

(Revised 9/30/2007)

Each collegiate division player must present a valid University ID before each contest to be eligible to participate. No Exceptions! Open division players must present a valid government-issued ID prior to each contest.

All participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician or the Student Infirmary before participating.

Officials who are in absolute control of the game will do the officiating. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

This is a rule Addendum to the NIRSA Flag Football Rules. All rule changes are highlighted. The NIRSA Flag Football Rules will govern play for any rules not mentioned in the following intramural rules. NIRSA Rules are referred to in parenthesis as (1-1-1) being rule 1, section 1, article 1.

All current Florida Gulf Coast University Flag Football rules will be in effect with the following modifications:

- Game balls will be available at the playing site.
- Teams will consist of 6 playing members.
- **Game time is forfeit time!** A minimum of 5 players must be on site, signed in, and ready to play to avoid a forfeit. Teams should check in with Intramural Staff Assistant a minimum of 15 minutes before their scheduled playing time.
- A coin flip will decide first team possession.
- Each team will receive 5 possessions to score as many points as possible. Teams will alternate possessions of the ball.
- Teams will begin each possession at the 30 yard line (unless changed by penalty) with a first down. Teams will receive an additional first down after crossing the 20 yard line.
- The 40 yard line serves as the offensive team's own goal line. If the offensive team is downed behind the 40 yard line, a safety is called, the defensive team receives 2 points and their possession of the ball begins at the 30 yard line.
- Interceptions may not be returned and will result in an immediate dead ball and two points awarded to the defense. The offensive team will lose possession and the defensive team will take over at the 30 yard line. This includes passes intercepted in the offensive team's own end zone.
- Four players must be on the line of scrimmage at the time of the snap.
- No time limit on games. Each team will receive 1 time-out per game and 1 time-out per overtime period (if necessary).

Florida Gulf Coast University

4-ON-4 Flag Football Rules

- Scoring: Touchdowns - 6 points, PAT from the 3 yard line - 1 point, PAT from the 10 yard line - 2 points, safety - 2 points.
- Mercy rule: If the point differential is too great to recover from after 4 possessions the game will be called due to the mercy rule. (example: team A is leading by leading by 11 or more points and team B has 1 possession remaining)
- Participants should be aware that there is a risk of injury in participation of intramural sports. Individuals participate in intramural sports at their own risk.

