

## **INTRAMURAL FLAG FOOTBALL OT CHALLENGE RULES**

Except as designated below, any rules or play interpretations not discussed below will be covered by National Intramural-Recreational Sports Association Flag & Touch Football Rules Book and *SDSU Intramural Flag Football Rules*.

Refer to the Intramural Sports Handbook for further information outlining the SDSU Intramural Sports Program.

### **RULE 1 THE GAME, FIELD, PLAYERS AND EQUIPMENT**

#### **SEC. 1 General Provisions**

##### ***Art. 1* Number of Players**

The game shall be played between two (2) teams of five (5) players each. Three (3) players are required to avoid a forfeit. There is no limit to the number of players that may play on one team but players may only participate on one team. Game time is forfeit time.

##### ***Art. 2* ARC Membership**

Prior to ALL games, players must sign an assumption of risk form. This form is located on the reverse of the scoresheet. The Team Captain is responsible for monitoring the completion of his/her team's risk form. No player may participate in any Intramural contest without prior purchase of an Aztec Recreation Center Membership or Day Use Pass.

ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!

##### ***Art. 3* Team Roster**

Team Managers must submit a roster online prior to the mandatory managers meeting. Additions to the roster for a given week's game must be made 48 hours prior to the game. All players must participate in at least one regular season game to be eligible for playoffs.

##### ***Art. 4* Team Captains**

Each team shall designate to the Referee the Team Captain or Captains. If more than one player is designated, a speaking captain must be selected to make all decisions. The Captain's first choice of any penalty option shall be irrevocable. Decisions involving penalties shall be made before any charged time-out is granted to either team.

The Team Manager and/or Captain is responsible for all information contained in the Flag Football Rules and Intramural Sports Handbook.

*Art. 5*

**Persons Subject to the Rules**

Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game.

SEC. 2

**The Field**

*Art. 1*

**Zone Markings**

The field shall be a rectangular area 35 yards by 30 yards with a 10 yard endzone. All possessions will be played toward the same goal line.

*Art. 2*

**Back of Field**

The 35-yard line will represent the back of the field for the offensive team. If the offense carries the ball behind the 35-yard line, a safety will result.

SEC. 3

**The Game**

*Art. 1*

**Game Time**

Each half is 10 minutes in length. The clock runs continuously for the entire first and second half. When time expires at the end of the second half and the game is within one scoring possession (8 or less points), the team in possession of the ball will complete their series. If the game is not within one scoring possession (9 or more points) as time expires at the end of the second half, the game is over.

*Art. 2*

**Extra Periods**

No games can end in a tie. Extra periods in the OT Challenge will consist of each team receiving 1 down to score from the 3 yard line. In the extra period, 1 point will be awarded for each successful score.

*Art. 3*

**Timeouts**

Each team will receive 1 time-out per half. Time-outs do NOT carry over. There are no timeouts during an extra period.

*Art. 4*

**Scoring**

All touchdowns are worth 6 points. An opportunity to score 1 point from the 3-yard line or 2 points from the 10-yard line passing only shall be granted to the team scoring a touchdown.

*Art. 5*

**Number of Downs / Punting**

Teams will have 4 downs to advance across the goal line (score). The goal line is always the line to gain, regardless of any penalties. There are NO punts.

*Art. 6*

**Ball Placement to Begin Each New Possession**

The ball will be placed on the 10-yard line to begin each new possession.

*Art. 7*

**Number of Players on the Line of Scrimmage**

Only one (1) offensive player (the snapper) must be on the line of scrimmage at the time of the snap.

*Art. 8*            **Running**  
An offensive player may NOT advance the ball across the scrimmage line. There are no restrictions after a legal forward pass has been caught beyond the offense's scrimmage line.

*Art. 9*            **Legal Forward Pass**  
There must be a legal forward pass each down. The receiver must catch the ball beyond the offense's scrimmage line.

*Art. 10*          **Penalties**  
All penalties against the offense will be marked off completely (no half-the-distance when near the back line). Penalties against the offense in which the markoff will take the ball behind the 35 yard line will result in a safety. For example, if holding is called against the offense at the 28 yard line, the penalty would be marked back 10 yards to the 38 yard line. In this case the markoff is behind the 35 yard line therefore a safety will be awarded, the offense will lose possession, and the defense will take over for a new possession at the 10 yard line.

*Art. 11*          **Safety**  
Two points will be awarded to the defense and the defense will take the next possession at the 10 yard line.

*Art. 12*          **Change of Possession**  
The play is immediately dead when the defense intercepts the ball. There are no INT returns on any play.

*Art. 13*          **Pool Play Tiebreakers**  
For pools in which teams have the same record after pool play has been completed, the team with the fewest points given up will become the pool champion. The team with the 2nd fewest points given up will become the pool runner-up. If teams remain tied, points scored will be used as a secondary tie-breaker. If 2 teams remain tied, the head-to-head winner will be awarded the higher seed.

**RULE 2            CONDUCT**

**SEC. 1           Sportsmanship Ratings**

In order for a team to advance into the playoffs, it must receive an average or better sportsmanship rating during the regular season. Sportsmanship ratings will be based on the following criteria and are given after each Intramural contest:

5 points:            Team displays excellent sportsmanship while treating opponent with respect. Players demonstrate excellent sportsmanship at all times. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Maintains an attitude of complete cooperation with staff. Players always display self-control.

4 points:            Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their

decisions without gesture or argument. Mostly cooperative with game Officials and opponent. Team Captain able to control his/her players.

3 points: Team competes without incident; wins without boasting, loses without excuses, and does not display any poor conduct. Neither cooperative nor disruptive towards staff. Team Captain unable to control all players on his/her team.

2 points: Team has a player or coach who is ejected for abusive language or remarks. There is persistent questioning of game Officials' judgment in the game and/or repeated arguing. Spectators, clearly related to the team, fail to cooperate with the Intramural Sports Staff.

1 point: Team has a representative (player or coach) who is ejected for fighting. Players are so antagonistic that the game cannot be played with proper order and control. Representatives of the team display uncooperative nature to Intramural Sports Staff. Players disregard warnings of unnecessary roughness by game Officials.

## SEC. 2

### **Player Ejection**

Actions that are potentially dangerous to the participants of the game and/or conduct that is detrimental to the purpose of the program will not be tolerated.

No player(s) may physically intimidate or verbally abuse game Officials. Violations of this nature will be considered unsportsmanlike conduct and at the discretion of the Official may result in an ejection and removal from the contest. Any player ejected from a contest may not participate in his/her team's next two games.

## SEC. 3

### **Aggressive Acts**

Acts of aggression or physical violence will not be tolerated. This includes throwing a punch, kicking an individual, or any other aggressive acts. Any player guilty of such an action immediately before, during, or after an Intramural contest shall be expelled from further participation in Intramural Sports for one calendar year (365 days).

## SEC. 4

### **Leaving the Bench Area to Participate in an Altercation**

A player, coach or bench personnel shall be ejected if he/she leaves the bench or coaching area to participate in an altercation. The penalty is an automatic two-game suspension.

In all cases, the Intramural Sports Handbook's policies on "Fighting," "Fighting with Intramural Sports / Campus Recreation Staff," and "Team Disturbances" shall take precedence.

## **RULE 3**

### **BLOOD RULE**

Whenever a participant suffers a laceration or wound where bleeding occurs, the player must leave the game and take necessary action(s) to stop the bleeding and prevent it from occurring again before re-entering the game. If a participant's

uniform becomes stained with blood, it must be removed before re-entering. The participant may use another number without penalty.

A team may call a thirty-second time-out if it wishes to keep the player in the game, otherwise the player must be removed and he/she may not re-enter until the next dead-ball after the situation has been corrected. The Intramural Staff on duty shall have final approval on any situation relating to blood.

Addendum **INSURANCE**

Participation in the Intramural Sports Program is completely voluntary. All participants run the risk of possible injury due to the inherent risks involved in the sport of basketball. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation.

THE AZTEC RECREATION CENTER HAS NO INSURANCE FOR ITS PARTICIPANTS. INDIVIDUALS PARTICIPATE AT THEIR OWN RISK.

In the case of an injury during a scheduled contest, participants should immediately notify a staff member, game official, or site supervisor.