

Flag Football Sport Rules

Southern Adventist University (SAU) Intramural (IM) Sports follows **NIRSA Flag & Touch Football Rules (2023 & 2024)** except for the following modifications.

I. PLAYER ELIGIBILITY

1. Participation is limited to currently-enrolled, SAU undergrad students taking a minimum of 6 hours of academic credit, SAU graduate students taking a minimum of 3 hours of academic credit, full-time faculty members, and full-time staff. Spouses of eligible students, faculty and staff are also eligible. Full time staff of the Collegedale S.D.A. Church and their spouses are also eligible. SAU Alumni and members of the community are not eligible.
2. In order to participate in an intramural contest, each player must present his/her current, valid SAUI ID Card. Check-in takes place at the fields or courtside.
3. Additional information regarding player eligibility, team rosters and scheduling is available at the SAU Intramural Sports web site (southern.edu/intramurals). Requests for exceptions to any policy must be directed to the IM administrative staff during regular weekday business hours in the Intramural Directors Office or via email to the Intramural Director. No exceptions are granted at the fields or courts.

II. TEAM COMPOSITION

1. Players can compete on only one men's or women's team, regardless of league classification.
2. Seven (7) players constitutes a team. All players must present their current, valid SAU ID Card at the game site to sign-in to participate.
3. A team must have 4 **rostered** players to start a game. Players who arrive late may be added to the game and may enter the game at a dead-ball situation.
4. "Scabs" may be used on a game-by-game basis when needed. Scabs must be currently rostered on another team that is compatible with the league involved in the game. Ex. An A league or B league player can scab for an A league team but only B league players can scab for B

league games. No Scabbing down. A maximum of 2 scabs may be used. If a team has 4 rostered players at game time they may scab two more players for a total of 6. If a team has 5 rostered players at game time they may scab up to 7. If a team has 6 rostered players at game time, they may only scab one player for a total of 7. Scabs cannot be used as subs and scabs must exit the game when rostered team members show up.

5. Team rosters will be formed at the time the captain originally signs up the team to play in the sport before the captain's meeting. Additions may be made to the roster at any time throughout the season until the 2nd Monday of the season at 1 pm. At that point the rosters will be finalized. No player may participate on more than one team.

III. EQUIPMENT & PLAYING FIELD

1. Game balls are provided by the Intramural Department. Each team must furnish its own practice balls.

2. Teams are required to use official SAU Intramural jerseys. The Intramural jerseys available for purchase at the Campus Shop are the official jersey of all Intramural Sports. The Home team always wears the white-colored jersey, the away team always wears the green-colored jersey.

3. Individual player equipment must meet the following requirements:

A. Shirts: All shirts must be tucked in and remain tucked in during play. If the shirt (sweatshirt or jacket) has a hood, the hood must be tucked inside the shirt (sweatshirt or jacket). The Intramural jersey must be worn over any other clothing and must be clearly visible.

B. Pants: Players may not wear pants or shorts that have belt loops, pockets, or an exposed drawstring. Players may not wear towels that hang from the waist.

C. Headgear: Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.

D. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges

with appropriate slow-recovery padding.

E. Shoes: All players must wear shoes. Tennis/running shoes, soft-soled shoes, and football shoes are permitted. Metal spikes, baseball-style spikes, and cleats with metal exposed are prohibited. Any player caught wearing spikes will be ejected from the game.

F. Participating while wearing illegal equipment is a 10-yard unsportsmanlike conduct penalty.

G. If teams choose to bring a playbook out onto the field, it cannot be of an unyielding material and must not be visible during play. Also, the playbook must stay on the person instead of being thrown on the ground.

4. Jewelry is NOT allowed to be worn by any participant during a flag football game. This jewelry consists of any visible rings (including wedding bands), watches, necklaces, earrings, studs, bracelets, and any other such similar jewelry. Medic alert bracelets must be taped to the body or secured under clothing such as a wristband or sock to be worn during play. A player is subject to ejection for failure to remove any jewelry after first warning.

5. Each player must wear a flag belt with one flag on each hip. The flags must “face out” to be worn properly.

A. All players must have two flags at the beginning of play.

1. Failure to wear a flag belt at the start of the play, if noticed by an official prior to the snap is a live ball penalty (5 yards).

2. If a runner loses his/her flag during the action, play continues. The play ends when a defensive player touches the runner with one hand between the shoulders and the knees.

3. If failure to wear the flag belt is noticed by the official after the play starts, the play continues with the ball becoming dead when the runner is touched between the shoulders and knees. The defense can accept the result of the play or penalize for failure to wear required equipment (5 yards).

B. Tampering with the flag belt in any way to gain advantage, including tying, using foreign material, or other such acts is unsportsmanlike conduct. (10 yards, loss of down and player disqualification)

6. The dimensions of the fields have been standardized into regulation 80 yard x 40 yard playing areas with two 10-yard end zones and three 20-yard zones. Two inbounds lines (hash marks) shall run parallel with and 15 yards inbounds from each sideline.

7. For each play, the ball shall be spotted at the spot on the field where the previous play ended, if inside the inbounds lines. For plays that end between the inbounds line and the sideline or out-of-bounds, the ball will be spotted on the inbounds line closest to the spot where the previous play ended. At the start of each half and following any touchbacks or touchdowns, the ball will be spotted at the center of the field at the 14-yard line.

8. There will be lines 3 yards and 10 yards from either goal line from which extra point plays will be run, and 14 yards from either goal from which to put the ball in play to begin a half, after a score, safety, or touchback.

9. There will be a restraining line 3 yards outside and parallel to the sideline. Teams and spectators must stay behind this line and between the 20 yard lines.

10. Field barriers shall be set at the distance from the field of play as required by National Federation rules.

IV. GAME TIME & LENGTH

1. **Five minutes after game time** is forfeit time. A team needs at least 4 legal players to begin the game. A team that forfeits its 2nd regular season game must contact the IM Director's Office by 1 pm on the day following the scheduled contest to request to stay in the league.

2. Games will consist of two 20-minute halves with a 3-minute halftime.

3. A toss of a coin will determine which team will gain possession of the ball first. The team that wins the coin toss may make a choice or defer their choice to the second half. The team that retains the choice has the following options:

A. To go on offense to start the game or to go on defense to start the game.

B. Defend the goal of their choice.

After the initial choice, the opposing team will select from the remaining two options.

4. There will be no kickoffs. In all "kickoff" situations, the "receiving" team will get the ball on their own 14 yard line, 1st and 6 (One line-to-gain). This includes all touchbacks and after touchdowns. **After a safety, the ball comes out to the scoring team's 30 yard-line.** The ball will be spotted at the center of the field at the start of each series in these instances.

5. Timing will be continuous for the first 19 minutes of the each half.

Only a team time-out and official's time-out can stop the clock. The clock will stop during the final one minute of each half for:

A. Incomplete pass - clock restarts on the snap.

- B. Out of bounds - clock restarts on snap.
- C. Penalty - clock restarts depending on the result of the previous play.
- D. Score - clock restarts on opponent's next snap from scrimmage.
- E. Time-outs - clock restarts on snap.
- F. Touchback - clock restarts on snap.
- G. Inadvertent whistle - clock starts on the ready for play whistle.
- H. First down - clock restarts depending on result of the previous play.

6. Approximately 1 minute before the end of each half, the Referee shall inform both team captains of the playing time remaining in each half. The clock will stop for the 1-minute warning (re-start of the 25-second play clock only, NOT a time-out) and will restart on the next snap.

7. The ball must be put into play no more than 25 seconds after the official has marked it ready for play.

8. Two one-minute time-outs per half are allowed for each team. Teams will receive one time-out for the entire overtime session, regardless how many overtime periods take place, but only during playoffs. No OT during the regular season. Time-outs do not carry over between halves or into the overtime period.

9. Overtime will only be played in playoff games, as necessary. In overtime:

A. A coin toss will be conducted to start the overtime period. The winner of the coin toss has the choice of offense or defense. Each team is limited to one series of 4 downs each in OT during the regular season. If the game remains tied after that, it will be scored a tie. **PLAYOFFS:** If the game goes to a second overtime, the team which lost the toss at the beginning of the first overtime, has the choice to start on offense or defense for the second overtime. The choice will then alternate for each succeeding overtime period.

B. Each team will have a series of 4 downs to score from their opponent's 10-yard line. Teams which begin their overtime period outside of the 20-yard line due to penalty must score in 4 downs and will NOT receive any first downs for crossing zone-line-to-gains in the process. Teams may receive another set of downs by penalty only (automatic first down).

C. When a team scores, they will attempt an extra point (1, 2, or 3).

D. The team on defense first will then have its chance to score and attempt an extra point.

E. Overtime will continue until a winner is declared.

F. When the defense secures possession of the ball during overtime, the offense's series shall be over and the ball declared dead. The defense may not return the ball for a touchdown.

V. INCLEMENT WEATHER

1. The SAU Intramural Sports Office reserves the right to postpone or reschedule a contest if circumstances warrant such action. Regular season games cancelled by rain are generally rescheduled to the Sunday following the rainout. Some games may not be able to be rescheduled. Contests postponed due to other reasons may or may not be rescheduled at the discretion of the Intramural Director.

2. Weather conditions at the playing facility shall be monitored by Campus Intramural staff utilizing electronic technology with postponements and cancellations made in accordance with prescribed departmental weather policy. When such technology is not available, the NIRSA Flag Football Interrupted and Shortened Games rule shall apply.

3. In the case of inclement weather, the Intramural Sports staff will not make a decision regarding the playing of games until after 4:00 pm. For information on cancellations see the IMLeagues.com/southern website or the app for announcements.

A. When games are cancelled due to the weather, the fields will not be available for practice.

VI. SCORING

1. A touchdown shall count for six (6) points.

A. After a player scores a touchdown or try after a TD, the player must raise their arms above their head so that the nearest official can deflag the player or ask the scoring player to remove their flags to show that they have not been tampered with.

B. If the official deems that the flag belt has been illegally fastened or tampered with (tied, twisted, tucked in, etc), the player is disqualified and an unsportsmanlike conduct penalty is enforced. (10 yards from the previous spot with loss of down and the score is nullified, no loss of down if it occurs after change of possession.)

2. After a touchdown, the scoring team attempts a PAT (point after touchdown). The captain will indicate from which distance the offense will attempt the PAT. The captain may also designate where, between the inbounds lines, the ball shall be spotted for the PAT.

A. From the 3-yard line - Worth 1 point.

B. From the 10-yard line - Worth 2 points.

C. From the 20-yard line - Worth 3 points.

3. When the defense secures possession of the ball during a PAT attempt, the attempt shall be over and the ball declared dead. The defense may not return the ball for a touchdown (defense cannot score during a PAT).

4. After a touchdown is scored and a PAT attempt is tried a team may request to attempt an onside conversion. Onside conversions are only allowed in the 2nd half when leading by less than 19 points. Conversions are attempted as a single play from the 20-yard line and are under the same timing rules as a PAT. A successful conversion awards the ball to the offensive team at their own 30-yard line. A failure awards the ball to the defense at their opponent's 30-yard line.

5. A safety shall count for 2 points. Afterwards, the ball will be put in play by the scoring team at their 30-yard line.

6. (Mercy Rule) If a team is leading by 19 points, or attains a lead of 19 points or more, in the final 5 minutes of the game, the game will end. If a team is leading by 40 points or more at any time in the 2nd half or at the conclusion of the 1st half, the game will end.

VII. PLAYING RULES

1. First Downs

A team registers a first down when it crosses or touches one of the first down lines (zone lines-to-gain). Once the first down has been established, that team may not make another first down by crossing the same line during that series of downs.

2. Line of Scrimmage, Required Number of Players

One (1) offensive player (the snapper) must be on the line of scrimmage at the snap. At any time at or after the ready for play signal, all offensive players must momentarily be at least 5 yards inbounds prior to the snap, unless covered (recognized) by a defensive player. There is no requirement for defensive players to line-up along the line or be at least 5 yards inbounds prior to the snap.

3. Fumbles

A fumble is dead at the point the ball touches the ground. The ball goes to the team who last had possession with the resulting loss of down. A ball that has not hit the ground can be recovered (in the air) and advanced by either team. This includes snaps by the center that are not caught by an offensive player (i.e. quarterback). Bad snaps are dead at the spot they hit the ground. For the purposes of timing, fumbles and bad snaps are considered running plays and the clock will not stop.

4. Handoffs

Any player may hand the ball forward or backward to any player anywhere on the field. During a handoff, the ball is in contact with a player at all times.

5. Forward Passes

A forward pass is LEGAL when:

- A. The passer's foot is behind the line of scrimmage when the ball leaves the hand.
- B. The pass occurs before a change of possession (defense may not throw a forward pass following a fumble recovery or interception).
- C. It is the first and only forward pass made during the down. Only one forward pass is permitted per down, regardless of whether the pass is completed beyond or behind the line of scrimmage.

Note: An offensive player may run through (across) the line of scrimmage, then run back behind the line of scrimmage and throw a forward pass OR toss the ball backward to another player who can then throw a forward pass as long as such pass abides by the provisions of this section.

6. Pass Receptions

All legal players are eligible to receive a pass. One foot must land in bounds before any part of the body lands in the out-of-bounds area for a legal pass reception. One knee is equivalent.

7. Interceptions in the End Zone

If a player intercepts the ball in the endzone, the player may return it out of the end zone. If the player is deflagged while running in the end zone, it is a touchback. Interceptions in the end zone during a PAT attempt or overtime immediately end the play (no returns).

8. Screen Blocking

This applies to ALL Leagues.

- Proper blocking starts with proper positioning and good footwork. Blockers #1 priority should be to move their feet to stay in front of the opponent.
- Contact must occur using the hands - not the shoulders, forearms, or elbows.
- Contact must occur inside the frame of the opponents body, below the head, and above the waist.
- Arms and elbows may not be extended or locked during contact. Hands and arms should only be used to absorb contact, not to initiate contact.
- Palms must remain open and may not be used to grasp, hold, or encircle opponents.
- Launching into or through opponents is not allowed. Blocking in the back is also illegal.

○ DEFENDERS (rushers) are encouraged to use their hands as well (legally) to ward off blockers contact.

- Rules regarding contact point, no holding, and no excessive contact apply to defenders (rushers) as well as offensive blockers. Bull rushing (running hard into the blocker initially to knock them backward) is NOT allowed.
- The blocker cannot take a position so close to a moving opponent that his/her opponent cannot avoid contact by stopping or changing direction. This position will vary from 1 to 2 steps depending on speed of the defensive player.

9. Retrieval of Ball after a Play

The offensive team must retrieve the ball after every play from scrimmage. The snapper will maintain control of the ball and bring the ball from the huddle to the line of scrimmage.

10. Punting the Ball

On fourth down, the referee will ask the offensive team captain to select if they wish to (1) punt or (2) try to reach the zone-line-to-gain ("go for it"). Once a decision is reached, the referee will announce the decision to the defense. If the offense declares to punt, then wants to change their decision, they may do so after a charged timeout or an accepted penalty in which the down is to be replayed.

A. All punts must be announced to the referee. There are no quick kicks. PENALTY: Illegal kicking, 10 yards from the previous spot.

B. The kicking team must have 1 player on the line of scrimmage during a punt. PENALTY: Illegal procedure, 5 yards from the previous spot.

C. The kicker must catch and kick the ball immediately in one continuous motion. PENALTY: Illegal procedure, 5 yards from the previous spot.

D. Neither team may advance beyond their respective scrimmage line until the ball is kicked. PENALTY: Illegal procedure, 5 yards from the previous spot.

E. Kickers may not punt barefoot. PENALTY: Failure to wear proper equipment, 5 yards from the previous spot.

F. No player from the kicking team may interfere with a player from the receiving team that is in position or moving into a position to catch an airborne punt. The opportunity for kick catch interference ends when a punt hits the ground. PENALTY: Kick catch interference, 10 yards from the spot of the foul.

G. Punts that have not been touched by a player are NOT dead while bouncing on

the ground. When a punt touches a player from either team and then hits the ground, it is dead at that spot and belongs to the receiving team. If a punt is muffed by the receiving team and caught in the air by the kicking team, it is dead at that spot and the kicking team retains possession, first and line-to-gain. If caught in the air by the receiving team, they may advance the ball.

H. When a punt breaks the plane of the receiving team's goal line, it is a touchback. Punts may not be returned out of the endzone.

I. There are no fair catches. Fair catch signals that are used in an attempt to confuse the opponent shall be considered Unfair Acts. PENALTY: Unfair Act, 10 yards from spot of signal or catch (depending on which is a greater penalty for the receiving team).

11. Inadvertent Whistles

When an official sounds his/her whistle inadvertently:

A. During a legal pass, while a snap is in flight, or while a kick is in-flight, the down will be replayed.

B. When a player is in possession or during a backward pass, the team in possession at the time of the inadvertent whistle may choose either to accept the play where it is blown dead or to replay the down.

VIII. EXPLANATION OF GENERAL PENALTIES

1. Delay of Game (dead ball foul, 5 yards from the previous spot)

The ball must be put in play properly and legally and any action or inaction by either team which tends to prevent this is illegal delay of game. This includes:

A. Interrupting the 25 second count for any reason, except for a time-out allowed by the referee.

B. Consuming more than 25 seconds in putting the ball in play after it is marked ready for play.

C. Snapping the ball before the ready for play signal has been given by the official.

D. Deliberately advancing the ball after it has been declared dead.

2. Encroachment [Offsides] (dead ball foul, 5 yards from the previous spot)

Following the ready-to-play whistle and prior to the snap, no player on defense may encroach, touch the ball, or contact an opponent in any way. It is encroachment for any player to break his/her scrimmage line plane (yellow disk [defense], orange disk

[offense]). Players do NOT have the opportunity to jump across the line and "get back" inside. It is a foul as soon as the player initially enters the neutral zone.

3. False Start (dead ball foul, 5 yards from the previous spot)

No offensive player shall simulate a charge or start of a play.

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

5. Illegal Batting (10 yards from the spot of the foul)

Players shall not bat a loose ball other than a pass or fumble in flight. Exception: A backward pass in flight may not be batted or thrown forward by the passing team.

6. Illegal Motion and Shift (5 yards from the previous spot)

Only one offense player may be in motion, but not in motion towards the opponent's goal line (or line of scrimmage), at the time of the snap. After a huddle, all offensive players must come to a stop and remain stationary for 1 second before an offensive player may go in motion. If two or more players shift/go in motion simultaneously prior to the snap, both must come to a stop and reset prior to the snap.

7. Flag Guarding (10 yards from the spot of the foul & replay the down)

The ball carrier shall not protect his/her flags by blocking with his/her arms or hands in order to deny the opponents the opportunity to remove them. This includes the quarterback/passers in possession of the ball. Note: Stiff arming is flag guarding.

Running while holding the ball at hip-level, intentionally or unintentionally, may also be considered flag guarding.

8. Illegally De-flagging an Opponent (Personal foul, 10 yards)

An offensive player must have possession of the ball before they can be legally de-flagged. Pulling or removing a flag belt from an offensive player without the ball is illegal. If the player is an eligible receiver, the violation may be considered pass interference.

9. Illegal Contact by the Ball Carrier (Personal foul, 10 yards from the spot of the foul)

The ball carrier must run to avoid tacklers. Deliberate charging of an opponent is

against the rules. Officials will use the same judgment on charging and blocking by offensive and defensive players as in basketball. "Brushing contact" and unavoidable contact is not willful "charging." The ball carrier may spin around defenders to avoid de-flagging; however, the ball carrier must remain in control of his/her body during such moves. If the foul is intentional or unsportsmanlike, then 10 more yards will be added to the penalty and the player will be disqualified.

10. Holding (10 yards from the end of the run [defense], 10 yards from the spot of the foul [offense])

Holding is grasping or encircling an opponent with the hand or arm in any way that impedes his/her movement. A defensive player may not hold, push, or knock the ball carrier down in an attempt to remove the flag. Similarly, an offensive player may not hold an opponent to prevent a de-flagging.

11. Tripping (10 yards from the end of the run)

Tripping is using the lower leg or foot to obstruct an opponent (including the ball carrier) below the knees.

PENALTY: 10 yards from the end of the run.

12. Illegal Contact by the Defense & Tackling (10 yards from the end of the run)

If a defensive player reaches across the body of the ball carrier to pull the flag and contact is made, the responsibility of the contact lies with the defensive player. A runner shall not be thrown to the ground. There shall be no contact with an opponent who is on the ground. If a defensive player tackles the ball carrier, who in the opinion of the referee, would have scored except for being tackled, a touchdown shall be awarded. Deliberate tackles will result in disqualification.

13. Roughing the Passer (10 yards from previous spot, automatic 1st down, if accepted);

Defensive players must make a definite effort to avoid charging into a passer. Contact with the passer shall be avoided except in cases where the defensive player is attempting to de-flag the passer. Excessive contact is not permitted at all times. Contact with a thrown ball (hitting the ball then the passer in the same motion) does NOT affect this rule and roughing the passer may still be called. Roughing the passer does not apply on illegal forward passes; however, illegal contact may be called.

14. Illegal Forward Pass & Intentional Grounding (5 yards from the spot of the foul and

loss of down)

A pass thrown in violation of the legal pass guidelines listed above is considered illegal. A pass that is intentionally thrown to the ground or out of bounds to avoid a loss of yardage is also illegal.

15. Offensive Pass Interference (10 yards from the previous spot)

Pass interference occurs when a player contacts another eligible receiver who is beyond the line of scrimmage. Restrictions exist for the offense from the time that the ball is snapped until it has been touched by a receiver.

16. Defensive Pass Interference (10 yards from the previous spot)

Restrictions exist for the defense from the time the pass is thrown until it has been touched by a receiver. Note: Contact or interference by the defense prior to when the pass is thrown is still considered illegal and will be penalized as a personal foul, illegal contact, 10 yards.

17. Other Personal Fouls (10 yards from the end of the run [defense], 10 yards from the spot of the foul [offense])

Any act prohibited hereunder or any other act of unnecessary roughness is a personal foul.

A. No player shall punch, strike, strip, steal, or attempt to steal the ball from the player who has possession.

B. There shall be no tripping or clipping.

C. There shall be no hurdling. Hurdling shall be interpreted as an attempt by the runner to jump with feet or knees foremost over a player or between two players. (You can spin away from players to avoid having your flag pulled.)

18. Unsportsmanlike Conduct (all enforced from dead ball spot, 10 yards)

No player shall commit unsportsmanlike acts during play or intermission including:

A. Using words similar to offensive audibles or quarterback cadence prior to the snap in an effort to interfere with the offense's signals or movements.

B. Intentionally kicking the ball (other than a punt)

C. Intentionally kicking an opponent or swinging an arm, hand or fist at any opposing player or official.

- D. Disrespectfully addressing an official or indicating objections to an official's decision.
- E. Using profanity, taunting, insulting or vulgar language or gestures (flagrant).
- F. Fighting or leaving the sidelines and entering an alternation (flagrant).

Two unsportsmanlike fouls by the same player or non-player results in disqualification. A player or non-player can be disqualified following the first unsportsmanlike foul if deemed flagrant.

IX. SPORTSMANSHIP

1. The mission of Intramural Sports is to provide a recreational environment for the University community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the intramural program.

2. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.

3. A team is responsible for the actions of the individual team members and spectators related to it. Additionally, SAU Intramural Sports does not recognize the use of coaches. Only the team captain shall speak to the officials regarding administrative matters (protests, ejections, disqualifications, etc). Furthermore, the team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.

4. Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams

for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

5. Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines. Protests or appeals of sportsmanship ratings will not be recognized. The Intramural Sports administrative staff reserves the right to review any rating given to a team.

6. Additional information regarding team and participant sportsmanship including the rating method, factors, and scale is available online at the Intramural website.

X. PLAYOFF QUALIFICATIONS

1. Teams must achieve an average sportsmanship score of 4.25 to qualify for the playoffs.

2. Teams that forfeit 2 or more games will not be eligible for the playoffs.

3. Teams that default more than 4 games will not be eligible for the playoffs.

4. No team is guaranteed a playoff spot. Depending on the number of teams in a league there may be a cutoff point in the standings that determines which teams qualify for the playoffs. This cutoff will vary from league to league and year to year; make sure to reach out to the intramural director if you have questions regarding playoff qualifications for your league.