

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

**Each player MUST show their valid Winthrop ID to be allowed to participate in any game.
NO EXCEPTIONS!**

NIRSA rules will be used with some in-house modifications

RULE ONE: THE GAME, FIELD, PLAYERS

Section One: General Provisions

A. Eligibility

1. This activity will be conducted according to the eligibility rules set forth in the Intramural Sports Participant Guide.
2. All participants must present their own Winthrop photo identification card (Winthrop ID) to the Sport Supervisor at the playing site prior to participating in each Intramural Sports contest. Sport Programs will not accept any other form of identification (i.e., driver's license, passport, social media profile photos, etc.). Players without a Winthrop-issued ID will not be permitted to play.
3. The participation by an ineligible player will subject the offending team to forfeiture of the contest and possible removal from the league.

B. Players

1. The game shall be played between two teams of four (4) players each.
2. A team may begin a game with a **minimum of three (3) players**.
3. A team may have a maximum of nine (9) players on the roster. Players who have not participated may be removed from the team roster prior to the roster freeze date (see IMLeagues).
4. The jurisdiction of the Sport Programs staff begins when a team or player enters the property and ends when the team or player leaves the property. During this time, participants are expected to treat all Sport Programs staff, opponents and Recreational Services property with respect.
5. The use of alcohol and/or tobacco is strictly prohibited.

C. Sportsmanship Rating

1. Participants and spectators are expected to demonstrate positive sportsmanship towards other teams and staff members at all times. At the conclusion of each game, teams will be assigned a sportsmanship rating that reflects the team's overall conduct for that night.
2. **In order to be eligible for the playoffs, a team must have a sportsmanship rating average of at least 3.00 at the conclusion of the regular season.**
3. During the playoffs, teams who receive a sportsmanship rating below three (3) will be placed on probation. A second rating below three (3) during the same playoffs will result in forfeiture for the offending team.

A **four (4)** is given when the team cooperates fully with the Sport Programs staff and the opponent. If necessary, the team captain speaks calmly with Sport Programs staff regarding questions or rule interpretations.

A **three (3)** is given when the team displays a few lapses in sportsmanship but receives no unsportsmanlike conduct penalties. The captain remains in control of the team at all times without being prompted by staff.

A **two (2)** is given when the team displays somewhat frequent lapses in sportsmanship, and the team captain does very little to assist in alleviating the problem. This is the highest sportsmanship rating a team can receive after being assessed an unsportsmanlike conduct penalty.

A **one (1)** is given when the team receives one ejection and/or multiple unsportsmanlike conduct penalties. The team captain has little or no control over the team, is part of the problem and/or is unwilling to work



WINTHROP
UNIVERSITY

Recreational Services

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

with staff. This is the rating a team receives for a game ended due to unsportsmanlike conduct penalties alone.

A **zero (0)** is given when the team is completely uncooperative and behaves in a way that violates Winthrop University regulations. The team shows a blatant disregard for the policies and rules of Recreational Services. Teams receiving this rating will be ineligible to compete until meeting with the Assistant Director, Sport Programs to discuss the incident.

Section Two: Field

A. Dimensions

1. The field measures forty (40) yards in length, goal line to goal line, and thirty (30) yards in width. End zones are ten (10) yards in length.
2. The field should be lined at the 20 yard mark in the middle of the field and should have an X-mark at both 10 yard lines.

B. Team Box

1. On each side of the field a team box is designated for the players and non-players. This team box is located two (2) yards off the sideline and between the 10 yard lines. Teams may be asked to stand on opposite sidelines.
2. If teams cannot agree on a sideline, the Referee will designate one for each of them.

Section Three: Equipment

A. Official Ball

1. The official ball shall be pebble-grained leather or rubber covered and meet the recommendations of size and shape for a regulation football. There are no requirements regarding ball pressure and markings.
2. Men shall use the regular size ball only. The regular, intermediate, or youth size football shall be used for Women's and CoRec games.
3. The Referee shall be the sole judge of any ball offered for play and may change the ball during play at his/her discretion. During the game, each team must use a legal ball of its choice when in possession.

B. Jerseys

1. Players of opposing teams must wear contrasting colored jerseys. The visiting team will be responsible for avoidance of similarity of colors.
2. Jerseys must be (either):
 - a. Long enough so they remain tucked in the pants/shorts during the entire down;
 - b. Short enough so there is a minimum of 4" from the bottom of the jersey to the waistline.

C. Players

1. All players must wear athletic, closed-toe shoes.
2. Cleats of soft or hard rubber shall be allowed, but metal cleats are not permitted.
3. Players who are caught wearing metal cleats will be automatically ejected from the game.
4. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces and bracelets.
5. Protective equipment may be worn by any player at all times. Padding must cover splints, braces and/or casts.
6. The Sport Programs staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
7. The Sport Programs staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance.



WINTHROP
UNIVERSITY

Recreational Services

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

8. Equipment that includes computers, electric components or mechanical devices shall be declared illegal.
9. **Each player must wear pants or shorts with no belts, belt loops, pockets and/or exposed drawstrings.** A player's pants/shorts color may not match his/her flag belt color at any time.
10. Players may not wear shirts with hoods or any other piece of clothing with zippers that could cause injury to other players.
11. Players may wear knit caps, but may not wear hats with bills.
12. Players are required to wear flag belts for the duration of the contests. Flag belts are provided by Sport Programs.
13. Shirts must be tucked in at all times.
14. *In a CoRec game, a team may not have more than two (2) players of the same gender on the field at any given time.*

RULE TWO: COIN TOSS, TIMING

Section One: Beginning a Period

- A. Coin Toss
 1. The Referee shall instruct the visiting captain to give a "heads" or "tails" choice before the coin toss. The Referee will then toss and catch the coin in the presence of the opposing captains. All officials should be present for the coin toss.
 2. The captain winning the toss shall have a choice of options for the 1st half or shall defer his/her option to the 2nd half. The options for each half shall be:
 - a. To choose whether his/her team will start on offense or defense
 - b. To choose the goal his/her team will defend.
 - c. The captain, not having the 1st choice of options for a half, shall exercise the remaining option.

Section Two: Game Timing

- A. Playing Time and Intermissions
 1. Playing time shall be 30 minutes, divided into two (2) halves of 15 minutes each. The intermission between the 1st and 2nd halves shall be five (5) minutes.
- B. First 29 Minutes
 1. The clock will start on the first snap and run continuously for the 1st half and the first 14 minutes of the second half unless it is stopped for a:
 - a. Team timeout
 - b. Referee timeout
 - c. End of the 1st half
- C. Last Minute of the Second Half
 1. During the final minute of the 2nd half, the clock will stop for a/an:
 - a. Incomplete legal or incomplete illegal forward pass (starts on the snap)
 - b. Out-of-bounds (starts on the snap)
 - c. Safety (starts on the snap)
 - d. Team timeout (starts on the snap)
 - e. Referee timeout (starts at his/her discretion)
 - f. First down (dependent on the previous play)
 - g. Touchdown (starts on the snap after the try)
 - h. Attempted try (starts on the snap after the try)
 - i. Penalty and administration (dependent on the previous play)
 - j. Touchback (starts on the snap)
 - k. Change of possession (starts on the snap)



WINTHROP
UNIVERSITY

Recreational Services

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

- I. Inadvertent whistle (starts on the ready)
- D. Timeouts
 - 1. Each team is entitled to two (2) charged timeouts each game.
 - 2. A charged timeout that is granted shall be one (1) minute and can be shortened if both teams are ready for play.
- E. Overtime Procedures (**Playoffs ONLY**)
 - 1. Mandatory Meeting
 - a. If the game ends with a tie score, the Sport Programs staff must bring all players of both teams to the center of the field. They will discuss the tie breaker procedures and answer all questions prior to the coin toss.
 - b. After this meeting, the captains will stay while the remaining players return to their respective team box.
 - 2. Coin Toss
 - a. A coin will be tossed by the Referee to determine the options as in the start of the game. The visiting captain shall call the toss.
 - b. There will be only one (1) coin flip during the overtime. If additional overtime periods are played, the captains will alternate choices.
 - c. The winner of the toss shall be given options of offense, defense or direction of play. The loser of the toss shall make a choice of the remaining options.
 - d. All overtime periods are played towards the same goal line.
 - 3. Overtime Game Play
 - a. Unless moved by penalty, each team will start 1st and Goal from the ten (10) yard line. An overtime period consists of a series of four (4) downs by each team. If the score is still tied after one (1) period, play will proceed to a 2nd period or as many as are needed to determine a winner.
 - b. If the 1st team which is awarded the ball scores, the opponent will still have a chance to win the game.
 - c. When the defense secures possession, the ball is dead, and the series is over. The ball will be placed at the ten (10) yard line, and the original defense will begin their series of downs, if needed. The defense is not allowed to return a turnover for a touchdown in overtime.
 - d. Each team is entitled to one (1) timeout only, for the entire overtime.
 - 4. Fouls and Penalties
 - a. Fouls and penalties are administered similar to the regular game.
 - b. The goal line shall always be the zone line-to-gain in overtime, regardless of penalties and fouls administered.

RULE THREE: BALL IN PLAY, DEAD BALL, OUT-OF-BOUNDS

Section One: Dead Ball

- A. Dead Ball Becomes Live
 - 1. A dead ball, after having been cleared ready for play, becomes a live ball when it is legally snapped.
- B. Ball Declared Dead
 - 1. A live ball becomes dead and an official shall sound his/her whistle or declare it dead when:
 - a. It goes out-of-bounds
 - b. Any part of the runner other than a hand or foot touches the ground
 - c. A touchdown, touchback, safety or successful try is made
 - d. The ball strikes the ground following 1st touching by a receiving team
 - e. A forward pass strikes the ground or is caught simultaneously by opposing players
 - f. A backward pass or fumble by a player strikes the ground or is caught simultaneously by opposing players.



WINTHROP
UNIVERSITY

Recreational Services

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

- g. A snapped ball hits the ground before or after getting to the intended receiver
- h. A forward pass is legally completed or a loose ball is caught by a player on, above, or behind the opponent's goal line
- i. A runner has a flag belt removed legally by an opponent
- j. A runner is legally tagged with one (1) hand between the shoulders and knees, including the hand and arm, by an opponent if the flag belt has unintentionally fallen off a player.
- k. A passer is deflagged/tagged prior to releasing the ball
- l. The defensive team secures possession during a try or overtime

C. Out-of-Bounds

- 1. A player is out-of-bounds when any part of the person is touching anything, other than another player or official, who is on or outside the sideline or end line.
- 2. A ball in player possession is out-of-bounds when the runner or the ball touches anything, other than another player or official, which is on or outside the sideline or end line.
- 3. A loose ball is out-of-bounds when it touches anything, including a player or official, who is out-of-bounds.

D. Inadvertent Whistle

- 1. In the case of an inadvertent whistle, the offense will have a choice of taking the result of the play at the time of the whistle or redoing the entire play.

RULE FOUR: SERIES OF DOWNS, NUMBER OF DOWNS, POSSESSIONS

Section One: Series

A. Zone Line-to-Gain

- 1. A possession after a score or turnover-on-downs will begin on the team's 10 yard line.
- 2. 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.
- 3. Series of Downs: Team A shall have 4 consecutive downs to advance to the next zone. Any down may be repeated or lost if provided by the Rules. There is no option to punt.
- 4. A new series of downs shall be awarded when a team moves the ball into the next zone on a play free from penalty; or a penalty against the defense moves the ball into the next zone; or an accepted penalty against the defense involves an automatic first down; or either team has obtained legal possession of a ball as a result of a penalty, score, pass interception, or turnover on downs.

RULE FIVE: SNAPPING, HANDING, AND PASSING THE BALL

Section One: The Scrimmage

A. Ball Responsibility

- 1. Offensive players are responsible for retrieving the ball after a down. The snapper will bring the ball from the huddle to the scrimmage line. A small towel may be placed under the ball, regardless of weather or field conditions.

B. Stances

- 1. Players may use a 2, 3, or 4 point stance.

C. Encroachment

- 1. Following the ready for play and until the snap, no defensive player may encroach, touch the ball, nor may any player contact opponents or interfere with them in any other way.
- 2. After the snapper has placed his/her hand on the ball, it is encroachment for any player to break the scrimmage line plane, except for the snapper's right to be over the ball.
- 3. During the interval between downs when two (2) or more encroachment fouls are committed by the defense, the penalty will be ten (10) yards for the subsequent encroachment fouls.



WINTHROP
UNIVERSITY

Recreational Services

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

D. False Start

1. No offensive player shall make a false start. A false start includes simulating a charge or start of a play.
2. An infraction of this rule may be penalized whether or not the ball is snapped and the penalty for any resultant encroachment shall be cancelled.

E. Snap

1. When over the ball, the snapper shall pass the ball back from its position on the ground/towel/spotter with a quick and continuous motion of the hands. The ball must leave the hands during this motion.

Section Two: Action During The Snap

A. Legal Position

1. Anytime on or after the ball is marked ready for play, each offensive player must momentarily be at least five (5) yards inbounds before the snap.
2. One (1) player must line up on the line of scrimmage to be a legal formation.

B. Motion

1. Only one (1) offensive player may be in motion, but not in motion toward the opponent's goal line at the snap.
2. Other offensive players must be stationary in their positions without movement of their feet, body, head, or arms.
3. A legal motion may not begin until the entire offensive team is set in a legal formation.

C. Direct Snaps

1. Direct snaps are illegal. The snapper may not snap the ball to himself/herself.
2. The player receiving the snap must be at least two (2) yards behind the offensive scrimmage line.

D. Shift

1. In a snap preceded by a huddle or a shift, all offensive players must come to a complete stop and remain stationary in a legal formation without movement of feet, body, head or arms for at least one (1) full second before the snap or before a motion begins.

Section Three: Handing the Ball

A. No Restrictions

1. Any player may hand the ball forward or backward at any time.

Section Four: Backward Pass and Fumble

A. When Legal

1. A runner may pass the ball backward or lose player possession by a fumble at any time except if intentionally thrown out-of-bounds to conserve time.

B. Caught Or Intercepted

1. A backward pass or fumble in flight may be caught or intercepted by any other player inbounds and advanced.
2. A player may not throw an untouched backward pass to himself/herself.

C. Out-of-Bounds

1. A backward pass or fumble which goes out-of-bounds between the goal lines belongs to the offensive team at the out-of-bounds spot.
2. If a backward pass goes out-of-bounds behind a goal line, it is a touchback or a safety.

D. Fumbles Inbounds

1. A backward pass or fumble which touches the ground is dead at the spot where it touches the ground and belongs to the offensive team unless lost on downs.



WINTHROP
UNIVERSITY

Recreational Services

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

Section Five: Running

- A. A player may not take the ball from behind the line of scrimmage and advance past the line of scrimmage by running the ball. The ball must be legally passed beyond the line of scrimmage.
- B. If a forward pass is completed behind the line of scrimmage, it cannot be advanced past the line of scrimmage legally.

Section Six: Forward Pass

- A. Legal Forward Pass
 - 1. All players are eligible to touch or catch a pass. During a scrimmage down and before the team possession has changed, a forward pass may be thrown provided the passer's feet are on or behind the plane of the offensive line of scrimmage when the ball leaves the passer's hand.
 - 2. Only one (1) forward pass can be thrown per down.
- B. Illegal Forward Pass
 - 1. A forward pass is illegal:
 - a. If the passer's foot is beyond the plane of the offensive line of scrimmage when the ball leaves the passer's hand.
 - b. If thrown after team possession has changed.
 - c. If intentionally thrown to the ground or out-of-bounds to save a loss of yardage.
 - d. If a passer catches his/her untouched forward pass.
 - e. If there is more than one (1) forward pass per down.
- C. Open And Closed (**CoRec ONLY**)
 - 1. *The term "closed" means a male player cannot complete a legal forward pass to any other male player. The term "open" means any player can complete a legal forward pass to any other player.*
 - a. *All illegal forward pass fouls are classified as fouls. Thus, illegal forward passes do not change the "open/closed" status of a down.*
 - 2. *If a male passer completes a legal forward pass to a male receiver, the next legal forward pass completion must involve either a female passer or female receiver for positive yards. The spot where the ball becomes dead by rule must be beyond the offensive scrimmage line. There is no foul for a female receiver being deflagged behind the scrimmage line. The next legal forward pass completion remains "closed."*
 - 3. *If the crew of officials erroneously indicates the status of a down, the play is nullified and the down will be repeated.*
 - 4. *During the offensive team's possession there may not be two (2) consecutive legal forward pass completions from a male passer to a male receiver.*
 - 5. *A legal forward pass caught jointly by male and female teammates is considered a female reception.*
 - 6. *There are no other restrictions concerning a male passer completing legal forward passes to a female receiver, or female to female, or female to male.*
 - 7. *If a female passer completes a forward pass to a male receiver behind the offensive scrimmage line on both an "open" or "closed" play, and that male runs beyond the scrimmage line, it is an illegal forward pass.*
 - 8. *Any foul, whether accepted or declined, shall have no effect on whether the next legal forward pass completion is "open" or "closed."*
- D. Simultaneous Catch
 - 1. If a forward pass is caught simultaneously by members of opposing teams, the ball becomes dead at the spot of the catch and belongs to the offensive team.



WINTHROP
UNIVERSITY

Recreational Services

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

E. Interference

1. During a down in which a legal forward pass crosses the scrimmage line, contact which interferes with an eligible receiver who is beyond the scrimmage line is pass interference unless it occurs when two (2) or more eligible receivers make a simultaneous and bona fide attempt to reach, catch or bat a pass.
2. It is also pass interference if an eligible receiver is deflagged prior to touching a forward pass thrown beyond the offensive scrimmage line.
3. Whether a pass is catchable or uncatchable has no bearing on offensive and defensive forward pass interference.

RULE SIX: SCORING

Section One: Scoring Plays

A. Canceled Game

1. The score of any canceled game, via forfeit or default, shall be 12-0 in favor of the offended team.

B. Grace Period

1. If a team cannot field the number of players required to participate at game time, the opposing captain will be given the choice to either apply the grace period or receive a win by forfeit.
2. Should a captain choose to apply the grace period, the game clock will start and run for up to 10 minutes. If after 10 minutes a team still cannot field the number of players required to participate, a forfeit is declared.

C. Mercy Rule

1. If a team is 19 or more points ahead when the Referee announces the one (1) minute warning, the game is over. Prior to applying the mercy rule, there must be a down free of any accepted live ball fouls. *A team must be ahead by 25 or more points in CoRec play for the mercy rule to apply.*
2. If a team scores during the last minute of the game and that score creates a point differential at or above the differential required for the mercy rule to apply, the game is over.

D. Touchdown

1. *If, in a CoRec game, a female scores a touchdown, the point value is 9. If a female player throws a legal forward pass and a touchdown is scored by any offensive player, prior to a change of possession, the point value is 9. All other touchdowns are six (6) points.*
2. All touchdowns in non-CoRec games will be six (6) points.
3. The player scoring the touchdown must raise his/her arms so the nearest official can deflag the player. If the player is not deflagged and the official determines the player secured the flag belt illegally, the touchdown is disallowed, the offending team is penalized and the player is ejected.

E. Try

1. The Referee must speak to the captain only, asking him/her whether the Try shall be from the 3, 10, or 20 yard line. Once the decision has been made, it may only be changed if a team timeout has been called.
2. Enforcement of yardage penalties does not change the value of the try. The points are awarded if the try results in what would have been a touchdown.
3. The try will provide an opportunity to score 1 point from the 3 yard line, 2 points from the 10 yard line, or 3 points from the 20 yard line to the team who previously scored a touchdown.
4. The try begins when the ball is marked ready for play and ends when the defense secures possession, the try is successful, or the ball becomes dead.

F. Safety

1. It is a safety when:
 - a. A runner carries the ball without the aid of momentum from the field of play to or across his/her own goal line, and it becomes dead there in his/her team's possession.



WINTHROP
UNIVERSITY

Recreational Services

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

- b. A player passes, fumbles, snaps, muffs, or bats a loose ball from the field of play to or across his/her goal line and the ball subsequently becomes dead there in his/her team's possession. This includes when the ball is declared dead on or behind their goal line. However, it does not apply to a legal forward pass which becomes incomplete.
- c. A player on offense commits any foul for which the penalty is accepted and measurement is from a spot in his/her end zone; or throws an illegal forward pass from his/her end zone and the penalty is declined in a situation which leaves him/her in possession at the spot of the illegal pass with the ball having been forced into the end zone by the passing team.

RULE SEVEN: CONDUCT

Section One: Screen Blocking

A. Fundamentals

- 1. The offensive screen block shall take place without contact. The screen blocker shall have his/her hands and arms at his/her side or behind his/her back when screen blocking. Any use of the hands, arms, elbows, legs, or body to initiate contact during an offensive players screen block is illegal.
- 2. A player must be on his/her feet before, during and after screen blocking.
- 3. A player who screens shall not:
 - a. Take a position closer than a normal step when behind a stationary opponent.
 - b. Make contact when assuming a position at the side or in front of a stationary opponent.
 - c. Take a position so close to a moving opponent that his/her opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take his/her stationary position.
 - d. After assuming his/her legal screening position move to maintain it, unless he/she moves in the same direction and path as his/her opponent.

Section Two: Flag Guarding

A. Guarding The Flag Belt

- 1. Runners shall not flag guard by using their hands, arms or the ball to deny the opportunity for an opponent to pull or remove the flag belt. Examples of flag guarding include (but are not limited to):
 - a. Placing or swinging the hand or arm over the flag belt.
 - b. Lowering the shoulders in such a manner which places the arm over the flag belt.

Section Three: Flag Belt Removal

A. Fundamentals

- 1. Players must have possession of the ball before they can be deflagged legally by an opponent.
- 2. If during a play, a runner loses his/her flag belt either accidentally, inadvertently, or on purpose, the play continues. The deflagging reverts to a one (1) hand tag of the runner between the shoulders and the knees by an opponent.
- 3. In circumstances where a flag belt is removed illegally by a player, play should continue with the option of a Personal Foul penalty or the result of the play.
- 4. Tampering with the flag belt in any way to gain an advantage including tying, using foreign materials, or other such acts is illegal. The offending player is ejected, and the offended player is awarded an automatic first down (if offending player is on the defense) or a loss of down (if the offending player is on the offense).
- 5. If a non-player deflags or interferes with a runner, the Referee will award a touchdown to the runner and disqualify the non-player.

Section Four: Penalty Yardage

A. 3 Yard Penalties

- 1. Required Equipment Worn Illegally
- 2. Delay of Game (Dead Ball)



WINTHROP
UNIVERSITY

Recreational Services

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

3. Illegal Substitution
4. Encroachment (Dead Ball)
5. False Start (Dead Ball)
6. Illegal Snap (Dead Ball)
7. Illegal Formation
8. Player out of Bounds when the ball is snapped
9. Illegal Motion
10. Illegal Shift
11. Illegal Advancement (Co-Rec)
12. Intentionally Throwing a Backward Pass or Fumble Out-of-Bounds (Loss of down if by offensive team)
13. Illegal Forward Pass (Loss of down if by offensive team)
14. Intentional Grounding (Loss of Down)
15. Help the Runner

B. 5 Yard Penalties

1. Illegal Player Equipment
2. Two or More or Encroachment Fouls During the Interval Between Downs
3. Offensive Pass Interference (Loss of Down)
4. Defensive Pass Interference (Automatic First Down)
5. Illegally secured flag belt on a touchdown (Loss of down if by offensive team) (Automatic first down if by defensive team)
6. Unsportsmanlike Player Conduct
7. Spiking, Kicking, or Throwing the Ball During a Dead Ball
8. Unsportsmanlike Conduct by Players and Non-players
9. Strip or attempt to Strip the Ball
10. Throw Runner to the Ground
11. Hurdle any player
12. Contact Before or After the Ball is Dead
13. Unnecessary Contact of any Nature
14. Drive or Run into an Opponent
15. Tackle the Runner
16. Fight an opponent (Automatic Disqualification)
17. Roughing the Passer (Automatic First Down)
18. Illegal Offensive Screen Blocking
19. Defensive use of Hands
20. Illegal Flag Belt Removal
21. Guarding the Flag Belt
22. Stiff Arm
23. Obstruct or Hold the Runner
24. Illegal Participation
25. Illegal Substitute/Replaced Player

Section Five: Flagrant or Unsportsmanlike Acts

A. Any player who makes a flagrant or unsportsmanlike act towards another player, spectator, official, or other member of the Sports Program staff will be immediately disqualified from the contest and made to leave the premises immediately, subject to the discretion of the officiating crew.

1. Flagrant or unsportsmanlike acts include, but are not limited to:
 - a. Intentionally contacting an official or staff member



WINTHROP
UNIVERSITY

Recreational Services

FLAG FOOTBALL RULES

INTRAMURAL SPORTS

- b. Intentionally tackling, pushing, shoving, kicking, spitting on, charging, or fighting another player, spectator, staff member, or official.
- c. Intentionally tampering with a flag belt.
- d. Flagrant personal fouls
- e. Disrespectfully addressing an official or staff member
- f. Using profanity or vulgar gestures to taunt or insult other players or spectator

RULE EIGHT: PROTESTS

Section One: Protests

A. Types

- 1. Misinterpretation of a rule. The protest must be made before the next snap or, on the last play of the game, before the officials leave the playing area.
- 2. Illegal player or players. The protest must be made while the players are still in the game and before the officials leave the playing area.
- 3. Ineligible player. The protest must be made within 24 hours of the end of the game. The Sport Programs staff will rule on the protest.

B. Procedures

- 1. Protests based on decisions involving accuracy of an official's judgment will not be considered.
- 2. Team captains must initiate protests. The Sport Programs staff on site, including the Intramural Sports Officials and Sport Supervisors, will determine the next action to take place.



WINTHROP
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Recreational Services