouts PER GAME.
      i. A maximum of two (2) timeouts may be used in the second half; thus, if teams do not use at
         least one timeout in the first half, one timeout will be lost at half time.
   B. Injury time outs may be determined only by the officials and/or Intramural Supervisor.
   C. Each team is granted one (1) timeout per overtime period in the playoffs.
      i. No timeouts may carry over from regulation into an overtime period.

V. Overtime
   A. During league play, there are no overtime periods, and games will result in a tie.
   B. During the playoffs, each team will receive four (4) downs starting from the ten (10) yard line.
      i. A new coin toss will be used to determine possession but not field position since all overtime
         periods will be played at one (1) end zone for both teams.
      ii. Teams will still have the option to choose their extra point try location (see Section 6.II.C.)
      iii. If scores are still tied at the end of an overtime period, (an) additional period(s) will be
           played until a winner is recognized.
      iv. If teams are still tied at the end of the second or subsequent overtimes, teams will be forced
          to go for a two (2) or three (3) point try.
      v. A turnover in overtime immediately makes the play dead.
      vi. There will still be play clocks but no game clocks.

VI. Official Game
   A. If a game has reached halftime and inclement weather stops play, the game will be over and its score
      will be considered official.
   B. If a game has not yet reached halftime and inclement weather stops play, the game will be
      considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
      ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Football Scoring Terminology
   A. Touchdowns are scored when the ball crosses the vertical plane of the opponent’s goal line or when
      a loose ball is caught within the end zone boundaries of the opponent’s goal line.
   B. A safety is scored during the following situations:
      i. A ball carrier is de-flagged in their end zone.
         a. This rule does not apply when a ball is intercepted or received after a punt and the
            ball carrier’s momentum carries themselves into their own end zone.
         ii. A player punts, passes, fumbles, snaps, muffs or bats a loose ball from the field of play
             across their goal line and that ball subsequently becomes dead there.
         iii. A player commits any penalty in their own end zone.
   C. After a touchdown is scored, teams will have the option to attempt an extra point from one (1) of
      three (3) locations for different point values (see Section 6.II.C.).

II. Points
   A. Touchdowns are six (6) points.
i. **(Co-Rec Modification)** Male to male scoring will still be worth six (6) points; however, any touchdown play involving a female throwing or crossing the goal line is worth nine (9) points

ii. All extra point tries will be worth the same amount of points in all divisions regardless of female involvement.

B. A safety will be worth two (2) points.

C. Teams will have the following extra point options:
   i. A one (1) point try from the three (3) yard line.
   ii. A two (2) point try from the ten (10) yard line.
   iii. A three (3) point try from the 20 yard line.

D. The ball shall be declared dead if there is a change of possession during a try or overtime.

III. Mercy Rule
   A. Games will end if a team is ahead by 19 or more points when the Back Judge announces the two-minute warning or anytime thereafter.
   B. **(Co-Rec Modification)** Games will end if a team is ahead by 25 or more points when the Back Judge announces the two-minute warning or anytime thereafter.

IV. Forfeit Score
   A. In the event of a forfeit, a score of one (1) – zero (0) will be given.

SECTION 7. LIVE BALL, DEAD BALL AND OUT OF BOUNDS

I. Live Ball
   A. A dead ball may only become live after a legal snap.

II. Dead Ball
   A. A live ball becomes dead and an official’s whistle shall signify the end of a play when:
      i. The ball goes out of bounds or the ball carrier steps out of bounds.
      ii. Any part of the ball carrier, other than the hands or feet, touches the ground.
         a. The ball carrier may use the football as an “extension” of the hand and is not considered down if only the football, with their hand on it, touches the ground.
      iii. The ball carrier’s flag belt is successfully removed.
         a. If the ball carrier’s flag belt inadvertently falls off, any touch between the shoulders and knees will signify the spot the runner is to be considered down and the ball becomes dead.
      iv. A touchdown, touchback, safety, or extra point try is complete.
      v. A fumble or any muffed punt occurs.
      vi. A forward pass hits the ground or is caught simultaneously by members of opposing teams.
         a. If this simultaneous catch occurs, the ball is awarded to the offense at the spot of the catch.
      vii. Any backwards pass or lateral touches the ground.
      viii. An inadvertent whistle is blown.
         a. During a run, the offensive team will have the option to accept the yardage and thus begin the next down or to replay the down.
         b. During a legal forward pass or punt, the offensive team will replay the down.
      ix. An extra point attempt results in a turnover

III. Out of Bounds
   A. A player who steps on the out of bounds line is considered out of bounds.
   B. If part of the player or ball touches anything, other than an official or other player that is out of bounds, that player is considered out of bounds at that spot.
   C. If a player unintentionally fumbles or laterals a ball out of bounds, the ball is then spotted even with the vertical plane at which point the ball crossed out of bounds.
SECTION 8. THE SNAP AND PRE-SNAP

I. Minimum Players on the Line
   A. The offensive line of scrimmage is the yard line last gained and its vertical plane which passes through the point of the ball and is marked by an orange ball spotter.
   B. The snapper is the only offensive player required to be on the line of scrimmage prior to the snap.
      i. All remaining players must be behind the line of scrimmage.
      ii. *Penalty – Any such violation results in a five (5) yard Illegal Formation penalty from the previous spot.
   C. All players on offense and defense must have legally secured flag belts at the start of the snap.
      i. *Penalty – Any such violation results in a five (5) yard failure to wear required player equipment.
   D. Anytime on or after the ball is marked ready for play, each member of the offensive team must momentarily be at least five (5) yards inbounds before the snap. If the defense covers a player not five yards inbounds it is not a penalty.
      i. *Penalty – Any such violation results in a five (5) yard Illegal Formation penalty from the previous spot.

II. Motions and Shifts
   A. One (1) offensive player may be in lateral motion at the time of the snap, but not in motion toward the opponent’s goal.
      i. *Penalty – Any such violation results in a five (5) yard Illegal Motion penalty from the previous spot.
   B. A shift occurs when two (2) or more players shifting players do not come to a complete stop for at least one (1) full second before the snap.
      i. *Penalty – Any such violation results in a five (5) yard Illegal Shift penalty from the previous spot.

III. Illegal Snap
    A. The player who receives the snap must be at least two (2) yards behind the offensive scrimmage line.
       i. NO direct snaps.
    B. Each time the ball is snapped, it must be a quick and continuous motion of the hand(s). The ball must leave the hand(s) in this motion.
    C. *Penalty – Any such violation results in a five (5) yard Illegal Snap penalty from the previous spot.

IV. Encroachment and False Start
    A. Encroachment occurs if any player enters the neutral zone prior to the snap of the ball.
       i. *Penalty – Any such violation results in a five (5) yard Encroachment penalty from the previous spot. Should the penalty occur in consecutive plays, the second penalty results in a ten (10) yard loss.
    B. Offensive players may not advance past the line of scrimmage prior to the snap or simulate a charging motion.
       i. *Penalty – Any such violation results in a five (5) yard False Start penalty from the previous spot.

SECTION 9. BLOCKING

I. Offensive Screen Blocking
   A. All blocking will be limited to screen blocking which legally obstructs an opponent without physically contacting them with any part of the screen blocker’s body.
      i. Offensive and defensive players are prohibited from using any hands.
ii. Defensive players must go around an offensive player’s screen block.
iii. If an offensive player has been beat to a spot by a defensive player, the offensive player may not move into that spot
   a. *Penalty – Any such violation results in a ten (10) yard Illegal Contact penalty from the spot of the foul.
iv. A player may use their arms or hands to break a fall or retain their balance.

B. Teammates of a runner or passer may interfere for them by screen blocking but shall not use interlocked interference by grasping or encircling one another in any manner.

II. Screen Blocking Fundamentals
A. The screen blocker shall have their hands and arms at their side or back.
   i. Any use of arms, elbows or legs to initiate contact during a screen block is illegal.
B. A player who screens shall not:
   i. Take a position closer than a normal step from a stationary opponent.
   ii. Make contact with an opponent when they assume position at an opponent’s side or front.
   iii. Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction.
   iv. After assuming a legal screening position, move in a position opposite the direction or path of their opponent’s movements.

SECTION 10. RUNNING THE BALL

I. Flag Guarding
A. Ball carriers are prohibited from denying their opponents an opportunity to remove their flag belt.
B. Examples of flag guarding include but are not limited to:
   i. Placing or swinging the hand or arm over the flag belt.
   ii. Placing the ball in possession over the flag belt.
   iii. Lowering the shoulders in such a manner that places the arm over the flag belt.
   iv. Intentionally batting a defenders hand or stiffarming.
C. *Penalty – Any such violation results in a ten (10) yard Flag Guarding penalty from the spot of the foul.

II. Contact
A. The ball carrier may not charge into an opponent in their path.
   i. *Penalty – Any such violation results in a ten (10) yard Illegal Contact penalty from the spot of the foul.
B. If a defensive player has established position, it is the ball carrier’s responsibility to change direction.
C. An offensive player, other than the ball carrier, may not aid the ball carrier in any way during their run.
   i. *Penalty – Any such violation results in a five (5) yard Help the Runner penalty from the spot of the foul.

III. Diving
A. Diving is permitted on offense and defense as long as the player attempts to avoid contact.
B. Once a player leaves their feet, any contact made by an individual in the act of diving will be considered the fault of the person diving.
C. Hurdling, or any similar act, over another player is not permitted.

IV. Quarterback
A. The quarterback is permitted to run the ball if desired.
B. *(Co-Rec Modification) Males CANNOT run the ball passed the line of scrimmage.*
i. *Penalty – Any such violation results in a five (5) yard Illegal Advancement penalty from the previous spot.

SECTION 11. HANDING, PASSING, AND RECEIVING THE BALL

I. Handing the Ball Off
   A. Any player may hand the ball off backwards or forwards at any time.
   B. When the ball is handed off the offense retains the option to attempt a legal forward pass.

II. Backwards Pass (Lateral)
   A. The ball carrier may pass the ball backward given that its initial direction is parallel with or towards the defenders end line.
   B. When the ball is handed backwards behind the line of scrimmage, the offense retains the option to attempt a legal forward pass.
   C. A backwards pass that hits the ground is considered a fumble and will be dead at the spot it touches the ground.
   D. Should a backwards pass go out of bounds, the team last in possession receives the ball at the out of bounds spot.
      i. If out of bounds behind the goal line, it is a touchback or safety.
      ii. It is illegal to throw a backwards pass out of bounds intentionally to conserve time.
         a. *Penalty – Any such violation results in a five (5) yard Illegal Pass from the spot of the foul. If committed by the initial offensive team, it is a loss of down penalty as well.

III. Legal and Illegal Forward Pass
   A. During a scrimmage down, one (1) forward pass may be thrown provided the passer’s feet are behind the offensive scrimmage line when the ball leaves the passer’s hand.
   B. A forward pass is considered illegal if:
      i. The passer’s foot is beyond the scrimmage line when the ball leaves their hand.
      ii. The pass is thrown after team possession has changed during a down.
      iii. The pass is intentionally thrown to the ground or out of bounds to save a loss of yardage.
         a. *Penalty – Any such violation results in a five (5) yard, loss of down Intentional Grounding penalty from the spot of the foul.
      iv. A passer catches his or her own untouched forward (or backwards) pass.
      v. There is more than one (1) forward pass per down.
   C. * Penalty – Any such violation results in a five (5) yard, loss of down Illegal Forward Pass penalty from the spot of the foul.
   D. A player may run across the line of scrimmage, return behind the line of scrimmage, and then still be able to complete a legal forward pass.

IV. Eligible Receivers
   A. All players, except the quarterback, are eligible to touch or catch a pass.
   B. An offensive player forfeits their eligibility once they go out of bounds.
      i. *Penalty – If a player participates in a play after reentry from out of bounds the play results in a ten (10) yard Illegal Participation penalty from the previous spot.

V. Legal and Simultaneous Catch
   A. A pass is considered a catch as long as the first part of the person to make contact with the ground, after the catch, is inbounds.
      i. Only one foot is required to touch inbounds to be considered a catch.
   B. If a pass is caught simultaneously by members of opposing teams, the ball becomes dead and belongs to the team that snapped the ball at the spot of the catch.

VI. Pass Interference
   A. A defensive player may not interfere with an offensive player’s opportunity to make a catch.
i. No physical contact may occur while the ball is in the air.
ii. Defensive players may not “face guard” the offensive player without making an attempt to play the ball.
iii. *Penalty – Any such violation results in a ten (10) yard Defensive Pass Interference penalty from the previous spot.

B. An offensive player may not interfere with a defensive player’s opportunity to make a play on the ball.
   i. The same restrictions applying to a defensive player apply to an offensive player.
      *Penalty – Any such violation results in a ten (10) yard Offensive Pass Interference penalty from the previous spot.

C. Offensive Pass Interference may occur before a pass is thrown, whereas Defensive Pass Interference may only occur while the pass is in the air.

SECTION 12. DEFENSE

I. Flag Belt Removal
   A. When the clip of the flag belt, on the ball carrier, is clearly detached from the belt, the down shall end and the ball is declared dead at the spot of the ball when the belt is removed.
   B. If the flag belt inadvertently falls to the ground, the ball carrier must be tagged between the knees and shoulders to be considered down.
   C. It is a penalty to remove the flag belt of a player who does not have possession of the ball.
      i. *Penalty – Any such violation results in a ten (10) yard Illegal Flag Belt Removal penalty from the previous spot.

II. Legal and Illegal Defensive Contact
   A. In an attempt to remove the ball carrier’s flag belt, defensive players may inadvertently contact an opponent with their hands, except for the carrier’s face, neck or head.
   B. A defensive player may not hold, grab, push or knock down the ball carrier in an attempt to remove the flag belt.
      i. *Penalty – Any such violation results in a ten (10) yard Illegal Contact penalty from the spot of the foul.
   C. Defensive players must make a clear attempt to avoid contact with a passer; any contact with the passer, including contact on the follow through, will be a penalty.
      i. *Penalty – Any such violation results in a ten (10) yard, automatic first down Roughing the Passer penalty from the previous spot.

SECTION 13. PUNTING

I. Punting Prior to the Snap
   A. On fourth down, the offensive team must first verbally announce to the officials if they are going to attempt to “go for it” or punt the ball.
      i. There are NO fake punts.
      ii. Should a timeout be called or a foul occur, the offensive team has the right to announce a new decision to the officials.
   B. The punt begins with a snap like all other downs.

II. Kicking the Ball
   A. After receiving the snap, the kicker must punt the ball immediately and in a continuous motion.
   B. No one on offense or defense may cross into the neutral zone until the ball has been kicked.
C. The defense may block a punt only if they are behind the yellow cone.

III. Receiving the Punt
   A. A punt that touches the ground may still be picked up by the receiving team and advanced at any time, even if the ball has come to rest.
      i. A muffed punt is considered down at the spot the player initially contacts the ball.
   B. Should the receiving team choose not to field the punt, the ball is considered down when touched by the defensive team.
   C. If the punt goes behind the goal line:
      i. Once the punt breaks the plane of R’s goal line, it is a touchback
   D. There are no fair catches. Any reception off a kick is live unless dropped by the receiver.
      i. It is illegal for a defensive player to interfere with an offensive player’s opportunity to receive a punt.
         a. *Penalty – Any such violation results in a ten (10) yard Kick Catch Interference penalty from the spot of the foul.

SECTION 14. (CO-REC MODIFICATIONS) OPEN AND CLOSED PLAYS

I. Open Play
   A. At the start of every offensive series of downs, plays are considered open.
   B. An open play means any player may complete a legal forward pass to any other player.
   C. After a legal male to male forward pass is successful, the next down(s) is/are considered closed.

II. Closed Play
   A. A closed play means that a male player may not throw a legal forward completed pass to any other male.
      i. * Penalty – Any such violation results in a five (5) yard, loss of down Illegal Forward Pass penalty from the spot of the foul.
   B. Closed plays can only become open if both of the following occur:
      i. Female involvement in a legal forward pass.
         a. This includes male to female, female to male or female to female.
      ii. The play results in positive net yardage.
   C. Females may advance the ball past the line of scrimmage; however, this does not make a closed play open.

SECTION 15. PENALTIES, PERSONAL FOULS, AND MISCONDUCT

I. Penalty Enforcement
   A. The officials will throw (a) yellow flag(s) to mark the spot(s) of a penalty.
   B. Once a penalty is committed, the opposing captain is given the opportunity to accept or decline a penalty and its resulting effect(s).
      i. Should penalties occur by each team, all penalties offset and the down is replayed.
   C. The zone line-to-gain shall be established after all penalties are administered and prior to the ready for play signal.
   D. A penalty enforcement measurement cannot take the ball more than half the distance from the enforcement spot to the offending team’s goal line; thus, the ball is placed halfway between the enforcement spot and the goal line.

II. Personal Fouls
   A. Personal fouls include but are not limited to:
      i. Attempting to strip the ball carrier’s ball by striking or punching it.
      ii. Throwing the runner to the ground.
iii. Hurdling another player.
iv. Contact with another player during a dead ball period.
v. Positioning oneself on another teammate to gain an advantage.

B. *Penalty – Any such violation results in a ten (10) yard Personal Foul penalty from the previous spot.

III. Misconduct

A. Violations of unsportsmanlike conduct include but are not limited to the following:
   i. Persistent rule infringement throughout the game.
   ii. Shows dissent by word of mouth or action to decisions given by the official.
   iii. Is guilty of any incidental vulgar or profane language.
   iv. Is guilty of unsporting conduct.
   v. Commits excessive incidental contact.

B. Violations resulting in an immediate ejection include but are not limited to the following:
   i. Is guilty of violent conduct or serious foul play.
   ii. Is abusive in language or gesture towards a player or official.
   iii. Persist in misconduct after receiving caution.
   iv. Intentionally harms another participant.

C. A team’s captain is responsible for their fans; it is possible for fans supporting a team to receive unsportsmanlike conduct penalties.

D. *Penalty – Any such violation results in a ten (10) yard Unsportsmanlike Conduct penalty from the succeeding spot.

SECTION 16. SPORTSMANSHIP

I. Minimum Rating
   A. Teams/Participants must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.

   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Officials
   A. The game’s officials will determine sportsmanship ratings for each of the game’s teams.

SECTION 17. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.