UNIFORM

Officials should wear a supplied striped official’s vest, which will be returned at the end of each night. Officials will also be supplied with a whistle, which is yours to keep. Proper attire and a professional manner will help you command a greater respect from players. Look and act the part! There will be an additional $1.00 charge for every additional whistle.

PRE-GAME PROCEDURES

Officials should arrive at the Wellness and Recreation Intramural fields, 20 minutes before your first scheduled game. You will need to set out the orange cones and make sure you have a bag of equipment and a clipboard with score sheets at your field. The game bag will consist of yellow and red flag belts, yellow penalty flags, markers, and one IM football, unless there is a co-rec game, there will be two. This equipment is the responsibility of the officials. It is the official’s responsibility to see that the score sheet is filled out completely and correctly. Each team should have all players listed on the score sheet and provide valid UNI ID card verification for each player. Get the games started on time! Warm-ups should be taken prior to scheduled starting time! The official will keep the score sheet with assistance from the back judge. Both officials are responsible for the equipment.

DURING GAME

Officials have control of the game and general supervision while it is in progress. We will use two officials per field, which will consist of an official and a back judge. These two officials will work together to enforce rules and handle penalty situations. Both officials should be aware of the “number of downs,” score, and keeping the number of plays per half. Specific responsibilities are on the accompanying sheet. In the event of any protests or similar circumstances get a hold of an Intramural Sports Supervisor immediately. Judgment calls do not constitute a protest. Game length is 4 12-minute quarters.

POST-GAME

The officials are responsible for collecting all IM department equipment and completing all score sheets. Make sure the winner is clearly defined by circling the team’s name and filling out each team’s score on the score sheet. Winning team captain should check, verify, and sign the score sheet. Officials make sure you sign your score sheets for all games you worked each day. Check the score sheets and the game bag in with an IM supervisor/coordinator upon completion of your last scheduled game.

PAY PROCEDURE

Make sure and sign your score sheet(s) for all games that you work each day. Electronic payroll system will be used. You will need to create a time sheet weekly, but will get paid every two weeks. Time sheets need to be submitted every Monday by 12:00 pm.
RULES

PLAYER ELIGIBILITY

1. Participation is limited to currently-enrolled students, fee-paying Hawkeye and Allen students, faculty members, and full-time staff.
2. In order to participate in an intramural contest, each player must present his/her current, valid UNI ID. Players will report to their designated fields to check in.

TEAM COMPOSITION

1. Players can compete on only one men’s or women’s team, regardless of league classification. In addition, players many compete for one co-rec team during the same season.
2. Seven players constitute a team. All players must present their current, valid UNI ID at their designated field in order to participate.
3. A team must have 5 players to start a game. Players who arrive late may be added to the roster and may enter the game at a dead-ball situation.
4. Team rosters will be formed based on the players who have signed up on Fusion. Additions may be made to the roster BUT must be registered on Fusion a day before they plan on playing. If a player isn’t on the Fusion score sheet they won’t be allowed to play that night. Players may not play in the playoffs without playing in more than 2 games during regular season.

EQUIPMENT & PLAYING FIELD

1. Footballs will be provided for each field, and regular sized football will be used for men’s games and a youth/junior size football will be used for women’s and co-rec games. It must be decided on by both team managers and the officials if there is a request to use a personal ball.
2. Each team will be responsible for showing up in the correct color of t-shirt for play. The home team listed on Fusion will be required to wear a white or light colored shirt and the visiting team will be required to wear black or a dark colored shirt. If by chance a team shows up in the wrong color of uniform, an Intramural Sport Supervisor can provide the team with pinnies. Mouth guards are highly recommended.
3. Individual player equipment must meet the following requirements:
   a. Shirts: All shirts must be tucked in and remain tucked in during play. If the shirt (sweatshirt or jacket) has a hood, the hood must be tucked inside the shirt (sweatshirt or jacket).
   b. Pants: Players may not wear pants or shorts that have belt loops, pockets, or an exposed drawstring.
   c. Headgear: Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of nonabrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
   d. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow recovery padding.
e. Shoes: All players must wear shoes. Tennis/running shoes, soft-soled shoes, and football shoes are permitted. Metal spikes, baseball-style spikes, and cleats with metal exposed are prohibited. Any player wearing spikes will be ejected from the game.

f. Participating while wearing illegal equipment is a 10-yard unsportsmanlike conduct penalty.

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

5. Each player must wear a three flag belt with one flag on each hip and one in the rear. Special rules have been established to determine how to legally fasten and remove the flag belt.
   a. All players must have three flags
      i. Failure to wear a flag belt at the start of the play, if noticed by an official prior to the snap is a live ball penalty (5 yards).
      ii. If a runner loses his/her flag during the action, play continues. The play ends when a defensive player touches the runner with on hand between the shoulders and the knees.
      iii. If failure to wear the flag belt is noticed by the official after the play starts, the play continues with the ball becoming dead when the runner is touched between the shoulders and knees. The defense can accept the result of the play or penalize for failure to wear required equipment (5 yards).
   b. Tampering with the flag belt in any way to gain advantage, including tying, using foreign material, or other such acts is unsportsmanlike conduct. (10 yards, loss of down and player disqualification)

6. The dimensions of the fields have been standardized into regulation 80 yard x 40 yards. The area between goal lines will be divided by three lines making four equal zones. These three lines will be known as “fist down lines”. Two 10 yard end zones.

7. For each play, the ball shall be spotted at the spot on the field where the previous play ended.

8. Cones will be set at the back of each end zone.

GAME TIME AND LENGTH

1. Game time is forfeit time. A team needs at least 5 legal players to begin the game. A team that forfeits more than 2 regular season games will be charged a $50 forfeit fee.

2. Games will consist of 4 12 minute quarters and a 5 minute half time.

3. A toss of a coin will determine which team will gain possession of the ball first. The team that wins the coin toss has three options:
   a. First possession of the ball.
   b. Defend the goal of their choice. (Note: If a team with first option chooses to defend a goal, the other team automatically gets the ball.)
   c. Defer their option to the second half.

4. There will be no kickoffs. In all “kickoff” situations, the “receiving” team will get the ball on their own 16 yard line.
5. The ball must be put into play no more than 25 seconds after the official has marked it ready for play.
6. Each team shall be allowed two time outs per game-limited to one minute each.
7. A mercy rule will be enforced. If a team has a leads by 25 before second half the game will end at the end of the 3rd quarter.

OVERTIME PROCEDURE

1. A coin toss will be conducted to start the overtime period. The winner of the coin toss has the choice of offense or defense. If the game goes to a second overtime, the team which lost the toss at the beginning of the first overtime has the choice to start on offense or defense for the second overtime. The choice will then alternate for each succeeding overtime period.
2. Each team will have a series of four downs to score from their opponent’s 10-yard line. Teams which begin their overtime period outside of the 20-yard line due to penalty must score in 4 downs and will NOT receive any first downs for crossing zone-line-to-gains in the process. Teams may receive another set of downs by penalty only (automatic first down).
3. When a team scores, they will attempt an extra point (1, 2, or 3). 
4. The team on defense first will have its chance to score and attempt an extra point.
5. Overtime will continue until a winner is declared.
6. When the defense secures possession of the ball during overtime, the offense’s series shall be over and the ball declared dead. The defense may not return the ball for a touchdown.

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.

INCLEMENT WEATHER

1. The University of Northern Iowa Intramural Sports Office reserves the right to reschedule a contest if circumstances warrant such action.
2. Weather conditions at the playing facility shall be monitored by Campus Recreation staff utilizing electronic technology with postponements and cancellations made in accordance with prescribed departmental weather policy.
3. In the case of inclement weather, the Intramural Sports staff will make a decision by 3:00 pm. Check your e-mail to receive cancellation information.
**SCORING**

1. A touchdown shall count for six (6) points.
   a. Any suspicious play where the flags do not come off on a scoring play, check the player’s flags. If they are illegal it is a 10 yard penalty and a loss of down.

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

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

4. A safety shall count for 2 points. Afterwards, the ball will be put in play by the scoring team at their 20- yard line.

**PLAYING RULES**

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

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

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

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

5. Forward Passes
   a. A forward pass is LEGAL WHEN:
      i. The passer’s foot is behind the line of scrimmage when the ball leaves the hand.
      ii. The pass occurs before a change of possession (defense may not throw a forward pass following an interception or fumble that hasn’t hit the ground).
      iii. It is the first and only forward pass made during the down. Only one forward pass is permitted per down, regardless of whether the pass is completed beyond or behind the line of scrimmage.

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

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

8. Screen Blocking
   a. The only type of blocking that is allowed is screen blocking. No contact is allowed between the offense and defense. Penalty: Personal foul, 10 yards.
      i. The screen blocker must have his/her hands at his/her side or behind his/her back.
      ii. Any use of the hands, arms, legs or body to initiate contact is illegal.
      iii. The player must be on his/her feet before, during and after the screen block.
      iv. The blocker cannot take a position so close to a moving opponent that his/her opponent cannot avoid contact by stopping or changing direction. This position will vary from 1 to 2 steps depending on speed of the defensive player.

9. Retrieval of Ball after a Play
   a. The offensive team must retrieve the ball after every play from scrimmage.

10. Punting the Ball
    a. On fourth down, the referee will ask the offensive team captain to select if they wish to (1) punt or (2) try to reach the zone-line-to-gain (“go for it”). Once a decision is reached, the referee will announce the decision to the defense. If the offense declares to punt, then wants to change their decision, they may do so after a charged timeout or an accepted penalty in which the down is to be replayed.
       i. All punts must be announced to the referee. There are no quick kicks. PENALTY: Illegal kicking, 10 yards from the previous spot.
       ii. The kicking team must have 4 players (5 in co-rec) on the line of scrimmage during a punt. PENALTY: Illegal procedure, 5 yards from the previous spot.
       iii. The kicker must catch and kick the ball immediately in one continuous motion. PENALTY: Illegal procedure, 5 yards from the previous spot.
       iv. Neither team may advance beyond their respective scrimmage line until the ball is kicked. PENALTY: Illegal procedure, 5 yards from the previous spot.
v. Kickers may not punt barefoot. PENALTY: Failure to wear proper equipment, 5 yards from the previous spot.

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

vii. When a punt breaks the plane of the receiving team’s goal line, it is a touchback. Punts may not be returned out of the end zone.

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

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

GENERAL PENALTIES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

17. Other Personal Fouls (10 yards from the end of the run [defense], 10 yards from the spot of the foul [offense])
   a. Any act prohibited hereunder or any other act of unnecessary roughness is a personal foul.
      i. No player shall punch, strike, strip, steal, or attempt to steal the ball from the player who has possession.
      ii. There shall be no tripping or clipping.
      iii. There shall be no hurdling. Hurdling shall be interpreted as an attempt by the runner to jump with both feet and knees foremost over a player or between players. (You can jump or spin away from players to avoid having your flag pulled.)

18. Unsportsmanlike Conduct (all enforced from dead ball spot, 10 yards)
   a. No player shall commit unsportsmanlike acts during play or intermission including:
      i. Using words similar to offensive audible or quarterback cadence prior to the snap in an effort to interfere with the offense’s signals or movements.
      ii. Intentionally kicking the ball (other than a punt)
      iii. Intentionally kicking an opponent or swinging an arm, hand or fist at any opposing player or official.
      iv. Disrespectfully addressing an official or indicating objections to an official’s decision.
      v. Using profanity, taunting, insulting or vulgar language or gestures.
      vi. Fighting or leaving the sidelines and entering an alternation.
   b. Two unsportsmanlike fouls by the same player or nonplayer results in disqualification. A player or nonplayer can be disqualified following the first unsportsmanlike foul.
CO-REC RULE MODIFICATIONS

NIRSA Football and the UNI Intramural Flag Football Rules will govern play with the exceptions listed below.

1. Team Composition
   a. Eight players, four men and four women, constitute a team. A team may have as few as six players, with the makeup of the team being 3 men and 3 women. A team can participate with seven players, with the composition being 4 men and 3 women or 3 men and 4 women. At no time shall the number of males over females exceed one.

2. Equipment
   a. The regular, intermediate, junior or youth size football shall be used.

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

4. Mercy Rule
   a. If a team is 50 or more points ahead after the second half has started (one play), the game shall be over.

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

6. Run Plays/ Action Before a Pass/ Illegal Male Advancement
   a. Male Runner (Ball Carrier) > Prior to the reception of a legal forward pass by any player, a male runner cannot be the first player to advance (carry) the ball beyond the line of scrimmage.
   b. Female Runner > There are no restrictions on any run by a female player at any time.
   c. Male Restrictions In Effect > During the period between the snap and when a legal forward pass is thrown.
   d. Male Restrictions in Effect > During the period between the snap and the time when the ball is legally possessed beyond the line of scrimmage by any player.
   e. Male Restrictions End > When any player has caught a legal forward pass anywhere on the field. Complete a pass, eliminate the restrictions.
   f. Male Restrictions End > When the ball has been legally possessed beyone the line of scrimmage by any player.
   g. Restricted Play > Once a male runner has carried the ball across the line of scrimmage illegally, it is an Illegal Male Advancement foul, regardless of future gain or loss of yardage on the play.
      i. PENALTY: The penalty for Illegal Male Advancement is 5 yards from the previous line of scrimmage AND loss of down.

7. Pass Plays/ Open and Closed Status/ Illegal Male Pass Reception
   a. Announcement > Prior to each play, the game referee will announce both the down and either “open” or “closed” status for the upcoming play.
b. **Open Status** > The term “open” means any player can complete a legal forward pass to any other player anywhere on the field (male to male forward passes are permitted).

c. **Closed Status** > The term “closed” means a male player may not complete a legal forward pass to any other male player anywhere on the field. The next legal forward pass completion must involve either a female throwing the pass or receiving the pass (male to male forward passes are not permitted).

d. **Open to Closed** > The status changes from “open” to “closed” on any legal male to male forward pass completion, regardless of a gain or loss of yardage on the play.

e. **Closed to Open** > The status changes from “closed” to “open” on any legal male to female, female to male, or female to female forward pass completion, that results in positive yardage gain.

f. **Restricted Play** > Any male to male forward pass completion during a “closed” play is considered an Illegal Male Pass Reception foul (5 yards from the previous line of scrimmage and loss of down).

8. **Open and Closed Status – Specifics**

   a. **Initial Series Starts Open** > Following any change of possession or at the start of a half, the first play for an offense’s series shall be open.

   b. **Laterals and Backwards Passes** > There are no restrictions on any lateral or backward pass.

   c. **Only First Forward Pass Matters** > Open and closed plays are determined by the action of a legal forward pass and catch. Therefore, throughout a play there may be multiple possessions by males or females but the status of the next play is determined by the initial pass and catch.

   d. **Positive Yardage Gain** > The spot where the ball becomes dead by rule (before penalty enforcement) must be beyond the Team A scrimmage line.

   e. **Run Plays Have No Effect** > Any run play or play that does not involve a legal forward pass has no effect on open/closed status.

   f. **Penalties Have No Effect** > The enforcement of a penalty has no effect on open/closed status.

   g. **PAT Attempts** > Open/closed status for a PAT attempt is determined by the previous play (that scored the TD) just like a normal down.

9. **Co-Rec Restricted Plays Summary**

   a. **Prior to the reception of a legal forward pass by any player, no male runner (ball carrier) can be the first player to advance the ball across the line of scrimmage. Any play with this action, regardless of positive or negative yardage gain, is a foul.**

   b. **On a “closed” pass play, a male passer may not complete a pass to a male receiver anywhere on the field. Any closed play with this action, regardless of positive or negative yardage gain, is a foul.**

10. **Sample Plays**

    a. **Play 1** > A male quarterback is rushed by a defender and scrambles ahead across the scrimmage line.

       i. **(All plays) PENALTY: Illegal male advancement, 5 yards from the line of scrimmage and loss of down.**
b. Play 2 > A female quarterback is rushed by a defender and scrambles ahead across the scrimmage line.
   i. (All plays) NO penalty, legal play, no restrictions on a female player.

c. Play 3 > A male quarterback hands off to a male runner who runs ahead across the scrimmage line.
   i. (All plays) PENALTY: Illegal male advancement, 5 yards from the line of scrimmage and loss of down. A male may never be the first player to carry ball across the line during a run play. Even if there was a loss of yardage on this play, this action is still a penalty.

d. Play 4 > A male quarterback scrambles across the line of scrimmage, runs back behind the line, then throws a legal forward pass to a female receiver who runs ahead across the scrimmage line.
   i. (All plays) PENALTY: Illegal male advancement, 5 yards from the line of scrimmage and loss of down. A male may never be the first player to carry the ball across the line prior to the throwing of a legal forward pass.

e. Play 5 > A male quarterback throws to a male receiver behind the line who runs ahead across the scrimmage line.
   i. (Open Status) NO penalty, legal open play because a legal forward pass was involved. Next play is CLOSED.
   ii. (Closed Status) PENALTY: Illegal male pass reception, 5 yards from the line of scrimmage and loss of down. Run is legal, but male-to-male pass on closed play is a penalty. Next play remains CLOSED.

f. Play 6 > A female quarterback throws to a male receiver behind the line who runs ahead across the scrimmage line.
   i. (All plays) NO penalty, legal open and closed play because a legal forward pass was involved. If closed, the next play is OPEN if positive yards are gained.

**SPORTSMANSHIP**

1. The mission of Intramural Sports is to provide a recreational environment for the University community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the intramural program.

(Updated 8/14/2018)