



# Touch Fooball IM Tournament Rules

## 1. Eligibility

All currently enrolled students; faculty and staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Handbook

## 2. Uniforms-Equipment-Safety

- Street clothing is prohibited.
- A player cannot wear anything that is dangerous to another player. No jewelry of any type, no metal hair clips, and no hats may be worn.
- Under no circumstances will a player wearing a cast or splint be allowed to play.
- Players who wear a knee brace with exposed metal or metal hinges are required to cover it.
- Players who have any visible amount of blood on their uniform shall be considered injured players and must leave the game immediately for appropriate treatment and/or changing clothes.
- Players wearing glasses should have shatter proof lenses and straps.
- The Coordinator of Intramural Sports has the final say on the appropriateness of the attire.

## 3. Conduct and Disqualification- Unsportsmanlike Behaviour

- Good sportsmanship is imperative in Intramural Sports contests
- All players must conduct themselves in an appropriate and sportsmanlike manner.
- No player has the right to verbally or physically abuse Officials, scorekeepers, teammates, or opponents.
- Fighting of any kind will not be tolerated by the Officials and the offenders will be suspended.
- The degree of intent and subsequent punishment is the sole decision of the Coordinator of Intramural Sports.

## 4. Automatic Loss Policy

- If the team does not get sufficient players within 15 minutes after the scheduled game time, or if a Team Captain fails to notify the Intramural Sports Office at least 48 hours in advance about an inability to field a team for a game, an automatic loss shall be awarded.
- If a team fails to show up within 15 minutes after the scheduled game time, an automatic loss shall be awarded.

## 5. Officials' Duties

- The Coordinator of Intramural Sports has the right to check ID's, answer questions, and clarify as well as enforce all Intramural and facility rules and regulations.
- When necessary, he has the authority to eject individuals from play, as well as from the facility.

## 6. Team Rosters-Players

The game shall be played between two teams of six players each.

- Five players are required to begin a game.
- Each team is allowed a maximum of ten players in their Team Roster.
- Players may only play for one team.
- Each team member is responsible for checking in with the scorekeeper.

## 7. Team Captains

- Each team shall designate to the Referee a player as the Team Captain.
- The Team Captain is the only person who can communicate with the Officials.
- The Team Captain is responsible for any information contained in the Intramural Touch Football Rules leaflet and the Intramural Sports Handbook.

## 8. The Game-Rules-Violations

- Each game consists of one 25-minute period (running time)
- Scoring:
  1. Touchdown – 7 points (with option for 8 by completing a 10 yard conversion; if incomplete only 6 points are awarded).
  2. Safety touch – 2 points (a touch within the offensive end zone).
  3. Rouge – 1 point (punting through the end zone).
- A coin toss will determine possession or choice of end.
- Start – the ball will be placed on the twenty-yard line of the offense at the beginning of the game and after a touchdown. For a first down, the offense must advance the ball over the field lines placed at twenty-yard increments. The offense has four plays to get a first down.
- If a penalty moves the ball back over a first down marker, the team in possession must still reach the original first down marker.
- A fumble is a dead ball situation, where the ball hits the ground and remains in possession of the team fumbling it.
- A fumble in the end zone is a safety touch. The ball is spotted on the twenty-yard line and the team having given up the two points has to make a free kick to the opposition.
- The ball carrier need only be touched with one hand by the defender.
- To punt the ball away, the offensive team must give advance notice of intention to the defense. Offensive players may not cross the line of scrimmage until the ball is kicked. There is no defensive rush on the kicker. There is no blocking on the run back. Three defensive players must be on the line of scrimmage.
- The kicking team must respect the five-yard restraining zone on punt return.
- Each team has one 1-minute time-out per game.
- Ball must be put in to play within twenty seconds of placement on the line of scrimmage.
- If regulation time has expired and there is a tie, an overtime of two possessions will determine the winner.
- Possession will again be decided by a coin toss.
- If after overtime there is a tie, the game will be recorded as a tie.
- The defensive team must designate at least one rusher. The rusher must line up five yards from the line of scrimmage (all other defensive players may line up on the line of scrimmage). This is a straight rush whereby no offensive player may interfere with the rusher in any way.
- Once there has been an exchange of the ball in the offensive backfield (handoff or lateral pass) an automatic rush is declared.
- In the event a defensive team holds or tackles the ball carrier when he is the last man back, the referee has total discretion upon the nature of the play. If the official feels the offensive player was illegally interfered, a touchdown may be awarded.
- Blocking is prohibited. However, offensive players may protect the ball carrier by screening. Screening shall be executed by body position between the defensive player and the player with the ball. The screener must keep his/her hands inside of the elbows while executing a screen. Screeners may interlock their hands behind their back, keep hands in contact with their chest or have their arms directly at their side during a screen. A screener may not leave his/her feet to screen and no part of the screener's body, except the feet, shall be in contact with the ground throughout the screen.
- Penalties:
  1. Offensive Interference/Blocking (penalty – ten yards) – offensive players are guilty of illegal screening if they violate any of the above screening rules. Movement of the screener's body and/or use of arms, elbows, and legs resulting in body contact with a defensive player are considered blocking. Any player from a team in possession who is screening is responsible for avoiding contact with a defensive player. It is illegal to use both intentional and unintentional aggressive tactics.
  2. Charging (penalty – ten yards) – a defensive player must avoid the screener by going around the screen. A defensive player is guilty of charging if he charges over, pushes, pulls, or shoves a screener. Players must always try to avoid contact with their opponents. It is illegal to use both intentional and unintentional aggressive tactics.
- Personal foul – fifteen yards.
- Major foul – (game ejection) twenty five yards.
- Objectionable conduct – ten yards.
- Offside – five yards.
- Defensive interference – point of infraction and automatic first down.