The Game
1. 2 teams of 7 players (All pass eligible)
2. Minimum to start is 5 (COED min. 5 as long as at least 2 of each gender is on the field at all times)
3. COED must play one half with 4:3 ratio and one half with a 3:4 ratio of men: women.
4. 20 minute halves
5. The clock does not stop until the last 2 minutes of the second half provided the score is less than 19 points
6. During 'stop time' the clock will stop when:
   a. a player goes out of bounds
   b. incomplete passes
   c. scores (including point after touchdown)
   d. all timeouts
   e. penalties
   f. 1st downs until the ball is set
7. Three 1-minute timeouts per game. Timeouts will stop the clock at any time.

Eligibility
1. Current U of O students, faculty and staff, spouses of students/faculty/staff members
2. EVERY PLAYER MUST BE ON THE ROSTER PRIOR TO 8:00AM THE DAY OF THEIR GAME (or 8:00AM FRIDAY IF THEY PLAY ON A SUNDAY)
3. Players must bring a valid UO ID to EVERY game
4. NO ID = NO PLAY, NO EXCEPTIONS!
5. Varsity football players are not eligible
6. Varsity football players from the 2014-15 season are also ineligible
7. Current/former Olympic and professional athletes are not eligible to participate in their related sport. An athlete will be deemed a "professional" if at any point they were given financial compensation for participating on a team in a professional or semi-professional league.

Equipment
1. NO JEWELRY IS PERMITTED DURING PLAY!
2. Pockets in shorts/pants are NOT permitted.
3. Teams must provide a game ball (minimum high school regulation size)
4. Flags will be provided
5. Proper footwear and attire is mandatory (cleats shall not contain any metal)
6. Articles that may endanger other players not permitted (i.e. jewelry, plaster casts, etc.)
7. Eye glasses are NOT permitted; Contact lenses or protective goggles are highly recommended
8. Shirts must be tucked in at all times to avoid flag interference
9. Towels are not to be worn in the waist band of pants/shorts.

Scoring
1. Touchdowns are worth 6 points
2. Point after Touchdown:
   a. 1 point from the 3 yard line
   b. 2 points from the 10 yard line
   c. 3 points from the 20 yard line
3. An interception by the defense on a PAT is DEAD.
4. Safety is worth 2 points
5. No field goals
6. All ties stand at the end of regular season games
7. PLAYOFFS: if tied at the end of regulation each team will alternate starting from the 20 and have 4 downs to score until a winner is determined

The Try
1. Following a Touchdown the scoring team’s captain must announce what points they will be attempting to gain – 1, 2 or 3 points. The official will announce this to the defending team.
2. The offensive team may ONLY change their decision when a timeout is taken by either team.
3. If, during the Try, a loss of down penalty is given on the offense, then there is no score and no replay.
4. If there is a foul on the defense during a successful Try, the penalty will be enforced from the 20-yard line once the change of possession has occurred.
5. If a double foul occurs, the down will be replayed.

Safety: occurs when:
1. A runner carries the ball into their own end zone, and it becomes dead while in their possession – they become deflagged, step out of bounds, or drop the ball.
2. A player on the offense commits any foul for which the penalty is accepted and the measurement is from a spot in his/her end zone.
3. After a safety, the ball will be snapped by the scoring team at their own 20-yard line (unless moved by penalty).

Playing Field
1. Fields are divided into 4 ZONES TO GAIN that are 20 yards long
2. Teams have 4 downs to gain NEXT zone to gain
3. Endzones are 10 yards

Play
1. There are no kickoffs. Beginning of the game, half, after scores or safeties the ball is put into play on the receiving team’s 20 yard line
2. There is a 25 second play clock once the referee has put the ball in play and blown the “ready for play” whistle
3. Offense must have at least 1 player on the line of scrimmage at the time of the snap
4. A snap must be made from the ground (not the cone) in one continuous motion
5. Teams must line up outside the neutral zone (1-2 yards between line of scrimmage and defense)
6. Fumbles are dead where they hit the ground
7. Ball is dead if ball carrier (excluding hand or foot) touches ground
8. Any lateral/backwards pass is dead at the spot where it hits the ground
9. Ball carrier is downed by one-hand tag between shoulder and knee if the flag belt is inadvertently lost
10. Teams are awarded one legal forward pass per down

Punts
1. Punts may be attempted on any down but they must be declared (no fake punts)
2. Snap must be made
3. Offense must still have at least 4 on the line of scrimmage
4. No defensive restrictions on the line
5. No penetration of line of scrimmage is allowed until the ball is kicked
6. Ball is only dead if the punt is muffed, crosses the goal line or touched by the kicking team 1st.
7. Participant receiving the punt may advance the ball off the ground as long as it hasn’t touched anyone
8. The receiver must have the opportunity to catch the ball

Dead Ball Penalties

False Start – Penalty: 5 yards – Dead Ball penalty
Offensive players may not enter the neutral zone prior to the ball being snapped. Doing so will result in the play being blown dead by the officials

Illegal Snap – Penalty: 5 yards – Dead Ball penalty
A player must make one continuous motion to snap the ball from the ground to the person receiving the snap

Encroachment – Penalty: 5 yards – Dead Ball penalty
Defensive players may not enter the neutral zone prior to the ball being snapped. Doing so will result in the play being blown dead by the officials

**Any player intentionally jumping into the neutral zones to illegally consume time shall be assessed an Unsportsmanlike Conduct penalty for “unfair play”

Delay of Game – Penalty: 5 yards – Dead Ball penalty
Offense has a 25 second play clock that starts once the Referee blows the ready-for-play whistle

Unsportsmanlike Conduct – Penalty: 10 yards – disqualification if flagrant
1. Abusive or insulting language
2. Unfair play
3. Excessive celebration
4. Fighting
5. Spiking the ball

Live Ball Penalties

Illegal Motion – Penalty: 5 yards – Live Ball penalty
A player may be in motion, but not moving towards the line of scrimmage at the time of the snap.

Illegal Substitution – Penalty: 5 yards – Live Ball penalty
Offense may only have 7 players on the field at the time of the snap. Failure to substitute in and out legally prior to the ball being snapped will be a live ball, 5 yard penalty

Illegal Shift – Penalty: 5 yards – Live Ball penalty
There can be no more than one person shifting/moving at once.
**Having Minimum Number on Line** – Penalty: 5 yards – Live Ball penalty
Offense must have at least 4 participants on the line of scrimmage prior to the snap

**Illegal Participation** – Penalty: 5 yards – Live Ball penalty
A player may not go out of bounds to gain an advantage on a defender, come back in bounds and be the first to touch the ball

**Roughing Passer** – Penalty: 10 yards and automatic first down – disqualification if flagrant
Defense must make definite effort to avoid charging the passer after the ball is thrown. Any contact with the throwing arm or body is Roughing the Passer

**Illegal Equipment** – Penalty: 10 yards
Players are required to have proper, legal equipment prior to the snap and the ball becoming live. Examples would be having jewelry, having pockets or not having a flag belt on prior to the play beginning

**Illegally Secured Flag Belt** – Penalty: 10 years and ejection
A participant must not tamper with the flag belt and have it tied to prevent the removal by the defense. This would include tying or looping the clip so that it makes it more difficult for participants to pull the flag belt

**Flag Guarding/Stiff Arm** – Penalty: 10 yards from the spot of foul
Ball carrier may not use hands or arms to guard flags and may not stiff arm

**Holding** – Penalty: 10 yards added to end of run
Defender may not hold an opponent by contact or with their clothing to gain an advantage to de-flag the runner

**Illegal Contact** – Penalty: 10 yards
Participant may not use excessive contact to gain an advantage

**Defensive Pass Interference** – Penalty: 10 yards
Note: De-flagging a receiver prior to the receiver catching the ball is Pass Interference
Note: “Face-Guarding” a potential receiver is also Pass Interference

**Offensive Pass Interference** – Penalty: 10 yards

**Substitutions**
1. Unlimited substitutions on a dead ball (must be called onto the field by an official)

**Mercy Rule:**
1. If a team is ahead by 25 or more points when the 2-minute warning is announced in the 2\textsuperscript{nd} half, then the game is over. If a team scores in the last 2-minutes of the 2\textsuperscript{nd} half and that score results in a point differential of 25 or more points, then the game is over.

**Sports Code**
1. All participants and spectators are governed by the SPORTS CODE available in 102 Esslinger
2. Only captains may address officials
3. Team captains are responsible for their sidelines and spectators.
4. Negative consequences for the team may result as a direct reaction to spectators’ behaviors

NO alcoholic beverages are permitted on University property

**PROTESTS**
Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident. (i.e. you cannot protest a rule misinterpretation after the game is over)
A time-out must be called, and a protest requested to the officials must be made by the captain of the team. If the staff was incorrect, you will not lose the time-out.
Protests based solely on a decision involving the accuracy of judgement on the part of an official will not be considered.
Protests involving player eligibility will also be considered

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