



## UTSA INTRAMURAL SPORTS 4 on 4 FLAG FOOTBALL RULES

All games will be governed by the 2011-2012 NIRSA Flag & Touch Football Rules with some UTSA Intramural Sports modifications:

### **TEAM CAPTAINS:**

---

- Team captains are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules will be available for viewing via the web at [www.utsa.edu/recreation](http://www.utsa.edu/recreation) after 5:00 p.m. on the Friday after the captain's meeting.
- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- The team captain is responsible for the eligibility of the team's players.
- Only the team captain may address an official, on matters of rule interpretations or to obtain essential information.
- Team captains are responsible for their team and fans behavior before, during and after their game.
- Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (**Team captains, you will be charged for the missing items**).
- In the event of bad weather, call the sports hotline at **458-PLAY**.

### **ELIGIBILITY:**

---

- All UTSA students, faculty and staff are eligible to play intramural sports.
  - UTSA students must be enrolled in current semester (Example must be enrolled in the Fall to play Fall sports)
- Faculty/Staff with a current Campus Recreation membership are also eligible to play intramural sports.
- Alumni and outside visitors are not eligible to participate.
- Team may add players until the last game of the regular season.
- Players must play in at least 1 game during the regular season to be eligible for the playoffs.
- **NO ID NO PLAY!** All participants must present their UTSA Banner ID to the Intramural Staff on duty, in order to be eligible to play.

### **PLAYERS:**

---

- Players may play for only **one** team men's or women's team and one co-rec team.
- Switching from one team to another is not allowed (see DISCIPLINE section).
- Teams consist of 4 players. A minimum of 3 players is needed to start the game.
- Co-Rec teams consist of 4 players, 2 men and 2 women. A minimum of three is required to start the game. **Acceptable combinations of males and females included: 2M & 2W, 2M & 1W, 2W & 1M**
- Team rosters are frozen on the first round of the playoffs.

## **GAME TIME/DEFAULTS/FORFEITS:**

---

- **Game Time:** Teams must have the minimum required players checked in and ready to play at game time.
- **Defaults:** A team may default by calling the Assistant Director of Intramurals at **210-458-7566** by noon on the day of their game or for Sunday games by 5pm on Friday. Teams are allowed one default per season. A default is used when a team is unable to make their game. A default does not count against the team or interfere with their chances of making playoffs.
- **Forfeits:** A team not ready to play at game time shall be penalized in the following manner.
  - For every minute the team is late to start, the opposing team receives 2 points.
  - **At 5 minutes after game time – the game is forfeited, 10-0, to the team ready to play.**
  - The forfeiting team will receive a “D” Sportsmanship rating for the game.

## **LEAGUE FORMAT:**

---

- Leagues will consist of a 3 week of round robin + single elimination playoffs.
- Games in the regular season canceled due to weather or university closing, will NOT be rescheduled. Teams affected by the cancellation will receive wins and an “A” in sportsmanship.
- Games in the playoffs that are postponed due to weather or university closing will be rescheduled. Most cases games will be made up the next day (or if Thursday games are canceled on Sunday).
- **Eligibility for advancing to the play-offs:**
  - Minimum “B” Sportsmanship rating (3.0 or higher)
  - A .500 record or better
  - NO forfeits
  - 1 Default only
- Any team that receives “C” or worse sportsmanship rating during the play-offs **will not** advance to the next round. Teams must receive a “B” or higher per game in order to advance.

## **EQUIPMENT:**

---

- Intramural Sports will furnish game balls. However, both teams may agree to use their own ball, as long as it meets regulations. (Co Rec and Women have the option of using a junior size football)
- Flag belts are provided by Intramural Sports. The proper way to wear the flag belt is with one flag on each side and one in the center of the back. **NO TYING KNOTS – automatic ejection.**
- All participants must wear the proper athletic attire to participate. This includes:
  - Closed-toed athletic shoes. Metal spikes and screw in cleats are not allowed.
  - Shorts or warm-ups without: an exposed drawstring, pockets or belt loops.
  - A shirt/jersey that is long enough to remain tucked in or is 4” above the flag belt. Shirts may not have pockets, exposed drawstrings, holes, and untucked hoods.
  - All shirts **must** have sleeves. No cut offs.
  - Players may not wear compression shorts or boxers.
- Participants **may not wear jewelry**. Participants **may not** cover up jewelry with tape, band-aids or other such items.
- Players may wear soft, pliable pads or braces on the leg, knee and/or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Elbow pads are not permitted.

- Tape or bandages on the hand, wrist, forearm, or elbow are prohibited except to protect an injury. This must be approved by the Intramural Supervisor before the game begins. Under no circumstances will a player wearing a cast or splint be permitted to play.
- Participants **may not wear** hats, caps or bandanas.
- Cast or splints (hard or soft) **are not permitted**.
- Team members must wear like colored shirts/jerseys with numbers. Participants must wear T-shirts while participating. Intramural Sports has pennies for teams without like colored shirts/jerseys. Participants must wear a shirt with sleeves underneath the intramural sports pennies.

## **DEFINITIONS:**

- **Bat.** A bat is intentionally slapping or striking the ball with the hand or arm.
- **Flag Belt Removal:** When the flag belt is clearly taken from the ball carrier (flag belt is detached), the ball is declared dead. The player who removes the flag belt should immediately hold the belt above his/her head to assist the officials. If a flag belt inadvertently falls to the ground, a one-hand touch between the shoulders and knees constitutes capture. A runner is also down if any part of that runner touches the ground other than the feet, hands, or the ball while in the hand of the runner.
- **Muff.** A muff is an unsuccessful attempt to catch a kick in flight, the ball being touched in the attempt.
- **Neutral Zone.** The neutral zone is from the forward point of the football one yard to the Team "B" scrimmage line and extended to each sideline. It is established when the ball is marked ready to play.
- **Scrimmage Line:**
  - Offensive scrimmage line - the yard line and its vertical plane which passes through the forward point of the ball.
  - Defensive scrimmage line - the yard line and its vertical plane which passes one yard from the point of the ball nearest its own goal line.
  - Minimum line players - The offensive team must have at least 1 player on the offensive line of scrimmage at the snap. The remaining players must either be on their scrimmage line or behind their backfield line.
- **Penalties:**
  - Penalty Accepted - the down shall remain the same unless otherwise specified by the rules regarding change of team possession, penalty enforcement, or the ball is left beyond the zone line to gain.
  - Penalty Declined - the number of the next down shall be whatever it would have been if that foul had not occurred.

## **PERIODS, TIME FACTORS AND SUBSTITUTIONS:**

- All games will consist of two (2) 15 minute halves with a running clock. The clock will stop during the last minute of the 2nd half. There will be a One-minute Warning.
- **Grace Period: 5 minutes after game time – the game is forfeited, 10-0, to the team ready to play.**
- A team must have a minimum number of players to start a game.
- The winner of the coin toss shall have the option starting on offense or defense, defending a goal, or deferring the options until the second half. The remaining options shall be given to the opposing captain.
- **Play Starts:** At the beginning of each half & after point-after attempts with the ball placed on the offensive team's 10-yard line.
- **Timeouts:** Each team is permitted 1 time-out per half. Each team is permitted one time-out for any and all overtime periods.
- **Overtime:** If the score remains tied at the end of regulation play (during the playoffs only), an overtime period will be played. Each team will attempt to score by passing from the 3-yard line for one point or from the 10-yard line for 2 points. If the defense intercepts

a pass or fumble, the attempt is over. Possession at the beginning of the overtime period shall be determined by a coin toss.

- **Delay of Game:** After a ball is declared ready for play, the offensive team has twenty-five (25) seconds to put the ball in play. **Penalty: Delay of game, 3 yards.** The official may order the clock to be stopped/started when, in his/her opinion, either team is trying to conserve or consume playing time using tactics in his/her judgment to be unfair.
- **Substitutions:** Substitutions are allowed at any time that the ball is dead, but games must not be delayed by them. Each substitute shall be in uniform and ready for play with flags in position.
- Substitutions used with the obvious attempt to confuse or deceive the opposing team will result in an unsportsmanlike conduct penalty. Substitutions in Co-Rec play must be male-for-male and female-for-female.
- A half may be extended by an untimed down when, during the last timed down, there was a foul by any team and the penalty is accepted, there was a double foul, there was an inadvertent whistle or there was a touchdown scored.

### **BALL IN, DEAD BALL, OUT OF BOUNDS:**

- **Delay of Game:** The offense must snap the ball within 25 seconds after the referee declared the ball ready to play (sounding whistle and dropping hand).
- **Ball declared dead:**
  - When a forward pass strikes the ground or is caught simultaneously by opposing players.
  - When a backward pass or fumble by a player strikes the ground.
  - When a runner has a flag belt removed legally by a defensive player.
  - 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.
  - When a snap hits the ground.
  - When the passer is de-flagged before releasing the ball.
- **Fumbles:** A fumble or backward pass is dead at the point it hits the ground. The ball goes to the team that last had possession. Just touching the ball is not sufficient for legal possession. A fumble by the offense into the opposing team's end zone will result in a touchback.
- **Out-of-Bounds:** A ball in player possession is out-of-bounds when either the ball or any part of the runner touches the ground or anything else, except a player or game official, which is on or outside a boundary line. If the runner in-bounds bumps into or is touched by player or an official on the sidelines out-of-bounds, the ball is still in play.

### **SERIES OF DOWNS AND LINE TO GAIN:**

- **Series of Downs:** A team in possession of the ball shall have three (3) consecutive downs to advance to the next zone. No 4<sup>th</sup> Downs. No Punts.
- **Zone Line to Gain:** 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 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.

### **SNAPPING, HANDING AND PASSING THE BALL:**

- **Center:** The ball must be snapped backwards and off the ground. The ball need not be snapped between the center's legs, but the center cannot have his/her feet over the scrimmage line. In a legal snap, the movement must be a quick and continuous motion of the hand or hands backwards. Once the ball leaves the ground, the defense may rush.
- **Quarterback:** The player who receives the snap must be at least two (2) yards behind the offensive scrimmage line.

- **Line of Scrimmage:** The offensive team must have a minimum of one (1) player on their line of scrimmage at the snap.
- **Offensive Player in Motion:** One offensive player may be in motion, but not in motion toward the opponent's goal line. Such a player must be behind the line of scrimmage when the ball is snapped. A player in motion is not counted as a player on the scrimmage line. Only one offensive player may be in motion at a given time. *Penalty: Illegal motion, 3 yards from the previous spot.*
- A Team A runner cannot advance the ball through team A's scrimmage line (first ball spotter-orange). *Penalty: Illegal Procedure, 3 yards from the previous spot.* There are no restrictions after a change of possession or once a legal forward pass has been caught beyond team A's scrimmage line.
- **Legal Forward Pass.** There must be a legal forward pass each down. The receiver must catch the ball beyond team A's scrimmage line. Team A has 7 seconds to release the ball on a forward pass. If not, it is a loss of down and the ball is next snapped at the previous spot. The referee will sound his/her whistle at 7 seconds of the passer has possession of the football.
- **Fumbles:**
  - A backward pass or fumble which touches the ground between the goal lines is dead immediately at the spot where the ball hits the ground and belongs to the team last in possession unless lost on downs.
  - A backward pass or fumble going out of bounds between the goal lines remains in possession of the fumbling team at the out of bounds spot. If out of bounds behind the goal line, it is a touchback or safety.
- **Encroachment:** After the snapper has made his/her final adjustment of the ball, it is encroachment for any player to break the plane of his/her scrimmage line (Exception: the snapper/center has the right to be over the ball.) *Penalty: Encroachment, 3 yards from the previous spot.*
- Defensive players will **not** be allowed to rush the quarterback (rush beyond the orange ball spotter) before the ball is thrown. Once a legal forward pass by the offense is thrown the defense may pursue the receiver anywhere on the field. *Penalty: Illegal Rush (Off-sides), 3 yards.*
- Offensive players are responsible for retrieving the ball after each scrimmage down. The snapper will bring the ball from the huddle to the scrimmage line (first ball spotter - orange). A towel may be used to help keep the ball dry and must be placed behind the deepest offensive player at the start of each play from scrimmage.
- **Illegal Motion:** All offensive players must be motionless for one second preceding the snap, except for a (one) player moving parallel to or away from the scrimmage line. *Penalty: Illegal motion, 3 yards from the previous spot.*
- **Illegal Shift:** An offensive player that shifts (other than going legally in motion) must stop for one full second before the snap. *Penalty: Illegal shift, 3 yards from the previous spot.*
- A player may hand the ball forward or backward at any time.
- **Forward Pass:** All players are eligible to touch or catch a pass. During a scrimmage down and before team possession has changed, a forward pass may be thrown provided the passer's feet are behind the offensive scrimmage line when the ball leaves the passer's hand. Only one (1) forward pass can be thrown per down.
- A forward pass is completed when caught by a member of the passing team in bounds. A forward pass is intercepted when caught by a member of the opposing team in bounds. It 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 in bounds.
- A forward pass is illegal:
  - If the passer's foot is beyond Team A's scrimmage line (orange ball spotter) when the ball leaves his/her hand.
  - If thrown after team possession has changed during the down.
  - If intentionally grounded to save a loss of yardage.

- If a passer catches his/her untouched forward pass.
- If it is the second forward pass during a down.
- **Penalty: Illegal forward pass, 3 yards from the spot, loss of down, if prior to change of possession.**
- After the ball is snapped, and until it has been touched, there shall be no offensive pass interference beyond the offensive scrimmage line when the legal forward pass crosses the offensive scrimmage.
- After a legal forward pass is released by the passer and until it is touched, there shall be no defensive pass interference beyond Team A's scrimmage line while the ball is in flight which crosses the Team A scrimmage line. **Penalty: 5 yards from the previous spot and automatic first down.**
- **Simultaneous Catch:** If a forward pass is caught simultaneously by members of opposing teams, the ball becomes dead and belongs to the team that snapped the ball at the spot of the catch.
- **CO-REC ONLY:** If a male passer completes a forward pass to a male receiver, the next forward pass completion must involve either a female passer or a female receiver for positive yards. Any foul, whether accepted or declined, shall have no effect on whether the next forward pass completion is "open" or "closed."

### **SCORING PLAYS:**

- **Touchdown Values:** All touchdowns are six (6) points. (Exception: Co-Rec play - female scores or passes for a touchdown = 9 points). The player scoring the touchdown must raise his/her arms so the nearest official can de-flag the player. If the official determines that the flag belt has been secured illegally, the touchdown is disallowed. The player is disqualified and a penalty will result.
- **Try for 1, 2, or 3:** An opportunity to score one (1) point from the 3-yard line, two (2) points from the 10-yard line, or three (3) points from the 20-yard line by running or passing only shall be granted the team scoring a touchdown. Once the offensive captain has declared his/her choice (try for 1, 2, or 3), he may change the decision only when a charged timeout for either team is taken. A team's choice cannot be changed if a penalty should occur. If the defensive team intercepts a pass or fumble during the try the ball is declared dead.
- **Safety:** A safety results when 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. A safety results in two (2) points for the defensive team.

### **CONDUCT OF PLAYERS AND OTHERS/UNFAIR ACTS:**

- **Non-contact Player Acts:** No player shall commit non-contact acts during a period or intermission. Examples include, but are not limited to:
  - Refusal to comply or abide by the request or decision of an official.
  - Using words similar to an offensive audible and quarterback cadence prior to the snap in an attempt to interfere with Team A's signals or movements.
  - Intentionally kicking at the ball, other than during a legal punt.
  - Leaving the field between downs to gain an advantage unless replaced or with permission of the Referee.
  - Intentionally kicking at any opposing player (DQ).
  - Intentionally swinging an arm, hand or fist at any opposing player (DQ).
  - Participate while wearing illegal player equipment.
- **Penalty: Unsportsmanlike Conduct, 5 yards (S27). If flagrant in 1A, 1B, 1C and 1D, the offender shall be disqualified (S47). In Article 1E and 1F the offender will be disqualified.**
- **Dead Ball Player Fouls.** When the ball becomes dead in possession of a player, he/she shall not:
  - Intentionally kick the ball.
  - Spike the ball into the ground.

- Throw the ball high into the air.
- **Penalty: Unsportsmanlike conduct, 5 yards (S27), and if flagrant, the offender shall be disqualified (S47).**
- **Prohibited Acts.** There shall be no unsportsmanlike conduct by players, substitutes, coaches, or others. Examples include, but are not limited to:
  - Attempting to influence a decision by an official.
  - Disrespectfully addressing an official.
  - Indicating objections to an official's decision.
  - Holding an unauthorized conference, or being on the field illegally.
  - Using profanity, taunting, insulting or vulgar language or gestures.
  - Intentionally contacting a game official physically during the game by persons subject to the rules (DQ).
  - Fighting an opponent (DQ).
  - Leaving the team area and entering the playing field during a fight (DQ).
- **Penalty: Unsportsmanlike Conduct, 5 yards (S27), and if flagrant, the offender shall be disqualified (S47). In Article 3F, 3G and 3H the offender will be disqualified.**
- **Second Unsportsmanlike Foul.** The second unsportsmanlike foul by the same player or non-player results in disqualification.
- **Player Ejection:** If a player is ejected from a game due to unsportsmanlike conduct, he/she must leave the field area. The field area is defined as "out of sight, out of sound." If the ejected player refuses to leave after a reasonable amount of time, the Referee will inform the captain/coach that the game will be forfeited.
- **Unsportsmanlike Foul.** The fourth unsportsmanlike foul by the same team results in their forfeiture of the game.
- **Refusal to Play or Halving the Distance.** If a team refuses to play within two minutes after being ordered by the Referee, or if a team repeatedly commits fouls which can be penalized only by halving the distance to its goal line, the Referee may enforce any penalty he/she considers equitable, including the awarding of a score. For refusal to play, or for repeated fouls, the Referee shall, after one warning, forfeit the game to the opponents.
- **Unfair Acts.** No player, substitute, coach or others subject to the Rules shall use disconcerting words or phrases or commit any act not in accordance with the spirit of fair play for the purposes of confusing the opponent. **Penalty: Unfair Act, Live Ball Foul, 5 yards (S38).**
- **Player Restrictions.** No player shall commit a personal foul during a period or an intermission. Any act prohibited here under or any other act of unnecessary roughness is a personal foul. No player shall:
  - Punch, strike, strip, steal or attempt to steal the ball from a player in possession (S38).
  - Trip an opponent (S46).
  - Contact an opponent who is on the ground (S38).
  - Throw the runner to the ground (S38).
  - Hurdle any other player (S38).
  - Contact an opponent either before or after the ball is declared dead (S38).
  - Make contact of any nature with an opponent who is deemed unnecessary including using fists, locked hands, elbows or any part of the forearm or hand, except according to Rule (S38).
  - Deliberately drive or run into a defensive player (S38).
  - Clip an opponent (S39).
  - Position himself/herself on the shoulders or body of a teammate or opponent to gain an advantage (S38).
  - Tackle the runner by grasping or encircling with the hand(s) or arm(s) and taking the opponent toward the ground as in tackle football (S38 and S47). (DQ)
- **Penalty: 5 yards, and if flagrant, the offender will be disqualified (S47). In Article 1 K the offender will be disqualified.**

- **Offensive Screen Blocking:** Screen blocking is permitted and shall take place without contact. The screen blocker shall have his/her hands and arms at his/her side or behind his/her back. Any use of the hands, arms, legs, elbows, or body to initiate contact by an offensive player is illegal. A player must be on his/her feet before, during, and after screen blocking. **Penalty: Personal Foul, 5 yards.**
- Defensive players must go around the offensive player's screen block. The arms and hands may not be used as a wedge to contact the opponent.
- Defensive players will **not** be allowed to rush the quarterback (rush beyond the orange ball spotter) before the ball is thrown. Once a legal forward pass by the offense is thrown the defense may pursue the receiver anywhere on the field. **Penalty: Illegal Rush (Offside), 3 yards.**
- **Player Restrictions:**
  - No player shall make contact with an opponent which is deemed unnecessary.
  - There shall be no clipping or tripping.
  - There shall be no bumping the receiver. The defensive player must play the ball and shall not interfere with a receiver. However, defensive and offensive players are equally entitled to a passed ball.
  - Pulling or removing the flag belt from an offensive player as the ball is snapped or before a pass reception with the obvious intent of confusing the offensive player as an eligible pass receiver or ball carrier is illegal.
  - A defensive player may not bump or push a runner out of bounds.
  - Offensive charging is not permitted. The ball carrier may not run through a defensive player and must attempt to evade the defensive player. The runner is allowed to spin in order to avoid being deflagged as long as he/she does not charge during the spin.
  - The ball carrier shall not guard his/her flags by blocking with hands or the ball, thereby denying an opponent the opportunity to pull or remove the flag belt. **Penalty: Flag guarding, 5 yards from the spot of the foul.**
  - Stiff arming by the ball carrier is illegal. Holding or swinging the arm near the flag to ward off attempts to seize the flag is illegal and results in flag guarding.
  - Defensive players may not steal or strip the ball from an offensive player once he/she has control.
  - The flag belt is to be fastened around the waist by use of the end clip. Any tampering to secure the flags so as to make them more difficult to pull is illegal and will result in ejection from the game. **Penalty: Unsportsmanlike conduct, 5 yards from the previous spot, loss of down, and player disqualification.**
  - Players, coaches, and spectators are to position themselves within the spectator's box on their team's respective sideline.
- **Pass Interference:** Once a pass is in the air, the ball belongs to anyone who can get it. Any contact which occurs between two or more players making a legal attempt to catch or bat the pass is considered incidental. Screening a player's eyes or waving the hands or arms in his/her face to distract a receiver is considered interference.
- **Roughing the Passer:** Defensive players must make a definite effort to avoid charging into a passer after the ball has been thrown. No defensive player shall contact the passer.
- **Personal Fouls:** There shall be no personal fouls committed by players', substitutes, or coaches. Personal fouls include: Using fist, foot, knee, or leg to contact an opponent; tackling the ball player (disqualification); illegal contact; unnecessary roughness, hurdling, roughing the passer (when the defender contacts any part of the passer during his/her motion or follow through).

#### **ENFORCEMENT OF PENALTIES:**

- Penalty Enforcement at the basic spot:
  - Pass play or during the protected scrimmage kick (before possession is gained)
    - basic enforcement spot is the scrimmage line (where ball was snapped).

- On all running plays - basic enforcement spot is the end of the run.
- All fouls are marked from the basic enforcement spot (Exception: An offensive foul behind the basic enforcement spot which becomes a spot foul.)
- The only exception to the above regulations is Roughing the Passer; this penalty will be added on to the end result of the play.

## **SUMMARY OF 4V4 FLAG FOOTBALL PENALTIES:**

### **Loss of 3 Yards:**

- Required Equipment Worn Illegally
- Delay of Game (Dead Ball Foul)
- Illegally Consuming or Conserving Time
- Substitution Rules Infraction
- Encroachment (Dead Ball Foul)
- False start (Dead Ball Foul)
- Illegal Snap (Dead Ball Foul)
- Infractions of Scrimmage Formation
- Player Out-of-Bounds When the Ball is Snapped
- Illegal Motion
- Player receiving the snap within 2 yards of scrimmage line
- Illegal Shift
- Advancing ball through the neutral zone.
- Intentionally throwing backward pass or fumble out of bounds (Loss of Down, if by Team A)
- Illegal Forward Pass (Loss of Down, if by Team A)
- Intentional Grounding (Loss of Down)
- Illegal Forward Pass – 2 Consecutive Male to Male
- Completions (Loss of Down) **(Co-Rec Only)**
- Helping the Runner by Teammates

### **Loss of 5 Yards:**

- Illegal Player Equipment
- Two or More Consecutive Encroachments During the Same Interval Between Scrimmage downs.
- Offensive Pass Interference (Loss of Down)
- Defensive Pass Interference (Automatic 1st Down)
- Illegally Secured Flag Belt on a Touchdown (Loss of Down if by the Offence) (Automatic First Down if by the Defense)
- Unsportsmanlike Player Conduct (Disqualification if Flagrant)
- Spiking, Kicking, or Throwing the Ball During Dead
- Ball (Disqualification if Flagrant)
- Unsportsmanlike Conduct by Coaches, Substitutes, or Others (Disqualification if Flagrant)
- Strip of Attempt to Strip the Ball
- Contact with Opponent on the Ground
- Throw a Runner to the Ground
- Hurdle Any Player
- Contact Before or After the Ball is Dead
- Unnecessary Contact of any Nature
- Drive or Run into a Player
- Tackle the Runner (Disqualification if Flagrant)
- Roughing the Passer (Automatic First Down)
- Illegal Offensive Screen Blocking
- Interlocked Interference
- Defensive Use of Hands
- Guarding the Flag Belt
- Stiff Arm
- Obstructing of Holding the Runner

- Batting a Free Ball
- Illegal Participation
- Illegal Substitute/Replaced Player
- Pretended, Unfair Substitution
- Illegal flag Belt Removal
- Intentionally Contacting an Official (Player Disqualification)
- **Disqualification Penalties Association with 5 Yard Penalties**
- Flagrant Personal Fouls
- Intentionally Tampering With Flag Belt – Offense (Loss of Down)
- Intentionally Tampering With Flag Belt – Defense (Automatic First Down)

### **SPORTSMANSHIP:**

- The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after the each game. Participating in Intramural Sports is **NOT** a right it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game.
- The fourth unsportsmanlike foul by the same team results in forfeiture of the game.
- Any player that is ejected for any reason must come in to speak to the Assistant Director of Intramural Sports before their next game. That player is **not** eligible to play until doing so.  
***Minimum 1 game suspension!***

### **SPORTSMANSHIP RATING SYSTEM**

- The fourth unsportsmanlike foul by the same team results in forfeiture of the game.
- UTSA Campus Recreation Department's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events.
  - **“A” - Good Conduct and Sportsmanship**  
Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.
  - **“B” - Average Conduct and Sportsmanship**  
Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.
  - **“C” - Below Average Conduct and Sportsmanship**  
Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.
  - **“D” - Poor Conduct and Sportsmanship**  
Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.
  - **“F” - Unacceptable Conduct and Sportsmanship**  
Team/fans are completely uncooperative. Team Captain has no control over team, fans, and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties, or cause a game to be forfeited shall receive an “F”. Any

- team that does not have the required number of players present at the scheduled game time will receive an "F".
- Incidents, which violate the Code of Student Conduct, will be referred to UTSA Judicial Affairs for investigation. Incidents with Faculty or Staff will be referred to UTSA Human Resources.

## **DISCIPLINE**

- The team captain of a team that receives a "D" or "F" rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.
- If a player is ejected from the game for any reason:
  - Ejected Player consequences:**
    - Team will be automatically deducted two (2) sportsmanship letter grades.
    - Ejected player must leave playing area (out of sight and sound).
    - Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Andrew Chadick, or have been officially reinstated.
    - Must contact Andrew Chadick, Assistant Director of Intramurals, to set up a meeting to determine what action should be taken.
    - It is the responsibility of the ejected player to schedule the reinstatement meeting.
    - Ejected player is ineligible until meeting has taken place.
    - Ejected player will face a *minimum* one (1) game suspension from all Intramural activities.
    - If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
    - If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.
    - If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
    - The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.
  - If a player is found to have played on two teams:
    - Consequences for Playing on Two (2) Teams:**
      - Player will be permitted to play on the first team he/she signed in and played for.
      - Both teams will be notified of the player violation.
      - The second team the player participated with will be deducted one (1) sportsmanship letter grade.
      - Player will receive a *minimum* of one (1) game suspension.
  - In case of an illegal player found participating on a team:
    - Illegal Player Consequences**
      - Team in violation will receive a loss, and opposing team will receive an automatic win.
      - Team in violation will also receive an automatic C sportsmanship rating.
      - Second offense will result in the team being eliminated from the league.
      - Both teams will be notified of illegal player violation.
      - Illegal player is not permitted to play any Intramural sports or activities.
      - An Illegal player consists of a person who is not currently enrolled at UTSA with a minimum of one (1) credit hour.

**Faculty/Staff:**

- Must have a Campus Recreation membership in order to participate in Intramural Sports.
- Faculty/Staff must also present their UTSA ID at each game.
- Teams found in violation will be deducted one sportsmanship letter grade per violation

**PROTEST:**

---

- A team captain may only protest eligibility before the game begins or at the time the person whose eligibility is in question enters the game.
- The team may only protest a rule interpretation or eligibility and NOT a judgment call. A timeout must be utilized in order to protest. If the protest is upheld the time-out is not charged to the team.
- A protest must be filed with the Intramural Sports Supervisor on duty before the ball has been snapped for the next play. Once the ball has been snapped, teams can no longer protest the previous play.
- If the protest cannot be decided, that game will continue under protest and will be decided by the Assistant Director of Intramural Sports the next working day.
- All protests during the playoffs will be decided by the Intramural Supervisor/Coordinators on duty.