



Intramural Sports 4 on 4 Flag Football Rules

GENERAL RULES:

1. All participants must meet the eligibility requirements listed in the Intramural Sports Participant Handbook. **Each player must be an NIU student or current NIU Recreation Member (faculty/staff).** All expired memberships must be updated before the individual may play in any game.
2. Participants must have their *NIU OneCard* at every game. Any games in which an ineligible player signs in will be considered a forfeit.
3. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
4. **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
5. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
6. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.
7. The **2012 & 2013 NIRSA Flag & Touch Football Rules** will govern play, with the modifications listed in sections below.

The Game

1. All games shall be played on the date and hour scheduled.
2. **If all team members (to make the minimum number required) are not signed in and ready to play by game time, the opposing captain has the option to give them a five (5) minute GRACE PERIOD. However, the five (5) minute grace period will be deducted off the game clock. If the team does not have the minimum amount of players signed in and ready to play by the end of the 5 minute grace period, then a forfeit will be called.**
3. The game shall be played between two teams of **four (4)** players. A team can play with a minimum of four (4) players. The game can continue with less than 4 players if the official determines they have a chance to win. A team's roster shall have a maximum of eight (8) players.
4. **Captain** - A speaking captain must be designated for each team. He/she alone may appeal to the official, and then only on interpretations of the rules and player eligibility. Judgment calls may not be protested. Protests must be filled immediately with the on duty supervisor.
5. Players can compete on one men's/women's team, and one co-rec team, regardless of division (A, B).
6. All players must have checked in with the official and be recorded on the game sheet before they are allowed to participate.
7. Substitutions are allowed between plays, dead ball situations, and during time-outs.

The Field

1. All games will be held at the Outdoor Recreational Sports Complex. *NIU OneCard* must be presented to gain access to the facility.
2. The field is 60 x 40 yards with two 10 yard end-zones.
3. There is only one first down line until the goal line.
 - a. There is no punting, meaning the team must go for it to the next line to gain
4. PAT for 1 point is 3 yards out from the end-zone
5. PAT for 2 points is 10 yards out from the end-zone

The Players

1. A team shall consist of **four (4)** players. Teams must have a minimum of **three (3)** players for the start and duration of the game.
2. **Captain** - A speaking captain must be designated for each team. He/she alone may appeal to the official, and then only on interpretations of the rules and player eligibility. Judgment calls may not be protested. Protests must be filled immediately with the on duty supervisor.

Game Equipment

1. Teams may use a legal ball of their choice when in possession. In men's games, only the regular sized ball may be used. In women's or Co-Rec games, regular, intermediate, or youth footballs may be used.
2. Game balls will be provided by Intramural Sports in the case that teams do not have a game ball of their own. The game ball **will not** be used for warm ups.
3. Two ball spotters will be used to mark the scrimmage lines.. There will always be a 1 yard neutral zone between the spotters.

Player Equipment

1. Players of the same team must wear the same or similarly colored jerseys with sleeves. Jerseys must either be long enough to remained tucked in, or short enough so there is a minimum of 4" from the bottom of the jersey to the player's waistline.
2. Each player must wear pants or shorts with **no pockets**, belt loops, and snaps on the legs (no breakaway pants)
3. Each player must wear a one-piece belt, without any knots, at the waistline with three flags permanently attached, one flag at each side and one flag at the center of the back. Teams must use flag belts provided by Intramural Sports.
4. All players must wear close-toed sneakers or cleats. Cleats must be rubber or a rubber-type synthetic material, (metal, ceramic) **NO FIVE FINGERD SHOES**
5. Screw-in cleats may be worn as long as they do not have metal tips and a screw to attach cleat
 - o The penalty for failing to wear required equipment can be a live or a dead ball foul, with a loss of three yards.

6. Players may wear ace type bandages no more than two turns thick, provided they are not anchored with metal clips, must be anchored with medical tape.
7. Players may wear soft, pliable gloves.
8. Players may wear soft headbands, and knit or stocking caps, provided that the cap does not have a bill or a knit ball on top.
9. Players may wear soft, pliable kneepads. Players may wear leg or knee braces only if the brace is covered with at least ½" of closed cell, slow recovery rubber, or a material of similar thickness and physical properties.
10. It is strongly recommended that players wear mouth guards.
11. Players may carry a playbook inside their clothing, as long as it is not made of an unyielding material and is not visible. If a playbook is taken on the field, it must be kept by a player. Players may also wear a soft, pliable wrist/forearm band that contains plays.
12. Players may wear pliable, non-rigid sunglasses.
13. All jewelry must be removed before participating, including the livestrong bracelets.
14. Players may not wear headwear containing any hard, unyielding material, or items containing exposed knots.
15. Players may not wear pads or braces above the waist, and may not wear casts anywhere on the body.
16. Players may not wear shirts or jerseys which do not remain tucked in, or jerseys which have an arm opening more than 4" below the armpit.
17. Players may not wear shorts or pants with any belt(s), belt loop(s), pockets(s) or exposed drawstrings. A player may not turn his/her shorts inside-out or tape his/her pockets in order to play.
18. Players may not wear towels attached at the waist. A towel may be brought on the field, regardless of weather conditions, but it must be placed by the offensive (orange) ball spotter during play.

Coin Toss

1. Toss of the Coin - Before the start of the game, the referee will conduct a captain's meeting **during which Team A will call the toss of the coin**. The captain winning the toss shall have choice of:
 - o Choosing offense or defense.
 - o Choosing which goal to defend.
 - o Choosing to defer selection to the second half.
2. The captain not having the first choice of options for a half shall exercise the remaining option(s).

Change of Periods

1. The team on offense at the beginning of each half will begin at the 10 yard line with the line to gain, unless the ball is moved by penalty.

Game Time

1. Games will consist of two 12-minute halves with a 3 minute halftime.

2. The clock will run continuously during the 1st half, unless stopped by a:
 1. Team time-out – starts on the snap
 2. Officials time-out – starts on ready for play
3. The clock will run continuously for the first 10 minutes of the 2nd half unless stopped by a team or officials' timeout. At the first dead ball at or inside 2 minutes before the end of the half, the Referee shall stop the clock and administer the Two Minute Warning. The clock will restart on the next snap.
 1. The last two minutes of the game, the clock will be stop and go time.
4. During the last 2 minutes of the second half, the clock will stop for:
 - Incomplete forward pass – starts on the snap.
 - Out-of-bounds – starts on snap.
 - Scoring play – starts on snap (after the try).
 - Touchback – starts on snap
 - Team time-out – starts on snap.
 - First down – dependent upon previous play
 - Penalty administration – dependent on previous play (except for Delay of Game – starts on snap).
 - Officials' timeout – starts at Referee's discretion.
 - Change of possession - starts on the snap
 - Team attempting to conserve time illegally – starts on the ready
 - Team attempting to consume time illegally – starts on the snap
 - Inadvertent whistle – starts on the ready

A half must be extended by an untimed down if during the last timed down there was a foul that is accepted, other than unsportsmanlike fouls, non-player fouls, or fouls which specify a loss of down. A period must also be extended if during the last timed down there was a double foul, and inadvertent whistle, or to attempt a PAT.

Time Outs

Each team is entitled to one charged time-out per game. If unused in the first half, it can be used in the second half and/or in overtime if the overtime occurs.

Delays

1. The ball must be put into play no more than 25 seconds after the ready for play signal has been given.
2. A team may not put the ball in play before it is declared ready for play.
3. The penalty in either case is a Dead Ball Foul, Delay of Game, with a loss of 3 yards.

Substitutions

1. Between downs, any number of eligible substitutes may replace players on the field, provided that all replaced players are off the field before the ball is snapped. However, during the same dead ball interval, no player may leave the game and reenter as a substitute.
 - a. ***The penalty is Illegal Substitution with a loss of 3 yards.***

Dead Ball Becomes Live

A dead ball becomes live when it is legally snapped.

Defensive/Offensive Line

1. After the ball is snapped, 1 player on defense may rush the quarterback
2. After the ball is snapped, 1 player on offense can block the defensive rusher
3. The quarterback, even if being rushed, must throw the football to gain yards. They will not be able to run the ball across the line of scrimmage

Ball Declared Dead

1. A live ball becomes dead:
 - When it goes out-of-bounds.
 - When a runner has a flag belt legally removed. A flag belt is considered to be removed when the clip is detached from the belt, if the belt is torn into more than one piece, or if a flag becomes loose on the belt or is torn off the belt.
 - If the runner's flag belt inadvertently falls off, the runner is down when the defender legally tags the runner with one hand between the knees and shoulders.
 - The ball carrier touches the ground with any part of their body other than the hands or feet (ball is part of hand).
 - A touchdown, touchback, safety, or successful try is made.
 - When the ball strikes the ground following first touching by the kicking team.
 - When a player of the kicking team catches a punt which is beyond the neutral zone; when an untouched punt comes to rest on the ground and no player attempts to secure it.
 - A forward pass strikes the ground or is caught simultaneously by opposing players.
 - When a backward pass or fumble strikes the ground or is caught simultaneously by opposing players, or when a snapped ball hits the ground.
 - When an official sounds his/her whistle inadvertently during a down.

Out of Bounds

1. A player, whether in possession of the ball or not, is declared out-of-bounds when any part of the person is touching anything, other than another player or game official, who is on or outside the sideline or end line.
2. A loose ball is out-of-bounds when it touches anything, including a player or game official, who is out-of-bounds.

Putting the Ball in Play

1. The ball will be put in play using the following procedure:

- Start of the first or second half at the 10-yard line.
- After a touchdown -- 10-yard line.
- After a safety or touchback -- 10-yard line.
- Overtime – 10 yard line.
- After a change of possession – end of the run
- After a failed 4th down attempt – previous spot

Series of Downs

A team shall have 4 consecutive downs to advance to the next zone. Any down may be repeated or lost by penalty.

Zone Line to Gain

The zone line to gain in any series shall be the zone in advance of the ball, unless moved by penalty. In such case, the original zone in advance of the ball at the beginning of the series of downs is the zone line to gain. The most forward point of the ball, when declared dead, shall be the determining factor.

Awarding a New Series

A new series shall be awarded when a team moves the ball into the next zone on a play free from penalty, or when an accepted penalty against the opponent results in a first down.

Penalty Resulting in First Down

Any penalty which leaves the ball in possession of a team beyond its zone line-to-gain, or when a penalty stipulates a first down, the down and distance established by that penalty shall be first down with next zone line-to-gain.

Foul Before Change of Team Possession

Following a distance penalty between goal lines which occurs during a down and before any change of team possession during that down, the ball belongs to Team A. The down shall be repeated unless the penalty also involves a loss of a down, or leaves the ball on or beyond the zone line-to-gain. If the penalty involves a loss of down, the down shall count as one of the four in that series.

Foul After Change of Team Possession

Following a distance penalty for a foul committed after team possession has changed during that down, the ball belongs to the team in possession when the foul occurred. The down and distance established by that penalty shall be first down with zone line-to-gain.

Penalty Declined

If a penalty is declined the number of the next down shall be whatever it would have been if that foul had not occurred.

The Start

All plays must be started by a legal snap.

Ball Responsibility

The offensive team is responsible for retrieving the ball after each down.

Stances

Players may use a 2, 3, or 4-point stance.

Encroachment

1. After the ready-for-play whistle has been blown, no defensive player may enter into the neutral zone for any reason before the ball is snapped (e.g. signal plays, shift into defensive position, touch the ball, or contact/interfere with opponents in any way.
 - **Penalty: Dead Ball, Encroachment, 3 yards from succeeding spot. If this occurs 2 or more times by the defense during the interval between downs, the penalty will be 5 yards thereafter.**

False Start

1. No offensive player shall make a false start. This includes simulating a charge or start of play. The ball does not have to be snapped for this to occur.
 - **Penalty: Dead Ball, False Start, 3 yards from succeeding spot.**

The Snap

1. The snapper, after assuming the position for the snap and adjusting the ball, may neither move nor change the position of the ball in a manner simulating the beginning of a play. The ball must be snapped in one continuous motion, not necessarily between the center's legs. The player receiving the snap must be 2 yards off the ball for a scrimmage play. The center may not snap a ball to his/herself.
 - **Penalty: Dead Ball, Illegal Snap, 3 yards from the succeeding spot.**

Minimum Line Players

1. The offensive team must have 2 players on their line of scrimmage at the time of the snap. The remaining offensive players may be on line of scrimmage or in the backfield.
 - **Penalty: Illegal Formation, 3 yards**

Motion

1. Only one offensive player may be in motion at the time of the snap. This motion must not be toward the opponent's goal line (forward).
 - **Penalty: Illegal motion, 3 yards**

Shift

1. If two or more players go in motion before the snap, then this is considered a shift and all players must come set for one full second prior to the snap.
 - **Penalty: Illegal shift, 3 yards**

Direct Snap

1. The player who receives the snap must be at least two yards behind the line of scrimmage. The receiver of the snap may not be directly under center.
 - **Penalty: Illegal Formation, 3 yards**

Backward Passes and Fumbles

1. A runner may pass the ball backwards or lose player possession by a fumble anytime.
2. Fumbles are dead when the ball touches the ground. The ball is put into play by the fumbling team at the point where the ball first touched the ground.
3. A backward pass or fumble may be caught or intercepted in flight by any player and advanced
4. If a backward pass or a fumble in flight is caught simultaneously by members of opposing teams, the ball becomes dead at the spot of the catch and belongs to the offensive team.
5. A backwards pass or fumble that goes out of bounds between the goal lines belongs to the offensive team at the out of bounds spot. A backwards pass or fumble by the offense into its own end-zone will result in a safety. If the ball is fumbled into the opponent's end-zone the result is a touchback (opponent's ball on their 10 yard line).

Legal or Illegal Forward Passes

1. All players are eligible to touch or receive a pass. A forward pass may be thrown provided the passer's feet are behind the line of scrimmage when the ball is released. Only one forward pass may be thrown per down.
2. A forward pass is illegal if:

- The passer's foot is beyond the line of scrimmage when the ball is released.
- Thrown after team possession has changed.
- Intentionally thrown to the ground or out of bounds to save a loss of yardage.
- A passer catches his/her own untouched forward pass
- There is more than one forward pass per down.
- Penalty: Illegal Pass, 3 yards from the spot of the pass and a loss of down.
- When an illegal forward pass touches the ground or goes out of bounds, the ball belongs to the offensive team at the spot the ball touches the ground or goes out of bounds. If a player catches an illegal forward pass, the ball continues to be in play until declared dead.
 - Penalty: Illegal Pass, 3 yards from the spot of the pass and a loss of down.
- **THERE IS NO RUNNING IN 4-ON-4 FLAG FOOTBALL. THE BALL CAN ONLY BE ADVANCED BY THROWING THE BALL.**

Completed or Intercepted Passes

1. A forward pass is caught or intercepted when:
 1. The player comes down with at least one foot in bounds while maintaining control of the ball through contact with the ground.
 2. The player makes the catch when kneeling or prone inbounds.
 3. A simultaneous catch by players on opposing teams shall result in an immediate dead ball with the offense maintaining possession at the spot of the simultaneous catch.
 4. When a forward pass touches the ground or anything out of bounds, it becomes dead and is ruled an incomplete pass.

Forward Pass Interference

1. During a down in which a legal forward pass crosses the line of scrimmage, contact which interferes with an eligible receiver/defender is pass interference, unless it occurs when 2 or more eligible players make a simultaneous and bona fide attempt to reach the ball. Hindering an opponent's vision without making an attempt to play the ball is pass interference, even though contact may not be made. It is also pass interference if an eligible player is de-flagged/tagged prior to touching a forward pass.
2. After the ball is snapped, and until the pass has been touched by a player, there shall be no offensive pass interference.
 - Penalty: Offensive Pass Interference, 5 yards from the previous spot, loss of down
3. After the pass is thrown, and until the pass has been touched, there shall be no defensive pass interference.
 - ***Penalty: Defensive Pass Interference, 5 yards from the previous spot, automatic first down.***

Mercy Rule

If a team is leading by **16** or more points with two minutes left in the game, the clock will be continuous (not stop).

Touchdown

1. It is a touchdown when a loose ball is caught by a player behind the opponent's goal line or when a runner advances so that the ball penetrates the vertical plane of the goal line. Touchdowns are worth 6 points.
2. The player scoring the touchdown must raise his/her arms to be de-flagged by the official. If the official is not able to remove the flag belt and determines that the belt was illegally secured, the touchdown is disallowed, the offending team is penalized, and the player is disqualified.
 - **Penalty: Personal Foul, 5 yards from the previous spot. If committed by the offense, loss of down. If committed by the defense, automatic first down.**

Try = 1 or 2

1. Following a touchdown, the scoring team shall be given an opportunity to score 1 point from the 3 yard line and 2 points from the 10 yard line. The Referee will ask the scoring captain whether the try shall be for 1 point or 2 points. Once the declaration has been made, the Referee will announce the decision. Once the ball is marked ready for play, the offense may not change its mind unless a time-out is called. If the defense should intercept a pass, they may return it for the amount the offensive team is going for.
2. Fouls during a try before Team B possession:
 - If a double foul occurs during a down, the down shall be replayed. When a distance penalty is incurred by Team A during a successful Try, the down will be repeated, if accepted. However, if a Team A penalty carries a loss of down, the Try has ended and will not be repeated.

Safety = 2 Points

A Safety occurs when:

- A runner carries the ball from the field of play to or across his/her own goal line and it becomes dead there in his/her team's possession.
- The exception to this is the Momentum Rule: When a defensive player intercepts a ball inside his/her own 5 yard line and his/her original momentum carries them into the end zone where the ball is declared dead, the ball belongs to the defensive/receiving team at the spot where possession was gained.
- An offensive player commits any foul for which the penalty is accepted and measurement is from a spot in his/her own end zone.
- A player, passes, fumbles, snaps, muffs, or bats a loose ball from the field of play to or across his/her goal line and the ball becomes dead there in his/her possession. Does not include when a forward pass becomes incomplete.

Touchback

1. A touchback occurs when:
 - The ball is out-of-bounds behind a goal line (except for an incomplete pass); or when the ball becomes dead after a player gains possession, above, or behind,

the player's own goal line after a change in possession.

Unsportsmanlike Conduct

1. No player or non-player shall commit the following acts:
 - Refusing to comply or abide by the decision of an official of disrespectfully addressing an official.
 - Using words similar to offensive audibles or quarterback cadences prior to the snap
 - Intentionally kicking at the ball.
 - Spiking the ball
 - Participating while wearing illegal player equipment.
 - Using profanity, taunting, insulting, or vulgar language or gestures.
 - Leaving the team area and entering the field to participate during a fight.
 - ***Penalty: Unsportsmanlike Conduct, 5 yards. Any player who participates in a fight shall be disqualified.***

Unfair Acts

No player or non-player shall use words or phrases or commit any act not in accordance with the spirit or fair play for the purpose of confusing the opponent.

Unsportsmanlike Foul Accumulation

1. Personal Unsportsmanlike Fouls:
 - If a player commits his/her 2nd unsportsmanlike foul in a game, the player shall be ejected from the game.
 - If a player commits his/her 3rd unsportsmanlike foul in a season, the player shall be disqualified from the tournament.
2. Team Unsportsmanlike Fouls:
 - If a team commits 4 unsportsmanlike foul in a game, the team shall forfeit the game.
 - If a team commits 5 unsportsmanlike fouls in a tournament, the team shall be disqualified from the league/tournament.

Restrictions

1. No player or non-player shall:
 - Punch, strike, strip, steal or attempt to steal the ball from a player in possessions.
 - Contact an opponent either before or after the ball is declared dead.
 - Make contact of any nature with an opponent that is deemed unnecessary.
 - Contact an opponent who is on the ground.
 - Throw the runner to the ground.
 - Deliberately drive or run into an opponent.
 - Tackle the runner

- Fight an opponent
 - **Penalty: 5 yards, and if flagrant, the offender will be disqualified.**

Roughing the Passer

1. Defensive players must make a definite effort to avoid charging into a passer or making contact with the passer's throwing arm after it is clear that the ball has been thrown forward legally. No defensive player shall contact the passer who is standing still or fading back after releasing a legal forward pass. Roughing the passer restrictions only apply to legal forward passes.
 - **Penalty: Roughing the Passer, 5 yards to the end of the play, Automatic First Down.**

Screen Blocking

1. Blocking, as in regulation tackle football, is prohibited. Screen blocking is permitted, provided that the blocker does not use hands, arms, elbows, legs, or body to initiate contact. A blocker may use his/her hand or arm to break a fall or retain his/her balance. A player must be on his/her feet before, during, and after screen blocking. The principle of screen blocking is the same as the block/charge principle in basketball. Screen blockers may not be interlocked with another teammate.
 - **Penalty - Personal foul, 5 yards**
2. Opponents must go around the offensive player's screen block. The arms and hands may not be used as a wedge to displace the opponent.
 - **Penalty: Personal Foul, 5 yards**

Flag Belt Removal

1. When the flag belt is taken from the runner, the down shall end and the ball is declared dead. A ball carrier is considered de-flagged when the clip of the flag belt becomes detached, not where the belt falls to the ground. The succeeding spot will be determined by the position of the ball at the time the player was de-flagged.
2. Players must have possession of the ball before they can be legally de-flagged by an opponent.
3. When a runner loses his/her flag belt accidentally, inadvertently, or on purpose before in possession of the ball, play continues. The de-flagging reverts to a one-hand tag of the runner between the knees and shoulders.
4. An opponent intentionally pulling a flag belt from an offensive player without the ball is illegal. In circumstances where a flag belt is removed illegally, play should be allowed to continue with the option of the penalty or the result of the play.
 - **Penalty: Personal Foul, 5 yards**
5. Tampering with the flag belt in any way to gain an advantage, including tying, is illegal.
 - **Penalty: Personal Foul, 5 yards from the previous spot and Player Disqualification. If by the offense, loss of down. If by the defense, automatic first down.**
6. A player may leave his/her feet to remove a flag.

7. Runners shall not flag guard by using their hands, arms, or the ball to deny the opportunity for an opponent to remove the flag. These actions include, but are not limited to:
8. Placing or swinging the hand or arm over the flag belt to prevent an opponent from de-flagging.
 - Placing the ball in possession over the flag belt to prevent an opponent from de-flagging.
 - Lowering the shoulders in such a manner which places the arm over the flag belt to prevent an opponent from de-flagging.
 - **Penalty: Flag Guarding, 5 yards.**
 - An offensive player may not stiff arm to ward off an opponent.
 - **Penalty: Personal Foul, 5 yards.**
9. A runner shall not charge into an opponent. If the defensive player is in position to pull the flag, it is the runner's responsibility to avoid contact
 - **Penalty: Personal foul, 5 yards.**
10. An opponent shall not hold, grasp, or obstruct the forward progress of a runner when in the act of removing the flag belt or making a legal tag.
 - **Penalty: Personal Foul, 5 yards.**

Illegal Participation

1. It is Illegal Participation:
 - To have more than the maximum allowed number of players participating at the snap.
 - If an injured player, for which the officials stop the clock, is not replaced for one down, unless the halftime or overtime intermission occurs.
 - If an offensive player goes out of bounds and returns inbounds during the down to participate, unless that player is blocked out of bounds. If a player is blocked out of bounds, he/she must return inbounds immediately.
 - **Penalty: Illegal Participation, 5 yards**

Procedure after a Foul

1. A foul is a rule infraction for which a penalty is prescribed. Types of fouls are:
 - Dead Ball – A foul that occurs in the time between downs.
 - Live Ball – A foul that occurs during a down.
 - Simultaneous with the Snap - An act that becomes a foul when the ball is snapped.
2. When a foul is committed, the offended captain shall have the choice of accepting the penalty or taking the result of the play.
3. If a live ball foul is followed by a dead ball foul, the penalties are administered separately and in the order of occurrence.
4. Establishing the Zone Line to Gain
 - On a live ball, mark off the penalty yardage first then establish the zone line to gain
 - Penalties that occur with succeeding spot enforcement which are prior to the ready for play signal shall be administered before establishing the zone line to gain.

Penalties for fouls with succeeding spot enforcement that occur after the ready for play signal shall be administered after setting the zone line to gain. **TYPES OF PLAYS AND BASIC**

ENFORCEMENT SPOTS

1. When the ball is live, 1 of 2 types of plays are in progress, either a loose ball or a running play. The type of play determines the basic spot of enforcement for penalties. A loose ball penalty occurs when neither team is in possession of the ball. All action preceding a loose ball is considered part of a loose ball play. A running play occurs when a team is in possession of the ball.
2. Any live ball foul is penalized according to the All-But-One Enforcement Principle. The basic spot for loose ball plays is the previous spot. The basic spot for running plays is the end of the run. The exception for this is the All-But-One Principle, which means that the basic spot of enforcement for a live ball foul by the offense is the spot at which the foul occurred.

Special Enforcements

1. A measurement cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line.
2. If the offensive team commits a penalty in its own end zone and the penalty is accepted, a safety shall be awarded.
3. If there is a foul by the offensive team on a touchdown, acceptance of the penalty nullifies the score. If there is a foul by the defensive team during a touchdown, the scoring team may keep the touchdown and choose to have the foul enforced either on the try or on the opponent's next possession.
4. If there is a foul by the offense during a try, acceptance of the penalty nullifies the score. If there is a foul by the defense on an unsuccessful try, the offense may accept the penalty and replay the try. If there is a foul by the defense on a successful try, the penalty will be enforced on the opponent's next possession.
5. If either team commits a foul after a change of possession during a try or overtime, the penalty shall be enforced at the succeeding spot.
6. It is a double foul if both teams commit fouls on the same play. The penalties offset and the down is replayed.
 - o **EXCEPTION:** If each team commits a foul on a down where a change of possession occurs, the team last gaining possession may keep the ball, provided its foul is not prior to the final change of possession. This is referred to as the Clean-Hands Principle.
7. When two or more live ball fouls are committed during the same down by the same team, only one penalty may be accepted by the offending team unless one or more of the fouls is Unsportsmanlike. All Unsportsmanlike fouls may be accepted.
8. Fouls by the offense which include loss of down are Illegal Backward Pass, Illegal Forward Pass, Offensive Pass Interference, and Illegally Secured Flag Belt.
9. Fouls by the defense that give the offense an automatic first down are Defensive Pass Interference, Roughing the Passer, and Illegally Secured Flag Belt.

Co-Rec Rule Variations

1. Each team will consist of 4 players, The minimum number of players necessary to start a game is 3. The acceptable combinations for Co-Rec are 2 men/2 women, 2 men/1

women, and 2 women/1 men. A game may continue with less than 3 players if the officials determine that the team has a chance to win.

- **Penalty: Illegal participation, 5 yards**
- 2. A regular, intermediate or youth size ball may be used.
- 3. The offensive team must have at least 2 players on their line of scrimmage at the snap
 - **Penalty: Illegal formation, 5 yards**
- 4. A male runner cannot advance the ball through the line of scrimmage. There are no restrictions during a run by a male runner once the ball is beyond the line of scrimmage, during a run by a female runner, or after a change of possession.
 - **Penalty: Illegal participation, 5 yards from the previous spot**
- 5. During the offensive team's possession there may not be 2 consecutive legal forward pass completions from a male passer to a male receiver. This rule also applies to the extra point (try). If a male passer completes a legal forward pass to a male receiver, the next legal forward pass completion must involve either a female passer or a female receiver for positive yards. The spot where the ball becomes dead by rule must be beyond the scrimmage line. There are no restrictions concerning a male passer completing legal forward passes to a female receiver, or female to female, or female to male.
 - Penalty: Illegal advancement, 3 yards from the spot where the second consecutive male to male completed legal forward pass is released, and a loss of down. Note: Any foul, whether accepted or declined, shall have no effect on whether the next legal forward pass completion is open or closed.
- 6. If a female passer completes a forward pass to a male receiver behind the scrimmage line and he runs beyond the scrimmage line, it is an illegal forward pass.
 - **Penalty: Illegal forward pass, 3 yards from the spot of the pass and loss of down**
- 7. If a female scores a touchdown, the point value is 9 points. If a female player throws a legal forward pass and a touchdown is scored the point value is 9 points.

Tie Game Procedure for PLAYOFFS ONLY

1. If the score is tied at the end of regulation, overtime will be played.
 - The officials will conduct a coin toss. The winning captain shall have the option of offense, defense, or choosing the side of the field where the overtime will be played. The losing captain will have the remaining choice.
 - Each team will be given 4 downs from 10-yard line to score.
 - Conversion attempts will be held as in regulation play.
 - If the defensive team intercepts a pass and returns it for a touchdown the game will be over.
 - If the score is tied at the end of the first overtime, a second overtime will be played. The captain that did not win the coin toss will have the option. This process will be repeated until a winner is determined, with the choice of options alternating each round.
 - All overtime periods will be played at the same end of the field.
 - Each team is entitled to one time out for the entire overtime.

Sportsmanship

1. Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 1 to 5 with 5 as an excellent rating. Teams must average a 3.0 during the regular season to qualify for the playoffs.
2. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain in the out-of-play areas. Only players are permitted in the playing area.
3. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next game. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
4. If at any time a team has 2 players or spectators ejected from the game, the offending team will immediately forfeit the game.
5. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game, if the area is determined to be not picked up by the team, the team will face a deduction of sportsmanship rating.
6. Officials and supervisors are college students employed by Campus Recreation to provide a service to the participants of Intramural Sports. Officials are employed regardless of experience to fulfill a need for a large number of officials to cover all the games being played. Officials undergo clinics and evaluations to help them to constantly improve in their abilities. Supervisors are trained to handle conflicts that occur during games and are there to answer questions that participants may have regarding Intramurals. The supervisors can be identified by the IM polo they will be wearing. IM supervisors are veteran officials or trained tournament personnel who have complete authority to make decisions regarding problems or special situations. Supervisors have been selected for their knowledge of intramural sports regulations and rules, maturity, professionalism and a sincere interest in intramural sports.

5 - Excellent - Players and spectators were positive throughout the game and completely respectful towards the supervisors officials, and opposing team. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. No verbal warnings. No instances of unsportsmanlike physical contact. The team captain has full control of his/her teammates/fans. Players and spectators show appreciation toward Intramural Staff and opponents at the end of the game.

4 - Good - Players and spectators cooperate with the supervisors and officials and show respect for opposing team members most of the game. Emotions were kept under control. No instances of excessive physical contact. Team members respectfully disagree about some decisions made by Intramural Staff or show minor dissension which may not receive an unsportsmanlike penalty (technical foul, yellow card). Shows respect toward opponents throughout game and pre game captains meetings. All complaints or concerns are filtered through captain to voice to Intramural Staff.

3 - Average - Team/spectators show minor verbal dissent toward Intramural Staff or opposing team, which may or may not merit an unsportsmanlike penalty. Most complaints or concerns are filtered through captain to voice to Intramural Staff. A

few instances of physical contact. A few instances of vulgar language and/or profanity are displayed by members of the team. Captain exhibits control over team and spectators. Teams receiving one unsportsmanlike penalty and/or warning will receive no higher than a "3" rating.

2 - Poor – Teams/spectator constantly commenting disrespectful verbiage to Intramural Staff or opposing team. Captain exhibits minor control over team and spectators. Vulgar language and/or profanity are displayed by members of the team. Players/Team/Spectators use racial insults, anger motivated outburst, demeaning, degrading and derogatory statements or homophobic comments before, during or after a game. Teams receiving three unsportsmanlike penalties and/or warning or one player ejection will receive no higher than a "2" rating.

1 - Extremely Poor – Team is completely uncooperative toward Intramural Staff. Captain has absolutely no control over team, spectators, and/or his/herself. Team, player or spectator makes intimidating physical contact with a staff and/or opposing team. A team, player or spectator threatens harm or violence toward the staff. Any team causing a game to be forfeited by result of unsportsmanlike behavior or have multiple unsportsmanlike penalties and or having more than one player ejected will receive no higher than a "1"