

All players must be registered on the team's roster on imleagues.com prior to being eligible to participate in any games.

Team registration is free, however, if a team forfeits a game they will be required to pay a forfeit fee in order to remain in the league. For Flag Football, because teams may play on back-to-back nights, a team that forfeits will have 2-business days to make a payment for their forfeit at Hornet Central. The payment form will be emailed to the captain following the forfeit.

1st team forfeit = \$15 to remain in the league

2nd team forfeit = \$25 to remain in the league

3rd team forfeit = Team removed from the league

*if a team has multiple games in one night and forfeits more than one, only one forfeit fee will be charged to remain in the league.

If a team notifies the Campus Recreation & Wellness Department 48 hours in advance of a game, they will not be charged a forfeit.

No Clothing with Pockets, exposed hoods, or headwear with knots or hard brims
Absolutely NO JEWELRY

Games are played between two teams with a maximum of 7-players on the field at once. Games consist of two 15-minute halves with 1-timeout per half (does not carry over).

If a player's flag belt falls off or is removed prematurely during a play, it becomes 1-hand touch in order to down the player.

The following gender combinations are permitted for Flag Football when a team is playing with the listed number:

7-players - 2 players of each gender are required

6-players - 1 player of each gender is required

*5-players - No gender restrictions

*4-players - No gender restrictions

Four players are required to avoid a forfeit/default. The following point penalties will be enforced if a team does not have the minimum or is not ready to play at game time:

Point Penalties for being late:

1 - 2 minutes late = 3 points

3 - 4 minutes late = 6 points

5 - minutes late =

Touchdowns will carry the following point values based on the players involved:
Male-to-Male = 6-points
Male-to-Non-male = 9-points
Non-male-to-Male (Female must throw the legal forward pass) = 9-points
Non-male crossing the goal-line = 9-points
Non-male to Non-male (Female must throw and receive the legal forward pass) = 12-points

Point After Tries (extra points) may be attempted from the following distances for additional points: **No bonus will be awarded for Non-male involvement on a Point After Try.**
3-yard line = 1-point
10-yard line = 2-points
20-yard line = 3-points

! : Games are two (2) 15-minute halves with a running clock. The clock will stop at the 2-minute mark, at the end of the game and it will be stopped for dead balls from that point. A play clock of 25-seconds is given to the offense between plays.

One (1) 30-second timeout is allowed per team per half. Timeouts do not carry over.

Overtime play only occurs in postseason games. Each team will have a chance to score from the 20-yard line with 4-downs until a winner is declared. All other regulation rules will be in effect during overtime.

Any player that is ejected must leave the facility immediately. If a player chooses to return to the game site the same day, they will be trespassing, and the proper

[Redacted]

[Redacted]

[Redacted]

-

Jewelry
Headwear

does not have a full
participation and v
prematurely during

numbers on the fie

line. The offense v
between plays. Fa
You may not atten

| w

[Redacted text block]

[Redacted text block]

[Redacted text block]

All players may rush the quarterback, this may take place once the ball has been snapped by the center. Defen