

Players must sign up through FusionIM and be registered and paid to be eligible to participate. No exceptions.

Both teams must have a minimum of one representative on the court/field at game time. Teams must meet the minimum roster requirements by 5 minutes after the scheduled game time!

5 players
15 players

If BOTH teams are coed, max 6 male players and minimum 1 female player at all times

If BOTH teams are NOT coed, max 7 male or female players

If ONE team is coed and the other is not, the coed team must play with a female player, and the team that is unintegrated must play a player down ($7 - 1 = 6$) every time a female participant is on the field.

Two 20-minute running clock halves with a 5-minute halftime. Under 1 where the clock will stop on:

- Running with the ball out of bounds
- Incomplete passes
- First downs
- Touchdowns
- Penalties

60 yds x 40 yds with two 10-yard end zones at either end of the field. First down marker at midfield.

Flags and footballs will be provided. Only IM provided flags are allowed for use. Players are allowed to use any football as long as it is NFHS rated or above. No open toed shoes. Cleats are allowed and recommended; however metal spikes are prohibited. Flags are to be worn over all clothing, with the two flags on either hip. Referees are not required to warn players. If there is a warning, it goes for BOTH teams. The penalty for improper flag placement is an unsportsmanlike conduct penalty and will result in a loss of 10 yards.

All games will be scheduled on Fusion IM for games on Omache 'h rescheduling, defaults, forfeits and no-shows. Be sure to update your team time preferences prior to the start of the season.

Game Play

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2. A maximum of 3 overtime periods will be played.
 - a. h 2-minute mark.
 - b. Teams are each given 1 timeout.
3. If a winning team is not determined by three 5-minute periods are played, the game will enter NCAA regulation overtime rules.
 - a. Teams start at midfield, a coin is tossed to determine defense and offense, Each team is given 4 downs to score a touchdown. The first team to prevent the other team from scoring a touchdown and is able to score a touchdown is the winning team.
There is no sudden death. Both teams will have the opportunity to score a touchdown.

Nomads are defined as IM participants who have paid and are eligible to play on a team during the current season and have been requested to participate with another team so that a game can be completed. Teams automatically accept the use of nomads and accept the outcomes that come from using nomads. Teams can use up to two nomads to complete a roster, but teams are not allowed to play a nomad if they will have a bench. Captains are responsible for the actions of their nomad, including sportsmanship.

Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member has the authority to remove the player. Any blood on the court must be removed using proper methods, and bloodied clothing must be changed. AN INTRAMURAL STAFF MEMBER MUST APPROVE THE PLAYER TO REENTER AND HAS THE AUTHORITY TO PREVENT REENTRY. Players who refuse to leave the game due to bleeding could potentially face suspension.

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. When a team requests a protest, they must call a timeout and the game must be stopped and no further game action should continue. The concern must be brought to the attention of the referees, who will check the ruling, have deliberation and then make a decision. If the call is overturned, the team is not charged with a time-out. If the initial official's ruling is upheld, the team is charged with a timeout. Game play will then continue as normal. If the team determines to continue challenging the call, a formal request can be made by filling out the Protest Form and submitting to the IM Coordinator . See the Participant Manual posted on the Whitworth Intramurals website or by speaking to an IM staff member.

