

CU • STUDENT REC CENTER INTRAMURALS
4v4 FLAG FOOTBALL • RULES
Office Line: 303-492-2893 • Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 10 PLAYERS
Teams winning a championship will receive a maximum of 7 t-shirts.

Games will be governed by the current rules of the National Intramural and Recreational Sports Association (NIRSA), with the following points of emphasis and modification:

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any Recreation Center Property and at all Intramural sanctioned events. Participation while under the influence of these substances is also prohibited these areas. Violations will be grounds for immediate ejection, forfeiture and possible season suspension.
- NO JEWELRY is allowed in any Intramural Competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at your game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All Intramural Participants are required to have either their Buff OneCard or Recreation Center Membership card with them at EVERY Intramural Event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament:
 - If you forfeit two regular season games.
 - If you accumulate two or more Honest Effort Forfeits (HEF).
 - If you receive two or more Defaults for failure to comply with equipment regulations.
 - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Office **DOES NOT** reschedule regular season or post-season tournament games once the schedule has been posted. If your team is unable to make a regular season game, **your team captain must** email the Intramural Office at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 5:00pm on the Friday preceding a Sunday game. The Intramural Office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the Intramural Office by the deadline stated will result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).
- All games picked up by a team count as a real game and will count on your record and sportsmanship rating.

FORFEIT POLICY

- TEAMS RECEIVING ONE FORFEIT

- **If a team accumulates one Forfeit during the regular season, they will automatically be charged a \$20 fee that must be paid within the four business days following the forfeited game.**
- **If a team receiving one forfeit pays the assessed \$20 fee within the four business days, this team will be allowed to continue in the league for the remainder of the regular season and will still be eligible for the post-season tournament.**

- **If the team fails to pay this \$20 fine within the four business days, they will still be responsible for the \$20 fee, but will be automatically dropped from the remainder of the regular season and will not be allowed to participate in the post-season tournament.**
- **TEAMS RECEIVING TWO FORFEITS**
 - **If a team accumulates two Forfeits during the regular season, they will automatically be charged an additional \$10 fee. This team will then be dropped from the remainder of regular season play and will be ineligible for the post-season tournament.**

ELIGIBILITY

- Every eligible Intramural Participant must be a full fee paying CU Student or Recreation Center Member.
- Every eligible Intramural Participant must present their “Buff OneCard” or Recreation Center Membership Card in order to check in before every game. If a player fails to have one of these two proofs of identification, they will not be allowed to participate. **NO EXCEPTIONS!**
- Players may play on only one team per sport per session (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
- A player must have played in at least one of the first four regular season games in order to be eligible to play in the post-season tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

TEAMS & SUBSTITUTIONS

- A team consists of 4 players on the field. A minimum of 3 players is needed at game time to start the game.
- An Honest Effort Forfeit will be awarded to teams that have only 2 players at game time, teams with any less than this will be given a standard Forfeit.
- A player may substitute in or out after a play is downed and before another one begins.

UNIFORM/EQUIPMENT

- Teams are required to wear shirts of the same color, this color must be the color chosen by their captain at the time of registration. Any team that fails to honor this policy will be awarded a Default. Once a team accrues two or more Defaults they will not be allowed to advance to the post-season tournament.
- If both teams are wearing the same color jersey, scrimmage vests will be given to the away team.
- Players must wear athletic-style clothing. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, etc. The Intramural Staff has the final discretion on what is deemed appropriate and inappropriate.
- Players may not wear any sort of jewelry.
- No article of clothing may cover any portion of a player’s flag belt.
- Shirts must be tucked into pants or be short enough that they are 4 inches above a player’s flag belt.
- Tear-away pants, pants/shorts with pockets, belt loops, belts or exposed draw-strings are not allowed. Pants/shorts with zipper pockets will only be accepted if they are determined safe by an Intramural Supervisor before each game.

- Players may not wear any sort of billed hat or visor. Players may wear knit or stocking caps as well as a headband made of soft, non-abrasive material.
- Shoes must be worn! Shoes must be athletic (tennis) shoes or molded rubber cleats. Shoes of any other nature (metal cleats, flip-flops, dress shoes, etc.) are not permitted! Screw-in and Screw-on cleats will only be accepted if they are determined safe by an IM Sports Supervisor before each game.
- Standard sweatshirts and coats may be worn as long as they do not contain pockets. Hooded sweatshirts will be allowed if they do not contain pockets, or if they are worn inside out so that no pockets are exposed.
- Male teams must play with regular size footballs. Female teams may play with regular, intermediate, youth or junior size footballs.
- Flag belts will be provided by Intramural sports.

THE GAME

LENGTH OF GAME

- The game will consist of two 12-minute halves. The first half will have a running clock. The last one minute of the second half will follow NIRSA timing rules. The clock will stop for incomplete passes, penalties, and first downs.
- Games are subject to being limited to 10 minute periods by the Intramural Supervisor on duty. This is a rare event but occasionally is necessary and is up to the discretion of the Intramural Staff.

TIMEOUTS

- Each team is allowed one 30-second timeout per game.

CAPTAIN'S MEETING

- At the beginning of each game there will be a captain's meeting. Officials will go over any questions or rule changes with captains at this time.

STARTING THE GAME

- During the captain's meeting, the referee will toss a coin and offer the winning captain the following options:
 1. To defer his/her option.
 2. To start on offense or defense.
 3. To defend a specific goal.
- Each half shall begin with the ball being placed on the 10 yard line. There are no kick-offs.

SCORING

- A touchdown is worth 6 points.
- After a team scores, their captain will be given the choice to go for a 1, 2, or 3 point conversion.
 - 3 yard line = 1 point
 - 10 yard line = 2 points
 - 20 yard line = 3 points
- If a team wishes to go for a different point value on the conversion after they've declared a decision to the Referee, they're required to use a time-out.
- An intercepted pass during the conversion may be returned by the opposing team for a score of 3 points, regardless of the conversion's initial point value.
- A team recording a safety will receive two points. The ball shall be snapped by the scoring team at their own 14 yard line, unless moved by penalty.

MERCY RULE

- If a team is ahead by 19 points or more at the 2-minute mark, 28 points at the 3-minute mark, or 37 points at the 4 minute mark, then the game is over.

OVERTIME

- There is no overtime during the regular season.
- During tournament play, if the game score is tied after regulation time, then a coin toss will determine possession and direction. Captains will alternate choices if additional overtimes are

necessary. The winner of the coin toss will be given the options of offense, defense, or direction. Both teams will go the same direction in overtime. Each team gets one time out. Each team will be given a series of four downs from the same 10 yard line. If the first team given the ball scores, the second team will still be given the ball and have four downs to attempt to win the game. Try for points after will still be attempted in the same manner.

RULE CLARIFICATIONS

SERIES OF DOWNS

- Each possession will start at that teams own 10 yard line
- Possessions starting as a result of an interception begin at the point of the interception
- A team shall have 4 consecutive downs to pass the midfield line and then 4 more down to reach the end zone
- A new series of downs is awarded when a team moves the ball legally into the next zone or the opponent obtains possession of the ball by penalty, pass interception or failure to advance to the next zone

THE SNAP

- The offense must snap the ball within 25 seconds after the Referee has blown his whistle to put the ball into play.
- The snapper shall pass the ball back from its position on the ground with a quick continuous motion of the hands. The snapper may pass the ball either between their legs or from the side. Both of their feet must be behind the line of scrimmage.

LINE OF SCRIMMAGE

- The offensive team must have 11 players set on the line of scrimmage at the snap. The player in motion does not count as a player on the line of scrimmage.
- Once the center has placed his hands on the ball, no player may enter the neutral zone.
- Until the snap, no defensive player may encroach, touch the ball, stand in, or in any other way interfere with the offensive team.

PLAYERS IN MOTION

- Only one player may be in motion at a time.
- A player in motion may not be in motion towards their opponent's goal line when the ball is snapped. If a player does go in motion towards their opponent's goal line, they must be set for at least one second before the ball is snapped.

RUNNING THE BALL

- A runner cannot advance the ball through their own scrimmage line. There are no restrictions after a change of possession or once a legal forward pass has been touched beyond the offensive team's line of scrimmage.

BACKWARD PASSES AND FUMBLES

- Any ball that is fumbled during a down will be ruled dead immediately at the spot where it touches the ground. Backward passes are unlimited. Backward passes that hit the ground are dead at the spot it hit the ground.

FORWARD PASSES AND INTERCEPTIONS

- There must be a legal forward pass during each down.
- The receiver must touch the ball beyond their line of scrimmage
- The passer's foot must be behind the line of scrimmage when the ball leaves his/her hands.
- Only one forward pass is allowed per down, backward and lateral passes are unlimited,
- A player attempting to catch the ball in the air must contact the ground with at least one foot in bounds with the ball in possession prior to going out of bounds.
- If a forward pass is caught simultaneously by members of opposing teams, the ball is dead at the spot and is awarded to the offensive team that snapped the ball.

RUSHING THE PASSER

- A defensive rusher must wait 3 seconds before they can rush the quarterback
- The referee will give a clear signal when the defense can rush

PASS INTERFERENCE

- Pass interference is defined as bumping, pushing, or unnecessary contact with an opponent or restricting a player from access to a pass while on offense or defense.
- There does not have to be contact for pass interference to be called, obstructing an opponent's view while making no play on the ball (i.e. not facing the ball) is considered pass interference.
- Pulling the receiver's flag before he/she catches the ball is considered pass interference.

PUNTING THE BALL

- There is no kicking in 4v4 flag football
- If the offense fails to convert a 4th down, the ball will be placed on the defense's own 10 yard line with a change of possession.

FOULS AND PENALTIES

- **For 4v4 flag football all 10 yard penalties will be 5 yards and all 5**
- Players may not commit any of the following personal fouls:
 1. Punch, strike, strip, steal or **attempt** to steal the ball from a player in possession.
 2. Trip, clip, or hurdle any player.
 3. Contact an opponent who is on the ground, or after the ball is declared dead.
 4. Throw the runner to the ground.
 5. Deliberately drive or run into a defensive player or lower the shoulder.
 6. Commit any unnecessary roughness.
 7. Tackle a runner by grasping or encircling with the hands or arms.
 8. Roughing the passer.
 9. Stiff arming
 10. Pulling the flag of an opponent that does not have the ball or before he /she has the ball.

SCREEN BLOCKING

- Screen blocking shall take place without contact. The blocker shall have their hands and arms at their sides or behind their backs.
- A screen blocker cannot use their hands, arms, elbows, legs, or body to initiate contact.
- The defense must go around the offensive blocker.
- The offensive blocker cannot lean or use hips to block a defensive player.
- If a player wishes to block for a teammate who is advancing the ball, the blocker may run alongside them until a defensive player comes within approximately 1 stride of the blocker. At that point the blocker must stop running and hold their position without initiating any contact.

THE FLAG BELT

- All shirts must be tucked in and are not permitted to hang over the flag belt.
- Should a player lose their flag belt legally or illegally during a down and then should that player gain possession of a live ball, that player will be down when a legal tag (one hand touched by the defense) is made.
- If a player's belt is illegally secured, a personal foul will be given and the player is disqualified. If this occurs during a touchdown, the team will receive the penalty and the touchdown will not be awarded.

GUARDING THE FLAG

- Runners shall not guard the flag by using any part of the body or ball to deny the opportunity for an opponent to pull or remove the flag belt.

CONDUCT/SPORTSMANSHIP

- Fighting and unsportsmanlike conduct will not be tolerated and are grounds for the entire team and all its members being dropped from the league and/or Intramural Program. Any team whose members leave the bench will result in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely or inappropriate questioning of calls directed at any Intramural Staff, Participant or Spectator is grounds for ejection. Bench technicals may be called; therefore team captains are responsible for controlling their respective benches.
- Pre and post-game: harassing of any Intramural Staff, Participant or Spectator, any unsportsmanlike conduct or lack of cooperation, is subject to penalty from a mild warning to complete expulsion from the program.
- The Intramural Supervisor has the ability to award penalties and/or ejections to any Intramural Participant or Spectator at any point in time.
- Only Captains may address the Intramural Staff on matters of interpretation and discussion.
- Teams are required to clean up after themselves and keep the Intramural playing area clean. Failure to do so can impact your sportsmanship rating.
- **Teams must average no less than a 3.0 sportsmanship rating. Failure to do so will result in expulsion from the post-season tournament.**

TOURNAMENT SCHEDULES

- Teams are considered ineligible for the post-season tournament for the following reasons:
 - Accruing one Forfeit and failing to pay the assessed \$20 fee within the four business days following the forfeited game.
 - Accruing two Forfeits.
 - Accruing two Honest Effort Forfeits (HEF).
 - Receiving less than a 3.0 sportsmanship rating average.
 - Failing to complete the Intramural Captain's Test by the deadline set.
- Post-season tournament schedules will be posted the last week of the regular season.
- Teams receiving two Honest Effort Forfeits (HEF), two Defaults or failing to complete the Intramural's Captain's Test by the set deadline will be allowed to but their way into the post-season tournament for an additional \$20.