MEN & WOMEN’S 7x7 FLAG FOOTBALL RULES
Titan Recreation
Intramural Sports

All games will be governed by the NIRSA Flag & Touch Football Rules Book with the following CSUF Intramural Sports modifications.

THE GAME, FIELD, PLAYERS, AND EQUIPMENT

All teams are expected to govern themselves and to follow good Sportsmanship conduct at all times while participating in and traveling to and from any Intramural Sports event or activity. The Captain and the members of each team are expected to monitor their own team at all times. All disputes, ejections, and questions will be handled by the Intramural Coordinator and passed on to Judicial Affairs, when deemed.

All players are expected to play within the rules and guidelines of the game at all times. If there is a conflict, the Captain and the Assistant Captain are the only players on the field that should talk to the Officials or the Intramural Supervisor during the game.

1. GAME:
   A. A game will consist of two 20 minute halves.
   B. The clock will stop in the last two minutes of the second half:
      - Time will be stopped for first downs, change of possessions, out of bounds, penalty assessments, injuries, incomplete passes, and scores.
      - Time will continue to run on running plays and complete passes resulting without any of the above scenarios listed.
   C. No more than 25 seconds will be allowed between plays (from the time the ball is spotted by the official until the center snaps the ball). Delay of Game Violation: 5 yard penalty.
   D. Each team will be allowed 3 timeouts per half. The clock will stop for each time out called. The time out will last for 30 seconds and may be called at anytime during the game.
   E. Half time will be a maximum of 5 minutes and maybe shortened without notice due to time constraints or official’s judgments.
   F. At the discretion of the official or supervisor, additional time may be added to the clock due to injury, equipment repair, unsportsmanlike conduct, or excessive delay of game. Additional time added must be brought to the attention of both team Captains and the Intramural Supervisor for that field.
   G. Mercy Rule
      If a team is behind by 19 points or more with 2 minutes or less in the second half, that team will have the opportunity to continue or stop the game (Mercy Clause). The procedure shall go as follows; the Referee will call both teams to the middle of the field and ask the team that is behind whether or not they would like to continue.

      1) If the team desires to continue, the score and stats will not be recorded after the mercy rule has been implemented.

      2) If the team decides to stop the game under the Mercy Clause, the game is stopped and both teams must clear the field.

2. NUMBER OF PLAYERS
The official Intramural Team Roster (on file at the Intramural Office) may have a maximum of 15 players listed. **The roster is to be finalized at the end of the second game played during the regular season.** Each Men’s and Women’s team shall consist of 7 players. Each team must have a minimum of 5 players in order to begin a game. Each Co-Rec team shall consist of 8 players (4 men and 4 women). Teams with 7 players shall be 4 men and 3 women or 4 women and 3 men. Each Co-Rec team must have a minimum of 6 players (3 men and 3 women, 2 men and 4 women, or 4 men and 2 women) in order to begin a game. Due to injury, a team may continue a game with less than the minimum number of required players as long as the team has a chance to win. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.

3. **EQUIPMENT**

- Men shall use a regulation-sized football. The regular or junior football shall be used for Women’s and Co-Rec play. Footballs are available for check-out with a Titan ID from the Student Recreation Center front desk.
- Each team is required to wear numbered shirts of one distinguishable color. Any team not dressed in like-colored shirts must wear the colored intramural jerseys provided by Intramural Sports. Flag belts will be provided for each team.
- **Players must wear shorts or pants without belt loops or pockets.** Shorts with pockets may NOT be turned inside-out or taped. Shorts or pants must be of a different color than the flag belts worn.
- **Shoes:** Regulation rubber-soled or plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear.
- No player will be allowed to participate in bare feet. No metal/steel cleats or shoes with detachable metal/steel cleats that screw onto the shoes may be worn.
- Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws.
- Braces made of any rigid material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons.
- Under no circumstances will a player wearing a cast or splint be permitted to play. Elbow pads are not permitted.
- Soft and yielding padded compression shorts and shirts are legal apparel.
- Tape or bandages of the hand, wrist, forearm, or elbow are prohibited except to protect an injury. This must be approved by the Intramural Supervisor before the game begins.
- Players may wear a soft, pliable wrist/forearm band that contains plays.
- If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.
- Players may wear a face shield molded to the face with no protrusions to protect against facial injury
- **Foreign Substance:** Any slippery or sticky substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- **NO Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
- **Headwear and Gloves:** Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas which are tied with a knot are not permitted.
• Shirts must be tucked into the shorts or pants and flag belts must remain outside of the shirt/jersey during play. Any untucked jersey must be four inches above the waist.
• Jerseys which have an arm opening more than 4” below the armpit are illegal.
• Illegal Equipment is a penalty which will be enforced (Syd ea.)

4. Uniforms
• Plain white t-shirts are not allowed. If a team chooses to wear white there must be a similar graphic on the front of each shirt which makes them all uniform.
• Every player must have an easily visible number. Players will not be allowed to use tape for their numbers
• Players with cut-off t-shirts & jerseys will not be permitted if the opening of the uniform extends below the elbow.
• Teams/Players will not be allowed to use names that have a derogatory meaning or reflect a negative image of the Intramural program.
• Pennys will be available for teams that do not meet the above mentioned qualifications.

5. GAME BALL
• Men shall use a regulation-sized football. The regular or junior football shall be used for Women’s and Co-Rec play. Footballs are available for check-out with a Titan ID from the Student Recreation Center front desk.
• An IM football is made available for each game. If both teams agree, they may choose to use a football provided by one team. Should each team decide to use their own ball on offense, their footballs must be ready to be played after a change of possession. Failure to get an offensive team’s football in from their sideline will warrant a Delay of Game Violation. The violating team will be assessed a 5 yard penalty for each infraction.

5. THE FIELD
The playing field will be 80 yards in length, marked in four 20 yard lengths, plus two 10 yard end zones and 40 yards in width.

6. FIRST DOWNS
Four downs are allowed to move the ball past the next line. At this point, it becomes a first down situation regardless of the distance that was needed to advance the ball over the line.

7. PUTTING THE BALL INTO PLAY
There will no longer be a kick-off to begin the game. Instead the team that chooses to receive will begin from their own 14 yard line. This also applies after a team has scored and at the beginning of the second half.

8. SUBSTITUTIONS
A. Substitutions are unlimited and may be made at any time when the ball is NOT in play.
B. All seven players must be in the huddle before each play – NO “sleeper ends”. “Sleeper ends” are illegal and is classified under the un-sportsmanship clause, violation- 10 yards from the line of scrimmage and an automatic first down or loss of down will be assessed.
C. All substitutes must enter and exit from the same side of the field. Violation: 1st violation warning, 2nd violation 5 yard penalty, and there after 10 yard penalty.
9. **POINT AFTER TOUCHDOWN (P.A.T.)**
   
   P.A.T. cannot be kicked. The attempt must be a run or a pass.
   
   A. A “1” point conversion will be attempted from the 3-yard line.
   
   B. A “2” point conversion will be attempted from the 10-yard line.
   
   C. A “3” point conversion will be attempted from the 20-yard line.
   
   D. The team playing defense will have the opportunity to run an intercepted pass back into the end zone for a score of equal value of the P.A.T.
   
   E. The score will equal the extra point that was being attempted by the offensive team.

10. **SIDES OF FIELD**
   
   A. All players and spectators must remain two yards away from the sideline at all times.
   
   B. The team captain shall be in charge of his/her own sideline. **Violation of these boundaries after one warning: 5 yards.**
   
   C. Players will be on one sideline and fans and spectators will be on the other sideline. Each sideline is responsible to ensure that the field is left clean and ready to use for the next game or the next days events. Teams in violation of this rule will be asked to have their Captain talk to the Intramural Coordinator prior to their next game. (675) 257-5592.

11. **FORWARD LATERAL**
   
   Only one forward lateral is permitted per down behind the line of scrimmage. **Violation: 5 yards from the spot of foul plus loss of down.**

12. **ELIGIBILITY TO RECEIVE A PASS**
   
   ALL players are eligible to receive a forward pass.

13. **LINE**
   
   There must be at least four (4) or more OFFENSIVE players on the line of scrimmage. The official should not begin play until there are four or more offensive players on the line. **Failure to respond to the Official’s signal to have four players on the line: 5 yard penalty.**

14. **BLOCKING**
   
   - **Offensive Screen Blocking:** Screen blocking is permitted and shall take place without contact. The screen blocker shall have his/her hands and arms at his/her side or behind his/her back.
   
   - Any use of the hands, arms, legs, elbows, or body to initiate contact by an offensive player is illegal.
   
   - A player must be on his/her feet before, during, and after screen blocking.
   
   - Defensive players must go around the offensive player’s screen block. The arms and hands may not be used as a wedge to contact the opponent.
   
   - Penalty for an illegal block: 10 yards from the spot of the foul, repeat the down.

15. **PERSONAL FOUL**
   
   1) It shall be a personal foul for both offensive and defensive players who tackle or trip another player or throw an illegal block.
   
   2) Running through a block or throwing a blocker to the ground constitutes a personal foul.
   
   All aforementioned Violations: 10 yards from the spot of the foul.

16. **ROUGHING THE PASSER**
A foul will be called if contact is made with the passer whether or not the ball is touched by a defensive player. The object of this game is to grab the flag of your opponent; therefore, any other type of contact with the passer is in opposition with the premise. **Violation: 10 yards from the line of scrimmage and an automatic first down.**

17. **DEFENSIVE PASSING INTERFERENCE**  
Interference before the ball has touched the hands of the receiver. **Violation: 10 yard penalty from the previous spot.**

18. **OFFENSIVE PASSING INTERFERENCE**  
Interference caused either before or after the ball has been released by the intended receiver. **Violation: 10 yard penalty from the previous spot, play results in a loss of down.**

19. **DEFENSIVE USE OF HANDS (ILLEGAL CONTACT)**  
Defensive players are restricted in the use of their hands to screen the offensive blocker below the shoulders. Holding by defensive players is also illegal and carries the same penalty as offensive holding. **Violation: 10 yards from the spot of foul.**

20. **DEFLAGGING THE BALL CARRIER**  
The ball carrier is “Deflagged” and the ball is dead when a flag is removed from the flag belt. A line through the spot where the flag was first pulled becomes the new line of scrimmage. A defensive player must go for the flags when attempting to deflag the ball carrier. Inadvertent tackles to the body of the ball carrier will be a tackling violation. **Violation: 10 yards from the spot of the foul.**

21. **FLAG GURADING**  
The ball carrier cannot charge or guard their flag (Flag Guarding) from a defensive player trying to deflag them. **Violation: 10 yards from the spot of the foul.**

22. **ACCIDENTAL LOSS OF FLAG**  
Should a player’s flag or flags become inadvertently lost a one-hand touch by the defense to the ball carrier will be considered a flag pull. This also applies to the QB. Deliberate pulling off of the flags of a player who is not in possession of the ball is unsportsmanlike conduct. If a player was obviously going to score, then the touchdown will stand. (If only one flag is left on the belt, a one hand touch or deflaging of the flag will constitute a dead ball at that point.)

23. **ILLEGAL TACKLES**  
Reaching around, holding, grabbing the ball carrier’s shirt are illegal tackles. Please see RULE 7 regarding shirts. **Violation: 10 yards from the spot of the foul.**

24. **FUMBLED BALL**  
A ball hitting the ground due to a fumble on a lateral, center hike, after reception, etc., becomes dead immediately where it lands and cannot be advanced by either team and remains the possession of the offensive team. **Violation: purposely fumbling a ball to gain yardage – 10 yard penalty from point of fumble.**

*(ILLEGAL CONTACT) The defensive team at no time can attempt to swat at or strip the ball from the offensive ball carriers hand-the ball carrier has the freedom to run with arms and ball out from his/her body without being swatted at- Violation: 10 yard penalty from the spot of the foul.*
25. LINE OF SCRIMMAGE
Two markers will be set at the line of scrimmage one-yard apart from one another. This one yard area marks the neutral zone and no offensive or defensive lineman may line up in the neutral zone prior to the snap. Players must remain behind each marker until the ball becomes live. **Violation: Off sides to either team – 5 yards from line of scrimmage.**

26. PUNTS
Punting is done as a live ball and may be returned by the receiving team- all rules of contact still apply. The ball must be snapped to the kicker or the play will be ruled as an **ILLEGAL PROCEDURE.** **Violation: 5 yard penalty, repeat the down.** Prior to the ball being snapped the kicking team must have at least (4) players on the line of scrimmage. Players must not pass the line of scrimmage until the ball has been kicked. Once the ball has been punted, the ball is live and can be returned. Only screen blocking is allowed. If punts should land and come to a complete stop or roll out of bounds, the ball will be marked where the ball first lands out. There are attempts at blocking punts at the line of scrimmage.

27. MOVEMENT OF LINEMAN
Offensive linemen must be set for one second before the ball is snapped. Once set, they may not move as this constitutes an illegal procedure. Motion must be carried parallel or away from the line of scrimmage. **Violation: 5 yards from the line of scrimmage.**

28. TIE GAME
Should the game end in a tie at the end of regulation; it is a tie.

*Post Season or Regulation Season Game to Determine Playoffs:*

*FOUR DOWN TIEBREAKER:* Teams will be given the ball at their opposing team’s 20-yard line and is given four downs to score a touchdown. After that series of downs, the opposing team has an opportunity at the same four downs. Extra points (one, two, or three) are also attempted if a team should score. A winner will be determined by the team that scores a TD and/or the extra point(s) and failure of opposing team to do so with no opportunity for a tie to occur. After the second series of overtime, both teams must attempt either two or three in their P.A.T.

29. BALL CARRIER (ILLEGAL CONTACT)
The ball carrier must not screen or guard the flags that he/she is wearing, straight arm or run through any defensive player. **Violation: Personal foul, 10 yards from the spot of the foul.**

30. UNSPORTSMANLIKE CONDUCT
Any player deemed to be participating in an unsafe manner may be called for unsportsmanlike conduct. Also, wearing metal cleatz or illegal jewelry such as earrings, wrist wear, and or necklaces that are not of religious value is also considered **UNSPORTSMANLIKE CONDUCT.** **Violation: 10 yards from the spot of the foul, and possible ejection from the game.** NO WARNING IS NECESSARY.

32. PERSONAL FOUL
Personal fouls will be marked from the point of infraction, unless the infraction occurs behind the line of scrimmage. **Violation: 10 yards from the spot of the foul.**
SUMMARY OF NIRSA FOOTBALL PENALTIES

Loss of 5 yards:
1. Required Equipment Worn Illegally
2. Delay of Game (Dead Ball Foul)
3. Eligible Substitutions
4. Illegal Substitution
5. Infraction of Punt Formation – Line players
6. Infraction of Punt Formation – Kickers
7. Encroachment (Dead Ball Foul)
8. False start (Dead Ball Foul)
9. Illegal Snap (Dead Ball Foul)
10. Offensive Player Not Within 15 Yards of the Ball
11. Illegal Formation (Minimum Line Players)
12. Player Out-of-Bounds When the Ball is Snapped
13. Illegal Motion
14. Player receives the snap w/in 2 yards of LOS
15. Illegal Shift
16. Illegal Advancement by a Male Runner (Co-Rec only)
17. Intentionally throwing backward pass or fumble out of bounds (Loss of Down, if by Team A)
18. Illegal Forward Pass (Loss of Down, if by Team A)
19. Intentional Grounding (Loss of Down)
20. Illegal Forward Pass - 2 Consecutive Male-to-Male Forward Pass Completions (Loss of Down) (Co-Rec only)
21. Illegal Forward Pass – Male Catches Pass and Runs Beyond Scrimmage Line (Loss of Down) (Co-Rec Only)
22. Aiding the Runner

Loss of 10 Yards:
1. Illegal Player Equipment
2. Quick Kick
3. Kick Catch Interference
4. Two or more consecutive encroachments during same interval between scrimmage downs
5. Offensive Pass Interference (Loss of Down)
6. Defensive Pass Interference (Automatic 1st Down)
7. Illegally Secured Flag Belt on Touchdown (Loss of Down and Disqualification if Offense) (Automatic First Down and Disqualification if Defense)
8. Unsportsmanlike Player Conduct (Disqualification if Flagrant)
9. Spiking, kicking, or throwing ball during dead ball (Disqualification if Flagrant)
10. Unsportsmanlike Conduct by Coaches, Substitutes, or Others (Disqualification if Flagrant)

11. Illegal Contact
A. Strip or Attempt to Strip the Ball
B. Contact With Opponent on Ground
C. Throw Runner to the Ground
D. Hurdling Any Player
E. Contact Before or After Ball is Dead
F. Unnecessary Contact of Any Nature
G. Drive or Run Into Player
H. Position Upon Shoulders or Body of Teammate
I. Tackle Runner (Disqualification)
J. Fight an Opponent
K. Roughing the Passer (Automatic 1st Down)
L. Defensive Use of Hands
M. Holding the Runner
12. Illegal Offensive Screen Blocking
13. Interlocked Interference
14. Stiff Arm
15. Flag Guarding
16. Batting a Loose Ball
17. Illegal Kicking
18. Illegal Participation
19. Illegal Substitute/Replaced Player
20. Pretended/Unfair Substitution
21. Illegal Flag Belt Removal
22. Intentionally Contacting an Official (Disqualification)
23. Flagrant Personal Fouls (Disqualification)

General Intramural Sports Rules

PARTICIPATION REQUIREMENTS
All Intramural Sports participants **MUST** be a registered member of the SRC, have paid their $10 Intramural participant fee, have a valid Titan Card, and a completed “Medical Release/Waiver of Liability Card” on file before participating in any Intramural Sports activity.

To register for membership for the SRC please visit the Recreation Services desk in the SRC from 8a-6p Monday to Friday and 9a-12noon Saturdays. [http://asi.fullerton.edu/reccenter/membership.asp](http://asi.fullerton.edu/reccenter/membership.asp)

To obtain a valid Titan Card you must be a valid student, faculty or staff. Titan Card is located in the south wing of the Pollak Library next to the Circulation desk. [http://www.fullerton.edu/it/services/Titancard/contact.asp](http://www.fullerton.edu/it/services/Titancard/contact.asp)

Medical Release/Waiver of Liability Card can be found on the Intramural Sports website and they will be available at the check in table of each Intramural Sports event. [http://asi.fullerton.edu/download/IMWaiver08.pdf](http://asi.fullerton.edu/download/IMWaiver08.pdf)

**CHECK IN – FIELD SPORTS**
Check in for all Intramural Field Sports (Flag Football, Soccer, Softball, and Ultimate Frisbee) will be in the north hallway of the Kinesiology building. Each participant must check in before each game and are required to present a valid Titan Card. All participants who have checked in will receive a hand stamp and will be eligible to play. It is highly recommended that all participants have a valid, working Titan Card. Each replacement card is $10.00. Titan Card is located in the south wing of the Pollak Library next to the Circulation desk.

**CHECK IN – GYMNASIUM SPORTS**
Check in for all Intramural Gymnasium Sports (Badminton, Basketball, and Volleyball) will be at the SRC Front Desk. Each participant must be a registered member of the SRC, use your hand to access the facility, and check in with your Titan Card. Checking in with the Intramural Sport staff will be required before each game. All participants who have checked in will receive a hand stamp and will be eligible to play. Titan Card is located in the south wing of the Pollak Library next to the Circulation desk.

**GRACE PERIOD**
All teams will start no later than **5 minutes** after game time.

If one team is ready for play and the opposing team does not have the minimum required for play the clock will start and for every (4) minutes ran off the clock five (6) points will be given to the team that is ready for play. If the 1st half clock expires the team that is ready for play will be award the victory by default.

If neither team is ready to play at **5 minutes** after the scheduled starting time the game will end in a forfeit for both teams. (If players are just running late it is at the discretion of the IM Staff to enforce this rule)
It is recommended that teams arrive **15 minutes** prior to their scheduled game times to allow for check in.

**LATE CHECK IN**
All late players are required to check in at the check in table before they will be allowed to play. Players who are late may check in as long as the game has not been forfeited. The late player must...
show their hand stamp to the scorekeeper before being allowed on the field. If a player does not check in and is found playing, the game will be stopped and considered to be a forfeit for the team with the illegal player.

ROSTERS

THE OFFICIAL ROSTER IS THE SIGNED SCORESHEET AFTER THE SECOND PLAYED GAME. If any players don’t participate in the second game but wish to play for the remainder of the season must still be put on the roster by the team captain. The entry form is not the official roster. A captain may reference the entry form but names from the entry form will not be added to the official roster after the second played game.

Exceptions – The only exceptions that will be made are for the teams that will be playing a double header on their first day of play. The official roster will then be the signed scoresheet after the third played game.

Players are only added to the official roster when all of their participation requirements (current CSUF student, faculty/staff, and registered member of the SRC, valid Titan Card, and a completed “Medical Release/Waiver of Liability Card”) have been met. If a captain wishes to have a player added to a team they must speak to the Intramural Sports Coordinator.

CAPTAIN’S DUTIES

The captain is asked to attend a mandatory captain’s meeting that will consist of league assignments, rules, playoffs, and schedules. If a discrepancy should arise the Intramural Sports Coordinator or Intramural Sports Assistant will contact the captain.

Captains are responsible for the following:

a. Understanding the general Intramural Sports rules and regulations and sport rules
b. Checking the league schedule that will be posted in the SRC, north hallway of the Kinesiology building, and on the Intramural Sports website http://asi.fullerton.edu/src/intramurals.asp
c. Ensuring all of the players on their team are current CSUF Students, Faculty or Staff. Illegal players will be asked to leave the playing area/facility and the game will be forfeited
d. Informing their team of all the rules/policies, schedules, and playoffs
e. Ensuring that their playing area is free from debris left by team members and their spectators that are on their sideline.
f. Reminding teammates and spectators that bags are not allowed in the gymnasium.
g. Maintain control of teammates, spectators, and sidelines.
h. Each captain will sign the game sheet and vote for the “MVP” of the opposing team at the end of each contest.
i. Ensure that all provided equipment is returned. All ball, flags, pennies, or any other borrowed equipment should be given back to the scorekeeper at the end of each game.

MEDICAL RELEASE/WAIVER OF LIABILITY CARD – “BLUE CARD”

Before participating in any Intramural Sport league or tournament a “Medical Release/Waiver of Liability Card, “Blue Card,” must be filled out completely. A Campus Wide ID (CWID) number and signature are required for the card. Players without a completed and signed card will be ineligible to participate in all Intramural events and activities until the card has been completed.
To obtain your Campus Wide ID (CWID) please visit this website, 
https://myweb.fullerton.edu/csufcwid/.

**VERBAL CONDUCT**

The use of profane and vulgar language *directed to yourself, your team, or another* will not be tolerated. Arguing with an official or player in an unsportsmanlike manner will not be tolerated. Failure to abide by this rule may result in one or all of the following actions:

- a. Warning
- b. Dismissal from the game. Substitution is not permitted to replace the dismissed player until the dismissal time period has expired (The team will play short).
- c. Ejection

**Verbal conduct penalties are assessed at the official’s discretion**

**INTRAMURAL JEWELRY POLICY**

All Participants must remove jewelry. Jewelry may only be taped down if it contains religious value, otherwise all participants are responsible to remove the illegal jewelry before the game begins. Failure to do so at any time in the game will result in an **UNSPORTSMANLIKE CONDUCT**. Violation: 10 yard penalty

**SCHEDULES**

League schedules will be posted in the SRC, north hallway of the Kinesiology building, and on the Intramural Sports website [http://asi.fullerton.edu/asrc/intramurals.asp](http://asi.fullerton.edu/asrc/intramurals.asp). Schedules are updated weekly. Any discrepancies or questions should be emailed to ffowler@fullerton.edu & intramuralsports@fullerton.edu.

If any changes are made to the schedules one courtesy phone call will be made to the captain or co-captain.

**RESCHEDULING**

Games maybe canceled or rescheduled at anytime due to facility/field availability, field conditions, or weather conditions. Captains are responsible for checking the posted schedules and online schedules for any changes. One courtesy phone call will be made informing the captain or co-captain of the changes.

**UNSPORTSMANLIKE CONDUCT**

Any player deemed to be participating in an unsafe manner may be called for unsportsmanlike conduct. **NO WARNING IS NECESSARY.**

**Forfeits**

Each team is allowed 1 forfeit. If a team forfeits twice, they have forfeited their right to play in the league! There is a $10.00 forfeit fee after the 1st offense before team or participants are allowed to continue playing in any sport.

**DEFAULT RULE**

Defaults must be called into the Intramural Office **48 hours prior** to the scheduled game (675) 257-5592. A loss is given to the defaulting team and a win to their opponent.
FINAL DETERMINATIONS AND INTERPRETATION OF ALL RULES WILL BE MADE BY THE INTRAMURAL SUPERVISOR AND THE OFFICIALS ON THE FIELD

YOU CANNOT DISPUTE A JUDGEMENT CALL-YOU CAN ONLY DISPUTE THE RULING AND THE RULES.

Protest must be made with the Intramural Coordinator, in writing, within 24 hours of the event. The Intramural Coordinator will meet with the involved officials and the person making the appeal, to discuss the event. The final determination and interpretation of all written/unwritten rules will be made by the Intramural Sports Coordinator.

ALL PARTICIPANTS MUST PRESENT A VALID CSUF STUDENT/STAFF TITAN CARD AND CHECK IN AT LEAST 15 MINUTES PRIOR TO THE START OF EVERY GAME.

QUESTIONS, CONCERNS, OR DISCREPANCIES
If you have any questions, concerns, or discrepancies please contact the Intramural Sports assistant at 675-257-5592 or ffowler@fullerton.edu.