

I. Eligibility

All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Campus Recreation Intramural Handbook.

Please Note: Players may not participate in two or more teams in any division and in the same sport during the Intramural season. Players may however play in a coed housing league and in one other division such as a men's recreation, men's competitive, IFC or a women's league at the same time. IFC is considered a men's competitive division and therefore will follow the same guidelines as described earlier. Participants who play in more than one team in the same or different (recreation and competitive) division are in violation of this policy and shall be banned from the sport league and will forfeit that game no matter what the final score is. A sportsmanship rating of a 1 shall be given to that team as well. Managers are responsible for their player's eligibility. Ignorance is no excuse. You have been warned.

UCI CLUB SPORT PLAYERS:

The number of club sport players on the team roster may consist of unlimited number of club sport players but only one third (1/3) of the required number of club players may participate in a game. The other two thirds (2/3) will include non club players. For example: basketball club players may only have one club player on the court when a full team is on the court. The 4 other players on the court are non club players. If a team starts the game with only 4 players only 1 of the players may be on the club team. This will include both male and female club players on the same team. A person is deemed a club member if he/she participates in a club contest against another club team, practices during the middle of the club season, or appears on the team travel roster. Once a person has been deemed a club member, he/she will be considered a club player with regard to intramural sports for 12 consecutive months from the date that he/she last participates in a club contest, last appears on the team travel roster, or the date of their most recent signed sport club waiver form, whichever is latest. If a club player is removed or quits the team the club player is still considered a member of the club team and their status will not change until the following year. Intramural players who join a club team during the middle of IM sport season will be considered a Club member and must follow the same IM policies concerning Club sport players.

NEW: There will be a ten (10) minute grace period for teams unprepared to play. After 10 minutes the unprepared team will take a loss (default). Any team that takes a default will receive a sportsmanship rating of a 3.5. If both teams are unprepared to play both teams shall receive a loss (default). (Forfeit: no players at the games site or a Default: lack of eligible players to participate).

Sportsmanship

"Campus Recreation Staff and Intramural Staff reserves the right to deny participation to anyone (player or spectator) that fails to demonstrate proper sportsmanship." (CONDUCT OF PARTICIPANTS AND SPECTATORS: IM Player Handbook)

The Intramural Officials and Intramural Supervisors at the time of play shall have the power to make decisions on any matters or questions not specifically covered in the Intramural Rules.

"Any protest or player ejection ruling will be reviewed by the Intramural Sportsmanship Advisory Board. The Intramural Director will make the final ruling on these issues and matters not covered in the UCI Intramural Rule Book or in the Intramural Players Handbook." (INTRAMURAL SPORTSMANSHIP ADVISORY BOARD: IM Player Handbook).

II. The Game, Field, Players and Equipment

- A. The game shall be played between 2 teams of 7 players each. Six players are required to avoid a default.
- B. **The first team listed is the visitors and shall wear dark t-shirts. The second team listed is the home team and shall wear light t-shirts.**
- C. The first downs are achieved by crossing the "zone line to gain." Zone lines are 20 yards apart.
- D. Men must use an official adult size & weight football, while women have the option to use an intermediate size football. Teams will need to supply their own ball.
- E. The official field is 40 yards X 80 yards, with 10 yards end zones.

- F. Shirts must be long enough so they remain tucked in the pants or shorts. It must remain tucked in at all times.
- A. Players may not wear pants or shorts that have belt loops, pockets, or an exposed drawstring.
- G. A team shall be given a 10 yard unsportsmanlike penalty for players wearing illegal equipment (pants or shorts that have belt loops, pockets, an exposed drawstring, no jewelry, no caps, no metal cleats/metal screw on, or illegal wearing of the belt flags.)
- H. No baseball caps or other rigid headwear. Bandanas with knots are prohibited.
- I. Shoes: All players must wear athletic shoes made of soft-soled, leather, or canvas composition. Metal spikes, baseball style, spikes, and cleats with metal exposed or screws on cleats are prohibited. Any player caught wearing spikes will not be allowed to participate.
- J. 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 at all times.
- K. Players may carry a playbook inside their clothing as long it is not made of an unyielding material. Playbooks may also be worn outside the clothing on a wrist band.
- L. Towels may not be attached at the player's waist.

III. Captain's meeting

- A. A coin toss shall be conducted during the captain's meeting. The captain winning the toss shall have these options:
 - 1. Offense/defense or the side a team wants to defend.
 - 2. The kicking option has been eliminated. A team who picks offense will take the ball at the 18 yard line to start the game.
- B. In the second half both teams shall switch sides and the team who picked offense first will play defense at the start of the second half.

IV. Periods, Time Factors, Substitutions

- A. Playing time shall be 40 minutes, divided into two halves of 20 minutes each.
- B. **The clock will run continuously for the first 37 minutes of the game. The clock will be stopped for an injury time out, official's time out, team time out, a touchdown or extra point. Clock will restart after the official has placed the ball in play, not at the snap of ball.**
- C. During the **final 3 minutes of the 2nd half**, the clock will operate under regular high school football rules.
- D. Each team is entitled to two 60-second time-outs throughout the entire game.
- E. The ball shall be put in play within 25 seconds after it is declared ready for play by the referee.
- F. Games ending in a tie during the regular season will remain a tie.

V. Overtime: "Only During Playoffs"

- A. The officials will administer a coin toss to determine offense/defense or side. The winner of the coin toss will choose one of those options.
- B. The first team on offense will have 4 downs to score a touchdown from the 20-yard line. If defense intercepts the ball and scores a touchdown the game is over. If the player who intercepted the ball fails to score the defensive team will take over at the 20-yard line and will have 4 downs to score.
- C. If a team scored a touchdown they shall try for an extra point at the 3-yard line for one point, 10-yard line for two points or 20-yard line for three points. The defense can intercept and score 1, 2 or 3 points.
- D. If both teams fail to score during the first overtime process the second overtime process will start on the 10 yard line and each team will only have two downs to score a touchdown. The team on defense first will be on offense for the second over time.
- E. If both teams scored and the game is still tied during the second over time the third over time process will begin at the 3 yard line with 1 down to score a touchdown.
- F. Overtime process shall be used in all divisions.
- G. No time outs during overtime. Time outs not used in regulation will not be carried over.

VI. Ball in Play, Dead Ball, Out of Bounds

- A. A player is out of bounds when any part of him/her touches anything, other than another player or a game official which **is on or outside the sideline or end line**. The player touching the line is out of bounds. **The line is out!**

- B. When any part of the runner other than a hand or foot touches the ground the ball is dead. (Knee, shoulder, elbow= deadball!
- C. Only one forward pass is allowed. When a backward pass, fumble, or snap touches the ground the ball is dead and the ball is placed at the spot of the fumble.
- D. When a runner has a flag belt removed legally by a defensive player the ball is dead.
- E. When a runner has a flag belt partially removed and then the flag drops to the ground the play shall be dead and the ball will be taken at the spot where the flag fell.
- F. If a flag belt inadvertently falls to the ground, a one hand tag between the shoulders and the knees constitutes a deadball.
- G. Diving head first with the ball at any time shall not be allowed. 5 yard penalty at the spot of the foul if there was no contact. 10 yard penalty if the diving player contacted another player. Diving to catch a ball is legal. A defensive player diving to deflag an opponent is legal.
- H. Hurdling another player is illegal: Jumping to avoid being deflagged is illegal. 5 yard penalty non contact. 10 yard penalty for illegal contact.
- I. Spinning is legal only if the runner is in control. If contact is made it will be the judgment of the official to decide whether illegal contact was made. Incidental contact will occur.
- J. Jamming another player or setting picks is illegal. 10 yard penalty for illegal contact.

VII. Punts

- A. When a punt touches the ground on or anywhere in a playable area, any player on the receiving team may pick up the ball and run with it. If a receiver tries to catch the ball but fumbles the ball is dead and the spot is taken where the ball hit the ground.
- B. If a punt touches the ground that is behind the goal line a player may catch the ball and advance or down the ball; whistle is blown and play is stopped immediately (touchback). A touchback will be awarded to the receiving team. It's a change of possession and the ball is placed on the 15-yard line. Clock shall continue to run unless it's the last 3 minutes of the game.
- C. At least 4 players of the receiving team must be within 1 yard of the punt after the ball is ready for play and until the ball is kicked.
- D. There are no on-side kicks.
- E. When a punt is to be made, the kicking team must announce to the referee of its intention.
- F. The kicker must be at least 5 yards or more behind the scrimmage line. **The Kicker in one continuous motion must kick the ball. Penalty: Delay of game. 5 yard penalty, repeat 4th down.**
- G. Both teams must have at least 4 players within 1 yard of their scrimmage line and remain motionless until the kick is made (arms must be to the player's side).

VIII. Snapping, Handing, and Passing the Ball

- A. The offensive team must have at least 4 players on the line of scrimmage at the snap. The 4 players must have at least one foot on the line of scrimmage. The defensive line of scrimmage is 1 yard off the ball.
- B. 3 point or 4 point stances are illegal. (illegal procedure= 5 yd penalty from the line of scrimmage.)
- C. No direct snaps are allowed. The receiver/QB must be in shot gun formation.
- D. After the ball is ready for play, all offensive players must momentarily be within 15 yards of the ball before the snap.
- E. All players of either team are eligible to touch or catch a pass.
- F. Only one forward pass can be thrown per down.
- G. A player must have at least a foot in bounds on all catches.

IX. Scoring Plays and Touchbacks

- A. Extra points: From the 3 yard line is worth 1 point, from the 10-yard line is worth 2 points and from the 20-yard line is worth 3 points.
- B. A safety is worth 2 points.
- C. **NEW:** A defensive player intercepting a ball and running it back for a touchdown will be worth the extra point (Whether it's 1 point, 2 points or 3 points).
- D. Once a player scores a touchdown an official shall remove the flag to ensure equipment is legal.
- E. Clock will stop after a touchdown and during the extra points. Clock will not restart until the official blows the whistle to put the ball back in play.

X. Blocking

A. Offensive Screen

1. The offensive screen block shall take place without contact.
2. The screen blocker shall have his/her hands and arms at his/her side or behind his/her back.
3. Any use of the arms, elbows, or legs to initiate contact during an offensive player's screen is illegal.

B. Defense

1. Defensive players must go around the offensive player's screen block.
2. The arms and hands may not be used to contact an opponent except when capturing a flag belt or tagging a runner without a belt.
3. Attempting to steal, punch or strip the ball from a player is illegal.
4. Holding, pushing, or tackling a runner is illegal.
5. Grabbing on to the shirt is illegal: 10 yard penalty.
6. The swim maneuver is prohibited and shall be deemed illegal. 10 yard penalty.
7. Any contact made will be deemed illegal contact and the team shall be assessed 10 yards.

C. Offense

1. Guarding of the flag belts with any part of the body to avoid being deflagged is illegal. 10 yards
2. A player is not allowed to "stiff arm" a defending to avoid being deflagged. 10 yards
3. A player may not deliberately drive or run into an opponent, or lower their head and shoulders, causing any contact. 10 yards.
4. An offense player shall not hurdle, take off with both feet, dive head first towards a goal or a defense player(s) who is in front or around defense players to avoid a deflagging. 5 yards no contact, 10 yard with contact.

XI. Quarterback

A. Defensive players may not push, pull, hold, tackle, trip, or hit a quarterback while he/she is attempting to make a play. (Roughing the passer, 10 yard penalty from the previous spot, automatic first down.)

B. Quarterback may not push, flag guard, or stiff arm a defensive player while he/she is trying to go for the flag. (10 yard penalty at the spot of the foul (repeat down).

XII. False Starts/Offsides:

- A. All players on the offensive line must remain motionless for one second before the snap. Any player(s) moving before the snap will be deemed illegal. Penalty false start 5 yard penalty, repeat down.
- B. Only one player may be in motion moving towards the sideline before the snap. A player in motion moving towards the line of scrimmage will be given a 5 yard penalty for illegal motion.
- C. The center/ hiker may roll the ball side to side on the ground before the snap. If the ball is picked up and placed back on the ground it will be deemed dead, 5 yard penalty, loss of down.
- D. The center must hike the ball in one continuous motion to the quarterback or kicker.
- E. Any defensive player crossing the neutral zone before the snap will be deemed illegal and the play will be stopped immediately. Penalty: 5 yard penalty, repeat down. Any contact made by a player during the offsides will be deemed illegal and a 10 yard penalty will be assessed (repeat down). If the contact was unsportsmanlike that player will be ejected from the game and the 10 yard penalty will be assessed.
- F. A defensive player may not step back to his/her side of the playing field before the snap. Play shall be whistled dead immediately and penalties will be enforced.

XIII. Mercy Rule:

- A. A game shall end if a team with 21 points or more at the start or during the last 3 minutes of the second half.
- B. The clock will run continuously during the last three minutes of the second half if a team is ahead by 18 or more points.

XIV. Coed Leagues Rules:

- A. 7 players constitute a coed team. A coed team must have at least 3 females on the field at all times.
- B. You may start the game with 6 players but you need 3 females to start the game. You may have more than 3 females on the field but you need at least 3 females to start.

- C. Before a team can score a touchdown a female must participate in three completed plays (Either by a female's successful throw, a female's successful catch or a female running with the ball and gaining positive yards. (Penalty 5 yards from the goal line)
- D. Male and female quarterbacks cannot run with the ball for extra yards. (Penalty loss of down, ball is placed at the same marker)
- E. If a male QB throws a forward pass to a male receiver the male receiver must be on or in front of the scrimmage line. (Penalty loss of down)
- F. A female receiver maybe in front or behind the scrimmage line to catch a ball, as long as they gain positive yardage.
- G. **(NEW)** A defensive player intercepting a pass may score a touchdown without having to complete three successful plays made by a female.

XV. Housing league Rules:

- A. 7 players constitute a coed housing team. A coed housing team must have at least 2 females on the field at all times.
- B. You may start the game with 6 players but you need 2 females to start the game. You may have more than 2 females on the field but you need at least 2 females to start.
- C. Before a team can score a female must participate in two completed plays (Either by a female's successful throw, a female's successful catch or a female running with the ball and gaining positive yards. (Penalty 5 yards from the goal line)
- D. The male or female quarterbacks cannot run with the ball for extra yards. All passing plays.

XVI. Fighting/ Taunting/ Trash Talking:

- A. Intramural officials do not have to give warnings before an ejection. "Campus Recreation Staff and Intramural Staff reserves the right to deny participation to anyone (player or spectator) that fails to demonstrate proper sportsmanship."
- B. Players who are involved in a fight will automatically be ejected from the game and will be suspended at their next game. (10 yard penalty)
- C. If a fight occurs during the game, all players and their fans on the sideline are to remain in their team sideline. If a player enters the field to observe, separate participants, become involved in the fight, etc, he/she will be disqualified (10 yard penalty). If a fan enters the field during a scuffle and is involved in an altercation (physical contact, pushing, shoving, making threats to the opponents, the fan will be given a 3 game suspension. During the fan's suspension he/she will not be allowed anywhere on the ARC fields during the team's games.
- D. If both teams enter the playing field during a fight the game will automatically be called by the officials. Both teams will receive a double forfeit no matter what the score is.
- E. If players or their spectators are threatening an opponent or is involved in a scuffle prior to or after the game, the offending team will be disqualified from the next game.
- F. Any team who has players ejected more than once will be removed from the league.
- G. During playoffs a team will need a 3.0 in sportsmanship rating to continue in the playoffs.
- H. Any team in the playoffs that does not meet the 3.0 sportsmanship rating will be disqualified and their opponent will continue in the playoffs.
- I. Any player(s) ejected in the playoffs because of a fight will be suspended for the first 3 weeks of all intramural events, excluding Summer quarter.
- J. All players/ fans ejected for physically assaulting another player, IM Official, or Campus Recreation Staff will be charged by UCI Police with physical assault. The case will be turned to the Dean of Students and ARC privileges will be suspended.
- K. UCI Campus Police will remove players and fans who fail to comply with the IM Officials, Supervisors and Campus Recreation staff.