

## **WESLEY COLLEGE INTRAMURALS FLAG FOOTBALL RULES**

### **GENERAL INFORMATION:**

#### **ELIGIBILITY**

1. THE TEAM CAPTAIN MUST MAKE SURE THE TEAM ROSTER IS SUFFICIENTLY COMPLETE BY GIVEN DEADLINE. ALL PLAYERS' NAMES MUST BE ON THE ROSTER AND ELECTRONICALLY SIGNED THE APPROPRIATE INFORMATION VIA IMLEAGUES IN ORDER TO PARTICIPATE.
2. EACH TEAM MUST SUBMIT THE \$20 REGISTRATION FEE BY THE GIVEN DEADLINE. CHECKS MAY BE MADE OUT TO "WESLEY COLLEGE." TEAMS THAT FORFEIT ONE OR FEWER (NONE) GAMES WILL RECEIVE A REFUND OF \$10 AT THE END OF THE LEAGUE. REFUNDS WILL BE DIRECTLY DEPOSITED INTO THE WESLEY COLLEGE ACCOUNT OF THE TEAM MEMBER WHO PAID THE FEE. TEAMS FORFEITING TWO OR MORE GAMES WILL NOT RECEIVE A REFUND.
3. IT IS THE TEAM CAPTAIN'S RESPONSIBILITY TO NOTIFYING HIS/HER TEAM WHEN AND WHAT TIME THEIR GAMES ARE.
4. ALL PARTICIPANTS MUST BE FULL-TIME STUDENTS AT WESLEY COLLEGE UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.
5. CAPTAINS MAY ADD OR DELETE PLAYERS FROM THEIR ROSTER PRIOR TO THEIR TEAM'S LAST TWO REGULAR SEASON GAMES THROUGH IMLEAGUES. SPECIFIC INSTRUCTIONS WILL BE COMMUNICATED TO ALL TEAM CAPTAINS DURING THE CAPTAINS MEETING.
6. PLAYERS MUST COMPETE IN AT LEAST 2 REGULAR SEASON GAMES TO BE ABLE TO PLAY IN THE PLAYOFFS UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.

**ALL PLAYERS MUST ABIDE BY THE POLICIES IN THE INTRAMURAL HANDBOOK,  
AVAILABLE ONLINE AT [WWW.STUDENTLIFE.WESLEY.EDU](http://WWW.STUDENTLIFE.WESLEY.EDU)**

**ALL PLAYERS ARE REQUIRED TO PRESENT THEIR WESLEY COLLEGE ID PRIOR TO EVERY  
GAME. THOSE WHO FAIL TO SHOW THEIR ID WILL NOT BE ALLOWED TO PARTICIPATE.**

#### **FORFEITS:**

IF A TEAM IS UNABLE TO FIELD ENOUGH PLAYERS FROM THEIR ROSTER WITHIN 5 MINUTES OF THE SCHEDULED GAME TIME THEY WILL FORFEIT THE GAME. IF A TEAM FORFEITS MORE THAN 2 GAMES DURING THE SEASON THE TEAM MAY BE REMOVED FROM THE LEAGUE AT THE DISCRETION OF THE INTRAMURAL COORDINATOR.

IF A TEAM FORFEITS, THE WINNING TEAM WINS THE MATCH WITH A SCORE OF 3-0.

**PLAYERS ARE NOT PERMITTED TO COME TO GAMES INTOXICATED, OR UNDER THE  
INFLUENCE OF DRUGS. IF IT IS SUSPECTED THAT SOMEONE HAS BEEN DRINKING OR  
ENGAGING IN ILLEGAL SUBSTANCES, THEY WILL NOT BE ALLOWED TO PARTICIPATE AND  
ASKED TO LEAVE THE PREMISES**

## **RULES AND REGULATIONS:**

### **GAME PLAY**

- A TEAM WILL CONSIST OF 7 PLAYERS ON THE FIELD AT ONCE, INCLUDING AT LEAST ONE FEMALE AT ALL TIMES.
- THE FIELD WILL BE 40 YARDS WIDE, 80 YARDS LONG PLUS 10 YARDS ENDZONES.
- EACH GAME WILL BE COMPRISED OF TWO 13 MINUTES HALVES OF CONTINUAL RUNNING CLOCK WITH A 2 MINUTE HALFTIME.
- EACH TEAM IS ALLOWED ONE 30 SECOND TIME OUT PER HALF.
- ONCE THE BALL IS SPOTTED, THE OFFENSE HAS 30 SECONDS TO RUN A PLAY
- ABSOLUTELY NO CONTACT IS PERMITTED!!!!
  - SCREEN BLOCKING IS ALLOWED BUT YOUR HANDS MUST BE AT YOUR SIDE OR BEHIND YOUR BACK AND CANNOT BE USED.
  - SCREEN BLOCKING IS SIMPLY GETTING IN THE WAY OF BLITZERS WITHOUT INITIATING CONTACT!
- A PLAYER MUST HIKE THE BALL TO THE QB WHO MUST BE AT LEAST 2 YARDS BEHIND THE BALL.
- TO BEGIN EACH HALF, A TEAM GETS THE BALL ON THEIR 14 YARD LINE.
- AFTER A TOUCHDOWN IS SCORED THE OPPOSING TEAM GETS THE BALL ON THEIR 14 YARD LINE.
- FLAGS MUST BE ON THE HIPS WITH SHIRTS TUCKED IN AT ALL TIMES.
- AT THE BEGINNING OF THE GAME THERE IS A COIN TOSS TO DETERMINE WHO GETS THE BALL AND WHAT END ZONE EACH TEAM IS DEFENDING.
- TEAMS HAVE 4 DOWNS TO ACHIEVE A FIRST DOWN.
- A TEAM CAN DECIDE TO PUNT THE BALL. IF A TEAM CHOOSES TO PUNT, THE BALL WILL BE PLACED ON THE OPPONENT'S 20 YARD LINE.
- TEAMS ARE ALLOWED TO BLITZ AS MANY PLAYERS AS THEY WANT AS LONG AS THE BLITZERS START BEHIND THE NEUTRAL ZONE WHICH IS MARKED BY A PUCK.
- THE TEAM ON OFFENSE MUST HAVE AT LEAST 4 PEOPLE ON THE LINE OF SCRIMMAGE.
- IF THE BALL IS FUMBLED THE PLAY IS DEAD AND THE BALL IS SPOTTED AT THAT POINT.
- IF A PLAYERS' FLAG GET PULLED IN THE END ZONE OR THERE IS A PENALTY COMMITTED BY THE OFFENSE IN THE END ZONE, IT IS A SAFETY AND THE DEFENSE GETS THE BALL ON THEIR 14 YARD LINE.
- ABSOLUTELY NO HURDLING OF PLAYERS.
- IF A PLAYERS' FLAG FALLS OFF, IT TURNS IN TO A ONE HAND TOUCH SITUATION.
- ALL DEFENSIVE PLAYERS MUST GO FOR THE FLAG OF THE BALL CARRIER. STRIPPING THE BALL OR TACKLING WILL RESULT IN A PENALTY.
- NO FLAG GUARDING.
- THERE IS A MERCY RULE. IF A TEAM IS UP BY 19 POINTS WITH TWO MINUTES LEFT IN THE GAME IT WILL TAKE EFFECT.

### **SCORING**

- A TOUCHDOWN IS 6 POINTS.
- A TOUCHDOWN CAUGHT OR THROWN BY A FEMALE IS WORTH 9 POINTS.
- AN EXTRA POINT FROM THE 3 YARD LINE IS WORTH 1 POINT.

- AN EXTRA POINT FROM THE 10 YARD LINE IS WORTH 2 POINTS.
- AN EXTRA POINT FROM THE 20 YARD LINE IS WORTH 3 POINTS.

#### **PENALTIES**

- THERE IS NO GUARDING THE FLAG, (PUSHING PEOPLES HAND AWAY FROM PULLING YOUR OWN FLAG) THIS RESULTS IN A 10 YARD PENALTY FROM THE SPOT OF THE FOUL.
- CONTACT WITH ANOTHER PLAYER WILL RESULT IN A 10 YARD PENALTY. A PLAYER WHO COMMITS THREE OF THESE PENALTIES IN A GAME WILL BE EJECTED FROM THAT GAME AND SUSPENDED ONE GAME.
- FALSE START BY THE OFFENSE IS A 5 YARD PENALTY FROM THE LINE OF SCRIMMAGE.
- IF A DEFENDER IS IN THE NEUTRAL ZONE IT IS A 5 YARD PENALTY FROM THE LINE A SCRIMMAGE.
- A DELAY OF GAME IS A 5 YARD PENALTY FROM THE LINE OF SCRIMMAGE.
- DEFENSIVE PASS INTERFERENCE IS A 10 YARD PENALTY AND AUTOMATIC FIRST DOWN.
- OFFENSIVE PASS INTERFERENCE RESULTS IN A 10 YARD PENALTY FROM ORIGINAL LINE OF SCRIMMAGE AND LOSS OF DOWN.
- TOO MANY PLAYERS ON THE FILED RESULTS IN A 5 YARD PENALTY AGAINST THAT TEAM.
- INTENTIONAL GROUNDING RESULTS IN A 5 YARD PENALTY AND A LOSS OF DOWN.
  - INTENTIONAL GROUNDING IS THROWING THE BALL AWAY WHEN IN THE POCKET OR IF THE BALL IS NOWHERE NEAR AN OFFENSIVE PLAYER.
- IF THERE IS A FIGHT ALL OF THE PLAYERS INVOLVED ARE EJECTED FROM THE GAME AND NOT ALLOWED TO PLAY IN THE REMAINDER OF THE GAME.

#### **SCHEDULING AND RESULTS:**

- TEAMS SHOULD PLAN TO ARRIVE TO GAMES 5-10 MINUTES BEFORE THE SCHEDULED START TIME.
- IF A TEAM CANNOT PLAY AT THE SCHEDULED TIME, THEY ARE RESPONSIBLE FOR CONTACTING OTHER TEAMS TO SEE IF THEY CAN SWITCH GAME TIMES FOR THE SAME NIGHT OF PLAY.
- AFTER EVERY GAME THE RESULTS OF ALL THE GAMES AND TEAM STANDINGS WILL BE UPDATED ON THE IMLEAGUES WEBSITE.

#### **PLAYERS AND EQUIPMENT:**

- ALL PLAYERS MUST SHOW THEIR WESLEY COLLEGE ID TO THE STUDENT MANAGER
- PLAYERS CANNOT WEAR ANY JEWELRY, HATS OR ANYTHING THE OFFICIALS DECLARE DANGEROUS
- CASTS OR BRACES MADE OF HARD SUBSTANCE MUST BE COVERED BY PADDING
- IT IS RECOMMENDED THAT ALL THE PLAYERS ON A TEAM WEAR THE SAME COLOR.
- MUST WEAR RUBBER-SOLED GYM SHOES
- PLAYERS MAY ONLY PLAY ON ONE TEAM
- FIGHTING WILL RESULT IN DISQUALIFICATION OF BOTH TEAMS.
- SPORTSMANSHIP COUNTS!!!!
- ONLY ONE VARSITY PLAYER ON THE FIELD AT A TIME PER TEAM