

IM Sports – 7 on 7 FLAG FOOTBALL RULES

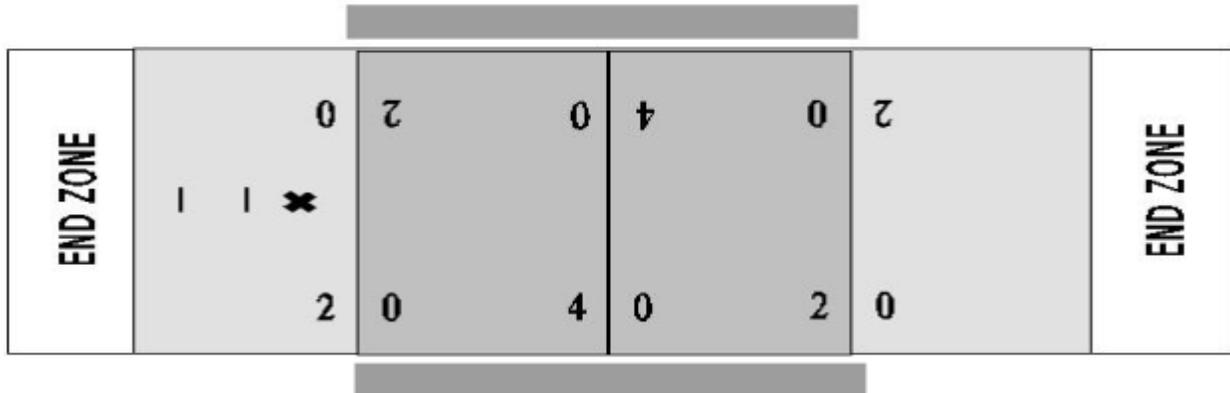
Regulations published in the Bloomsburg University Intramural Sports Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications.

The current National Intramural-Recreational Sports Association (NIRSA) Flag and Touch Football Rules will be in effect with the following interpretations and exceptions.

TEAM CAPTAINS: Team captains are responsible for their team’s actions. They are also the only players allowed to talk with officials during the game. It is each team captain’s responsibility to ensure that all team members are listed on the team roster. Team captains are not only in charge of their team’s actions, but also the fans that are present.

THE GAME, FIELD, PLAYERS, AND EQUIPMENT

1. **Players:** The game shall be played between 2 teams of 7 players each. Five players are required to start and end the game and avoid a forfeit.
 - a. **A Player may only compete with one team.** Once a player has played with a team, he/she may not play for any other team, regardless of division. Violation will result in suspension of the player and forfeiture of the game/s in question. See IM General Rules for details.
 - b. **Playoff eligibility:** Players must be on official team roster and have played in at least 2 regular season games.
2. **Field:** The playing field is 80 yards long by 40 yards wide and is divided into four 20 yard zones.



3. **BU ID:** Proper identification must be presented to an official prior to the beginning of the game. Teams are encouraged to show up early for their assigned games in order to allow as much playing time as possible. Proper identification for all students shall be a valid Bloomsburg University ID card. Individuals who have lost or misplaced their respective BU ID cards may participate by bringing any form of picture ID.
4. **Game Balls:** The team on offense has its choice of what ball it would like to play with. The referee shall decide the legality of any ball. The teams are responsible for retrieving the ball and having it ready for each play. The offensive team may keep the ball in their huddle.
5. **Jerseys:** All members of each team are **REQUIRED** to wear shirts or jerseys of one distinguishable color. Jerseys must be long enough so they remain tucked in or short enough so there is a significant gap from the bottom of the jersey to the player’s waistline. Jerseys also cannot have sleeve openings of more than 4” under the armpit. All guidelines are written for the safety of all players and will be strictly enforced. *Any team not dressed in like-colored shirts must wear the colored intramural jerseys.*
6. **Flag Belts:** Flag belts will be provided for each team.

7. **SHORTS/PANTS: Players must wear shorts or pants without belt loops or pockets. Shorts with pockets may not be turned inside out or taped.**
8. **SHOES:** Each player must wear shoes. Regulation rubber soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear. Sandals, street shoes, hiking boots, combat boots, or metal spikes are not allowed. No steel cleats, metal tips or shoes with detachable steel cleats that screw onto the shoes may be worn.
9. **Braces:** Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons.
10. **Casts:** Under no circumstances will a player wearing a cast or splint be allowed to play.
11. **Eyeglasses:** If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.
12. **Hats:** Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves.
13. **Jewelry:** Participants are not permitted to wear any visible jewelry. If participants choose to wear jewelry, it must be completely covered BEFORE arriving at the game site, with a Band-Aid or athletic tape. The Intramural Department WILL NOT provide Band-Aids or athletic tape to cover jewelry items. If covered, jewelry must remain flush with the skin and not be protruding out; this is for the protection of all participants.

DEFINITIONS

1. **Flag Belt Removal:** When the flag belt is clearly taken from the runner in possession of the ball, the ball is declared dead and the down shall end. In an attempt to remove the flag belt from a runner, an opponent may contact the body and shoulders, but not the face, neck, or any part of the head of the runner with their hands. An opponent may not hold, push, or knock the runner down in an attempt to remove the flag belt. If a flag belt inadvertently falls to the ground, a one-hand touch between the shoulders and knees constitutes a 'tackle'. A runner is also down if any part of that runner touches the ground other than the feet, hands or the ball while in the hand of the runner.
2. **Offensive Scrimmage Line:** The offensive scrimmage line is the yard line and its vertical plane which passes through the forward point of the ball.
3. **Defensive Scrimmage Line:** The defensive scrimmage line is the yard line and its vertical plane which passes one yard from the point of the ball nearest its own goal line.
4. **Minimum Line Players:** The offensive team must have at least 4 players on the offensive line of scrimmage at the snap. The remaining players must either be on their scrimmage line or in their backfield. A player in motion is not counted as one of the minimum number of players on the scrimmage line.

PERIODS, TIME FACTORS, AND SUBSTITUTIONS

A game will consist of two halves with a 3 minute intermission. Both halves will be 20 minutes in length. In all leagues, the clock will run continuously in the first half. In the second half, the clock will run continuously until the last 2 minutes, when we will proceed according to 2-minute mechanics.

1. **2-Minute Policies and Mechanics-** The clock will stop in the final 2 minutes of the second half for a:
 - a. Team time-out – clock restarts on the snap
 - b. Incomplete legal or incomplete illegal forward pass- starts on the snap
 - c. Out-of-bounds- starts on the snap
 - d. Safety- starts on the snap
 - e. Touchdown- starts on the snap (after the Try)
 - f. Penalty and administration- dependent on previous play (EXCEPTION: Delay of game ALWAYS starts on the snap)
 - g. Referee's time-out- starts at his/her discretion
 - h. Touchback- starts on the snap

- i. Team A is awarded a new series- dependent on previous play
 - j. Team B is awarded a new series- starts on the snap
 - k. Either team is awarded a new series after a legal punt- starts on the snap
 - l. Team attempting to conserve time illegally- starts on the ready whistle
 - m. Team attempting to consume time illegally- starts on the snap
 - n. Inadvertent whistle- starts on the ready whistle
2. **Mercy Rule:** If a team is 19 or more points ahead when the Referee announces the 2 minute warning for the second half, the game is over. Prior to applying the Mercy Rule, there must be a down free of any accepted live ball fouls. If a team scores during the last 2 minutes of the second half and that score creates a point differential of 19 or more points the game will end at that point.
3. **Forfeits: GAME TIME is FORFEIT TIME!!!** If a team does not have the minimum number of players at the scheduled game time, the game will be called and either a default or forfeit will be recorded.
- a. **Forfeits:** Teams that have **FEWER THAN HALF THE MINIMUM PLAYER REQUIREMENT** present on the field/court at game time will lose the game by forfeit. A deposit of up to \$20.00 will be assessed to the team captain prior to participation.
 - i. **1st Violation**= Teams/individuals will lose forfeit deposit.
 - ii. **2nd Violation**= Teams that forfeit for the second time, without notification to the Intramural Sports Office, maybe dropped from the tournament.
 - b. **Defaults:** Teams that have half the minimum player requirement, but not enough players to compete at game time will lose the game by default. Teams may also inform the Intramurals Office (389-5288) by 4:00 pm (after 4:00pm will be a forfeit) on game day to receive a loss by default.
 - i. **1st Violation**= Grace, teams/individuals are not penalized.
 - ii. **2nd Violation**= 1 Forfeit. Team/individual will lose their Forfeit Fee and team captain must speak with the Intramural Director to discuss further league play.
 - iii. **3rd Violation**= 2 Forfeits. Team/individual will be dropped from the tournament.
4. **NEW! Grace Period:** A team will forfeit a game when it is not ready by game time. The team ready to play will have the choice to grant their opponent a Grace Period, at which they will have 10 minutes to field the minimum number of players to play. **Game clock will start.** The following penalties will be enforced during the 10 minute grace period.
- a. **3 minutes:** Team ready for play will be awarded a 6pt. touchdown.
 - b. **6 minutes:** Team ready for play will be awarded a second 6pt. touchdown making the score 12-0.
 - c. **9 minutes:** Team ready for play will be awarded a third 6pt. touchdown making the score 18-0.
 - d. **10 minutes:** Team ready for play will be awarded 1 extra point and the game will be declared a forfeit with a final score of 19-0.
5. **Game Start:** Each game will begin with a coin toss. The winner of the coin toss shall have the option of starting on offense, defense, defending a goal or deferring the options until the second half. The remaining options will be given to the opposing captain. Unless moved by penalty, play starts at the beginning of each half with the ball placed on the offensive team's 14-yard line.
6. **Tie Game:** If scores are tied at the end of the second half, the game will be recorded as a tie game (game over) during the regular season. During the playoffs an overtime period will be played. A coin flip will determine the options. All overtime periods shall be played toward the same goal line.
- a. An overtime period consists of one possession by each team.
 - b. Unless moved by penalty, each team will start first and goal from the 10-yard line. Each team will have a series of downs to score a touchdown.
 - c. If the score is still tied after one overtime period, as many period as necessary will be played to determine a winner.
 - d. Try for points will be attempted and scored during overtime.
 - e. Each team is entitled to one timeout for the entire overtime session, and time outs do not carry over from regulation.
 - f. If the defensive team intercepts a pass or fumble and returns it for a touchdown, they win the game. If they do not return the interception for a touchdown, the series is over, the ball will be places at the 10 yard line and the defense will now receive their series of downs.

7. **Timeouts:** Each team is entitled to 3 timeouts per game. A charged timeout requested by any player will not exceed one minute. Timeouts cannot be carried into overtime during the playoffs. The clock stops during all timeouts. Only players in the game call timeouts - not coaches or substitutes on the sidelines.
8. **Delay of Game:** After a ball is declared ready for play, the offensive team has 25 seconds after the Referee has sounded the whistle to put the ball in play. **Penalty:** Delay of Game, 5 yards. The official may order the clock to be stopped/started when, in his/her opinion, either team is trying to conserve or consume playing time using tactics in his/her judgment to be unfair.
9. **Substitutions:** Substitutions are allowed at any time that the ball is dead, but games must not be delayed by them. Each substitute shall be in uniform and ready for play with flags in position.

BALL IN PLAY, DEAD BALL, OUT OF BOUNDS

1. **Ball declared dead:**
 - a. When a forward pass strikes the ground or is caught simultaneously by opposing players.
 - b. When a backward pass or fumble by a player strikes the ground.
 - c. When a runner has a flag belt removed legally by a defensive player.
 - d. When a runner is legally touched with one hand between the shoulders and knees, including the hand and arm, once the flag belt is no longer attached.
 - e. When a snap hits the ground.
 - f. When a muff of a protected scrimmage kick strikes the ground.
 - g. When the passer is deflagged before releasing the ball.
2. **Out-of-Bounds:** A ball in player possession is out-of-bounds when either the ball or any part of the runner touches the ground or anything else, except a player or game official, which is on or outside a boundary line. If the runner in-bounds bumps into or is touched by player or an official on the sidelines out-of-bounds, the ball is still in play.

SERIES OF DOWNS AND LINE TO GAIN

1. **Series of Downs:** A team in possession of the ball shall have four (4) consecutive downs to advance to the next zone by scrimmage.
2. **Zone Line to Gain:** The zone line to gain in any series shall be the zone in advance of the ball, unless distance has been lost due to penalty or failure to gain. 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 zones formed by the marking of the twenty and forty yard lines are used to determine the distance to be gained. The most forward point of the ball, when declared dead between the goal lines, shall be the determining factor.

KICKING THE BALL

1. **KICK OFFS:** There will be no Kick Offs during the game.
 - a. The ball shall be snapped on the 14 yard line to start the first and second half, unless moved by penalty.
 - b. After a Try, the ball shall be snapped by the opponent of the scoring team at their own 14 yard line, unless moved by penalty.
2. **There are no fair catches.**
3. The receiving team may advance the ball out of its end zone.
4. **Punt:** Prior to putting the ball in play on fourth down, the offensive team must declare whether it chooses to go for a first down or punt. If the offensive team chooses to kick, **the ball must be kicked.**
 - a. The offensive team may put the ball in play with a punt on any play, but it must notify the defensive team. There are no quick kicks.

- b. The snap must be received at least two yards back and the kick must be executed behind the scrimmage line within a reasonable time. There are no fake punts.
- c. After receiving the snap, the kicker must kick the ball immediately and in a continuous motion.
- d. All members of the kicking team must be on the offensive line except the punter himself. The receiving team must have 5 men lined up within a yard of the line of scrimmage. No player may cross the line of scrimmage until the ball has been kicked.
- e. Kick out of bounds - If the kicked ball goes out of bounds between the goal lines or comes to rest in bounds untouched and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at that spot.
- f. A punt that touches anything while the ball is on or behind the receiving team's goal line can be downed by the receiving team and is a touchback.
- g. Opportunity to catch a kick - A player of the receiving team who is within the boundary lines and who is so located that he/she could have caught a kick which is beyond the scrimmage line while such a kick is in flight must be given an unmolested opportunity to catch the kick. **Penalty:** Kick Catch Interference, 10 yards.
- h. The defensive team may attempt to block a punt as long as team members do not cross the plane of the defensive restraining line. A blocked punt that is caught behind the line of scrimmage (on the offender's side) may be advanced by the offense.
- i. When a punt, which has crossed the line of scrimmage, touches a player from either team and then hits the ground, the ball is dead and belongs to the receiving team. If it hits a player on the receiving team and then is caught in the air, it can be advanced by the receiving team. If it is caught by the kicking team (after the ball contacts a receiving team player), the ball is dead, belongs to the kicking team, and a new series begins for the kicking team.

SNAPPING AND PASSING THE BALL

1. The ball must be snapped backwards and off the ground. The ball need not be snapped between the center's legs, but the center cannot have his/her feet over the scrimmage line. In a legal snap, the movement must be a quick and continuous motion of the hand or hands backwards. Once the ball leaves the ground, the defense may rush.
2. The player who receives the snap must be at least two (2) yards behind the offensive scrimmage line.
3. Any time at or after the ball is ready for play, each offensive player must momentarily be within fifteen (15) yards of the ball before the snap.
4. The offensive team must have a minimum of four (4) players (5 for Co-Rec) on their line of scrimmage at the snap.
5. **Offensive Player in Motion:** One offensive player may be in motion, but not in motion toward the opponent's goal line when the ball is snapped. Such a player must be behind the line of scrimmage when the ball is snapped. A player in motion is not counted as one of the 4 on the scrimmage line. Only one offensive player may be in motion at a given time. **Penalty:** Illegal motion, 5 yards from the previous spot. Other offensive players may not draw the defense offside.
6. **Fumbles:**
 - a. A backward pass or fumble which touches the ground between the goal lines is dead immediately at the spot where the ball hits the ground and belongs to the team last in possession unless lost on downs.
 - b. Out of Bounds - A backward pass or fumble going out of bounds between the goal lines remains in possession of the fumbling team at the out of bounds spot. If out of bounds behind the goal line, it is a touchback or safety.
7. **Encroachment:** After the snapper has made his/her final adjustment of the ball, it is encroachment for any player to break the plane of his/her scrimmage line (Exception: the snapper/center has the right to be over the ball.) **Penalty:** Encroachment, 5 yards from the previous spot.
8. **Retrieving the Ball:** Offensive players are responsible for retrieving the ball after each scrimmage down. The snapper will bring the ball from the huddle to the scrimmage line (first ball spotter - orange). A towel may be used to help keep the ball dry and must be placed behind the deepest offensive player at the start of each play from scrimmage.

9. **Motion:** All offensive players must be motionless for one second preceding the snap, except for a (one) player moving parallel to or away from the scrimmage line. **Penalty:** Illegal motion, 5 yards from the previous spot.
10. **Shifts:** An offensive player that shifts (other than going legally in motion) must stop for one full second before the snap. **Penalty:** Illegal shift, 5 yards from the previous spot.
11. **Handoff:** A player may hand the ball forward or backward at any time.
12. **Forward Pass:** All players are eligible to touch or catch a pass. During a scrimmage down and before team possession has changed, a forward pass may be thrown provided the passer's feet are behind the offensive scrimmage line when the ball leaves the passer's hand. Only one (1) forward pass can be thrown per down.
13. **A forward pass is illegal:**
 - a. If the passer's foot is beyond Team A's scrimmage line (orange ball spotter) when the ball leaves his/her hand.
 - b. If thrown after team possession has changed during the down.
 - c. If intentionally grounded to save a loss of yardage.
 - d. If a passer catches his/her untouched forward pass.
 - e. If it is the second forward pass during a down.
 - f. **Penalty: Illegal forward pass**, 5 yards from the spot, loss of down, if prior to change of possession.
14. **Simultaneous Catch:** If a forward pass is caught simultaneously by members of opposing teams, the ball becomes dead and belongs to the team that snapped the ball at the spot of the catch

SCORING PLAYS

1. **Touchdown Values:** All touchdowns are six (6) points. The player scoring the touchdown must raise his/her arms so the nearest official can deflag the player. If the official determines that the flag belt has been secured illegally, the touchdown is disallowed. The player is disqualified and a penalty will result.
2. **Try for 1, 2, or 3:** An opportunity to score one (1) point from the 3-yard line, two (2) points from the 10-yard line, or three (3) points from the 20-yard line by running or passing only shall be granted the team scoring a touchdown. Once the offensive captain has declared his/her choice (try for 1, 2, or 3), he may change the decision only when a charged timeout for either team is taken. A team's choice cannot be changed if a penalty should occur. If the defensive team intercepts a pass or fumble during the try and returns it for a touchdown, they score 3 points.
3. **Safety:** A safety results 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. A safety results in two (2) points for the defensive team.

BLOCKING, RUSHING, AND CONDUCT

1. **Offensive Screen Blocking:** Screen blocking is permitted and shall take place without contact. The screen blocker shall have his/her hands and arms at his/her side or behind his/her back. Any use of the hands, arms, legs, elbows, or body to initiate contact by an offensive player is illegal. A player must be on his/her feet before, during, and after screen blocking.
2. **Defensive Rushing:** Defensive players must go around the offensive player's screen block. The arms and hands may not be used as a wedge to contact the opponent. **Penalty:** Illegal Contact 10 yards
3. **Tackling: THIS IS A NONCONTACT SPORT!** If a player tackles another player they will be ejected immediately. **Penalty:** Tackling 10 yards from spot of foul and player ejection.

4. Player Restrictions:

- a. No player shall make contact with an opponent which is deemed unnecessary.
- b. There shall be no clipping or tripping.
- c. There shall be no bumping the receiver. The defensive player must play the ball and shall not interfere with a receiver. However, defensive and offensive players are equally entitled to a passed ball.
- d. Pulling or removing the flag belt from an offensive player as the ball is snapped or before a pass reception with the obvious intent of confusing the offensive player as an eligible pass receiver or ball carrier is illegal.
Penalty: Illegal Contact, 10 yds.
- e. A defensive player may not bump or push a runner out of bounds.
- f. Offensive charging is not permitted. The ball carrier may not run through a defensive player but must attempt to evade the defensive player. The runner is allowed to spin in order to avoid being deflagged as long as he/she does not charge during the spin.
- g. The ball carrier shall not guard his/her flags by blocking with hands or the ball, thereby denying an opponent the opportunity to pull or remove the flag belt. **Penalty:** Flag guarding, 10 yards from the spot of the foul.
- h. Stiff arming by the ball carrier is illegal. Holding or swinging the arm near the flag to ward off attempts to seize the flag is illegal and results in flag guarding.
- i. Defensive players may not steal or strip the ball from an offensive player once he/she has control.
- j. The flag belt is to be fastened around the waist by use of the end clip. Any tampering to secure the flags so as to make them more difficult to pull is illegal and will result in ejection from the game. **Penalty:** Unsportsmanlike conduct, 10 yards from the previous spot, loss of down, and player disqualification.
- k. Players, coaches, and spectators are to position themselves between the 20-yard line markers on their team's respective sideline.

5. **Pass Interference:** Once a pass is in the air, the ball belongs to anyone who can get it. Any contact which occurs between two or more players making a legal attempt to catch or bat the pass is considered incidental. Screening a player's eyes or waving the hands or arms in his/her face to distract a receiver is considered interference.

6. **Roughing the Passer:** Defensive players must make a definite effort to avoid charging into a passer after the ball has been thrown. No defensive player shall contact the passer.

7. **Personal Fouls:** There shall be no personal fouls committed by players' substitutes or coaches. Personal fouls include: Using fist, foot, knee, or leg to contact an opponent; tackling the ball player (disqualification); illegal contact; unnecessary roughness, hurdling, roughing the passer (when the defender contacts any part of the passer during his/her motion or follow through).

ENFORCEMENT OF PENALTIES

1. Penalty Enforcement at the basic spot:

- a. Pass play or during the punt (see exception below) – basic enforcement spot is the scrimmage line (where ball was snapped).
- b. Post Scrimmage Kick Foul- Any foul by the receiving team on its side of the expanded neutral zone prior to the end of the kick, the receiving team shall retain possession of the ball. The basic spot is the spot at which the kick ends and the penalty will be enforced using the "all but one principle".
- c. On all running plays - basic enforcement spot is the end of the run.
- d. All fouls are marked from the basic enforcement spot (Exception: An offensive foul behind the basic enforcement spot which becomes a spot foul, or the "all but one principle".)
- e. The only exception to the above regulations is roughing the passer; this penalty will be added on to the end result of the play.
- f. If there is a foul by the offensive team, other than unsportsmanlike or nonplayer, during a down which results in a successful touchdown or try, the acceptance of the penalty nullifies the score.
- g. If there is a foul by the defensive team during a down that results in a score, the offense may choose to enforce the penalty on the try or on the defense's ensuing possession.

SUMMARY OF FOULS AND PENALTIES

5 Yard Penalties

- Delay of Game (Dead Ball)
- Encroachment (Dead Ball)
- False Start (Dead Ball)
- Assisting the Runner to Gain Forward Progress
- Illegal Forward Pass (Loss of down)
- Illegal Shift
- Infraction of Scrimmage Formation
- Infraction of the Punt Formation – Kickers
- Infraction of the Punt Formation – Line Players
- Intentional Grounding (Loss of Down)
- Offensive Player Illegally in Motion
- Offensive Player Not Within 15 yards of Ball (Intentional Grounding)
- Player Out of Bounds When Ball is Snapped
- Receiving Snap Within 2 Yards of Scrimmage Line
- Substitution Rules Infraction
- Offensive blocking, illegal use of hands (Loss of Down)

10 Yard Penalties

- Contact Before or After Ball is Dead
- Contact With Opponent on Ground
- Defensive Use of Hands
- Dive or Run into a Player
- Illegal Offensive Screen Blocking
- Illegal Participation
- Illegal Player Equipment
- Illegal Substitution/Replaced Player
- Illegally Secured Flag Belt on Touchdown (Loss of Down by Offense) (Automatic First Down if by Defense)
- Kick Catch Interference
- Interlocking of Linemen to Create Wall
- Obstructing or Holding the Runner
- Pretended, Unfair Substitution
- Roughing the Passer (Automatic First Down)
- Spiking, Kicking, or Throwing Ball During Dead Ball
- Flag Guarding
- Strip or Attempt to Strip the Ball
- Tackle Runner
- Illegal use of hands by defensive rusher/bull rush
- Throw Runner to the Ground
- Unnecessary Contact of any Nature
- Unsportsmanlike Conduct by Coaches, Substitutes, Fans
- Unsportsmanlike Player Conduct

Disqualification Associated with some 10 Yard penalties

- Flagrant Personal Foul
- Flagrant Spiking, Kicking or Throwing Ball
- Flagrant Unsportsmanlike Conduct by Players, Coaches, Substitutes or Others Subjected to the Rules
- Flagrant Unsportsmanlike Player Conduct
- Intentional Tampering With Flag Belt Defense (Auto 1st Down)
- Intentional Tampering With Flag Belt Offense (Loss of Down)
- Intentionally Contacting an Official
- Intentionally Kicking at or Swinging an Arm, Hand, or Fist at any Opposing Player (maybe ejected)
- Tackle the Runner (maybe ejected)

CO-REC MODIFICATIONS FOR FLAG FOOTBALL

All of the regular rules apply with these modifications:

1. **Number of Players** – The CoRec games shall be played between two teams of eight players, four men and four women. A team must have at least 6 players present to start and continue a game. The six players must contain at least three female members.
2. **Minimum line players** – Offense must have 5 players on their scrimmage line at the snap.
3. **Game Ball** – CoRec games will use the regular, intermediate, junior, or youth size football.
4. **Scoring** – All touchdowns scored by females and touchdowns following a legal forward pass completion with a female passer count 9 points.
5. **Illegal Forward Pass**
 - a. The term “closed,” means a male player may not throw a forward pass completion to any other male player. The term “open” means any player can complete a forward pass to any other player.
 - b. During the offensive team’s possession there may not be two consecutive forward pass completions from a male passer to a male receiver. This rule also applies for all try (point after touchdown) attempts. If the previous scoring play was male to male, the try will be closed.
 - c. If a male passer completes a forward pass to a male receiver, the next forward pass completion must involve either a female passer or female receiver for positive yards. The spot where the ball becomes dead by rule must be beyond the offensive team’s scrimmage line (marked by the orange disc). There is no foul for a female receiver being deflagged behind the offensive scrimmage line. The next forward pass completion remains “closed.”
 - d. If a female passer completes a forward pass to a male receiver behind the scrimmage line who then runs beyond this scrimmage line, it is an illegal forward pass.
 - e. The penalty for an illegal forward pass is five yards from the spot where the pass is released, and a loss of down. One example of an illegal forward pass is the second consecutive male-to-male completed forward pass.
 - f. Any foul, whether accepted or declined, will have no effect on whether the next forward pass completion is “open” or “closed.”
6. **Running the Ball**- An offensive male runner (this includes a pass receiver) cannot penetrate through the offensive line of scrimmage with the ball. **Penalty:** Illegal procedure - 5 yards.
 - a. A male runner may advance the ball through the offensive line of scrimmage after the ball has been previously advanced legally beyond the line.
 - b. Females have no limitations on their advancement behind or beyond the line of scrimmage.

ELIGIBILITY: YOU MUST SHOW YOUR STUDENT or FACULTY/STAFF ID for every competition. Currently enrolled BU undergraduate students, graduate students, and BU Faculty/Staff personnel are eligible for intramural competition. A player is ineligible for any further activity as of the date he or she withdraws from school. Players listed on the current year's varsity sport roster are ineligible to participate in the same/comparable intramural sport.

VARSITY TEAM MEMBERS: Limits are placed on Varsity Team Member participants to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body; therefore, members of a varsity sport will not be allowed to participate in the same or "like" sport, in which they are classified as a Varsity Team Member. A varsity squad member is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized college. The active squad rosters on the date of the first varsity contest shall be used to determine intramural eligibility.

Interpretations: Included as a varsity squad member are red shirts, junior varsity players, and freshmen. Anyone who works out with an intercollegiate team and/or retains a locker and equipment is also ineligible for the same or "like" sport. Any student receiving athletic grant-in-aid assistance shall be ineligible to compete in intramurals in the same or "like" sport responsible for such assistance. Once considered a varsity squad member, you are one for the entire school year unless you have been dropped from the squad list and are no longer playing or practicing with the team. You must drop before the second intercollegiate contest for varsity members or before the second junior varsity contest for junior varsity players.

Comparable varsity sports are as follows:

BU Varsity Sport – Comparable IM Sport
Baseball/Softball – Softball
Basketball – 5 on 5 Basketball
Football – Flag Football
Soccer – Outdoor; Indoor Soccer
Volleyball – Sand and Indoor Volleyball

NEW! FORMER VARSITY MEMBERS: Limits are placed on Former Varsity Member to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body; therefore, Former Varsity Members will be limited to two (2) players per roster. A former varsity player is defined as a student who has been listed on a "school's varsity squad list" for any 2-year or 4-year college/university team for more than one academic year: They will be considered a "former varsity member" for a period of two (2) academic years following the completion of the academic year in which s/he received his/her award. A student who has been a member of a varsity team at a four-year college or university in a particular sport is eligible for intramural competition in that or its related sport during the next academic year. The fall term is considered the start of the next academic year. Teams affected by this rule are limited to two (2) players on their team roster and must play in the highest available division for the league. Graduates or transfers from community colleges are also affected by this rule.

PLAY for "ONE TEAM" You may PLAY for ONE TEAM within a league. Playing in ONE game "declares your team" for the remainder of that tournament. You cannot switch teams or brackets within a tournament. See "Protests" for penalty.

A participant may play on one team and one team only in its respective division (men's, women's, coed). I.e. A participant may play on one men's team, and one coed team in the same sport, but not two men's teams, or two coed teams. Any participant playing on two teams in the same division (men's, women's, coed) will automatically be disqualified from participating in the division in which the offense occurred for the remainder of that sport season. In addition, any game(s) the participant played illegally will result in a forfeit. **Teams violating eligibility rules or forfeiting will be ineligible for playoffs.**

REFEREE'S AUTHORITY: The referee has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.

PROTEST PROCEDURE:

- Whenever a matter of protest arises during a contest, the captain or manager of the protesting team must notify the official and the opponent of his protest **BEFORE THE NEXT BALL IS "LIVE."** Failure to lodge a protest will void the protest.
- Upon notification of a protest, the official in charge will suspend play.
- The protesting captain or manager will state specifically the basis for his/her protest. In turn, the official in charge will explain the basis of the decision.
- If the protesting party wishes to appeal the decision of the official in charge, he/she must request that the field/court supervisor review the decision before play resumes. The supervisor will render a decision on the question.

INELIGIBLE PLAYER Policy: Bloomsburg ID Cards will be required for eligibility verification prior to each contest and at any given time. Refer to the "ELIGIBILITY" and "ONE TEAM" sections for details on eligibility.

The use of "ineligible players" will result in...

1. Default of Game involved.
2. Ineligibility of Player from future IM play within that tournament.
3. Possible ineligibility of both Teams for playoffs within that tournament.

ELIGIBILITY PROTESTS: Protesting the eligibility of players will be the responsibility of the individual team or team captain and should be made at the start of the game or when the player in question arrives at the game site, but must occur prior to the next contest.

- In protests regarding player eligibility, all pertinent information (i.e. date, time, location of contest, and names) must be noted as well as notifying the supervisors at the game site, if possible. If player identification is needed, the supervisors or officials will be utilized.
- Individual players found ineligible automatically forfeit the game in which they participated. During playoffs, eligibility protests must be filed before the accused team plays another contest or the protest becomes null and void.

If you suspect an ineligible player AFTER THE GAME HAS ENDED... You have a 24 hour limit from game time to submit a Written Protest Form to the Intramurals Office to receive a "Win by Default". Teams found to involve ineligible players will be dealt with according to the above policy. Provide the players name (if possible), team name, the game date, time and location, and why you believe they are ineligible, to assist with verification.

RULE INTERPRETATION PROTESTS: (Judgment calls by an official cannot be protested)

Protests concerning interpretation of playing rules will be allowed, that is, failure of an official to apply a proper rule, penalty or violation to a given situation that has a direct and immediate impact on the outcome of a contest. The protest must be handled immediately following the play or decision on the field.

WRITTEN PROTEST: Must be presented to the Intramural Director within 24 hours after the event. All protests will be given to the Intramural Director for a ruling. Protest forms will be available at every contest.

BLOOD BORNE PATHOGENS: If a player is found to be bleeding, they must immediately leave the game. Substitutions may occur at this time and the official may take a timeout. The player may not reenter the game until all bleeding stops, and all injuries are properly cleaned and bandaged. All blood soiled clothing must be removed before the player can reenter the game.

UNSPORTSMANLIKE CONDUCT: Any offensive behavior towards officials, fans, and opposing teams will result in an unsportsmanlike foul. If a player receives two of these fouls they will be ejected. Behavior that would be considered an immediate ejection would include foul language towards an official, hitting another player or fan, an alcohol related incident, and any other action an official deems worthy.

EJECTIONS: If any one of these instances occurs, a player will be automatically ejected.

All ejections will result in at least a one game suspension and scheduled meeting with the Director of Intramurals and that sports coordinator. The player that is ejected will be given 2 minutes to leave the playing area and field. If the player does not leave within 2 minutes their team will be penalized a misconduct penalty. If the player has still not left the playing area and field the game will be called a loss to the team the player was a member of.

- Combative behavior.
- Threatening the wellbeing of another person.
- Intentional contacting an official.
- Extreme circumstances deemed unsafe by officials.

FAN SPORTSMANSHIP: Team captains are in charge of their fans. If fans become unruly the acting supervisor may stop the game and ask the fans to leave the area or take action accordingly.

The referee has the authority to rule promptly, and in the spirit of good sportsmanship on any situation not specifically covered in the rules. The referee's decision is final in all matters pertaining to the game. Do not argue with the referee. Their decision is final.