

## PASSING LEAGUE FLAG FOOTBALL RULES

1. Games will consist of two 10-minute halves, running clock. Game time is forfeit time. Injury time may be added if an extended stoppage due to injury occurs.
2. Teams will be allowed a maximum of 10 players.
3. Players may not switch teams once the league/tournament starts. Roster additions may be made with permission from the Intramural Coordinator.
4. All LBCC Students with a current CSC Sticker, Faculty and Staff are eligible to play (exception: current and last year's LBCC football player are ineligible). Each player's CSC number be included on the roster.
5. 5 players are on the field for offense, 4 for the defense.
6. Touchdown (TD) = 6 points; Conversions = 1 point (3 yards), 2 points (10 yards)
7. There are **NO** running plays.
8. All passes must pass the line of scrimmage.
9. The quarterback (QB) will start with the ball on the tee. No snapping.
10. A QB may hand off or lateral the ball to a teammate to pass. The play clock will continue to run.
11. The offense has 20 seconds from time of spot to start play. Teams must wait for the referee to set the tee and blow the play live before beginning play.
12. The QB will have 5.5 seconds to release a pass. The ball must be out of the QB's hand by the buzzer on the tee's timer.
13. The defense may **NOT** rush the passer nor try to strip the ball from an offensive player. If the ball is lateraled backwards or passed backwards by the QB, the defense may pursue the player with the ball.
14. All offensive players are eligible receivers.
15. After a reception, the ball may be handed off or lateraled to a teammate.
16. No Fumbles. The ball is dead at the spot that it left the runner's hand.
17. Interceptions (INT) or in-air fumbles are dead at the spot of the INT. The ball will be "turned around" at that point (example: the ball is intercepted at the 10 yard line, the ball will be spotted at the 30 30 yard line for their offensive possession).
18. **No blocking is allowed.**
19. All possessions will start at the end line (40 yard line) unless following an INT or in air fumble.
20. The offense has three downs to reach mid-field for a first down (and three after to score).
21. All defensive penalties result in first downs.
22. All offensive penalties result in a loss of down.
23. No flag guarding or stiff-arming (5 yds. from spot of foul & loss of down)
24. All penalties are 5 yards (exception: If the line of scrimmage is 5 yards or less from the 40 yard line (end line), penalties will go half the distance).
25. No chucking of receivers by the defense. This is a non-contact game.
26. Athletic shoes or molded cleats must be worn. No metal spikes are allowed. No boots or bare feet. Rubber/plastic screw-in cleats must be approved by the Intramural Coordinator.
27. In pool play, ties will count as such. In the playoffs, there will be a two play per team tiebreaker from the 40 yard line (winning team is the one with the most yardage after 2 plays).
28. Flagrant penalties, fighting and attempts to injure will not be tolerated. Individuals resorting to such tactics will be ejected and will be placed on the Intramural Warning List. Gross misconduct may result in disqualification of the individuals(s) and/or team from the league. Actions may also be report to Student Conduct.
29. Team fights will result in the disqualification of the entire team(s) for the remainder of the league and all individuals will be placed on the warning list.
30. **NO TRASH TALKING!!!** Excessive running of the mouth will be flagged for **Unsportsman Like Conduct.**
31. Top 4 teams in pool play (2 from each division) will advance to the single eliminating playoffs.
32. The College Champions and runners up will receive Intramural t-shirts.

Any situation not explicitly covered in the rules will be left up to the final discretion of the Intramural Coordinator(s).