Administrative Rules and Information

I. Prior to the game, players must check-in at the information table with the supervisor or RecSports Assistant on duty. All RecSports participants MUST have a Comet Card.

**NO COMET CARD = No Participation. NO EXCEPTIONS!**

II. All games will be played at the UTD Soccer Complex. Teams are expected to report to their field 15 minutes before game time.

III. RecSports will provide game balls only. By mutual consent, teams may use their own ball.

IV. NO TOBACCO, FOOD OR BEVERAGES allowed in gym. Water bottles are allowed with a secure top.

V. **Ejections:** Any form of physical combat (punching, kicking, etc.) at any time during one’s use of the facility while at a RecSports event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or other intramural staff employee may eject any player or bystander for inappropriate behavior at any time. It is the responsibility of the team captain to make sure ejected players leave the area. Ejected players must be out of sight and sound within one minute or a forfeit may be declared.

An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.

VI. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the Recreational Sports Guidelines. Each team’s sportsmanship will be evaluated by Intramural officials and scorekeepers assigned to the game. Captains will have the opportunity to see their team’s sportsmanship total at the end of each game. Teams may have a total of 4 sportsmanship points for each game. A team must average a 3 to be eligible for playoffs.

VII. **Forfeits:** After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the RecSports office 24 hours in advance of their game (972.883.4087). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a “4” sportsmanship rating.

VIII. **Rosters:** Players can join teams until their first scheduled game. After this time, rosters are frozen and team captains must submit a completed protest form to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
Rules of Play
Rules are designed to provide an opportunity for everyone to participate in balanced and fair competition. All games are self-officiated, so good sportsmanship is expected at all times.

I. Game Length & Scoring
   a. Games will be 5 minutes in length, or the first player to 21 points (whichever comes first). Teams do not need to win by 2.
      i. Touchdown = 6 points
      ii. Point After Touchdown (PAT) = 1 point
      iii. Safeties and 2-point conversion = 2 points
      iv. Field Goal = 3 points
   b. A touchdown, safety, or 2-point conversion is scored when any part of the football hangs over the end of the table (Easily determined by sliding a straight vertical object (pen, ruler, etc.) along the edge of the table and noting movement of the football caused by a portion hanging over).
   c. All kicks must pass through the uprights; if the majority of the football flies directly over an upright, it is considered good.
   d. Extra points and field goals will be taken from the player’s own 20-yard line.
   e. EACH PLAYER WILL KEEP TRACK OF THE GAME SCORE ON THEIR TABLE’S SCORE PAD.

II. Game Procedures
   a. A game is started with a coin flip, or rock, paper, scissors. The winner gets to choose to kickoff or receive.
   b. The game is started by kicking off (at the beginning of a half or after a score) in the following manner: the kicker places the football flat on the end of the table (touchdown/scoring position) and kicks it up into the air. A kick that goes over the end table it is a "touch back". The person receiving simply judges where they think the 20 yard line is (20% of the distance from the end of the table), places the ball as they wish, and takes possession. Otherwise, the opponent must take possession where the football ends up - exactly as it ends up. If the football overhangs the table (touchdown/scoring position) then it is called a safety and the kicker scores 2 points.
   c. A touch back occurs when the football is flicked or kicked off and goes entirely off of the end edge of the table (out of the end-zone). The person defending takes possession at the 20 yard line, places the football as they wish, and play continues as usual. After 3 touch backs by one player, the opponent attempts a field goal.
   d. After missed field goals, the football will be placed on the 20 yard line of the defending player. The 3-touchback-rule will re-set after every scoring try.
   e. Players get one flick per turn. An extended pushing of the ball is against the rules, the football is placed back to its original location and the offending player loses their turn.
   f. After a touchdown is scored, the scoring player is given the opportunity to try for either a PAT, or a 2-point conversion.
      i. PAT: the scoring player holds the football vertically under a fingertip near the edge of the table closest to him and flicks (kicks) it with the other hand towards goalposts which are made by the opponent on the opposite side of the table.
      ii. 2-Point Conversion: if the scoring player chooses to attempt a 2-point conversion rather than kick for an extra point after scoring a touchdown, the football is placed in the middle of the table, (approximately the 50 yard line on
the field, and is given one flick to try to have the ball stop with part of it hanging over the edge of the table as in a touchdown.)

**g. Out-of-Bounds** penalties occur when the football is flicked or kicked off and go entirely off of the side edge of the table. The person defending simply judges which "yard line" they think the ball left the field at, places the ball as they wish, and play continues as usual.

**h.** At the end of regulation, all ties will be broken by a **Sudden Death Shoot-out.** Each player is allowed 10 consecutive attempts to score from the middle of the table (the same procedure as a 2-point conversion) and the player with the most number of successful tiebreaker shots is the winner. If the two players are still tied after their 10 tiebreaker attempts, they will each have 10 more shots each to determine a winner. This will continue until one player is determined the winner.

***The Tournament Director may modify the rules listed above at their discretion and without prior notice***