

MEN'S AND WOMEN'S FLAG FOOTBALL

Information Sheet Summer 2017

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN

Online appointment time sign-ups will begin at 3:00 PM on Monday, June 12 @ imsignup.byu.edu

A net ID and password are required to register for an appointment time. Schedule sales will begin on Tuesday, June 13. Those who make an appointment will have first priority. **(Entries are limited)**

ENTRY FEE

A \$40.00 non-refundable entry fee will be required at registration for each team.

CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Monday, June 26 at 4:00 PM in 267 Richards Building**. Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

ELIGIBILITY

Summer 2017 full-time BYU students (6 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. **Non-BYU students must be active members of a Provo young single adult (YSA) or married student ward**. Their membership records must reside in the YSA or married student ward they attend.

The intramural activity fee is paid at the Information Center in 112 Richards Building. The cost is \$25.00 per semester during fall & winter and \$20.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester.

To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **eighteen** players. Each participant may play for only **one flag football** team.

RELEASE AGREEMENT

All Intramural participants must complete an online [release agreement](#) before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:15 PM to 10:15 PM and Saturdays 8:15 AM to 12:15 PM. Games will be played on the North University Fields located just north of 2230 North and Canyon Road.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants must show a valid (government, school, or work issued) picture ID before every game*. Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, must present their paid receipt for the intramural activity fee before they can check in.

FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams with less than **five** legal players at game time. Teams receiving their second forfeit may be dropped from regular season and elimination tournament play. *Refunds will not be given for forfeited schedules.*

EQUIPMENT

The participants must provide footballs. The Office of Intramural Activities will provide flags and field markers. The following equipment rules shall also apply:

- The official ball must be pebble-grained leather or rubber-covered and meet the recommendations of size and shape for a regulation football. Men shall use the regular size football only. The regular, intermediate, youth, or junior size football may be used for Women's games.
- A player wearing illegal equipment shall not be permitted to play. This applies to any equipment that, in the opinion of the Supervisor or Referee, is dangerous or confusing. **Types of equipment or substances which shall always be declared illegal include:**
 - (a) Headwear containing any hard, unyielding, stiff material, including billed hats or items containing exposed knots.
 - (b) Jewelry.
 - (c) Pads or braces worn above the waist. Casts worn above or below the waist.
 - (d) Shoes with ceramic, screw-in, detachable cleats, or any projecting metal. Exception: Screw-in cleats are allowed if the screw is part of the cleat.
 - (e) Shirts or jerseys that do not remain tucked in.
 - (f) Pants or shorts with any belt(s), belt loop(s), or exposed drawstring(s).
 - (g) Leg and knee braces, which are altered from the manufacturer's original design.
 - (h) Any slippery or foreign substance on any equipment or exposed part of the body.
 - (i) Exposed metal on clothes or person.
 - (j) Towels attached at the player's waist.

UNIFORMS

Teams are strongly encouraged to have two sets of jerseys of differing colors. An appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts and metal cleats are not allowed.

Shirts/jerseys must be long enough to remain tucked in pants/shorts during the entire down. Teams may elect to play in matching uniforms that conform to these standards. Players **must** wear athletic pants or shorts without any belt(s), belt loop(s), or exposed drawstrings. *Pants or shorts without pockets are strongly recommended.* **Jeans and other pants/shorts with pockets made of unyielding material will not be allowed!**

OFFICIALS

The Office of Intramural Activities will provide all officials. Officials and supervisors assigned to your game have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

All participants play at their own risk and must acquire their own insurance.

INCLEMENT WEATHER

The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays.** Participants may call the rainout hotline at 801-422-3992 for this decision.

SPIRIT OF SPORTSMANSHIP

“Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired.... Sportsmanship is the spirituality in athletics” (The Teachings of Ezra Taft Benson, 436-438).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and spectators. The BYU Intramural Activities program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Live with integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Be consistent with who you are in all situations. “We are what we repeatedly do; excellence, then, is not an act but a habit” (Aristotle).
2. **Be accountable:** The gift of agency allows us the ability to choose right from wrong. Although we are free to choose our actions, we are not free to choose the consequences. Other people cannot determine our feelings or thoughts. We are each accountable for the things we do and say and should never blame others for our behavior.
3. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). “Good sportsmanship includes thoughtfulness and concern for others...humility in victory; and calmness and composure in defeat. It is fair play, following both the spirit and the letter of the rules. It is the Golden Rule in action on the playing court, on the bench, and in the stands” (Physical Fitness, Sports, & Recreation Manual. The Church of Jesus Christ of Latter-day Saints, 1984; 17).
4. **Play by the rules:** Do not push limits or escalate your level of physical play to match the style of enforcement. Playing to the call or whistle instead of by the established rules of the game is a violation of integrity and honesty. This style of play endangers the other players. Play hard, but play fair and honor the rules.
5. **Turn the other cheek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict—it only compounds the situation. Be meek. *Ye have heard that it hath been said, An eye for an eye, and a tooth for a tooth...whosoever shall smite thee on thy right cheek, turn to him the other also* (Matt. 5: 38-39).
6. **Be gracious:** Compliment your opponent after a good play. Focus on the good. Build people up—do not tear people down. Be genuine when you congratulate your opponent. Demonstrate gratitude for the efforts of the officials and activity supervisors. *A soft answer turneth away wrath: but grievous words stir up anger* (Proverbs 15:1).
7. **Have fun:** *...Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

YELLOW/RED CARD SYSTEM

A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card will be ejected from the game and must leave the field/court before

play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

TOURNAMENT INFORMATION

There will be one women's division (open) and one men's divisions (open) for regular season play. Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following five criteria:

1. Team has plays and can run them successfully.
2. Passes are thrown with accuracy.
3. Passes are caught with consistency.
4. Defense successfully reads plays and pulls flags.
5. Team speed and athleticism.

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below.

Women's Tournament

- Tournament classification rankings will be posted by 12:00 PM on Thursday, July 27.
- Teams will have until **4:00 PM on Friday, July 28** to challenge classification rankings.
- Tournament brackets will be posted by 4:00 PM on Saturday, July 29.
- Tournament play begins Tuesday, August 1.

Men's Tournament

- Tournament classification rankings will be posted by 12:00 PM on Wednesday, July 26.
- Teams will have until **12:00 PM on Friday, July 28** to challenge classification rankings.
- Tournament brackets will be posted by 4:00 PM on Saturday, July 29.
- Tournament play begins **Tuesday, August 1**.

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 Richards Building). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office **in advance** to avoid potential scheduling conflicts for their team(s). This can be done through the use of a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week's schedule.

*If you have any questions, contact Emily in 145 RB (801-422-7597) or access our web page.
<http://intramurals.byu.edu/> Have a fun season!*

RULES

The 2017-2018 NIRSA Flag & Touch Football rules will apply with the following points of emphasis and/or exceptions. This Rule sheet is only intended to provide the basic rules for intramural flag football. The Intramural Office (145 RB) has copies of the official NIRSA Flag & Touch Football rules book available for check-out.

1. *Team Composition:* Teams may consist of five (minimum) to seven (maximum) players on the field. Team rosters are limited to eighteen participants.
2. *Game Duration:* Each game will consist of two 20-minute halves with a two-minute break between halves.
3. *Timing:* The clock will stop for all time-outs and injuries. The clock will stop during the last minute of each half on incomplete passes, out of bounds, first downs, penalties, changes of possession, and scoring plays. However, if one team has a 10-point or more advantage during the second half, the clock will run regardless of the outcome of the play unless a time out is called.
4. *Timeouts:* Each team will have 3 time-outs per game. Only one time-out is permitted in case of overtime. No accumulation of time-outs is allowed.
5. *Coin Toss:* The captain winning the coin toss shall have a choice of options for the first half or shall defer his/her option to the second half. The options for each half shall be:
 - a. To choose whether his/her team will start on offense or defense.
 - b. To choose the goal his/her team will defend.The captain not having the first choice of options for a half shall exercise the remaining option.
6. *Penalty Provisions:* The team captain's first choice of any penalty option shall be irrevocable. Decisions involving penalties shall be made before any charged time out is granted to either team.
7. *Series of Downs:* The team in possession of the ball shall have 4 consecutive downs to advance to the next zone (first down line). A new series of downs shall be awarded when a team moves the ball into the next zone on a play free from penalty, or a penalty against the opponent moves the ball into the next zone, or an accepted penalty against the opponent involves an automatic first down.
8. *Punting:* Prior to making the ball ready for play on fourth down, the Referee will ask the offensive captain if he wants to punt. The offensive team may request to punt on any down. After such announcement, the ball must be punted. [Exception: If (a) a time-out is called by either team, or (b) the period ends, or (c) a foul occurs anytime prior to or during this down that results in the kicking team having the right to repeat the down. The offensive team may then change their decision whether or not to punt the ball.] Neither K (kicking team) nor R (receiving team) may advance beyond their respective line until the ball is punted. After receiving the snap, the kicker must immediately punt the ball in a continuous motion; any intentional delay to punt the ball will result in a penalty. When a punt, which has crossed K's scrimmage line, touches any player from either team and then hits the ground, the ball is dead and belongs to R. However, if a punt hits R and is caught by K before the ball touches the ground, the ball is dead, belongs to K, and a new series begins for K. K may not kick to themselves.
9. *Snapping and Associated Restrictions:* Following the ready for play and until the snap, no player on defense may encroach, touch the ball, nor make contact with an opponent or in any other way interfere with them. This includes standing in the neutral zone to give defensive signals, or

shifting through the zone. After the snapper has placed his hand(s) on the ball, it is encroachment for any player to break the scrimmage line plane, except for the snapper's right to be over the ball. The snapper, after assuming position for the snap and adjusting the ball, may neither move nor change the position of the ball in a manner simulating the beginning of a play until it is snapped. When over the ball, the snapper shall have his feet behind his scrimmage line. The snapper may snap the ball between his legs or to the side of his/her body. The snapper is the only offensive player required to be on the scrimmage line at the snap.

10. *Handling the Snap and Associated Restrictions:* The player who receives the snap must be at least two yards behind the offensive scrimmage line. Any fumble of the snap will be declared a dead ball and the ball will be downed at the spot it hit the ground.
11. *Motion:* One offensive player may be in motion, but not in motion toward the opponent's goal line at the snap.
12. *Passing:* A forward pass is counted as a completion or interception as long as the first part of the person to make contact with the ground after the catch, usually one foot, touches inbounds. A runner may pass the ball backward or lose player possession by a fumble anytime. A backward pass or fumble in flight may be caught or intercepted by any player inbounds and advanced. All players are eligible to touch or catch a pass. *An unlimited number of forward passes may be thrown and caught as long as each pass originates behind the line of scrimmage.* It is illegal for a passer to catch his untouched forward pass. Any player may hand the ball forward or backward at any time.
13. *Scoring Plays:*
 - a. *Touchdown:* A touchdown shall count as six points. The player scoring the touchdown must raise his arms so the nearest official can de-flag the player. If the player is not de-flagged with one pull and the official determines the flag belt has been secured illegally, the touchdown is disallowed, and the player is disqualified.
 - b. *Try:* An opportunity to score 1 point from the 3-yard line, 2 points from the 10-yard line, or 3 points from the 20-yard line by running or passing shall be granted to the team scoring a touchdown. It is the captain's decision for which try will be attempted.
 - c. *Safety:* A safety is worth 2 points during regular play, and 1 point during a try after a touchdown. After a safety, the ball shall be snapped by the scoring team at their own 14-yard line, unless moved by penalty. A safety is when:
 - i. 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. [EXCEPTION: Momentum Rule—When a defensive player intercepts his/her opponent's forward pass, fumble, backward pass, or a Team R player catches a punt between his/her 5-yard line and the goal line and his/her original momentum carries him/her into the end zone where the ball is declared dead. The ball belongs to the defensive team at the spot where possession was gained.]
 - ii. A player punts, passes, fumbles, snaps, muffs, or bats a loose ball from the field of play to or across his/her goal line and the ball subsequently becomes dead there in his/her possession.
 - iii. A player on offense commits any foul for which the penalty is accepted and measurement is from a spot in his/her end zone; or throws an illegal forward pass from his/her end zone and the penalty is declined in a situation which leaves him/her in possession at the spot of the foul and with the ball having been forced into the end zone by the passing team.

14. *Offensive Screen Blocking:* The offensive screen block shall take place without contact. The screen blocker shall have his hands and arms at his side or behind his back. Any use of the hands, arms, elbows, legs, or body to initiate contact during an offensive players' screen block is illegal. A blocker may use his hand or arm to break a fall or to retain his balance. A player must be on his feet before, during, and after screen blocking. Teammates of a runner or passer shall not use block by grasping or encircling one another in any manner. Defensive players must go around the offensive player's screen block and may not initiate contact with his opponent if he is splitting two offensive screen blocks. The arms and hands may not be used as a wedge to contact the opponent. The application of this rule depends entirely on the judgment of the official.
15. *Running with the Ball:* The runner shall be prohibited from contacting an opponent with extended hand or arm. This includes the use of a "stiff arm" extended to ward off an opponent attempting to de-flag/tag. The runner shall not grasp a teammate or be grasped, pulled or pushed by a teammate. A runner shall not charge into nor contact an opponent in his path nor attempt to run between two opponents or between an opponent and a sideline, unless the space is enough to provide a reasonable chance for him to go through without contact. If a runner in his progress has established a straight-line path, he may not be crowded out of that path. But if an opponent is able to legally establish a defensive position in that path, the runner must avoid contact by changing directions. *The defensive player* shall not hold, grasp, or obstruct the forward progress of a runner when in the act of removing the flag belt or making a legal tag.
16. *Flag Guarding:* 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:
 - a. Placing or swinging the hand or arm over the flag belt.
 - b. Placing the ball over the belt.
 - c. Lowering the shoulders in such a manner, which places the arm over the flag belt.
17. *Flag Belt Removal:* Players must have possession of the ball before they can be de-flagged legally. When a runner loses his flag belt either accidentally, inadvertently (not removed by grabbing or pulling), or on purpose, play continues. The de-flagging reverts to a one-hand tag of the runner between the shoulders and knees. In circumstances where a flag belt is removed illegally, play should continue with the option of the penalty or the play. A defensive player intentionally pulling a flag belt from an offensive player without the ball is illegal. Tampering with the flag belt in any way to gain an advantage including tying, using foreign materials, or other such acts is illegal.
18. *Overtime:* In the event of a tie game during regular season play, the game will stand as a tie and each team will be credited with a win. During tournament, a coin toss will ensue to begin the tiebreaker. The winner of the coin toss will be given the options of offense, defense, or direction, with all other options being exercised by the opposing captain. The offensive team will start 1st and goal from their opponent's 10-yard line and will have 4 downs to score a touchdown. If they succeed in scoring, the offense will choose to go for a 1, 2, or 3 point try. Following the try or missed conversion, the defense (now offense) will then attempt to score from the *same* 10-yard line and will be able to attempt a try if they score. If they win or fail to tie their opponent, the game is over. If a tie still exists, another overtime is played until a winner is determined. In the event of a triple overtime (or more), teams must go for 2 or 3 on the point after touchdown.

Summary of Fouls and Penalties

Loss of 5 Yards

1. Required Equipment Worn Illegally
2. Delay of Game (Dead Ball)
3. Substitution Rules Infractions
4. Infraction of Punt Formation
5. Encroachment (Dead Ball)
6. False Start (Dead Ball)
7. Illegal Snap (Dead Ball)
8. Infraction of Scrimmage Formation
9. Player Out-of-Bounds When Ball is Snapped
10. Illegal Motion
11. Illegal Shift
12. Intentionally Throwing Backward Pass or Fumble Out-of-Bounds to Conserve Time (Loss of Down if by Team A)
13. Illegal Forward Pass (Loss of Down if by Team A)
14. Intentional Grounding (Loss of Down)
15. Helping the Runner

Loss of 10 Yards

1. Illegal Player Equipment
2. Two or More Consecutive Encroachments During Same Interval Between Scrimmage Downs
3. Offensive Pass Interference
4. Defensive Pass Interference
5. Illegally Secured Flag Belt on Touchdown (Loss of Down if by Offense) (Automatic First Down if by Defense)
6. Unsportsmanlike Player Conduct
7. Spiking, Kicking, or Throwing Ball During Dead Ball
8. Personal Fouls: i.e. (Strip or attempt to strip the ball, Unnecessary Contact of Any Nature, Hurdling, Drive or Run into a player, Tackling the runner, etc.)
9. Roughing the Passer (Automatic First Down)
10. Illegal Offensive Screen Blocking
11. Defensive Use of Hands
12. Illegal Flag Belt Removal
13. Guarding the Flag Belt
14. Stiff Arm
15. Obstructing or Holding the Runner
16. Batting a Loose Ball
17. Illegal Kicking
18. Illegal Participation

Disqualification (Red Card) Associated with Certain 10-Yard Penalties:

1. Flagrant Unsportsmanlike Conduct by Players, Substitutes or Others Subject to the Rules
2. Intentionally Kicking at or Swinging an Arm, Hand or Fist at any Opposing Player
3. Flagrant Spiking, Kicking, Throwing Ball
4. Intentionally Contacting an Official or Supervisor
5. Flagrant Personal Fouls
6. Tackling the Runner
7. Intentional Tampering with Flag Belt-Offense (Loss of Down)
8. Intentional Tampering with Flag Belt-Defense (Automatic First Down)