

2009 4-on-4 Texas Flag Football Tournament

MANDATORY TEAM CAPTAIN'S MEETING
Wednesday, April 22, 2009 4p-5p in GRE 1.104

The following information can be found in detail in the *Intramural Policies & Procedures* manual in GRE 2.204 or on the RecSports web site at www.utrecsports.org

When is the 4x4 Intramural Flag Football Tournament?

- This is a weekend event scheduled for Friday April 24 - Saturday April 25 at the Intramural Fields (Whitaker Fields).
- Pool play will take place Friday between 5p-10p, and Saturday between 9a-1p. Elimination play will start Saturday afternoon and last until 6p.
- There is a limit of 24 teams for this tournament (16 men's, 8 coed).
- The schedule is subject to change pending the number of registrations.

Who can play Intramural 4-on-4 Flag Football?

- Any undergraduate or graduate student with a valid University of Texas ID

Who can NOT play Intramural 4-on-4 Flag Football?

- Current scholarship football players, walk-ons, and squad men
- Student associate, Community, and Alumni RecSports members
- UT Faculty, Staff, or spouses

How many teams can I play for?

- Each participant can only play for one team. You MAY NOT play on a men's and co-ed team.

Can University of Texas intercollegiate athletes play on my team?

- Any student whose name appears on a current team list for UT athletics is limited by the 2 person rule – only two of these individuals may be on any one Intramural team.

How does my team make the play-offs?

- The top two teams from each pool will advance to a single elimination playoff. Tiebreakers will be determined in the following order: Head to Head competition, defensive points allowed, total points scored, sportsmanship ratings, coin flip.

What is the sportsmanship policy?

- The Sportsmanship Policy is in effect and all teams must earn a "B" average for pool play to advance to the playoff. Any team receiving a "D" or "F" rating for any game may be removed from the tournament. Any individual player receiving two unsportsmanlike conduct penalties or who is ejected from a game will be subject to removal from the entire tournament. The decision of Intramural/Sport Club staff is final.

SPECIAL NOTE: These rules are not meant to be all-inclusive. It is the team captain's responsibility to consult the Intramural Policies and Procedures Manual and ensure the eligibility of all players. **In the case of inclement weather call 452-2235.**

INTRAMURAL FLAG FOOTBALL SPORTSMANSHIP POLICY

No player, coach, or team follower shall:

- 1) Use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game. This includes trash talk.
- 2) Participate in a game for which he/she is ineligible.
- 3) Argue or talk back to the game official.
- 4) Intentionally strike, push, or trip another person. Fighting is prohibited.
- 5) Mistreat the facility, equipment, or supplies of the University of Texas.

Warning/Ejection:

A warning/ejection system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsporting behavior. A second unsportsmanlike penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

Sport	Warning	Ejection	Game Forfeit
Flag Football	Unsportsmanlike Conduct Penalty	2 nd Penalty	3 rd Penalty on one team

- Any player, coach, or team follower receiving an ejection must meet with the Intramural Staff before participating in the next Intramural contest.
- Team captains are responsible for the conduct of their players, sidelines and spectators.
- Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during Intramural contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with the Intramural Staff.

Sportsmanship Ratings

- 1) Ratings are given to teams after each contest by intramural officials/supervisors. These ratings reflect behavior before, during, and after the contest. Ratings will be:
 - A = 4 points.** Above average conduct and sportsmanship. Players cooperate with officials and team members. The captain calmly converses with officials and has full control of the team.
 - B = 3 points.** Average conduct and sportsmanship. Team members complain about officials and show minor dissension, which may or may not merit a warning. Teams that receive one warning may receive no higher than a "B."
 - C = 2 points.** Below average conduct and sportsmanship. Team members complain about officials and/or the opposing team, which may or may not merit a warning. The captain exhibits minor control over the team. Teams receiving multiple warnings or one ejection may receive no higher than a "C."
 - D = 1 point.** Poor conduct and sportsmanship. Team members continuously dispute the officials' calls or abusively speak to the officials or opposing team. The captain has little control over self or team. Teams receiving three or more warnings or two ejections may receive no higher than a "D."
 - F = 0 Points.** Unacceptable conduct and sportsmanship. Team members are completely uncooperative. The captain has no control over self or team.
- 2) In order for a team to qualify for post-season playoffs, they must have a 3.0 average in sportsmanship during regular season round robin play.
- 3) Teams may submit an appeal to change their grade to the Intramural Staff, in writing, prior to 5pm the next business day following the contest.
- 4) Any team receiving an "F" rating during the regular season will be declared ineligible for post-season tournament play. These teams have the option of submitting an appeal to the Intramural Staff.
- 5) **The rating information serves as a guide for team captains and participants. The IM staff reserves the right to modify ratings based upon individual incidents and/or situations that may arise.**

Special contest situations:

- 1) A team winning by default will receive an "A" rating. A team losing by default will receive a "C" rating.
- 2) Special sportsmanship policies exist for playoffs. Teams must receive a "C" or higher rating in order to continue.

Other conditions may be posted with the brackets.

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2009 4-on-4 TEXAS FLAG FOOTBOWL RULES

Intramural 4-on-4 Texas Flag Football games will be conducted under the rules of Intramural Flag Football - with the modifications below. A copy of the full Intramural Flag Football rules is available in GRE 2.204 if requested.

GENERAL INFORMATION

1. All Intramural 4-on-4 Flag Football games are played at Whitaker Fields located at 51st and Guadalupe Streets.
2. All participants must have their University of Texas and/or RecSports membership ID card with them at all times.
3. The captain must complete the scorecard prior to each game with first and last names of players and UT EIDs.
4. Both Men's and Coed divisions play 4-on-4 flag football with a roster limit of 8 players. The minimum required to play is 3. A player may only play on 1 Men's or 1 Coed Team – NOT Both.

The playing field: The field measures 40 yards in length, goal line to goal line, and 30 yards in width.

Game Time: Playing time shall be two equal halves of 10-minutes followed by a 5-play series. There will be a 3-minute halftime.

Time-Outs: Each team is entitled to one charged time-out per game, including overtimes.

Mercy Rule: The mercy rule does not apply.

Tie Breaker: Every game that ends in a tie will play a tiebreaker. The winner of a coin toss will determine if they want to go first or second. Each team will attempt to score by passing from the 3-yard line for 1 point or from the 10-yard line for 2 points. If the defense intercepts a pass or fumble, the attempt is over. This procedure will continue until a winner is declared. If multiple tiebreakers are needed, teams will rotate their order.

Series of Downs: A team shall have 3 consecutive downs to advance to the next zone.

A New Series of Downs: A new series of downs is awarded when a team moves the ball legally into the next zone or the opponent obtains possession of the ball by penalty, pass interception, or failure to advance to the next zone.

Putting the Ball In Play: The ball shall be placed at the Team A 10 yard line to begin each half of a game and following a try, touchback or safety, unless moved by penalty. Note: there are no free or scrimmage kicks (punts).

Minimum Line Players: The offensive team must have at least one player on their scrimmage line at the snap.

Runner: A Team A runner cannot advance the ball through Team A's scrimmage line. There are no restrictions after a change of possession or once a legal forward pass has been caught beyond Team A's scrimmage line.

Legal Forward Pass: There must be a legal forward pass each down. The receiver must catch the ball beyond Team A's scrimmage line. The passer has 7 seconds to release the ball. If not, the ball will be declared dead by the referee and it is a loss of down. The ball is next snapped at the previous spot.

Enforcement of Penalties: All 10-yard penalties are 5 yards and all 5-yard penalties are 3 yards.

COED MODIFICATIONS

All previously listed rules apply to coed games in addition to those listed below.

Player Combinations: 2 Males/2 Females, 2 Males/1 Female, 2 Females/1 Male

Touchdown: If 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 Team A player, the point value is 9. All other touchdowns are 6 points.

Male-to-Male forward pass completions: During the offensive team's possession there may not be 2 consecutive legal forward pass completions on downs from a male passer to a male receiver.

1. The term **CLOSED** means a male player may not complete a legal forward pass to a male.
2. The term **OPEN** means any player can complete a pass to any other player.
3. If a male passer completes a legal forward pass to a male, the next legal forward pass completion must involve either a female passer or receiver **for positive yards before any penalties are assessed.**
4. In order for a closed play to become open, the direction of the pass involving a female **MUST** be forward.
5. Accepted penalties have no affect on open and closed plays. It is possible to lose net yardage on a closed play – then for the next play to be open – if all of the requirements to open a play are met. Positive yards gained are GROSS yards, not NET yards gained after the penalty has been enforced.

