NIRSA Football Rules will govern play with the exceptions listed below:

I. PLAYER ELIGIBILITY

- Participation is limited to anyone who has a UT ID or is a member of the UTHSC Fitness Center.
  - No more than 2 players per team can be UTHSC Fitness Center members.

- In order to participate in an intramural contest, each player must present his/her current, valid UT Card. If a player forgets their ID, they are required to stop by SAC 312 before 5pm the next day and show it to a Campus Recreation Staff Member or their team will be charged with a forfeit.

- Requests for exceptions to any policy must be directed to the IM Coordinator during regular weekday business hours in the Campus Recreation Office. No exceptions are granted at the fields or courts.

II. TEAM COMPOSITION

- Players can compete on only one men's or women's team. In addition, players may compete for one co-rec team during the same season.

- Seven (7) players constitute a team. All players must present their current, valid UT card at the game site to sign-in.

- A team must have 5 players to start a game. Players who arrive late may be added to the roster and may enter the game at the next dead-ball situation.

- Additions may be made to the roster at any time throughout the regular season. For a player to be eligible in playoffs, they must have joined their team in Athleague AND must have played one regular season game with the team.

III. EQUIPMENT & PLAYING FIELD

- Footballs are provided, but a team may provide their own when they are on offense. Any team wishing to provide their own ball must submit the ball they wish to use to the referees as the captains meeting before the game.

- Teams are encouraged to furnish their own like-colored jerseys. Scrimmage vests (pinnies) will be available.

- On the schedule, the team listed first shall wear dark shirts and the team listed second shall wear light shirts.

- Individual player equipment must meet the following requirements:
  - Shirts: All shirts must be tucked in and remain tucked in during play. If the shirt (sweatshirt or jacket) has a hood, the hood must be tucked inside the shirt (sweatshirt or jacket). If the player wears a half shirt, it must be a minimum of 4 inches above the waist. Shirts must not have arm openings that are larger than 4 inches. Referee will use his fist to measure the distance of the arm opening.
  - Pants: Players may not wear pants or shorts that have belt loops, pockets, or an exposed drawstring. Players may not wear towels that hang from the waist.
  - Headgear: Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
  - Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow-recovery padding.
  - Shoes: All players must wear shoes. Tennis/running shoes, soft-soled shoes, and football shoes are permitted. Metal spikes and cleats with metal exposed are prohibited. Any player caught wearing metal spikes will be ejected from the game.
  - Participating while wearing illegal equipment is a 10-yard unsportsmanlike conduct penalty.
• If teams choose to bring a playbook out onto the field, it cannot be of an unyielding material and must not be visible during play. Also, the playbook must stay on the person instead of being thrown on the ground.

• Jewelry is NOT allowed to be worn by any participant during a flag football game. This jewelry consists of any visible rings (including wedding bands), watches, necklaces, earrings, studs, bracelets, and any other such similar jewelry. Medic alert bracelets must be taped to the body or secured under clothing such as a wristband or sock to be worn during play. A player is subject to ejection for failure to remove any jewelry after first warning.

• Each player must wear a three flag belt with one flag on each hip and one in the rear. Special rules have been established to determine how to legally fasten and remove the flag belt.
  - All players must have three flags at the beginning of play.
    1. Failure to wear a flag belt at the start of the play, if noticed by an official prior to the snap is a live ball penalty (5 yards).
    2. If a runner loses his/her flag during the action, play continues. The play ends when a defensive player touches the runner with one hand between the shoulders and the knees.
    3. If failure to wear the flag belt is noticed by the official after the play starts, the play continues with the ball becoming dead when the runner is touched between the shoulders and knees. The defense can accept the result of the play or penalize for failure to wear required equipment (5 yards).

• Tampering with the flag belt in any way to gain advantage, including tying, using foreign material, or other such acts is unsportsmanlike conduct. (10 yards, loss of down and player disqualification)

• The dimensions of the fields have been standardized into regulation 80 yard x 40 yard playing areas with two 10-yard endzones and four 20-yard zones. Two inbounds lines (hash marks) shall run parallel with and 15 yards inbounds from each sideline.

• For each play, the ball shall be spotted at the spot on the field where the previous play ended, if inside the inbounds lines. For plays that end between the inbounds line and the sideline or out-of-bounds, the ball will be spotted on the inbounds line closest to the spot where the previous play ended. At the start of each half and following any touchbacks or touchdowns, the ball will be spotted at the center of the field.

• There will be lines 3 yards and 10 yards from either goal line from which extra point plays will be run, and 14 yards from either goal from which to put the ball in play to begin a half, after a score, safety, or touchback.

• Teams and spectators must stay at least 2 yards off the sideline and between the 20 yard lines.
  - Failure to do so will result in a warning the first time. Each offense after the warning will result in a 10 yard unsportsmanlike penalty against the offending team.

IV. GAME TIME & LENGTH

• Each team must turn in a $20 forfeit check before they start play.

• Game time is forfeit time. A team needs at least 5 legal players to begin the game. A team that forfeits a regular season game will have their forfeit check deposited.

• Games will consist of two 20-minute halves with a 5-minute halftime.

• A toss of a coin or odd/even will determine which team will gain possession of the ball first. The team that wins the coin toss has three options:
  - A. First possession of the ball.
  - B. Defend the goal of their choice. (Note: If a team with first option chooses to defend a goal, the other team automatically gets the ball.)
  - C. Defer their option to the second half.

• There will be no kickoffs. In all "kickoff" situations, the "receiving" team will get the ball on their own 14 yard line, 1st and 6. This includes all touchbacks and after touchdowns and safeties. The ball will be spotted at the center of the field at the start of each series in these instances.
Timing will be continuous for the entire first half and for the first 18 minutes of the second half. Only a team's time-out and official's time-out can stop the clock. The clock will stop during the final two minutes of the second half for:

A. Incomplete pass - clock restarts on the snap.
B. Out of bounds - clock restarts on snap.
C. Penalty - clock restarts depending on the result of the previous play.
D. Score - clock restarts on opponent's next snap from scrimmage.
E. Time-outs - clock restarts on snap.
F. Fair catch - clock restarts on snap.
G. Touchback - clock restarts on snap.
H. Inadvertent whistle - clock starts on the ready for play whistle.
I. First down - clock restarts depending on result of the previous play.

Approximately 2 minutes before the end of each half, the Referee shall inform both team captains of the playing time remaining in each half. The clock will stop in the 2nd half for the 2-minute warning and will restart on the next snap.

The ball must be put into play no more than 25 seconds after the official has marked it ready for play

- Referees will give you a 15, 10, and 5 second countdown.

Two one-minute time-outs per half are allowed for each team. Teams will receive one time-out for the entire overtime session, regardless how many overtime periods take place. Time-outs do not carry over between halves or into the overtime period.

Regular season games can end in a tie. Overtime will only be played during the playoffs. In overtime:

- A coin toss will be conducted to start the overtime period. The winner of the coin toss has the choice of offense or defense. If the game goes to a second overtime, the team which lost the toss at the beginning of the first overtime has the choice to start on offense or defense for the second overtime. The choice will then alternate for each succeeding overtime period.

- Each team will have a series of four downs to score from their opponent's 10-yard line. Teams which begin their overtime period outside of the 20-yard line due to penalty must score in 4 downs and will NOT receive any first downs for crossing zone-line-to-gains in the process. Teams may receive another set of downs by penalty only (automatic first down).

- When a team scores, they will attempt an extra point (1, 2, or 3).
- The team on defense first will have its chance to score and attempt an extra point.
- Overtime will continue until a winner is declared.
- When the defense secures possession of the ball during overtime, the offense's series shall be over and the ball declared dead. The defense may not return the ball for a touchdown.
V. INCLEMENT WEATHER

- The Intramural Coordinator reserves the right to postpone or reschedule a contest if circumstances warrant such action. Regular season games cancelled by weather will be attempted to be rescheduled, if possible. Contests postponed due to other reasons may or may not be rescheduled at the discretion of the Intramural Coordinator.

- In the case of inclement weather, the Intramural Coordinator will not make a decision regarding the playing of games until after 4:00 pm. If games are canceled you shall be notified by email through Athleague.
  - Campus Recreation STRONGLY suggests that team captains use their cell phone numbers in Athleague to be notified of game cancelations via text messages, if possible.

- If inclement weather occurs after the closing of the Intramural office, decisions regarding the continuing of the games will be made on the field by the IM on-site staff.

- When games are cancelled due to the weather, the fields will not be available for practice.

VI. GAME RESCHEDULING

- If a team cannot make a scheduled game they have the following options:
  - Forfeits - If a team fails to contact the IM Coordinator by 2pm the day of the game and fails to field a team, their $20 dollar check will be deposited and they will no longer be eligible for playoffs.
  - Defaults - If a team contacts the IM Coordinator that they cannot field a team by 2pm the day of a their game, that team will avoid a Forfeit and take a Default loss, but still remain eligible for playoffs.
  - Rescheduling - If more than 24 hours notice is given, the IM Staff will attempt to reschedule the game. If it cannot be rescheduled, the team will be notified and given the option to default the game if they cannot field a team.

VII. SCORING

- A touchdown shall count for six (6) points.
  - After a player scores a touchdown or try after a TD, the player must raise their arms above their head so that the nearest official can deflag the player.
  - If the official deems that the flag belt has been illegally fastened (tied, twisted, tucked in, etc), the player is disqualified and an unsportsmanlike conduct penalty is enforced. (10 yards from the previous spot with loss of down and the score is nullified, no loss of down if it occurs after change of possession.

- After a touchdown, the scoring team attempts a PAT (point after touchdown). The captain will indicate from which distance the offense will attempt the PAT. The captain may also designate where, between the inbounds lines, the ball shall be spotted for the PAT.
  - A. From the 3-yard line - Worth 1 point.
  - B. From the 10-yard line - Worth 2 points.
  - C. From the 20-yard line - Worth 3 points.

- When the defense secures possession of the ball during a PAT attempt, the attempt shall be over and the ball declared dead. The defense may not return the ball for a touchdown (cannot score during a PAT).

- A safety shall count for 2 points. Afterwards, the ball will be put in play by the scoring team at their 14-yard line

- (Mercy Rule) If a team is leading by 19 points, or attains a lead of 19 points or more, in the final 2 minutes of the game, the game will end.

VIII. PLAYING RULES

- First Downs
  A team registers a first down when it crosses or touches one of the first down lines (zone lines-to-gain). Once the first down has been established, that team may not make another first down by crossing the same line during that series of downs.

- Line of Scrimmage, Required Number of Players
  Four (4) offensive players must be on the line of scrimmage at the snap. A player is deemed on the line of scrimmage when facing his/her opponent's goal line with the line of his/her shoulders approximately parallel
thereto and with his/her head or foot breaking the plane of the imaginary line drawn through the waistline of the snapper and parallel to the scrimmage line. At any time at or after the ready for play signal, all offensive players must momentarily be at least 5 yards inbounds prior to the snap. There is no requirement for defensive players to line-up along the line or be at least 5 yards inbounds prior to the snap.

- **Fumbles**
  A fumble is dead at the point the ball touches the ground, if fumbled backwards, or at the spot where the fumble occurred if fumbled forward. The ball goes to the team who last had possession with the resulting loss of down. A ball that has not hit the ground can be recovered (in the air) and advanced by either team. This includes snaps by the center that are not caught by an offensive player (i.e. quarterback). Bad snaps are dead at the spot they hit the ground. For the purposes of timing, fumbles and bad snaps are considered running plays and the clock will not stop on such plays.

- **Handoffs**
  Behind the line of scrimmage and prior to either a runner advancing the ball across the line of scrimmage or a forward pass crossing the line of scrimmage, any offensive player may hand the ball forward or backward to any player. Once the ball has been advanced or thrown across the line of scrimmage (in any downfield plays), an offensive player may only hand the ball backward to another player. At all times, defensive players may only hand the ball backward to another player.

- **Forward Passes**
  A forward pass is LEGAL when:
  
  A. The passer's foot is behind the line of scrimmage when the ball leaves the hand.
  B. The pass occurs before a change of possession (defense may not throw a forward pass following a fumble recovery or interception).
  C. It is the first and only forward pass made during the down. Only one forward pass is permitted per down, regardless of whether is pass is completed beyond or behind the line of scrimmage.

  Note: An offensive player may run through (across) the line of scrimmage, then run back behind the line of scrimmage and throw a forward pass OR toss the ball backward to another player who can then throw a forward pass as long as such pass abides by the provisions of this section.

- **Pass Receptions**
  All legal players are eligible to receive a pass. One foot must land in bounds before any part of the body lands in the out-of-bounds area for a legal pass reception. One knee is equivalent.

- **Interceptions in the End Zone**
  If a player intercepts the ball in the end zone, the player may return it out of the end zone. If the player is deflagged while running in the end zone, it is a touchback.

- **Screen Blocking**
  The only type of blocking that is allowed is screen blocking. No contact is allowed between the offense and defense. Penalty: Personal foul, 10 yards.

  A. The screen blocker must have his/her hands at his/her side or behind his/her back.
  B. **Any** use of the hands, arms, legs or body to initiate contact is illegal.
  C. The player must be on his/her feet before, during and after the screen block.
  D. The blocker cannot take a position so close to a moving opponent that his/her opponent cannot avoid contact by stopping or changing direction. This position will vary from 1 to 2 steps depending on speed of the defensive player.

- **Retrieval of Ball after a Play**
  The offensive team must retrieve the ball after every play from scrimmage. The snapper will maintain control of the ball and bring the ball from the huddle to the line of scrimmage.

- **Punting the Ball**
  On fourth down, the referee will ask the offensive team captain to select if they wish to (1) punt or (2) try to reach the zone-line-to-gain (“go for it”). Once a decision is reached, the referee will announce the decision to the defense. If the offense declares to punt, then wants to change their decision, they may do so ONLY after a charged timeout or an accepted penalty in which the down is to be replayed.

  A. All punts must be announced to the referee. There are no quick kicks.
  B. **PENALTY:** Illegal kicking, 10 yards from the previous spot.
  C. The kicking team must have 4 players on the line of scrimmage during a punt.
• PENALTY: Illegal procedure, 5 yards from the previous spot.
C. The kicker must catch and kick the ball immediately in one continuous motion.
• PENALTY: Illegal procedure, 5 yards from the previous spot.
D. Neither team may advance beyond their respective scrimmage line until the ball is kicked.
• PENALTY: Illegal procedure, 5 yards from the previous spot.
E. Kickers may not punt barefoot.
  • PENALTY: Failure to wear proper equipment, 5 yards from the previous spot.

F. Punts that have not been touched by a player are NOT dead while bouncing on the ground.
   When a punt touches a player from either team and then hits the ground, it is dead at that spot
   and belongs to the receiving team. If a punt is muffed by the receiving team and caught in
   the air by the kicking team, it is dead at that spot and the kicking team retains possession, first and
   line-to-gain. If caught in the air by the receiving team, they may advance the ball.

G. When a punt breaks the plane of the receiving team's goal line, it is a touchback. Punts may
   not be returned out of the endzone.

H. There are no fair catches. Fair catch signals shall be disregarded.

• Inadvertent Whistles
  When an official sounds his/her whistle inadvertently:
  A. During a legal pass, while a snap is in flight, or while a kick is in-flight, the down will be
     replayed.
  B. When a player is in possession or during a backward pass, the team in possession at the time
     of the inadvertent whistle may choose either to accept the play where it is blown dead or to
     replay the down.

IX. EXPLANATION OF GENERAL PENALTIES

• Delay of Game (dead ball foul, 5 yards from the previous spot)
  The ball must be put in play properly and legally and any action or inaction by either team which tends to prevent
  this is illegal delay of game. This includes:
  A. Interrupting the 25 second count for any reason, except for a time-out allowed by the referee.
  B. Consuming more than 25 seconds in putting the ball in play after it is marked ready for play.
  C. Deliberately advancing the ball after it has been declared dead.

• Encroachment [Offisides] (dead ball foul, 5 yards from the previous spot)
  Following the ready-to-play whistle and prior to the snap, no player on defense may encroach, touch the ball, or
  contact an opponent in any way. It is encroachment for any player to break his/her scrimmage line plane (yellow
  disk [defense], orange disk [offense]). Players do NOT have the opportunity to jump across the line and "get back"
  onside. It is a foul as soon as the player initially enters the neutral zone.

• False Start (dead ball foul, 5 yards from the previous spot)
  No offensive player shall simulate a charge or start of a play.

• Illegal Formation (5 yards from the previous spot)
  When there are less than four (4) offensive players on the line of scrimmage at the snap, it is a live ball illegal
  procedure penalty. The player who receives the snap must be at least 2 yards behind the offensive scrimmage
  line.

• Illegal Batting (10 yards from the spot of the foul)
  Players shall not bat a loose ball other than a pass or fumble in flight. Exception: A backward pass in flight may not
  be batted or thrown forward by the passing team.

• Illegal Motion and Shift (5 yards from the previous spot)
  Only one offense player may be in motion, but not in motion towards the opponent's goal line (or line of
  scrimmage), at the time of the snap. After a huddle, all offensive players must come to a stop and remain
  stationary for 1 second before an offensive player may go in motion. If two or more players shift/go in motion
  simultaneously prior to the snap, both must come to a stop and reset prior to the snap.

• Flag Guarding (10 yards from the spot of the foul & replay the down OR spot of the foul & loss of down)
  The ball carrier shall not protect his/her flags by blocking with his/her arms or hands in order to deny the opponents
  the opportunity to remove them. This includes the quarterback/passer in possession of the ball. Note: Stiff arming
is flag guarding. Running while holding the ball at hip-level, intentionally or unintentionally, may also be considered flag guarding.

- Illegally Deflagging an Opponent (Personal foul, 10 yards)
  An offensive player must have possession of the ball before they can be legally deflagged. Pulling or removing a flag belt from an offensive player without the ball is illegal. If the player is an eligible receiver, the violation may be considered pass interference.

- Illegal Contact by the Ball Carrier (Personal foul, 10 yards from the spot of the foul)
  The ball carrier must run to avoid tacklers. Deliberate charging of an opponent is against the rules. Officials will use the same judgment on charging and blocking by offensive and defensive players as in basketball. "Brushing contact" and unavoidable contact is not willful "charging." The ball carrier may spin or jump around defenders to avoid deflagging; however, the ball carrier must remain in control of his/her body during such moves. If the foul is intentional or unsportsmanlike, then 10 more yards will be added to the penalty and the player will be disqualified.

- Holding (10 yards from the end of the run [defense], 10 yards from the spot of the foul [offense])
  Holding is grasping or encircling an opponent with the hand or arm in any way that impedes his/her movement. A defensive player may not hold, push, or knock the ball carrier down in an attempt to remove the flag. Similarly, an offensive player may not hold an opponent to prevent a deflagging.

- Tripping (10 yards from the end of the run)
  Tripping is using the lower leg or foot to obstruct an opponent (including the ball carrier) below the knees.
  PENALTY: 10 yards from the end of the run.

- Illegal Contact by the Defense & Tackling (10 yards from the end of the run)
  If a defensive player reaches across the body of the ball carrier to pull the flag and contact is made, the responsibility of the contact lies with the defensive player. A runner shall not be thrown to the ground. There shall be no contact with an opponent who is on the ground. If a defensive player tackles the ball carrier, who in the opinion of the referee, would have scored except for being tackled, a touchdown shall be awarded. Deliberate tackles will result in disqualification.

- Roughing the Passer (10 yards from previous spot, if incomplete pass thrown; 10 yards from end of run following completed pass)
  Defensive players must make a definite effort to avoid charging into a passer. Contact with the passer shall be avoided except in cases where the defensive player is attempting to deflag the passer. Excessive contact is not permitted at all times. Contact with a thrown ball (hitting the ball then the passer in the same motion) does NOT affect this rule and roughing the passer may still be called. Roughing the passer does not apply on illegal forward passes; however, illegal contact may be called.

- Illegal Forward Pass & Intentional Grounding (5 yards from the spot of the foul and loss of down)
  A pass thrown in violation of the legal pass guidelines listed above is considered illegal. A pass that is intentionally thrown to the ground or out of bounds to avoid a loss of yardage is also illegal.

- Offensive Pass Interference (10 yards from the previous spot & loss of down)
  Pass interference occurs when a player contacts another eligible receiver who is beyond the line of scrimmage. Restrictions exist for the offense from the time that the ball is snapped until it has been touched by a receiver.

- Defensive Pass Interference (10 yards from the previous spot & automatic first down)
  Restrictions exist for the defense from the time the pass is thrown until it has been touched by a receiver. Face guarding with no intent to catch, intercept, or bat the ball is also considered pass interference. Note: Contact or interference by the defense prior to when the pass is thrown is still considered illegal and will be penalized as a personal foul.

- Other Personal Fouls (10 yards from the end of the run [defense], 10 yards from the spot of the foul [offense])
  Any act prohibited hereunder or any other act of unnecessary roughness is a personal foul.
  
  A. No player shall punch, strike, strip, steal, or attempt to steal the ball from the player who has possession.
  B. There shall be no tripping or clipping.
  C. There shall be no hurdling. Hurdling shall be interpreted as an attempt by the runner to jump with both feet or knees foremost over a player or between player. (You can jump or spin away from players to avoid having your flag pulled.)
• Unsportsmanlike Conduct (all enforced from dead ball spot, 10 yards)
  No player shall commit unsportsmanlike acts during play or intermission including:
  A. Using words similar to offensive audibles or quarterback cadence prior to the snap in an effort to interfere with the offense's signals or movements.
  B. Intentionally kicking the ball (other than a punt)
  C. Intentionally kicking an opponent or swinging an arm, hand or fist at any opposing player or official.
  D. Disrespectfully addressing an official or indicating objections to an official's decision.
  E. Using profanity, taunting, insulting or vulgar language or gestures.
  F. Fighting or leaving the sidelines and entering an alternation.

  Two unsportsmanlike fouls by the same player or non-player results in disqualification. A player or non-player can be disqualified following the first unsportsmanlike foul.

X. CO-REC RULE MODIFICATIONS

  NIRSA Football Rules will govern play with the exceptions listed below.

  • Team Composition
    Eight players, four men and four women, constitute a team. A team may have as few as six players, with the makeup of the team being 3 men and 3 women. A team can participate with seven players, with the composition being 4 men and 3 women or 3 men and 4 women. At no time shall the number of one sex outnumber the other by one.

  • Equipment
    Regular or intermediate size footballs may be used.

  • Scoring
    A. If a female scores a touchdown (runs across goal line or receives a pass in the endzone), the point value is 9.
    B. If a female throws a legal forward pass in a play that results in a touchdown by any offensive player, the point value is 9.
    C. All other touchdowns (by male players) score 6 points. Successful PATs count the same for both genders (1, 2, or 3).

  • Mercy Rule
    If a team is leading by 19 points, or attains a lead of 19 points or more, in the final 2 minutes of the game, the game will end.

  • Number of Players on the Line of Scrimmage
    Five (5) offensive players must be on the line of scrimmage at the time of the snap.

  • Run Plays / Action Before a Pass / Illegal Male Advancement
    A. Male Runner (Ball Carrier) - Prior to the reception of a legal forward pass by any player, a male runner cannot be the first player to advance (carry) the ball beyond the line of scrimmage.
      • Male Restrictions In Effect - During the period between the snap and when a legal forward pass is thrown.
      • Male Restrictions in Effect - During the period between the snap and the time when the ball is legally possessed beyond the line of scrimmage by any player.
      • Male Restrictions Ends - When any player has caught a legal forward pass anywhere on the field. Complete a pass, eliminate the restrictions.
      • Male Restrictions Ends - When the ball has been legally possessed beyond the line of scrimmage by any player.
• Restricted Play - Once a male runner has carried the ball across the line of scrimmage illegally, it is an Illegal Male Advancement foul, regardless of future gain or loss of yardage on the play.

PENALTY - The penalty for Illegal Male Advancement is 5 yards from the previous line of scrimmage AND loss of down.

B. Female Runner - There are no restrictions on any run by a female player at any time.

• Pass Plays / Open and Closed Status / Illegal Male Pass Reception
  A. Announcement - Prior to each play, the game referee will announce both the down and either "open" or "closed" status for the upcoming play.
  B. Open Status - The term "open" means any player can complete a legal forward pass to any other player anywhere on the field (male to male forward passes are permitted).
  C. Closed Status - The term "closed" means a male player may not complete a legal forward pass to any other male player anywhere on the field. The next legal forward pass completion must involve either a female throwing the pass or receiving the pass (male to male forward passes are NOT permitted).
  D. Open to Closed - The status changes from "open" to "closed" on any legal male to male forward pass completion, regardless of a gain or loss of yardage on the play.
  E. Closed to Open - The status changes from "closed" to "open" on any legal male to female, female to male, or female to female forward pass completion, that results in positive yardage gain.
  F. Restricted Play - Any male to male forward pass completion during a "closed" play is considered an Illegal Male Pass Reception foul.
  PENALTY - The penalty for an Illegal Male Pass Reception foul is 5 yards from the previous line of scrimmage AND loss of down.

• Open and Closed Status – Specifics
  A. Initial Series Starts Open - Following any change of possession or at the start of a half, the first play for an offense's series shall be open.
  B. Laterals and Backwards Passes - There are no restrictions on any lateral or backward pass.
  C. Only First Forward Pass Matters - Open and closed plays are determined by the action of a legal forward pass and catch. Therefore, throughout a play there may be multiple possessions by males or females but the status of the next play is determined by the initial pass and catch.
  D. Positive Yardage Gain - The spot where the ball becomes dead by rule (before penalty enforcement) must be beyond the Team A scrimmage line.
  E. Run Plays Have No Effect - Any run play or play that does not involve a legal forward pass has no effect on open/closed status.
  F. Penalties Have No Effect - The enforcement of a penalty has no affect on open/closed status.
  G. PAT Attempts - Open/closed status for a PAT attempt is determined by the previous play (that scored the TD) just like a normal down.

• Co-Rec Restricted Plays Summary
  o Prior to the reception of a legal forward pass by any player, no male runner (ball carrier) can be the first player to advance the ball across the scrimmage line. Any play with this action, regardless of positive or negative yardage gain, is a foul.
  o On a "closed" pass play, a male passer may not complete a pass to a male receiver anywhere on the field. Any closed play with this action, regardless of positive or negative yardage gain, is a foul.
PENALTY: For all co-rec exclusive fouls, the penalty is a 5-yard markoff from the previous spot and a loss of down (the loss of the right to repeat the down).

- Sample Plays
  A. Play 1 - A male quarterback is rushed by a defender and scrambles ahead across the scrimmage line.
     - (All plays) PENALTY: Illegal male advancement, 5 yards from the line of scrimmage and loss of down.
  B. Play 2 - A female quarterback is rushed by a defender and scrambles ahead across the scrimmage line.
     - (All plays) NO penalty, legal play, no restrictions on a female player.
  C. Play 3 - A male quarterback hands off to a male runner who runs ahead across the scrimmage line.
     - (All plays) PENALTY: Illegal male advancement, 5 yards from the line of scrimmage and loss of down. A male may never be the first player to carry ball across the line during a run play. Even if there was a loss of yardage on this play, this action is still a penalty.
  D. Play 4 - A male quarterback throws to a male receiver behind the line who runs ahead across the scrimmage line.
     - (Open status) NO penalty, legal open play because a legal forward pass was involved. Next play is CLOSED.
     - (Closed status) PENALTY: Illegal male pass reception, 5 yards from the line of scrimmage and loss of down. Run is legal, but male-to-male pass on closed play is a penalty. Next play remains CLOSED.
  E. Play 5 - A female quarterback throws to a male receiver behind the line who runs ahead across the scrimmage line.
     - (All plays) NO penalty, it is legal for both open and closed plays because a legal forward pass involving a female was involved. If closed, the next play is OPEN, if positive yards are gained.
SPORTSMANSHIP RATING

The Intramural Sports Program is committed to providing a safe, fair and enjoyable environment during IM contests. Unsportsmanlike behavior occasionally causes games to become unenjoyable, unfair and, in some cases, unsafe. In an effort to maintain the proper playing environment for IM games, the Sportsmanship Rating System has been established and will be in effect for regular season and playoff games in basketball. Awards will be given to the team with the highest rating.

GENERAL RATING SYSTEM CRITERIA:

"A"  4.0 EXCELLENT RATING: Players cooperate fully with the officials and supervisor. An open and calm rapport exists between the captain and the officials. The captain has full control of her/his teammates and fans.

"B"  3.0 GOOD RATING: Some players dissent verbally with the officials decisions but, in general, the captain and players cooperated well with the officials and supervisor. The captain had good control of team.

"C"  2.0 AVERAGE RATING: Players more verbal in disagreeing with officials calls. The captain may have failed to control her/his team.

"D"  1.0 POOR RATING: Dissent is open among team members. Players arguing with officials and themselves. The captain fails to assist the officials in game control.

"E"  0.0 UNACCEPTABLE RATING: The team displays little or no sportsmanship. A team causing a game to be terminated due to unsporting behavior will receive an "E" rating. Managers of teams receiving an "E" rating must meet with the IM Coordinator. The outcome of the meeting will determine further league participation.

2. METHOD OF RATING:
The officials will rate each team in each contest on a sportsmanship basis. The supervisor can also assist in the rating. The rating will be noted on the score sheet. Officials are not to discuss ratings with the teams. Teams are not to question the officials about the ratings. Teams can check their ratings at the IM Office. (SAC 312)

3. PLAYOFFS
For a team to be eligible for the playoffs, they must have an average sportsmanship rating of 3.0 or higher. Teams failing to meet this mark must have their Captain meet with the IM Coordinator to determine their playoff eligibility.