*-Arkansas State University-*





INTRAMURAL SPORTS

MAJOR EVENT

**7-ON-7 FLAG FOOTBALL RULES**

**FALL 2013**

***\*\*\*\*Key Dates, Times & Location\*\*\*\****

Last day to register for Flag Football is ***August 27th 5:00 p.m.***

Captain’s Meeting will be in the ***Student Union Mockingbird Room on August 26th OR August 27th @ 5:00 p.m.***

Pool play will be ***September 3rd - September 24th.***

Playoffs will be ***September 29th – October 2nd***

Regional extramural Tournament will be held in ***Fayetteville, Arkansas October 26th, 27th***

Flag Football is played at Red Wolf Sports Park

**General Rules and Regulations**

1. It will consist of two ***(2)*** twenty ***(20)*** minute halves. The clock will stop during the last two (2) minutes of each half.
2. **Game time is forfeit time.** If a team has the minimum amount of players to begin (5) to begin a game at game time & their opponent does not **AT GAME TIME** the game shall be forfeited. The opposing team shall win the game 6-0.
3. **Timeouts:** Each team is permitted three **(3) timeouts** **per game**. Each time out will last thirty (30) seconds. The clock stops during all timeouts.
4. **Overtime:** If the score remains tied at the end of regulation play, overtime tries will be played to break the tie. An overtime try consists of one attempt to go for (1) point from the 3-yard line, two (2) points from the 10-yard line, or three (3) from the 20-yard line. All overtime periods are played toward the same goal line. If the team with first possession scores, the opposing team will have to attempt a try that would win the game. Exception: Team with first possession scores a 3 point try; opposing team would also attempt a 3 point try in order to force another overtime period.
5. **Substitutions:**

A. 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.

1. Substitutions used with the obvious attempt to confuse or deceive the opposing team will result in an unsportsmanlike conduct penalty.
2. A half may be extended by an un-timed down when, during the last timed down, there was:
3. A foul by the defensive team and the penalty is accepted

If a penalty causes a half to be extended, a safety (2 points)

will be awarded to the offensive team.

1. There was a double foul
2. There was an inadvertent whistle
3. There was a touchdown scored

**SCORING PLAYS**

1. **Touchdown Values:** All touchdowns are six (6) 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.

2. **Try for 1, 2, or 3:** An opportunity to score one (1) point from the 3-yard line or two (2) points from the 10-yard line or three (3) points from the 20-yard line by running or passing shall be granted to the team scoring a touchdown. Once the offensive captain has declared his/her choice (try for 1, 2, or 3), he/she 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 fumbles during a try, the ball will be ruled dead at the spot and the try is over. This rule is in effect for overtime periods as well.

3. **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.

4. **Mercy Rule:** If a team is ahead by **fifteen (15)** or more points when the official announces the two-minute warning, the game shall be declared over. If a team is ahead by thirty **(30) points** or more at halftime it shall be called.

**DEFINITIONS**

**Flag Belt Removal:**

When the flag belt is clearly taken from the runner in possession of the ball, the ball is declared dead & the down shall end. A player may leave his/her feet to remove the flag belt. When does a run end? There are four ways:

A. When the flag belt is clearly taken from the ball carrier (flag belt is detached or the flag tears off of the belt), the ball is declared dead.

B. When a defensive player is responsible for the flag falling by swiping at the flag.

C. If a flag belt inadvertently falls to the ground, a one-hand touch between the shoulders and knees constitutes capture.

D. **ANY** part of the knee touches the ground.

**Line of Scrimmage:**

A. Offensive scrimmage line - the yard line and its vertical plane which passes through the forward point of the ball.

B. 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.

C. Minimum line players - The offensive team must have at least 4 players on the offensive line of scrimmage at the snap. The remaining players must either be on their scrimmage line or behind their backfield line. A player in motion is not counted as one of the minimum number of players on the scrimmage line.

**Penalties:**

A. 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.

B. Penalty Declined - the number of the next down shall be whatever it would have been if that foul had not occurred.

**BALL IN PLAY, DEAD BALL, OUT OF BOUNDS**

1. The offense must snap the ball within 25 seconds after the referee has put the ball in play (sounding whistle and dropping hand).

2. Ball declared dead:

A. When a forward pass strikes the ground or is caught simultaneously by opposing players.

B. When a backward pass or fumble by a player strikes the ground.

C. When a runner has a flag belt removed legally by a defensive player.

D. When a runner is legally touched with one hand between the shoulders and knees, including the hand and arm, once the flag belt is no longer attached.

E. When a snap hits the ground.

F. When a muff of a free or protected scrimmage kick strikes the ground.

G. When the passer is de-flagged before releasing the ball.

H. When a punt breaks the plane of the goal line at any point during the kick.

I. When the defense secures possession of the ball during a try or overtime.

3. **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.

4. **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**

1. **Series of Downs:** A team in possession of the ball shall have four (4) consecutive downs to advance to the next zone by scrimmage (unless in over time).

2. **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 zones formed by the marking of the twenty (20) and forty (40) yard lines are used to determine the distance to be gained. The most forward point of the ball, when declared dead between the goal lines, shall be the determining factor.

**KICKING THE BALL**

1. There are no free kicks to start the game, after a point scored, or after half. The ball will be placed on the 14-yard line.

2. **Protected Scrimmage Kick:** A legal protected scrimmage kick is a punt made in accordance with the rules. Prior to putting the ball in play on fourth down, the offensive team must declare whether it chooses to go for a first down or punt. If the offensive team chooses to kick, the ball must be kicked.

1. The snap must be received at least five (5) yards back and the kick must be executed behind the scrimmage line within a reasonable time. There are no fake punts.

B. After receiving the snap, the kicker must kick the ball immediately and in a continuous motion.

C. No player may cross the line of scrimmage until the ball has been kicked.

D. Kick out of bounds - If the kicked ball goes out of bounds between the goal lines or comes to rest in bounds untouched and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at that spot.

E. A protected scrimmage kick can be caught and returned by the receiving team in the field of play between the goal lines.

If a kick breaks the plane of the goal line at any point during a kick or a catch, the ball will be ruled dead resulting in a touchback for the receiving team.

1. F. Opportunity to catch a kick - A player of the receiving team who is within the boundary lines and who is so located that he/she could have caught a kick which is beyond the scrimmage line while such a kick is in flight must be given an unmolested opportunity to catch the kick. **Penalty:** Kick Catch Interference, 10 yards.
2. G. The defensive team may attempt to block a protected scrimmage kick as long as team members do not cross the plane of the defensive restraining line. A blocked punt that is caught behind the line of scrimmage (on the offender’s side) may be advanced by the offense.

**SNAPPING AND PASSING THE BALL**

1. 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. A small towel may be placed under the ball, regardless of weather conditions. 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. **Penalty:** Illegal Formation, 5 yards from the previous spot.

2. The player who receives the snap must be at least two (2) yards behind the offensive scrimmage line. **Penalty:** Illegal Formation, 5 yards from the previous spot.

3. Any time at or after the ball is ready for play, each offensive player must momentarily be within fifteen (15) yards of the ball before the snap. **Penalty:** Illegal Motion, 5 yards from the previous spot.

4. The offensive team must have a minimum of four (4) players on their line of scrimmage at the snap. **Penalty:** Illegal Formation, 5 yards from the previous spot.

5. **Fumbles:**

A. 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.

1. Out of Bounds - 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 a team snaps, fumbles, or laterals a ball out of bounds in their own end zone, a safety is scored by the opposing side. If the ball is fumbled out of bounds through the opponent’s end zone, a touchback will be awarded to the opposing side.

6. **Offside:** After the snapper has made his/her final adjustment of the ball, it is offside for any offensive player to break the plane of his/her scrimmage line. (Exception: the snapper/center has the right to be over the ball.) . **Penalty:** False Start, 5 yards from the previous spot.

7. **Encroachment:** After the snapper has made his/her final adjustment of the ball, it is encroachment for a defender to break the plane of his/her scrimmage line.

**Penalty:** Encroachment, 5 yards from the previous spot.

8. 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).

9. **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 one of the required 4 players on the scrimmage line. Only one offensive player may be in motion at a given time. **Penalty:** Illegal motion, 5 yards from the previous spot. Other offensive players may not draw the defense offside.

10. An offensive player that shifts (other than going legally in motion) must stop for one full second before the snap. **Penalty:** Illegal shift, 5 yards from the previous spot.

11. Handling the Ball: Any player may hand the ball backward or forward at **ANY** time **ANY** where.

12. **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.

13. 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 or the person to make contact with the ground after the catch, usually one foot, touches in bounds.

* 1. A forward pass is illegal if:

A. the passer’s foot is beyond Team A’s scrimmage line (orange ball spotter) when the ball leaves his/her hand.

B. thrown after team possession has changed during the down.

C. intentionally grounded to save a loss of yardage.

D. a passer catches his/her untouched forward pass.

E. it is the second forward pass during a down.

**Penalty**: Illegal forward pass, 5 yards from the spot, loss of down, if prior to change of possession.

15. **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.

**BLOCKING, RUSHING, AND CONDUCT**

1. **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**: Illegal Contact, 10 yards from the spot of the foul.

2. 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. **Penalty:** Illegal Contact, 10 yards from the previous spot or end of the run.

3. **Player Restrictions:**

A. No player shall make contact with an opponent which is deemed unnecessary.

B. There shall be no clipping or tripping.

C. 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.

D. 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.

E. A defensive player may not bump or push a runner out of bounds.

1. Offensive charging is not permitted. The ball carrier may not run through a defensive player but must attempt to evade the defensive player. The runner is allowed to spin in order to avoid being de-flagged as long as he/she does not charge during the spin.
2. 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, 10 yards from the spot of the foul.

H. 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.

I. Defensive players may not steal or strip the ball from an offensive player once he/she has control.

J. 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, 10 yards from the previous spot, loss of down, and player disqualification.

K. Players, coaches, and spectators are to position themselves between the 20-yard line markers on their team’s respective sideline.

4. **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. Whether a pass is catchable or uncatchable has no bearing on offensive or defensive pass interference.

5. **Roughing the Passer:** Defensive players must make a definitive effort to avoid charging into a passer after the ball has been thrown. No defensive player shall contact the passer.

6. **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

1. Penalty Enforcement at the basic spot:

A. Pass plays or during the protected scrimmage kick (before possession is gained) – basic enforcement spot is the scrimmage line (where ball was snapped).

B. During protective scrimmage kicks (before possession is gained) - basic enforcement spot is previous spot (from where ball is kicked).

C. On all running plays - basic enforcement spot is the end of the run.

D. All fouls are marked from the basic enforcement spot (Exception: An offensive foul behind the basic enforcement spot which becomes a spot foul.)

E. \***2013/14 NIRSA \*\*\*NEW\*\*\* Rule Changes\***: Offensive Pass Interference is no longer a loss of down and Defensive Pass Interference is no longer an automatic 1st down. New rule is it’s a 10 yd. penalty repeat the down

**SUMMARY OF NIRSA FOOTBALL PENALTIES**

**Live Ball Fouls - Loss of 10 yards:**

1. Illegal Equipment
2. Flag Guarding
3. Illegal Batting/Kicking
4. Illegal Participation
5. Player Disqualification
6. Forward Pass/Kick Catching Interference
7. Roughing the Passer
8. Unsportsmanlike Conduct
9. Personal Foul
10. Holding

**Dead Ball Fouls - Loss of 5 yards:**

1. Delay of Game
2. Encroachment
3. False Start
4. Illegal Snap

**Live Ball Fouls - Loss of 5 yards:**

1. Aiding the runner
2. Illegal Forward Pass
3. Illegal Backward Pass
4. Illegal Motion
5. Illegal Shift
6. Intentional Grounding
7. Illegal Formation

**Intramural Sports Rules and Procedures**

**GENERAL RULES**

1. **Registration:** All Registration is online. Teams are to be submitted using [www.IMLeagues.com](http://www.IMLeagues.com).

Entries turned in late will be added to the substitution/waiting list. If a team drops out of pool play, the team first in line on the substitution list will take their place (same gender). Teams that have not played in pool play will not be eligible for the postseason.

1. **Rosters & limitations:** The **minimum amount** of players needed varies by sport. (See specific sport rules on the ASU IM website for specific details**).** The **maximum amount** of players that you can have on your event roster is **sixteen (16).**  An intramural roster turned in is a binding contract stating (among other things) that you will be providing a team at the time that is scheduled. Failure to do so will result in fines & possible suspensions. For a player to be added onto your team event roster at the playing field, the captain must provide the following: 1) participant’s proper name, 2) participant’s valid ASU ID, and 3) player’s signed addition/waiver form. Once a player has been added at the field, it is the captain’s responsibility to get the player added to the IMLeague roster. This should be done before the next scheduled game. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster, the player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team. **In short, choose your players wisely when making your final rosters**. You have up until the last day of your last game of pool play to add players or change your roster. Once the tournament begins **ALL** rosters are frozen & **NO** changes will be made. Players must participate in at least one (1) pool play game to be eligible for playoffs.
2. **Pool Play Availability:** Major & Team Events are the only events that we ask teams about pool play availability. Availabilities can be set under “Time Preferences” on your IMLeague team page. If games are canceled due to inclement weather, availabilities will not be considered. You must be able to play where & when we have time to fill them in. During Tournament & Special Events, teams do not have the luxury of picking teams availabilities due to the time frame of the event.
3. **Waivers:** All participants must read and agree/sign the waiver stating they understand the document. Any teams that want to add players must go through this process. Players that do not do this will not be allowed to participate.
4. **Divisions & Leagues:** We have two types of classifications: **Men’s & Women’s**. Within those divisions we have three of four types of leagues (depending on sport and/or participation standards) : **Division I – Competitive, Division II – Intermediate, Division III – Recreational, and Greek**.

**Division I –** teamsare comprised of those individuals who are more skilled and are looking for a highly competitive atmosphere. Faculty/Staff are not allowed to participate in Division I (if offered). Teams in this conference will be eligible for extramural tournaments, both state & regional tournaments.

**Division II** **–** teams are made up of those individuals that are not as skilled as others in a particular sport, enjoy a competitive setting, but are participating for the fun and social aspects of a sports team. Faculty/staff are eligible for this league. Teams in this division are not eligible for extramural events.

**Division III** **–** teams are made up of those individuals who are more interested in a purely recreational setting and the social aspect of participating, rather than the intense competition. Teams in this league will not have playoffs. Formats will be round-robin style. Faculty/staff are eligible for this league. Teams in this conference are not eligible for extramural events.

**Greek –** teams comprised of IFC, NPC, & NPHC organization who are interested in playing only Greek teams. Within this league, Divisions I and II, will be offered for specific sports only. Teams in Greek league are not eligible for extramural events. If a Greek team wants to be considered to participate in an extramural event, teams must participate in Division I.

When necessary, leagues may be combines to create an Open league. All restrictions will be dropped. Not all sports/activities offer Divisions I, II, and III.

1. **Schedules:** Pool play schedules will be posted the following Friday, after registration has closed**.** Schedules can be printed & viewed from: **www.IMLeagues.com.**
2. **Captain/Players meeting:** There will be a **MANDATORY** meeting for most sports. (See Captain’s Meeting List on our website). A team representative (captain preferred) is required to attend one least one meeting.
3. **Pool & tournament play:** Pool play consists of 3-5 games, and playoffs with start immediately following the conclusion of pool play.

Teams are taken to playoffs based on regular season standings, sportsmanship rating, head –to-head competition, and point differential. **Only 50% of teams in Division I and II will qualify for playoffs.** This means not all teams will make playoffs. In the event there are an odd number of teams, an additional team will be added (+1) to the group to create an even number of teams. Playoffs are a PRIVILEGE and not a right; therefore, no team is guaranteed to make the playoffs.

***Your record and sportsmanship among other factors will determine where you place in the brackets.***

For players to be eligible for the tournament:

1) Patrons must have participated in at least one (1) game during pool play.

2) They name must not appear on the drop list.

9. **Canceled & rescheduled games:** Any games that are canceled and/or rescheduled can be found from the following locations: the Arkansas State Intramurals Facebook page and/or IMLeagues.com

10. **Defaults:** The Intramural Sports Department understands that there can be scheduling conflicts with game times versus work, social events, class time, study time, i.e. During **ANY** team event that we offer, we allow each team 2 defaults **to be used during pool play only**. A default is when you know that your team will not be able to make your game ahead of time. To be considered for a default your team must notify the Coordinator of Intramural Sports or the Intramural Sports office by 1:00 PM the day of the game. You are given the loss, but there is no charge. If a default is used after the maximum (2), the team will be charged the regular forfeit fee of $30.

11**. Forfeits**: A forfeit is when a team does not show up or notify the Coordinator. A team is given a loss, will obtain a point differential of two (2) points against their overall score, **AND** is charged a fee of **$30 per forfeit**. The maximum amount of forfeits a team can get to make it to the tournament is **two (2).** If a team exceeds the maximum amount of forfeits they are taken out of the league. **IF** a team forfeit’s out the season (forfeits out of pool play or during the tournament) they will be automatically suspended from registering for any future intramural events until fees are paid in full. Everyone on the playing roster will be blocked from future & current intramural registration. If that team or organization forfeits another season during that same semester they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. When reinstated for the next semester the team or organization that was suspended the previous semester will be on intramural probation for that semester. What does this mean? If they forfeit one (1) event during the probation semester then they will be suspended for that semester. This includes using the team or organization name, everyone on the playing roster. How do they get off of intramural probation? They must not forfeit ANY events during a probation semester. In short…don’t forfeit!

1. **ASU ID’s:** Each participant must present a current, validated ASU student or faculty/staff ID card in order to be eligible to participate. Failure to produce a valid ASU ID will result in that participant not playing that evening. **NO EXCUSES WILL BE TOLERATED! ASU ID’s with no number, no picture, or is broken into several pieces will not be accepted!**
2. **Jerseys:** Eachteam must wear numbered shirts of one distinguishable color. Players on a team must wear the same or similar color. This is the only way that officials & staff members will identify players. Numbers must be clearly legible on the back or front of each jersey. No taped-on numbers or numbers written in via markers will be allowed. Any team not dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. If both teams are wearing the same colored jerseys, the visiting team must wear a different color.
3. **Shoes:** Regulation rubber-soled shoes are the only footwear that is permissible. The following footwear is illegal: barefoot, combat boots, hiking boots, or flip-flops. Before participating please ask an intramural supervisor for any questions concerning appropriate foot ware.
4. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material may not be used due to safety reasons. Elbow pads are not permitted. For safety reasons participants **CAN NOT** participate with a cast.
5. Tape or bandages of 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.
6. Sunglasses and/or glasses may be worn as long as they are pliable and non-rigid.
7. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
8. Jewelry is prohibited. Religious & medical-alert medals are not considered jewelry. A religious medal must be taped & worn under the uniform. A medical-alert medal must be taped & may be visible.

**CONDUCT OF PLAYERS**

1. Any player who acts in a manner not showing good sportsmanship shall be penalized with an unsporting behavior penalty followed by a yellow or red card and possible ejection from the game & complex. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or spectator for violations of sportsmanship including, but not limited to the following:

* Disrespectfully addressing an official or IM staff member.
* Questioning the official’s judgment or decisions.
* Showing disgust with official’s decisions.
* Using profane or insulting language or gestures toward an official or opponent.
* Baiting or taunting players of the opposing team.
* Disrupting the game so that it may not be continued in an orderly fashion.

1. Captains are responsible for the action of their team members and spectators.
2. **ANYONE** who is asked to leave or is ejected from a game **MUST** leave the **ENTIRE** facility before play is resumed. If they refuse to leave UPD will be called to physically remove them from the facility. **ANYONE** who is ejected from a game will be suspended from playing **ANY & ALL** intramural events until they make an appointment with the Coordinator of Intramural Sports. They **WILL NOT** be reinstated to play until a meeting has taken place. It is important to note that this meeting **WILL NOT** take place on the court/field of play, but the **NEXT BUSINESS DAY!**
3. **A coach/player receives one (1) ejection during a game.**

**Penalty:** Disqualification from the game, suspension from team’s next game played, & probation for the remainder of the season. An Individuals receiving one (1) red card lose all rights to sit or stand in the team area or the stands.

1. **A coach/player receives two (2) ejections during a season.**

**Penalty:** Disqualification from the game & suspension from participating for the remainder of the season (includes tournament & extramural events). Suspensions will carry over to other events. Individuals receiving two (2) red cards lose all rights to sit or stand in the team area or the stands.

**CONDUCT OF TEAMS**

1. **One team receives two (2) unsportsmanlike conduct / ejections / red cards during a game.**

**Penalty:** The game shall be called. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead, the score shall be recorded as 1-0 in their favor.

1. **One team receives three (3 - 5) unsportsmanlike conduct / ejections / red cards during a season.**

**Penalty**: The game shall be called. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead, the score shall be recorded as 1-0 in their favor. A team receiving three (3 - 5) red cardswill be removed from the season & possible expulsion from the intramural program & the Red WOLF center.

**VERBAL OR PHYSICAL ABUSE**

1. **Shoving, striking, or physically/verbally abusing any staff member.**

**Penalty:** Automatic suspension of team from the remainder of the season & automatic expulsion from the intramural program & the Red WOLF center.

1. **Fighting – Each player will receive two (2) red cards for the game.**

**Penalty:** Disqualification from the game, suspension from the remainder of the season, & suspension of individuals on team’s roster for the remainder of the semester (including extramural events), & expulsion from the intramural program & the Red WOLF center.

***\* It must be emphasized that the game officials can assess unsportsmanlike penalties* *before the game has started & after the game has ended.***

***This rule is in effect even if that team is winning. The opposing team will advance in their place.***

1. **Sportsmanship:** Teams are graded according to how they &/or their fans act & according to how many unsportsmanlike penalties they accumulate. The following is a guideline of how the grading system is set up:

**A (4.0) –** No verbal altercations with game officials, intramural staff, or opposing team.

**B (3.0) –** One (1) yellow card &/or constantly communication with players, team, or fans about behavior issues.

**C (2.0) –** Two (2) yellow cards or one (1) red card & continued communication with players, team, or fans about behavior issues.

**D (1.0) –** Three (3) yellow cards or if a player, coach, or spectator is ejected.

**F (0.0) –** Four (4) yellow cards &/or two (2) red cards or if a game is called

**RED WOLF GYMNASIUM POLICY**

1. **FOOD AND DRINKS ARE NOT ALLOWED IN THE GYMNASIUM SPACE** **(INCLUDING GUM)**
2. **Personal items such as bags are not allowed in the gym!** Bags must be placed in the day lockers that are located in the locker rooms & the fitness area. The purpose of this is to free up space on the bleachers for spectators & space for players on the players side.
3. This is a tobacco & alcohol free campus. Same rules apply for the Red WOLF Center. If any is suspected of being under the influence of alcohol or narcotics UPD will be notified.
4. Spitting on the courts is prohibited & will result in that person being removed from the facility.
5. Only gym appropriate shoes are allowed the courts.
6. Foul or abusive language towards an opponent, teammate, or staff will result in an immediate removal from the facility whether committed by a player or spectator.
7. The Intramural Sports staff & Coordinator reserve the right to refuse **ANYONE** access to the Red WOLF Center. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at any time we have the right to take that privilege away!
8. If their names **DOES NOT** appear on the roster then it would be in the team’s best interest to have them leave. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.

**INTRAMURAL COMPLEX FIELD POLICY**

1. **There are NO pets allowed in the complex!**
2. This is a tobacco & alcohol free campus. Same rules apply for the Intramural Sports Complex.
3. If the games are cancelled due to bad weather or poor field conditions then the complex will be closed. Field signs will be placed on the complex indicating that they are closed. Please respect them!
4. The Intramural Sports staff & Coordinator reserve the right to refuse **ANYONE** access to the complex. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at any time we have the right to take that privilege away!
5. If you would like to reserve the fields for practice please visit our web page at [**www.astate.edu/intramurals**](http://www.astate.edu/intramurals)**.** To reserve the fields you must fill out the reservation form & turn it in. If you have any questions please feel free to contact the Coordinator of Intramural Sports at 972-3109.
6. Team spectators must watch the game from the fan-side area of the field and are not permitted in the players/coaches area. If their names **DOES NOT** appear on the roster then it would be in the team’s best interest to have them leave. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.