



FLAG FOOTBALL RULES

ELIGIBILITY

- In order to be eligible to participate in intramural activities, players must be current SMU students enrolled in one or more credit hours, current Faculty/Staff, UTSW students, or members who have purchased a current Dedman Membership.
- All participants must present a valid SMU ID or picture identification prior to participating in an intramural contest. **Class schedules, utility bills, credit card receipts, etc WILL NOT BE ACCEPTED. NO EXCEPTIONS.**
- Teams may add players to rosters at the game site until the first playoff game is played. A team roster may not exceed twenty (20) players.
 - For each Intramural Sport(s) there are maximums and minimums number of players allowed. These numbers vary per intramural sport/activity and they are known as roster limitations. At no time will the Intramural Sports Office accept an entry form that does not fit within the roster limitations.
 - Roster additions and deletions may be made throughout the sport season in the Intramural Office, or they may be completed at the game site.
 - Please Note: *Players must be an SMU or UTSW student or SMU faculty, staff or alumni with a valid and current Dedman membership(IM Rules and Regulations of Play).*
 - During scheduled contest(s), new players' full names may be added at the game site up to the roster limitations.
 - If there is no space remaining on the team roster, names must be deleted and the new name of the team member(s) inserted into that roster spot. Please Note: *A participant may not remove his/her name from one roster and put it on another. The first two teams that a person participates for are his/her teams for that sport's season (IM Rules and Regulations of Play).*
 - The full names, ID numbers MUST be clearly written on the appropriate score sheet for the new team member to be added to the permanent roster. Players are not eligible until this occurs.
 - If this procedure is completed properly the Intramural Sports Office will add and delete the player(s) to the permanent team roster. Note: Roster deletions are permanent. The deleted player will not be eligible to compete unless she/he is added back to the roster.
 - Please Note: *The use of an ineligible player will result in the forfeiture of the protested contest in which the ineligible person participated (IM General Rules and Regulations of Play).*
 - Players are limited to rosters on two Open teams and only 1 Greek, Women's, CoRec, or ResHall team. Players found exceeding these limits will be ineligible from all teams and the team using ineligible players may be sanctioned with a forfeit for the contest.
 - No roster additions/deletions will be taken over the phone.
 - Substitutions in individual/dual sports must be made before a player's first scheduled game/match. The original player cannot re-enter the tournament after the substitution is completed.
- Team Captains and players are responsible for checking the eligibility status. A complete list of intramural eligibility requirements are clearly outlined in the SMU Intramural General Rules and Regulations of Play, which can be obtained in the Intramural Office or by visiting this [link](#).

EQUIPMENT

- The Intramural Sports Office will provide flag belts, colored pennies, and game ball for each contest.

- If teams wish to warm up they must provide their own ball. Teams may use their own ball for play, as long as it is of legal size.
- Clothing
 - Athletic attire is required. (No jeans, or jean shorts, button shirts, hard-soled shoes, etc) Shirts must be long enough to tuck in so that they remain tucked in the pants/shorts during the entire down or short enough so there is a minimum 4" from the bottom of the shirt to the player's waistline. Towels may not hang from a player's waist or otherwise interfere with the possible removal of a flag. Towels however may be used and kept on the ground on the ball before the snap.
 - EACH PLAYER MUST WEAR SHORTS OR PANTS WITHOUT ANY POCKETS, belt(s), belt loops, or exposed drawstrings. The pants or shorts must be different in color than the flags. The above rules are mandatory rules and they will be enforced very strictly! Any individual who is unprepared to play with the proper equipment will be unable to play until they are fitted with the proper equipment.
 - Shoes must be "gym or running shoes." Pliable rubber cleated shoes may be worn on the outdoor Intramural fields. NO METAL SPIKES will be permitted.
 - Headgear is not allowed to be worn by any participant during an Intramural event, except for one-piece head/sweat bands that do not have to be tied or do not have any form of knot(s). Illegal headgear consists of any hats, bandannas, baseball caps, and any other such similar headgear.
 - No pads, splints, casts, or protective devices may be worn. Mouthpieces are acceptable.
 - Players must **REMOVE ALL JEWELRY** prior to participating, including any viewable body piercing.
 - A flag belt must be worn with a flag on each hip and one in the back.

FORFEITS

- ****GAME TIME IS FORFEIT TIME, THERE WILL BE NO GRACE PERIOD****
- If a team is scheduled to play at 7pm, they must be signed in, jerseys on and ready to BEGIN playing at 7pm or a forfeit may be declared. It is recommended that teams arrive at least fifteen (15)-minutes prior to the start time to ensure they are ready to play on time.
- In order to claim a forfeit, the opposing team must have the minimum players present and ready to play at game time.
- If a **team forfeits or concedes two (2) contests** during a sport season they will be dropped from further competition in that sport.
 - All teams scheduled to play that team will automatically receive a victory and a four (4) sportsmanship rating unless another team is inserted in its place.
 - Members of a team that has forfeited out are not eligible to participate for another team. Exception: a team, which did not show up for any contests prior to forfeiting out, only by the permission of the coordinator of that sport.
- A forfeit fee of \$25.00 will be charged to the team captain for all contests in which his/her team forfeits during the season. The team captain must keep a credit card on file when registering his/her team.
 - To avoid a forfeit and the penalties associated with a forfeit please contact the office (Phone 768.3367, Email intramurals@smu.edu) by 3:00 PM on the day of your scheduled contest. In order to default a weekend match (Saturday or Sunday) the notification must be received by 5pm Friday. This will be considered a default which means you will still be given a loss but a forfeit fee will not be charged.

PROTESTS

- The team captain must file all protests with the IM sports Supervisor/official at the time a question occurs, before the next live ball.
- Only protests that concern rule interpretations, policy and procedure, or player eligibility will be considered.
- When a team request a protest a time out will be charged. If the ruling is changed the timeout will be an official's timeout. If the ruling is not changed it will be a charged timeout. If the team is out of timeouts a

- delay of game penalty will be assessed.
- Rule interpretation protests:
 - **PROTESTS THAT CHALLENGE THE ACCURACY OF A JUDGEMENT CALL BY AN OFFICIAL/SUPERVISOR WILL NOT BE ACCEPTED.**
 - Rule protests must be filed at the time a question occurs and will be settled at that time by the Supervisor (before the next play).
 - All protests that challenge rule interpretation will be recorded by the IM Supervisor.
- Player eligibility protests
 - Eligibility protests will be decided at the time the question is raised whenever possible.
 - Players found to be ineligible after the contest will result in that contest being forfeited and/or that player being suspended.

PLAYERS

- A team consists of seven (7) players, however, a team may start (and play) a game with a minimum of five (5) players. (Co-Rec rules require a minimum of six (6) and play full strength with eight (8); see section Co-Rec for more Co-Rec modifications).

THE GAME

- An official game will consist of two 20 minute halves with a running clock. The clock runs continuously except for the last minute of each half, when it stops for all dead ball situations. [I.e. incomplete passes, penalties, out of bounds, change of possession, scoring, *including PAT*]. There will be a 3-minute half time separating the first and second halves. The ball is ready for play when; it has been placed for a down; the official gives the ready for play signal. The play clock will start and the offensive team has (25) twenty-five seconds to snap the ball.
- A coin flip at the start of the game will determine the teams' choice to start on offense, to start on defense, to defer until the second half (rather than kick or receive); or to defend a specific goal. The loser of the coin flip has the remaining option. At the start of the second half, these privileges are reversed.
- At the start of each game and after each score the ball will be placed on the 14-yardline.
- For regular season, if at the end of regulation play the score is tied, the contest will be recorded as a tie. No overtime will be played during the regular season!
- For the playoffs, if at the end of regulation play the score is tied, the following overtime process will occur. A coin toss will be conducted with the winner having the choice of offense, defense, or direction. During the overtime, the format will be repeated until a winner is declared. Each team receives four (4) downs starting from the ten (10) yard line to score a touchdown. Once a touchdown is scored the team captain must decide whether they want a three (3) point conversion (from the 20-yardline), a two (2) point conversion (from the 10-yardline), or a single one (1) point conversion (from the 3-yardline). All penalties will be addressed the same during the overtime period.
- Each team is allowed three (3) one (1)-minute time-outs during the game, with a maximum of two in a half. One (1) time-out is allowed during the overtime period. Time-outs do not carry over into overtime. Time-outs can be shortened if both teams are ready.
- The referee shall declare an official's time-out after a touchdown, safety, when an excess of time-out is allowed for an injured player, or when the game clock is stopped to complete a lengthy penalty.
- Player substitution is allowed whenever the ball is not in play (between downs), and before the snap. Substitutes must be **5yds from the sideline** at any point after the ready for play whistle and before the ball is snapped to be legally involved in a play.

SCORING

- Touchdown - Six (6) points: Scored for the team to which the ball legally belongs to when a down is completed and any part of the ball is on, over, or beyond the opponent's goal line.

- Extra Points – After a touchdown the team captain must decide whether they want a three (3) point conversion (from the 20-yardline), a two (2) point conversion (from the 10-yardline), or a single (1) point conversion (from the 3-yardline). **If there is a turnover during a conversion, the ball will be declared when the defense takes possession of the ball.**
- Safety - Two (2) points: A safety is awarded to the defending team when the ball is declared dead in the end zone in possession of the offensive team or it rolls or lands out-of-bounds beyond their goal line. A safety is also awarded if the offensive team commits any foul behind its goal line for which the penalty is accepted. After a safety is scored, the ball will belong to the team who scored the safety on their own 14-yard line and play will resume. (No Free Kick will occur). The momentum rule is in effect during a safety. See NIRSA Rule Book for further information on the momentum rule.
- Touchback - No points: When the ball is caused to cross the goal line by the attacking team and which is declared dead in possession of the offensive team. After a touchback is declared, the ball will belong to the offensive team at their own 14-yard line.
- Each team has four (4) downs to advance the ball to the next zone in order to receive a new series of downs. 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 a case, the original zone in advance of the ball at the beginning of the series of downs is the zone line-to-gain. The most forward point of the ball, when declared dead between the goal lines, shall be the determining factor.

MERCY RULE

- With two (2) minutes remaining in the game, if a female's or male's team is up by more than 19 points then the game will be called. In coed, the points will be 25.
- At any point in the second half, if a team gains a 40 point advantage the game will be called.

SCRIMMAGE/THE SNAP

- The scrimmage line for Team A is the yard line and its vertical plane which passes through the forward point of the ball. The scrimmage line for team B is the yard line and its vertical plane which passes one yard from the point of the ball nearest its own goal line. The offense scrimmage line is marked with an orange disc, and the defense scrimmage line is marked with a yellow disc. These discs are to remain stationary until the head referee removes them from their stationary position.
- The snapper, when over the ball the snapper shall have his/her feet behind his/her scrimmage line (first ball spotter-orange). The snapper shall pass the ball back from its position on the ground with a quick and continuous motion of the hand(s). The ball shall leave the hand(s) in this motion.
- The person who receives the snap must be at least two (2)-yards behind the offensive scrimmage line (no direct snaps).
- On the snap, the offensive team must have a minimum of four (4) players set on the line of scrimmage prior to the snap. The line official will raise their arm, and their arm will stay risen, until four (4) players are on the line (once four players are on the line the official's arm will lower announcing "line set"). The official is only there to aid the offensive team; the responsibility of the four legal players still remains that of the players. The remaining players must either be on the line of scrimmage or in the backfield. {Co-Rec rules require five (5) players on the line}.
- All players must be inbounds, and more than **5yds from the sideline** after the ready for play whistle. Once the official blows the ball ready for play, a player may go as close to the sideline as they wish without going out-of-bounds. A team may not break the huddle with more than (7) players or a dead ball foul will be called.
- One (1) offensive player may be in lateral motion, but not in motion towards his/her opponent's goal line. All other offensive players must be stationary.
- After the ball is ready for play and before it is snapped, no defensive player may enter the neutral zone and no offensive player can make a false start.

- The snap from center cannot hit the ground during scrimmage play and will become a dead ball if it does hit the ground. **ALL BALLS THAT HIT THE GROUND ARE DEAD.**

PUNT/FAIR CATCH

- Whenever a protected scrimmage kick is desired to be made (can be requested on any down), the offensive team captain must communicate this decision to the Referee. After such an announcement the ball must be kicked (exception: if team A or team B called a time-out or a penalty has been assessed).
- All line of scrimmage rules apply to a punt; at least four (4) players for the offensive team must be on the line of scrimmage and no offensive players may cross the line of scrimmage until the ball is kicked.
- The snap from center may not hit the ground at all on a punt or the ball becomes dead immediately and belongs to the receiving team at that spot. The punter must receive the ball from the snapper on a punt through the air, it cannot be a direct snap (two (2) yards at least).
- After receiving the snap, the kicker must punt the ball immediately in one a continuous motion.
- The kicking team cannot interfere with the receiving team's players' attempt to field the punt. The receiving team may field the punt on a fly or off the ground. Punts are dead when the ball **has touched a player and then hits the ground**, when the defensive team has downed the ball, or when the ball goes out-of-bounds. In each case, the ball is put in play where it first touched the ground after touching a player, where it comes to rest, or where it goes out-of-bounds. The momentum rule is in affect with receiving punts.
- There are no Fair Catches. Signaling for a Fair Catch will be considered an Unsportsmanlike act for Unfair Tactics and penalized 10 yards.

PASSING/RECEIVING/INTERCEPTIONS/INTERFERENCE

- Once the ball has been legally snapped, the passer may move the ball in any manner, which s/he chooses. However, teams are only allowed one (1) forward pass, from behind the line of scrimmage, during one down. An individual player cannot make a forward pass from beyond the line of scrimmage.
- There is no limit to the number of laterals or handoffs for each down.
- All offensive players are eligible to receive a forward pass or lateral. During a scrimmage down and before team possession has changed a forward pass may be thrown provided the passer's feet are behind Team A's scrimmage line (first ball spotter-orange) when the ball leaves the passer's hand.
- No player who goes out-of-bounds, unless forced out by an opponent, during a down may participate in the rest of the play. This restriction pertains to both offense and defense.
- A receiver only has to have one foot in bounds when catching a pass.
- A simultaneous catch by opponents is awarded to the offensive player, unless s/he is out-of-bounds, and the ball becomes dead immediately (no advancement after catching the ball).
- If the defensive team intercepts the ball in the end zone, they may advance it out. If a player is de-flagged in the end zone following an interception, it is a touchback and the team that made the interception receives the ball on the 14-yard line.
- Any contact made by an opponent which interferes with a player attempting to catch a pass, face guarding, or blocking a potential pass receiver while running a pattern is all considered defensive pass interference (there is no "bump and run" at the line of scrimmage).

BLOCKING

- The offensive team is permitted screen blocking only. Any use of the arms, elbows, or legs to initiate contact during an offensive player's screen block is illegal. Both feet must remain on the ground while screen blocking. ***THE SAME RESTRICTIONS APPLY TO DOWNFIELD BLOCKING***. A blocker may only use his/her hands or arms to break a fall or retain his/her balance. **ONLY THE MOST ACCIDENTAL CONTACT THAT DOES NOT PROVIDE AN ADVANTAGE, TO A SPECIFIC PLAYER, WILL BE TOLERATED.**

RUSHING

- The defensive rush begins immediately. If the snap hits the ground prior to reaching the passer, goes over the passer's head without being touched, or is touched but not controlled by the passer, the ball is considered dead at that spot.
- Defensive players cannot use their hands as a wedge to contact their opponent and they cannot hold or push the offensive player. Defensive players can only use their hands as incidental contact in an attempt to get around the screen block.

BALL CARRIER

- Runners shall not flag guard by using their hands, arms, or the ball to deny the opportunity for an opponent to pull or remove the flag belt.
- Examples of flag guarding include, but are not limited to:
 - Placing or swinging the hand or arm over the flag belt.
 - Placing the ball in possession over the flag belt.
 - Lowering the shoulders in such a manner that places the arm over the flag belt.
 - The runner shall be prohibited from contacting an opponent with extended hand or arm “stiff arm”
- The ball carrier may spin in an attempt to avoid the defensive players.
- The ball carrier is allowed to dive to advance the ball, but at no time is a player allowed to hurdle other players (“over the pile”). Diving to advance the ball will be observed very closely by all officials so that no defensive players are put at a disadvantage. If at anytime diving is used as an unsportsmanlike act it will be penalized accordingly.
- The defensive player cannot hold, grasp, or obstruct the forward progress of a ball carrier while in the act of removing the flag belt.
- A runner shall not charge into nor contact an opponent in his/her path nor attempt to run between two opponents or between an opponent and a sideline, unless the space is such as such to provide a reasonable chance for him/her to go through without contact (this will be viewed as basketball terms “block” & “charge”).
- When any part of a ball carrier's body touches the ground other than their hands or feet, the ball becomes dead immediately.

FLAG BELT REMOVAL

- The flag belt contains three (3) flags attached permanently to the belt. The object is to deflag the ball carrier by pulling at one of the flags, causing the entire belt to come off. At this point, the ball carrier is deflagged, under the following circumstances:
- An “opponent” who removes the flag belt from the runner should immediately hold the flag belt high.
- Deflagging is only allowed under special circumstances, similar to tackling in football. Offensive players must have possession of the ball before they can legally be deflagged (including receiver attempting to catch a pass). In circumstances where a flag belt is removed illegally, play continues and deflagging reverts to one-hand touch between the shoulders and knees, arms and hands included. The official will not blow his whistle until the player has been downed by a one-hand touch. The team, which has been offended, will then have the option of taking the penalty or the play as it stands.
- It is legal for the defensive player to dive to attempt to deflag a ball carrier.
- A flag belt that becomes detached inadvertently (not removed by pulling it off) means the team doing the deflagging must revert to a one-hand touch between the shoulders and knees, arms and hands included. The official will not blow his whistle until the player has been downed by a one-hand touch.
- The passer can be legally deflagged if the defensive team deflags him/her before s/he releases the ball.
- Tampering with the flag belt in anyway to gain an advantage, including tying, using foreign materials, or other such acts will result in that player being ejected from the game and that team being penalized.
- After a touchdown or extra point has been scored, the official will immediately deflag the player that scored.

If the flag belt comes off, then the points are scored. If not, the points are not scored, and the team is penalized. The player is ejected if the flag belt has been tampered with. All players are encouraged to hold the flag belt in the air upon deflagging an opponent to assist the officials in spotting the ball.

- Note: the position of the ball when a player is deflagged determines the spot of the next line of scrimmage.

FUMBLES

- Any ball that is fumbled by a player is dead as soon as it touches the ground and belongs to the team who last had possession of the ball before it touched the ground. The ball is put in play at the point where it first touched the ground. A dropped or bobbled ball from a pass, lateral, or handoff is also dead as soon as it hits the ground and belongs to the team who last had possession.
- Forward batting and forward or backward kicking is illegal. For more information on these illegal actions view the NIRSA rules manual.

OFFSIDES

- Offsides denotes the position of an offensive or defensive player part of whose person is beyond the line of scrimmage or their restraining line while the ball is in play. Offsides also applies to a defensive player who enters the neutral zone prior to the snap of the ball.

ENDING EACH PERIOD/HALF

- If the time for any period expires during a down, play will continue until the down ends. No time signal will be sounded while the ball is live. A period/half may end if the offensive team does not snap the ball while it is ready for play and time expires. A period/half may be extended if there was an accepted penalty. If a touchdown was scored, the extra points are attempted as part of the same period/half.

INADVERTENT WHISTLE

- When an official sounds his/her whistle inadvertently during a down:
 1. The ball is in player possession- the team in possession may elect to put the ball in play where declare dead or replay the down.
 2. The ball is loose but not a forward pass- the team last in possession may elect to put the ball in play where possession was lost or replay the down.
 3. During a legal forward pass or a punt- the ball is returned to the previous spot and the down replayed.
- When a foul occurs and is accepted, disregard the inadvertent whistle. **NOTE:** There is no time added to the game clock during a down with an inadvertent whistle.

BALL IS LIVE/BALL IS DEAD

- A dead ball, after having been declared ready for play, becomes a live ball when it is snapped, kicked, or punted.
- A live ball becomes dead and the official sounds a whistle when:
 - It goes out-of-bounds or it touches the opponent's goal line.
 - Any part of the ball carrier's body, other than his hands or feet, touches the ground.
 - A touchdown, safety, or touchback is made. (**Note:** The clock remains stopped on all extra point attempts during the last minute of each half).
 - A fumble by a player touches the ground.
 - A ball carrier is legally deflagged by a defensive player.
 - A legal forward pass is legally completed or a free ball is caught or recovered by a player on, over or behind his opponent's goal line.
 - A legal forward pass strikes the ground or is simultaneously caught by opposing players.
 - A player from the kicking team catches or recovers a punt, which is beyond the neutral zone that has come to rest, and no player of the receiving team has attempted to receive it.

- A snap from center on a punt strikes the ground before being caught by the punter.
- The punter/passers receives the ball directly from the snapper as a handoff.
- An inadvertent whistle occurs.

FOULS

- Any of the following fouls may be judged by an official to be a disqualifying foul causing ejection of the player removable from the game. These fouls are also considered unsportsmanlike and unnecessary roughness:
 - There will be no throwing the runner to the ground or contacting of an opponent on the ground.
 - There will be no striking, tripping, kicking, kneeling, clipping, or use of the forearms.
 - There will be no tackling. If a player tackles a ball carrier, who in the judgment of the official had an open field for a touchdown, a touchdown will be awarded to the offended team. If the ball carrier did not have an open field, the offended team will be awarded an automatic first down. Player ejected if the official judged it to be an unsportsmanlike action.

ADMINISTRATION OF PENALTIES

- Live/Dead Ball - When a foul occurs during a live ball, the official will throw their flag and play continues until the ball is dead. At the end of the down, the official will notify the offended team's captain of her/his options. Once the captain's choice is made, the options cannot be reversed. When a live ball foul is followed by a dead ball foul, the penalties are administered separately in order of occurrence.
- Double Foul - When both teams commit live ball fouls and there is no change of team possession, the penalties cancel each other out and the down is replayed. Exception: If there is a change of team possession, the last team gaining possession retains possession provided they have not fouled prior to gaining possession (if they fouled prior to gaining possession, the fouls cancel each other out, down is replayed.) Penalties for dead ball fouls are administered separately and in order of occurrence.
- Unsportsmanlike Conduct - Is always administered separately, and if flagrant, could mean ejection of that player from the game.
- Half the Distance - A measurement cannot take the ball more than half the distance from the enforcement spot to the offended team's goal line. If the penalty is greater than this, the ball is placed halfway from the enforcement spot to the goal line.
- If the penalty is accepted, the down remains the same, unless it is a penalty that involves loss of down.

UNSPORTSMANLIKE CONDUCT

- Any unsportsmanlike conduct (verbal abuse to officials or players, unnecessary roughness, etc.) will result in a penalty being assessed and possible ejection from the contest and/or forfeiture.
- Any individual ejected from a contest will be ineligible for further participation in any IM activity until the incident is resolved with the Intramural program. Any player who is ejected must leave the playing area.

PLAYOFFS

- All teams completing the regular season will be eligible for playoffs, the following are some of the possible ways for a team or individual to be excluded from the playoffs.
- Teams/individuals may be barred from participation in playoffs due to unsportsmanlike conduct or eligibility violations during the regular season.
- Ejected players must schedule a meeting with the IM Ejections Committee. Player will remain ineligible from all intramurals until the meeting occurs. The Ejection committee will determine further sanctions.
- Individuals must be listed on the team's roster for at least one (1) regular season contest in order to be eligible for playoffs.

CO-REC MODIFICATIONS

- Number of players
 - The Co-Rec. game shall be played between two teams of eight (8) players; no more than a one player per sex advantage can ever exist. (When teams are shorthanded and only have seven (7) players, one must maintain a 3:4 ratio of male/female or female/male).
 - A team may start with as few as six (6) players, but the proper gender ratio must be maintained at all times.
- Plays from scrimmage
 - Forward passes
 - If the passer is female, she can complete a pass to either a male or a female player.
 - A male passer may complete passes to a male player only if the play is open. Penalty: Illegal Forward Pass - 5 yards and loss of down if completed while play is closed, from the spot of the throw. A play becomes closed when a male to male pass is completed. In order to open the play a team must complete a forward pass gaining positive yardage involving a female.
 - Laterals (backward passes) may be executed to/from players of either sex.
 - A male cannot advance the ball past the line of scrimmage at anytime.
 - A male must be past the line of scrimmage in order to advance the ball after a pass completion.
 - Punts: All regular punt rules apply.
 - Scoring
 - Touchdown by a male player: 6pts.
 - Touchdown by a female player: 9pts. (If a female player scores a touchdown, or if a female player throws a legal forward pass and a touchdown is scored by any Team A player)

Extra Points

- (3 yard try) Male/Female- 1 pt;
- (10 yard try) Male/Female- 2pts;
- (20 yard try) Male/Female- 3pts;

*****NEW***** ONSIDE KICKS

- On all scoring plays in the final 10 minutes of the second half, after attempting a PAT (whether successful or unsuccessful) the scoring team can elect for an “onside kick”.
- If the team elects for the “onside kick” they will receive one attempt, similar to a conversion, from the 30 yard line.
- If the play results in the offense advancing the ball across the goal line, the offense will receive possession of the ball at their own 14 yard line to begin a series.
- If the play does not result in the offense advancing the ball across the goal line, the defense will receive the ball at their own 34 yard line to begin a series.
- All penalties will be enforced as if they occurred during a PAT.
- The clock will also operate as if this play is a PAT.

2013-2014 NIRSA RULE CHANGES

- Offensive pass interference no longer results in loss of down.
- Defensive pass interference no longer results in an automatic first down.

MISCELLANEOUS

- Decisions concerning weather relating to postponements will be made by the Intramural Office no later than 3pm each day. Captains/players should call SMU PLAY at 768-PLAY in order to get daily rain out information. CALLS WILL NOT BE MADE TO TEAMS.

- Each team shall designate a captain to act as team spokesperson and make decisions. This captain will be solely responsible for making the following decisions: pre-game/post halftime/overtime choices, penalty enforcement, extra point tries, and fourth down (punting) choices. Only the captain may talk to officials. Team representatives including players, spectators, team managers, coaches, and group members are subject to all Intramural rules. This includes the trash left by those mentioned. If a captain fails to maintain a litter free sideline, the team will be penalized sportsmanship points, or removed from the league if necessary.
- No alcohol will be allowed on the playing fields.
- Players/fans are not allowed to use any tobacco (i.e. chewing tobacco & cigarettes) products during their contest.
- No glass containers will be allowed on the playing fields.
- The above rules concerning, but not limited to unsportsmanlike conduct, is to be considered the teams' verbal warning for the remainder of the season including playoffs. This will be the only verbal warning!

**ALL RULES STATED ABOVE FOLLOW NATIONAL INTRAMURAL-RECREATIONAL SPORTS ASSOCIATION (NIRSA) RULES, EXCEPT FOR THOSE SPECIAL INTRAMURAL RULES THAT ARE USED. ANYTHING NOT COVERED IN THESE RULES IS GOVERNED BY THE OFFICIAL NIRSA FLAG FOOTBALL RULES.
INTRAMURAL SPORTS OFFICE - (214.768.3367)**

SUMMARY OF PENALTIES

Summary of Penalties

Loss of 5 yards

1. Delay of game (Dead ball)
2. Encroachment (defense offside) * (Dead ball)
3. Illegal Motion or shift
4. Illegal snap * (Dead ball)
5. Illegal formation (not enough on the line)
6. Illegal forward pass or handoff (loss of down)
7. False start on offense * (Dead Ball)
8. Kick catch interference (enforce from the spot)
9. Unfair Tactics
10. Substitution Rules Infractions (Dead ball)
11. Intentional grounding (spot the ball where the foul occurred or within 5yds, it will be at least a 5yds)
12. Advancement by a male runner (Co-Rec rule)
13. Illegal forward pass – 2 consecutive male to male forward pass completions (loss of down from spot) (Co-Rec rule)

Summary of Penalties

Loss of 10 yards

LOD=Loss of Down

AFD=Automatic First Down

1. Offensive pass interference (enforced from line)
2. Defensive pass interference (enforced from line)
3. Unsportsmanlike conduct
4. Flag guarding (enforce from the spot)
5. Roughing the passer (from the line & AFD)
6. Illegal contact on offense(All-but one principle)
7. Illegal contact on defense(All-but one principle)
8. Illegally secured flag belt (LOD for team A, AFD for team B)
9. Illegal participation
10. Spiking the ball (Unsportsmanlike conduct)
11. Tackling/tripping [illegal contact](enforce from the spot)
12. Stripping the ball [illegal contact]
13. Hurdle any player
14. Illegal Batting
15. Illegal flag belt removal
16. Obstruction or holding runner
17. Illegal player equipment(Live or Dead ball)
18. Illegal kicking

Sportsmanship Ratings:

- 4 – No cards given/ team wins due to forfeit – Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates.
- 3 – 1 yellow card given – No problem with captain, but team members verbally complain about some decisions made by the officials and/or show minor dissension.
- 2 – More than 1 yellow card to different team members – Occasional minor problems. Team shows verbal dissent towards officials and/or opposing team or teammates.
- 1 – 1 red card / second yellow on the same player – Team (s) are constantly using abusive language and are constantly protesting calls to the officials and/or opposing team or teammates.
- 0 – More than one red card / also have to call the game – Team is completely uncooperative. Captain has no control over teammates and/or himself/herself.

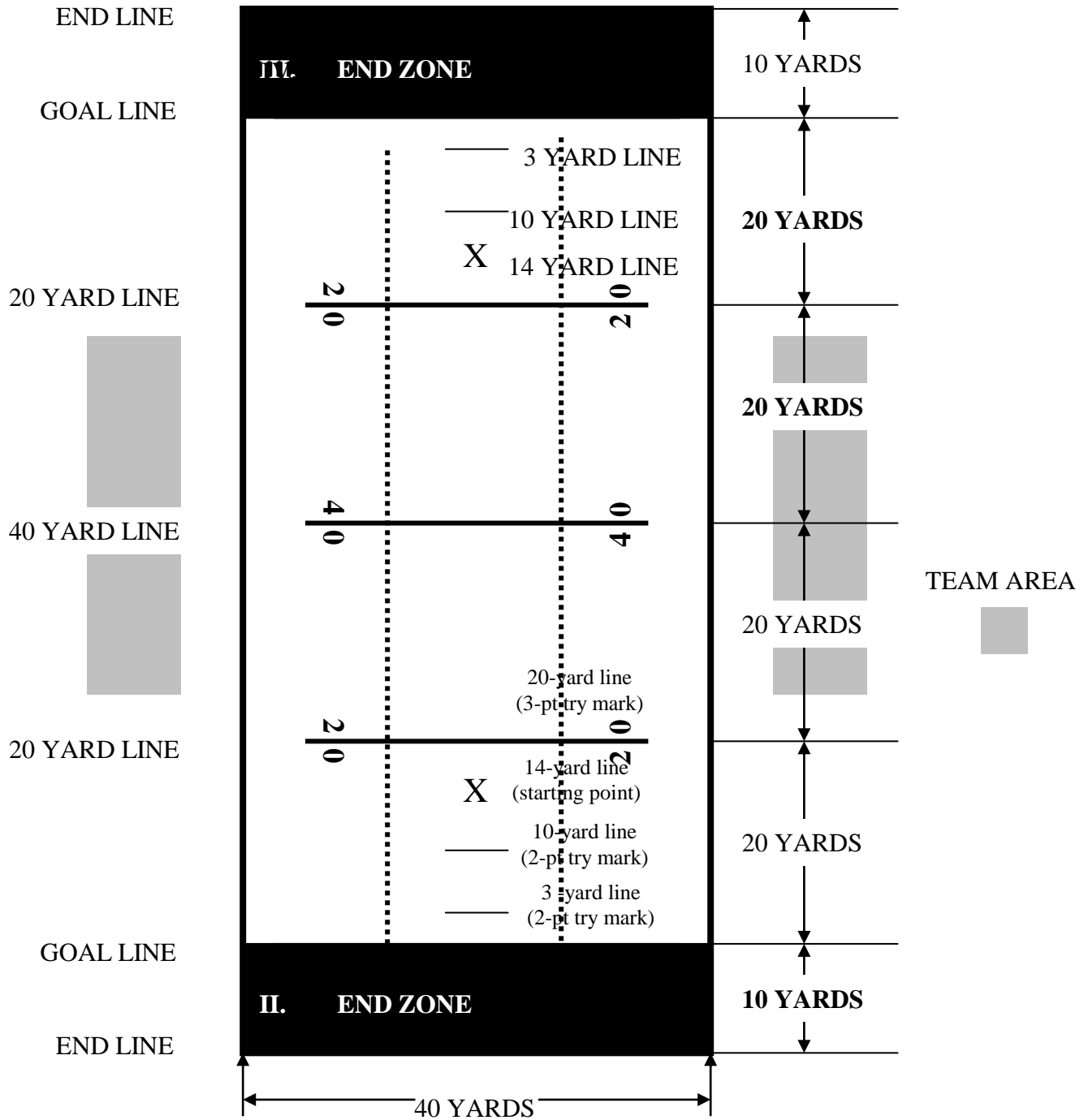
Clock Stoppage and starting procedures: Last minute (1) of the second (2nd) quarter & the last minutes (1) of fourth quarter (4th) only.

1. Incomplete legal or illegal forward pass – start clock on the snap.
2. Out of bounds – start clock on snap
3. Safety – start clock on snap
4. Team timeout/officials' timeout – start clock on snap
5. First down – when official blows whistle to start play (once everyone is set, ball markers etc.)
6. Touchdown – clock starts when Team B starts their possession on snap (does not run on extra point(s) attempt)
7. Penalty and administration – when referee blows whistle to start play (exception: depends on previous play's outcome – starts on snap)
8. Touchback – starts on snap
9. Referee's timeout – starts at his/her discretion
10. Inadvertent whistle – starts at his/her discretion

Captain's options after they win the toss:

- | | |
|------------|--------------|
| 1. Offense | 3. Direction |
| 2. Defense | 4. Defer |

THE FIELD/DOWNS



21		22		23		24	
27		28		29		31	
33		34		35		36	
38		40		41		42	
43		44		45		47	

PART V. CODE OF OFFICIAL FOOTBALL SIGNALS

1		2		3		4	
5		6		7		8	
9		10		11		12	
13		14		15		16	
17		18		19		20	