

Flag Football Rules and Regulations

Eligibility

Below are the guidelines that participants must follow in order to be eligible to enroll or play in UREC intramurals.

1. Undergraduates/Graduate Students

All undergraduate students enrolled in 7 or more hours (6 or more hours for graduate students) at JMU are eligible for intramural competition.

***Note: Undergraduate students enrolled in 1 to 6 hours (1 to 5 hours for graduate students) will be required to pay a recreation fee in order to participate in the program.**

2. Faculty and Staff

All full-time faculty and staff at JMU are eligible for intramural competition. Spouses of full-time faculty and staff are required to obtain a URAC card to participate in the program.

***Note: All part-time faculty/staff can participate in the program; however, their spouses cannot participate.**

3. Alumni

All alumni are ineligible to participate without a proper membership to UREC.

4. Professional Athletes

Students ineligible for varsity competition due to professional rank are prohibited from competition in the intramural sport(s). Those participants with professional rank will be ineligible for five (5) years from the date professional career ended. (This does not include try-outs and cuts from a professional team).

5. Varsity Letter Person

A person who has received a varsity award at any university (4 year college or junior college) within the last academic year is ineligible to compete in the lettered sport or a related sport. They will be allowed to compete one full year after their final varsity season. However, teams may only carry one former varsity player on their roster

6. Student Athletes

Any person whose name appears on a varsity, junior varsity, or freshman roster will be ineligible in that intramural sport during that academic year. This includes all players who are "red shirt" in any sport or anyone who practices with a team regularly but does not participate in intercollegiate competition.

7. Sport Club Members

Sport club members are defined as individuals who meet any **one** of the following criteria:

- Name appears on sport club team roster during the academic year.
- Signed a participation waiver **and** is actively participating in club functions.
- Actively participating with the club during their season.

***Note: Teams are restricted to two Sports club members in their related intramural activity. Sport Club members can only compete in Level 2 and Level 3 activities (Level 1 is prohibited).**

***Note: All Eligibility requirements can be located in the [Intramural Handbook](#).**

Valid JACards are required for participation. “No JACard, NO play”

Assumption of Risk

Individuals are highly encouraged to have a physical examination and obtain adequate health and accident insurance *prior to participation* in UREC activities. Individuals that choose to participate in UREC activities do so at their own risk. James Madison University does not provide insurance and is not responsible for any injury that may occur to individuals participating in any UREC activity. Participation is voluntary. Student Health and Accident Insurance information may be obtained at the University Health Center.

UREC strongly discourages the use of alcohol and/or drugs by participants prior to any recreational activity. The use of alcohol and/or drugs by participants during any recreational activity is prohibited. In addition, ***food, beverages, and tobacco products (dip, chew, cigarettes, etc) are not allowed*** at any intramural activity site. The following rules apply to all participants of University Recreation sponsored programs:

Smoking, drinking, or using smokeless tobacco products at an intramural site will result in removal from facility site and sound.

Leaving the bench area and/or consuming an alcoholic beverage will result in an immediate ejection from the game.

Games may be forfeited if, **IN THE JUDGMENT OF THE INTRAMURAL SITE MANAGER ON DUTY**, the participant’s unsportsmanlike conduct is due to the use of alcoholic substances either before or during the activity.

Facilities

1. Games will be played on both UREC Lower Turf and UREC Upper Turf.
2. The field will be 100 yards long by 40 yards wide, including two 10 yard end zones.
3. The field will be divided into 20 yard intervals from goal line to goal line.
4. Extra points will be at the 3, 10 and 20 yard marks.

Game Time and Timing Regulations

1. Playing time shall be 40 minutes in duration, divided into two halves of 20 minutes each with a 3 minute half time.
2. Games will begin with a coin toss. The home captain will make the call.

3. The winner of the toss shall have the option to begin with possession of the 14 yard line or defer until the second half.
4. The team losing the toss shall have the choice of options at the start of the 2nd half, unless the team winning the toss deferred their option until the second half.
5. The clock will run continually throughout the entire game except for an official or charged time-outs until the final 2 minutes of the second half.
6. During the last 2 minutes of the second half, the clock will stop under all situations laid out in the NIRSA rules book (similar to high school rules).
7. During the final 2 minutes of the second half the clock will stop for a:
 - Incomplete legal or illegal forward pass – clock starts on the snap.
 - Out-of-bounds – clock starts on the snap.
 - Safety – clock starts on the snap.
 - Team time-out – clock starts on the snap.
 - First down – dependent on the previous play.
 - Touchdown – clock starts on the snap. **The clock does not run during an extra point attempt.**
 - Penalty and administration – dependent on previous play. (Except delay of game – clock starts on snap)
 - Referee's time-out – starts at his/her discretion.
 - Team A is awarded a new series – dependent on previous play.
 - Team B is awarded a new series – starts on the snap.
 - Inadvertent whistle – starts on the ready
8. **OVERTIME will ONLY be played in the PLAYOFFS.**
9. Overtime will begin with a coin toss. The visiting team will call the toss.
10. The winner of the coin toss will choose either offense or defense. Both teams will have a chance to score and will be going towards the same goal.
11. Teams will alternate choices if additional overtime periods are played.
12. Each team will be given a series of downs from the same 10 yard line.
13. If the first team scores a touchdown, the second team still receives a series of downs to try and score.
14. If the defense intercepts the ball and returns it for a touchdown, they will win the game. If it is not returned for a score, the ball will be placed at the 10 yard line.

15. Extra points will be attempted and scored as previously stated. If the defense intercepts a pass or fumble during the try and returns it for a touchdown, they score two points. Each team is entitled to only one time-out per overtime (no carry-over).
16. MERCY RULE: If a team is 19 or more points ahead when the referee announces the 2 minute warning for the second half, the game shall be over. The same rule applies if a team scores inside 2 minutes with this differential.
17. **Each team will be permitted 2 time-outs per half**, these time-outs shall be 1 minute in length (or less if both teams are ready to play) and 1st half time-outs do not carry over to the 2nd half.
18. The referee may start or stop the game clock whenever, in their judgment, either team is trying to conserve or consume playing time by using illegal or unfair tactics.

The Team

1. Seven (7) players constitute a men's or women's team. A team may play with 5 (i.e., team must start if 5 players are present). If fewer than 5 players are present, the game will be declared a forfeit.
2. A player's name must appear on the scorecard before he/she may enter the game. A team may add players to the scorecard anytime during the game.
3. **Valid JAC Cards are required for participation.**
4. Players can enter and leave the game as many times as they want to, but substitutions must be made during a dead ball.

Player Equipment

1. **Jewelry or hard hair control devices will not be allowed.** This includes but is not limited to necklaces, earrings, newly pierced earrings, facial piercing, rings, bracelets & watches. Individuals will not be allowed to tape over any jewelry item. If you cannot remove the item you cannot play.
2. **Belt loops, pockets, exposed drawstrings, or untucked hoods on sweat tops are illegal.**
3. The use of headgear, all jewelry (medical bracelets are okay but must be taped to the body), shoulder pads, body pads or any unyielding or dangerous equipment is prohibited. Players may wear a knit or stocking cap and use soft, pliable gloves if they desire. No baseball style caps or bandannas of any kind may be worn at anytime.
4. Shoes must be soft-soled soccer/football type cleats or cross-country, tennis or astroturf shoes. Cleats must be made of nonabrasive rubber or rubber-type synthetic material, which does not chip or develop a cutting edge.

5. Tape or bandage on the hand, wrist, forearm, or any other part of the body is prohibited except to protect an injury. Under no circumstances will a player wearing a cast or splint be allowed to play. Braces with exposed metal parts must be covered.
6. Each team must wear the same type of jersey or shirt. If not, jerseys will be provided (a separate coin toss will be held if neither team volunteers to wear the intramural jerseys). The jersey must be tucked in at all times or be at least 4 inches above the belt.
7. The flag belt must be free of all knots.
8. A current valid JAC/RAC ID must be presented to the official at game time.

Rules Section

Scoring

1. Touchdown – 6 points
2. Try for points – 1 point from 3 yards, 2 points from 10 yards. 3 points from 20 yards. 2 points when the defense returns the try for a touchdown.
3. Safety – 2 points
4. Touchdowns will be verified by the referee deflagging the player. If the flag does not come off, and the official determines the flag belt has been illegally secured, the touchdown is disallowed. The player is disqualified and it is a personal foul. Penalty – 10 yards from the previous spot and loss of down.

Before the Snap Rules

1. No offensive player shall make a false start. A false start includes simulating a charge or start of a play.
2. Following the ready-for-play, it is encroachment for any player to break the plane of the scrimmage line, except for the snapper's right to be over the ball.
3. After the ready-for-play whistle, it is illegal to consume more than 25 seconds before putting the ball in play.
4. All offensive players must be within 15 yards of the ball after the ready-for-play whistle.
5. The offense must have at least 4 players on the line before the ball is snapped.

Punting the Ball

1. Punts – The offensive team must have at least 4 players on their line of scrimmage at the time of the snap. Neither team may cross the scrimmage line until the ball is kicked. The defensive team may block the punt. The kicker must be at least 2 yards behind the line of scrimmage when receiving the snap. After receiving the snap, the kicker must kick the ball immediately and in continuous motion.
2. Opportunity to Catch – A player of the receiving team who is within the boundary lines and who is located so that they could have caught a punt which is beyond the neutral zone while such kick is in flight must be given an opportunity to catch the kick. The protection terminates when the kick is touched by any player of the receiving team or the ground.

Snapping

1. The player who receives the ball from the snapper must be at least 2 yards behind his/her scrimmage line. The snapper shall pass the ball back from its position on the ground with a quick and continuous motion of the hand(s).
2. The offensive team must have a minimum of 4 players on the line of scrimmage at the time of the snap.
3. The offensive team must come to a complete stop for 1 second before the ball is snapped. After this, only 1 person may be in motion at a time. This person may not be in motion toward the opponent's goal line at the time of the snap.
4. If on the snap, scrimmage kick or any other circumstance the ball is fumbled, it is immediately dead upon hitting the ground. No advancement can be made by either team. A fumble going out of bounds without hitting the ground remains in possession of the fumbling team at the spot where fumbled or wherever the ball went out of bounds. **NOTE: a team may not intentionally fumble the ball forward to gain yardage.**

Passing

1. All players are eligible to touch a forward pass after it is thrown. The passer may catch his/her own forward pass after it has touched another player. Only one legal forward pass may be thrown per down. **The offensive players, not the officials, are responsible for retrieving the ball after a down has ended. Officials are not responsible for retrieving the ball.**
2. A forward pass is a live ball thrown towards the opponent's goal line. A backward pass is a live ball thrown parallel or towards the passer's goal line. A backward pass hitting the ground is ruled the same as a fumble. The initial direction of the pass determines whether it is forward or backward.

3. **A catch is established when a player possesses the ball with one foot in bounds.**
4. If a forward pass or backward pass is caught simultaneously by members of opposing teams, the ball is dead and belongs to the offensive team.
5. It is illegal to attempt to steal a ball in any player's possession. Once a player has obtained possession of the ball, the opponent must play for the flag not the ball.
6. Defensive players may not contact the passer anytime during or after the play. Rushers may try to deflect the ball, but they may not contact the passer even if the ball is deflected. If the defender contacts the passer, it is roughing the passer.
7. After the ball is snapped and until it has been touched by a receiver beyond Team A's scrimmage line, offensive pass interference will be enforced. Penalty: 10 yards, loss of down.
8. After the pass is thrown, and until it has been touched beyond Team A's scrimmage line, defensive pass interference will be enforced. Penalty: 10 yards, automatic first down.

Deflagging

9. If a player is purposely deflagged before the ball is touched, it is pass interference.
10. Removal of the flag belt – When the flag is detached from the clip, the player is considered down. If the flag inadvertently falls to the ground, a one hand tag between the shoulders and knees constitutes down. The runner is also down if any part of his/her body touches the ground other than their feet or hands.
11. No players shall place the ball, hand, arm, or shoulder over the flag or flag belt to place the opponent at a disadvantage when attempting to deflag a runner.
12. The offense will receive a series of 4 downs to advance the ball to the next zone line to gain for a first down.

Screening, Rushing, and Contact

1. Contact that places either team at a disadvantage is illegal.
2. An offensive player may screen a defensive player by maintaining a position in their path. The offensive player in maintaining position may not move in such a manner as to initiate contact with the defensive player. Nor may the defensive player contact the offensive player with an extended arm, shoulder, hip or knee. The concept of screening and rushing is similar to blocking and charging in basketball in most but not all cases.
3. Down field screens are legal.

Co-Recreational Rules

1. Teams consist of 8 players (4 males and 4 females). If a team plays with 7 they may play with either 4 males or 4 females. 6 players (3 males and 3 females) must be present in order to start a game.
2. The regular, intermediate, youth or junior sized footballs may be used.
3. The offense must have at least 5 players on the line of scrimmage at the snap.
4. A male cannot advance the ball across the line of scrimmage unless the ball had already broken the line of scrimmage or if there was a change of possession.
5. If a male catches a forward pass from a female and runs across the line of scrimmage with the ball, it shall be an illegal forward pass from where the female passes it.
6. The mercy rule begins at the 2 minute warning of the second half if a team is winning by 25 points or more.
7. **If a female scores a touchdown, the point value is 9. If a female throws a legal forward pass during a play, and a touchdown is scored by anyone on her team during that play, the point value is 9.**

“Open and Closed” Plays

1. **During the offensive team’s possession there may not be 2 consecutive legal forward pass completions from male passer to a male receiver. This applies to point after attempts.**
2. If there is a male-to-male forward pass completion, the next legal forward pass must involve a female as either the passer or the catcher or both and the play must result in positive yardage.
3. **“Open”**- If a team is eligible to make a male-to-male forward pass during a down, that down is said to be “open”.
4. **“Closed”**-If a team has thrown a male-to-male forward pass, all of the downs during the series after that play are said to be “closed” until a legal forward pass involving a female “opens it back up”.
5. Whether or not penalties offset, or are declined or accepted have no effect on a down’s “open” or “closed” status.
6. When new series of downs are begun, the first play is always “open”.

Table 1. Co-Rec Play and Result

Play	Result
<p>During an open play, team A throws a male-to-male forward pass. The male receiver runs down the field, stops at the 1 yd. line and pitches the ball back to a female teammate who runs into the end zone.</p>	<p>The touchdown is worth 9 pts. since a female scored the touchdown.</p>
<p>During a closed play, team A throws a female-to-male forward pass five yards down the field. The male receiver then throws a backward pass behind the line of scrimmage to another male who runs across the line of scrimmage for an eventual 15 yd. gain.</p>	<p>The play is legal. The male can advance the ball across the line of scrimmage since it had already broken it before the backward pass was thrown. The next play will be “open” since a female was involved in the pass.</p>
<p>During a closed play, team A throws a male-to-male forward pass for ten yards as team B is called for holding.</p>	<p>Since team A threw an illegal forward pass on a closed play and team B committed holding, the penalties offset, the down will be replayed and it will still be a closed play.</p>
<p>During a closed play, team A lines up with only 4 players on the line of scrimmage. Team A then throws a legal forward pass from a male to a female for a gain of 7 yds.</p>	<p>If team B accepts the penalty, 5 yards will be marked off from the previous spot and the down will be replayed. However, the down will now be an open play because a female was involved in the pass and penalties have no effect on whether a play is open or closed.</p>

Summary of Penalties

Loss of 5 yards

1. Failure to wear required equipment
2. Delay of game
3. Unfair tactics
4. Substitution infraction
5. Putting the ball in play before whistle
players, fans
6. Punt infraction
runner
7. Illegal snap
8. Interlocked legs on scrimmage line
9. Interference with opponents' game ball
10. Defensive encroachment
11. False start
12. Failure to pause a full second following motion
13. Scrimmage formation infraction
14. Illegal motion – offensive player
15. Receiving snap within 2 yards of scrimmage line
16. Offensive player not within 15 yards of ball
- *17. Intentional fumble out of bounds
18. Helping the runner
- *19. Illegal forward pass (Loss of Down)

Loss of Yards Key

- * *Loss of down*
- ** *Automatic first down*
- *** *Player disqualification*

Loss of 10 yards

1. Quick Kick
 2. Kick catch interference
 3. Two or more consecutive encroachments
 4. Eligibility lost going out of bounds
 5. Unsportsmanlike conduct – coaches,
 6. Steal, strip or attempt to steal ball from
 7. Contact with opponent on ground
 8. Throwing runner to ground
 9. Diving for flag and contact made
 10. Hurdling
 11. Unnecessary contact
 12. Use of teammate to loft oneself
 - ***13. Tackling
 - **14. Roughing the passer
 15. Illegal offensive screening
 - **16. Defensive pass interference
 - *17. Offensive pass interference
 18. Illegal use of hands
 19. Guarding flag belt
 20. Stiff arm
 21. Obstruction of runner
 22. Illegally batting a free ball
 23. Illegal participation
 24. Illegal kicking
 - *25. Illegally secured flag belt – offense
 - **26. Illegally secured flag belt – defense
- NOTE: 25 and 26 *****

Sportsmanship

Philosophy

Sportsmanship is individuals or teams doing unto others as they would have others do unto them. Sportsmanship is individuals containing an understanding and appreciation of the rules developed for sport. Players enjoying the recreational experience and encouraging others to participate regardless of skill level will help enhance the integrity of the program. All participants will take responsibility for his/her own actions regardless of the repercussions, which involves not blaming others for mistakes made or making excuses for wrong doings. Sportsmanship is recognizing and acknowledging character and honor among team members and opponents while practicing such characteristics themselves. Participants will respect officials, supervisors, and opponents during, before, and after a contest. Finally, sportsmanship will portray an overall respect and passion for the sport and recreation.

Sportsmanship Mission

UREC and the Intramural Sports program are dedicated to promote and enforce positive sportsmanship among all JMU participants. Through each contest participants must portray fair play, respect for opponents, and intramural staff, as well as, graciousness in winning or losing. In order to encourage proper conduct during games, officials, supervisors, and administrative personnel will make decisions to warn, penalize and/or eject players, coaches, teams, and/or spectators for poor sportsmanship. The decisions made by these individuals are final and will be reviewed by the Coordinator of Intramural Sports. In the instance teams challenge their rating, only the captain will meet with the Coordinator of Intramural Sports to discuss the issue. **All captains are responsible for the conduct of their teams during an intramural contest.** The sportsmanship rating can be affected by actions occurring before or after a contest.

Sportsmanship Criteria and Ratings

Based on this philosophy the following system will be used to evaluate a team's sportsmanship during each contest in which they participate:

Teams will receive a rating each week that will create an average at the end of the season. Teams in **Level I** must have an average of 3.0 at the end of their fourth week to continue play. Teams in **Level II** and **Level III** must have an average of 3.0 to be eligible for playoffs.

Example:

Week 1: 3.0

Week 2: 3.0

Week 3: 2.5

Week 4: 3.0

Total 11.5

Average Conversion: $11.5 / 4 = 2.875$. This team would not be eligible for continued play or playoffs.

Superior Sportsmanship: (4.0 – 3.6 points) “Win with class – lose with dignity”

Participants cooperate fully with the officials and intramural site managers. They will respect all calls and decisions made by the intramural staff. During a confrontation, the team captain will have complete control of his/her team and will address the issue to the head official in a calm and respectable manner. Players will recognize good sportsmanship among their team and their opponent through verbal comments or polite

gestures. Captains will encourage full participation and does not segregate other members that will prohibit participation. Teams receive absolutely no warnings, ejections, yellow cards, unsportsmanlike penalties or technical fouls.

1. Teams must display absolute respect for opponents, officials, supervisors, and administrative staff.
2. Teams willingly accept all decisions by officials without question.
3. Teams are responsible for their actions and do not respond negatively.
4. Teams encourage others to participate and do not segregate teammates.
5. Teams recognize good sportsmanship among their team and the opponent.
6. Teams state positive comments of encouragement towards teammates and opponents.
7. Teams show concern for an injured player, regardless of team.
8. Teams except a loss and congratulate the opponent on their success.
9. Teams receive absolutely no warnings, ejections, yellow cards, unsportsmanlike penalties or technical fouls.

Excellent Sportsmanship: (3.5 – 3.1 points)

Participants cooperate fully with the officials and intramural site managers. They will respect all calls and decisions made by the intramural staff, but display **some comments**. During a confrontation, the team captain will have complete control of his/her team and will address the issue to the head official in a calm and respectable manner. Players will recognize good sportsmanship among their team and their opponent through verbal comments or polite gestures. Captains will encourage full participation and does not segregate other members that will prohibit participation. Teams receive absolutely no warnings, ejections, yellow cards, unsportsmanlike penalties or technical fouls.

1. Teams must display utmost respect for opponents, officials, supervisors, and administrative staff.
2. Teams willingly accept all decisions by officials with **some questions from players, not captains**.
3. Teams are responsible for their actions and do not respond negatively.
4. Teams encourage others to participate and do not segregate teammates.
5. Teams represent some sportsmanship among their players and opponents.
6. Teams state positive comments of encouragement towards teammates and opponents.
7. Teams show concern for an injured player, regardless of team.
8. Teams except a loss and congratulate the opponent on their success.
9. Teams receive absolutely no warnings, ejections, yellow cards, unsportsmanlike penalties or technical fouls

Good Sportsmanship: (3.0 – 2.6 points)

Participants cooperate **partially** with the officials and intramural site managers. Teams accept some decisions by the officials with some questions by the players. During a confrontation, the team captain has some control of his/her team and address the issue to the head official in a calm and respectable manner. Players are responsible for their actions, but contain some negative responses. Teams accepted a loss and congratulate the other team on their success. Teams may receive warnings, but absolutely no ejections, technical fouls, yellow cards, unsportsmanlike penalties or technical fouls.

***Note: All teams that request to cancel within 24 hours of their next contest will receive a 3.0 rating.**

1. Teams must display partial respect for opponents, officials, supervisors, and administrative staff.
2. Teams accept all decisions by officials with some questions.

3. Teams are responsible for their actions with some negative responses.
4. Teams encourage others to participate and do not segregate teammates.
5. Teams state some positive comments of encouragement towards teammates and opponents.
6. Teams show concern for an injured player, regardless of team.
7. Teams except a loss and congratulate the opponent on their success.
8. Teams may receive a warning, but displays good sportsmanship after the confrontation.
9. Players curse at themselves in a low tone voice.
10. Teams receive no ejections or technical fouls.

Average Sportsmanship (2.5 – 2.1 points)

Participants display some respect for opponents, officials, supervisors, and administrative staff. Teams accepted some decisions by officials with some questions. Players that commit negative actions deny their actions with some negative responses. Captains do not encourage others to participate and segregate their teammates from participation. Throughout the contest teams state few positive comments of encouragement towards teammates and opponents. Teams will except the loss, but does not congratulate their opponent on their success. Teams received multiple warnings, multiple unsportsmanlike penalties or technical fouls, but no ejections

1. Teams displayed some respect for opponents, officials, supervisors, and administrative staff.
2. Teams accepted some decisions by officials with questions.
3. Teams deny some responsibility for their actions with some negative responses.
4. Teams do not encourage others to participate and segregate teammates.
5. Teams state few positive comments of encouragement towards teammates and opponents.
6. Players curse at themselves in loud tone that bystanders can over hear.
7. Teams show concern for an injured player, regardless of team.
8. Teams except a loss but, do not congratulate the opponent on their success.
9. Teams received multiple warnings, multiple unsportsmanlike penalties or technical fouls, but no eject.

Below Average Sportsmanship (2.0 – 1.6 points)

Participants display some respect for opponents, officials, supervisors, and administrative staff. Teams accepted some decisions by officials with **multiple** questions. Players that commit negative actions deny their actions with **multiple** negative responses. Captains do not encourage others to participate and segregate their teammates from participation. Throughout the contest teams state **no positive comments** of encouragement towards teammates and opponents. Teams strive to score as many points as possible to embarrass opponent. Teams received warnings, ejections, unsportsmanlike penalties or technical fouls.

***Note: Teams that forfeit through a no show will automatically receive a 2.0. Teams that receive a player ejection will automatically receive this rating.**

1. Teams displayed no respect for opponents, officials, supervisors, and administrative staff.
2. Teams accepted some decisions by officials with multiple questions
3. Teams are responsible for their actions with multiple negative responses
4. Teams do not encourage others to participate and segregate teammates
5. Teams state no positive comments of encouragement towards teammates and opponents.
6. Players curse at teammates and opponents in a low tone voice.

7. Teams ignore an injured player, regardless of team.
8. Teams do not except a loss and do not congratulate the opponent on their success
9. Teams purposely strive to score as many points as possible to embarrass opponent.
10. Teams received ejections, unsportsmanlike penalties or technical fouls

Poor Conduct and Sportsmanship (1.5 - .9 points)

Participants exhibit a blatant disregard for the philosophy of sportsmanship, officials, and opponents. The contest is dangerous with occasional intent to injure their opponent. The team captains have absolutely no control of their team conduct and the contest is stopped by the intramural site manager. Participants received warnings, ejections, unsportsmanlike penalties or technical fouls.

1. Blatant disregard for the philosophy of sportsmanship, officials, and opponents.
2. Play is dangerous with occasional intent to injure opponent.
3. Players curse at teammates and players in a loud tone that bystanders over hear
4. Captain has no control of team conduct.
5. Participants received ejections, unsportsmanlike penalties or technical fouls

Unacceptable Sportsmanship (0 points)

Participants exhibit a blatant disregard for the philosophy of sportsmanship, officials, and opponents. The contest is dangerous with occasional intent to injure their opponent. The team captains have absolutely no control of their team conduct and the contest is stopped by the intramural site manager. Physical abuse is present through participants fighting. Participants received warnings, ejections, unsportsmanlike penalties or technical fouls.

1. Blatant disregard for the philosophy of sportsmanship, officials, and opponents.
2. Play is dangerous with intent to injure opponent and the game must be stopped by the intramural site manager.
3. Captain has no control of team conduct.
4. Participants received ejections, unsportsmanlike penalties or technical fouls

Sportsmanship Sanctions

The intramural department contains the right to address all issues that pertain to sportsmanship issues. Players that are ejected from an event will receive an automatic 1 game suspension and will have to meet with the Coordinator of Intramural Sports. The captain of the team will have to attend this meeting to discuss the sportsmanship issue and the rating system. The intramural department also reserves the right to contact Judicial Affairs to resolve extreme disciplinary situations. All situations will be handling individually and sanctions may vary.

Blood Borne Pathogen Policies

Any player, who sustains an injury where bleeding or oozing occurs, or where blood has saturated the uniform, must leave or be removed from the contest. The bleeding must be stopped and the area completely covered before the individual is allowed to reenter the game. An Intramural staff member must clear the individual before the participant can resume play. If the uniform has become contaminated with blood, it must be changed before the player reenters the game.