Any intramural rules or policies not mentioned here can be found in the Intramural Handbook. By participating in Intramural Sports, the participant agrees to abide by all Intramural rules and policies.

1. **Sportsmanship**

   1.1 Campus Recreation uses a 4 point sportsmanship scale.
   1.2 In order to qualify for playoffs, teams must secure a ‘3.0’ average during the regular season.

<table>
<thead>
<tr>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
</table>
   | 4.0    | Always respectful to officials and opposing team.  
   |        | Does not argue or complain with or about the officials.  
   |        | Does not comment about officials’ calls. |
   | 3.0    | Usually respectful to officials and opposing team.  
   |        | Minimal arguing/complaining about officials’ calls.  
   |        | One yellow sportsmanship card issued. |
   | 2.0    | Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).  
   |        | Several instances of arguing or complaining.  
   |        | Multiple yellow sportsmanship cards or one red sportsmanship card issued.  
   |        | One ejected player. |
   | 1.0    | Excessive arguing or complaining.  
   |        | Any contact or provocation of officials or opposing team members.  
   |        | Multiple red sportsmanship cards issued.  
   |        | Any player involved in a fight. |
   | 0      | Team and/or players are out of control.  
   |        | Multiple persons on team fighting.  
   |        | Very disrespectful to officials.  
   |        | Destruction or abuse of UC property.  
   |        | A team that receives a "0" rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team may be removed from competition. |

2. **Eligibility/Rosters**

   2.1 All players on a team’s roster must be both current Campus Recreation Center Members *AND* current UC student, faculty, or staff.
   2.1.1 Full time students are automatically members of the Campus Recreation Center.
   2.1.2 Part time, co-op, branch students, and faculty/staff must purchase a membership at the Campus Recreation Center to be eligible for intramural play. For membership information please visit the Campus Recreation Center Member Services Desk.
   2.2 A player who plays on a team in the regular season is eligible for playoffs. Captains cannot add players to rosters during playoffs.
   2.3 A player may only play on one men’s or women’s team AND one coed team.
   2.4 A team may have up to 20 people on its’ roster.
3. Players and Equipment

3.1 Number of players
3.1.1 Each team may have a maximum of 7 players on the field at one time for independent games and 8 for coed games.
3.1.2 Additional players may be added until the start of the second half.
3.1.3 A team may begin a game with a minimum of 5 players (men’s, women’s, sorority, fraternity), and 6 players (3 women, 3 men) for coed. If injuries or ejections causes a team to drop to 4 players, the team may continue to play, as long as they started with the minimum number of players. No team shall participate with less than 4 players at any time.
3.1.4 Everyone must have a valid UC ID to play.
3.1.5 The offensive team must have at least 4 players on the line of scrimmage, except when only 5 or fewer players are on the field, and then it must have 3 players.
3.1.6 If a team forfeits a game, they can erase one forfeit and become eligible for playoffs by paying the $20 reinstatement fee prior to the deadline. The reinstatement deadline is the fourth Thursday of the regular season.

3.2 Equipment
3.2.1 Each player is required to wear a numbered jersey, which is not duplicated on her/his team, during the entire game. Teams are encouraged to provide their own numbered jerseys. Numbers must be at least 5” in height on the front and back of the shirt. Jerseys are available for checkout for teams. All Jerseys must be tucked in at all times no exceptions.
3.2.2 Each player must wear pants or shorts without any belt(s), belt loop(s), pocket(s) or exposed drawstrings.
3.2.3 NO JEWELRY IS ALLOWED AT ALL TIMES.
3.2.4 NO hooded sweatshirts allowed.
3.2.5 No helmets or any type of hard or padded headgear, tied bandana, or baseball cap may be worn. Stocking caps are legal, provided there are no knots or exposed strings.
3.2.6 Casts are not permitted. No pads or braces are allowed above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it with at least one-half inch of closed cell slow recovery rubber or other material of the same minimum thickness and physical properties. Kneepads of a soft pliable nature (e.g., basketball or volleyball pads) will be allowed below the waist.

3.3 Shoes
3.3.1 Each player must wear closed-toed shoes. They must be made of a soft pliable upper material (canvas, leather or synthetic), which covers the foot, attached to a composition bottom.
3.3.2 No combat or hiking boots or hard-soled shoes.
3.3.3 Shoes that have metal, ceramic, screw-in, sharp points or detachable cleats are illegal.

3.4 Towels attached at the player’s waist are illegal.
3.5 It is strongly recommended that all players wear a mouthpiece.
3.6 The Intramural Supervisor’s decision regarding legality of equipment is final.

4. Halves, Playing Time, and Substitutions

4.1 Halves
4.1.1 A legal game shall consist of 2-20 minute halves.
4.1.2 Each half shall begin at the 14-yard line determined by the opening coin toss.
4.1.3 The captain winning the toss will have first choice to take the ball, be on defense, defend a goal or defer.
4.1.4 The next choice will belong to the loser of the toss, and choices will alternate thereafter.
4.1.5 To begin the second half, depending on the decision of the captain winning the toss in the first half will determine whose ball it is.

4.2 Playing time
4.2.1 Game time is the designated start time for the game. Teams have until 10 minutes past the designated start time to be checked-in and ready to play before the game will be declared a forfeit. Teams
showing up after the designated game time and prior to the forfeit time will be allowed to play the
game but will incur stiff penalties as outlined in the Intramural Handbook.

4.2.2 A team unable to play or reschedule its game is allowed one default during the season. To default, the
Captain of the defaulting team must send an email to intramural@uc.edu at least 48 hours prior to the
scheduled game. If this procedure is followed, the team receives a loss and a sportsmanship rating of
3.0, but will not forfeit or become disqualified from the playoffs. Less than a 48-hour notice will result
in a forfeit. A team may not default by phone.

4.2.3 Games will not be extended past fifty minutes, regardless of the score and time remaining. These
games will be considered official.

4.2.4 Games consist of 2-20-minute halves. The running clock will only stop for team or official timeouts
until the last two minutes of the 2nd half. The clock will stop only in last two minutes in the 2nd half
for all incomplete passes, player out of bounds, timeouts, and penalties.

4.2.5 Each team will be permitted 25 seconds to put the ball in play after the "ready for play" signal is given
by the referee.

4.2.6 Each team is allowed 2, 30-second timeouts and 1, 60-second timeout per game. No single
charged timeout should exceed 60 seconds.

4.2.7 Periods will be extended if either team accepts a penalty on the last down of the half.

4.2.8 In case of inclement weather or other circumstances, a game is considered "official" after the first half is
completed.

4.2.9 There is no overtime period in the regular season.

4.3 OVERTIME: Unless moved by penalty, each team will start 1st and goal from the Team B 10 yard line. The object
will be to score a touchdown. An overtime period consists of a series of four (4) downs by each team. If the score is
still tied after one period, play will proceed to a second period or as many are needed to determine a winner. First
possession of each overtime period will alternate.

4.3.1 The coin will be flipped by the Referee to determine the options as in the start of the game. The visiting
team captain shall call the toss. The winner of the toss shall be given the options of offense, defense,
defer or direction. The loser shall make a choice of the remaining options.

4.3.2 If the first team that is awarded the ball scored, the opponent will still have a chance to win the game.
Unless moved by penalty they will start 1st and goal from the Team B 10 yard line.

4.3.3 If the defense intercepts a pass or fumble and returns it for a touchdown, they win the game. If they do
not return the interception for a touchdown, the ball will begin their series of four (4) downs.

4.3.4 Following the second overtime period, teams must attempt a two point conversions or three point
conversions after a touchdown.

4.3.5 During overtime, fouls & penalties are administered the same as the regular game.

4.3.6 Each team is entitled to one sixty second time-out for the entirety of all overtime periods. Timeouts do
not carryover from previous periods.

4.3.7 All overtime periods are played toward the same goal line. Direction of play is determined by the coin
toss.

4.4 MERCY RULE: If either team leads by 19 (Independent) or 25 (Coed) more points with 2 minutes left in the
second half, or once a team is up by 30 (Independent) or 35 (Coed) points with 10 minutes or less in the second
half, the game will end at that point and the results are considered final.

4.5 Substitutions

4.5.1 Players may freely substitute between downs.

5. Series of Downs and Number of Downs

5.1 Downs

5.1.1 The team in possession of the ball shall have four consecutive downs to advance to the next zone line-to-
gain.

5.1.2 A new series of downs shall be awarded when a team moves the ball into the next zone.
5.1.3 The field, 80 yards long, will be marked with special significance to the goal line: 20, 40, 20 and end zones.

5.2 Line-to-Gain
5.2.1 The zone line-to-gain in any series shall be the zone in advance of the ball, unless such distance has been lost due to penalty or failure to gain. In such case, the original zone in advance of the ball at the beginning of the series of downs is the zone line-to-gain.
5.2.2 The most forward point of the ball, when declared dead between the goal lines shall be the determining factor.
5.2.3 After change of possession, all penalties shall be enforced prior to determining line-to-gain.

6. Kicking the Ball and Fair Catches

6.1 Kickoff
6.1.1 There are no kickoffs. A coin toss will determine the possession at the beginning of each half.
6.1.2 The team choosing the ball will begin play at their 14 yard line with the 20 yard line to gain.

6.2 Punts
6.2.1 Prior to making the ball ready for play on fourth down, the referee will ask the offense captain if s/he elects to punt or to go for it. The referee will communicate this decision to the defense captain and the other officials. The offense captain may request a punt on any down. After such announcement, the ball must be kicked.
6.2.2 Exceptions:
   6.2.2.1 A time-out is called
   6.2.2.2 A penalty occurs anytime during this down which results in the kicking team having the right to repeat the down, the referee must again ask the offense captain if s/he wants a protected scrimmage kick.
6.2.3 The snap must be received at least 5 yards back and the punt executed behind the scrimmage line within a reasonable time. Penalty: Illegal procedure, 5 yards from the previous spot.

6.2.4 Neither team may cross the scrimmage line until the ball is kicked.
6.2.5 Kick Recovery Inbounds, a rolling ball may be advanced by the receiving team provided that no one has touched the ball first. If the ball touches someone then hits the ground the ball is declared dead.

6.3 Fair Catch
6.3.1 There are no fair catches.

7. Snapping, Handling, and Passing the Ball

7.1 Prior to the Snap
7.1.1 Snapping - The snap must be a continuous motion between the snapper’s legs, or flipped back by a player standing sideways while keeping the point of the ball on the ground. The player receiving the snap must be at least 2 yards behind the scrimmage line. Penalty: Illegal procedure, 5 yards.
7.1.2 During the snap, the offensive team must have at least 4 (5 for coed games) players on their scrimmage line and within one yard of the scrimmage line. Penalty: Illegal procedure, 5 yards from the previous spot.
7.1.3 Three and four point stances are legal.
7.1.4 No player of the offensive team shall make a false start. A false start is any movement simulating the start of play. Penalty: Dead ball foul, false start, 5 yards from the previous spot.
7.1.5 The scrimmage line for team A is the yard line and its vertical plane that passes through the forward point of the ball marked by an orange marker. The scrimmage line for team B is the yard line and its vertical plane that passes one yard from the point of the ball nearest its own goal line marked by a yellow marker. An offensive player is on his/her scrimmage line when facing his/her opponent’s goal line with the line of his/her shoulders approximately parallel and with his/her head breaking the plane of the imaginary line drawn through the waistline of the snapper and parallel to the scrimmage line.
7.1.6 Encroachment - after the snapper has made his/her final adjustment of the ball, it is encroachment for any defensive player to break the plane of his/her scrimmage line, except the snapper’s right to be over the ball. Penalty: Encroachment, dead ball foul, 5 yards from the previous spot. 10 yards for 2 or
more consecutive encroachment fouls.

7.1.7 All offensive players must be motionless for one second preceding the snap, except for a player moving parallel to or away from the line of scrimmage. If a player starts in motion from the scrimmage line, that player must be at least 5 yards behind that line when the ball is snapped. The offensive team must still have 5 players on the scrimmage line at the snap. Penalty: Illegal motion, 5 yards from the previous spot.

7.1.8 An offensive player that moves/shifts (other than going legally in motion) must stop for one full second before the snap. Penalty: Illegal shift, 5 yards from the previous spot.

7.2 **Handing the ball**

7.2.1 Any player may hand off the ball forward or backward at any time.

7.3 **Passing and receiving**

7.3.1 Forward pass - all players are eligible to touch or catch a pass. Only one forward pass can be thrown per down. A forward pass is illegal:

7.3.1.1 If the passer's foot is beyond his/her team's scrimmage line when the ball leaves his/her hand.

7.3.1.2 If thrown after team possession has changed during the down.

7.3.1.3 If a passer catches his/her untouched forward pass. Penalty: Illegal forward pass, 5 yards from the spot of the pass, loss of down, if prior to change of possession.

7.3.2 The pass begins when the ball is released from the passer's hand. The ball is dead if the passer is deflagged before the release.

7.3.3 The initial direction of a pass determines whether a pass is forward or backward.

7.3.4 After the ball is snapped, and until it has been touched, there shall be no offensive pass interference beyond the scrimmage line when the legal forward pass crosses the scrimmage line. Penalty: 10 yards from the previous spot.

7.3.5 After the passer releases a legal forward pass and until it is touched, there shall be no defensive pass interference beyond the offensive team's line while the ball is in flight. Penalty: 10 yards from the previous spot.

7.3.6 A pass may be touched by any number of offensive players prior to being caught.

7.3.7 If a pass is caught simultaneously by opposing players, the ball becomes dead, is considered a completed pass, and belongs to the offensive team.

7.4 **Ball in play**

7.4.1 The offense must snap the ball within 25 seconds after the referee has put the ball in play (sounds whistle and drops hand). **Penalty:** Delay of game, 5 yards.

7.4.2 If a team delays under two minutes left in the game, the first infraction shall be a loss of down. A second delay of game infraction will carry a loss of possession.

7.5 **Dead ball**

7.5.1 A live ball becomes a dead ball as provided in the rules or when an official sounds the whistle, even inadvertently, or otherwise declares the ball dead.

7.5.2 Ball is declared dead:

7.5.2.1 When it goes out of bounds.

7.5.2.2 When any part of the runner's body other than the hand or foot touches the ground. The ball in possession is considered part of the player's hand.

7.5.2.3 When a touchdown, touchback, safety or successful try-for-point is made.

7.5.2.4 When a player of the kicking team catches a punt.

7.5.2.5 When a forward pass strikes the ground or is caught simultaneously by opposing players.

7.5.2.6 When a backward pass or fumble by a player strikes the ground is dead at the spot where it hits the ground.

7.5.2.7 When a runner has a flag legally removed by a defensive player. When a runner is legally touched with one hand between the shoulders and knees, including the hand and arm, in cases where the flag belt comes off without any obvious contact.

7.5.2.8 When the passer is deflagged before releasing the ball.

7.5.3 A snap from center that bounces into the hands of the quarterback or punter becomes dead at the
point it hits the ground. A ball that is snapped over the head of the quarterback or punter becomes dead where the ball hits the ground.

7.6 **Fumbles**

7.6.1 **A fumble or backward pass is dead at the point it hits the ground.** In each case possession goes to the team that last had possession. Just touching the ball is not sufficient for legal possession.

7.7 **Out of bounds**

7.7.1 A ball in player possession is out-of-bounds when either the ball or any part of the runner touches the ground or a player or game official on or outside a boundary line.

7.7.2 A loose ball is out of bounds when it touches the ground, a player, or anything else that is on/outside a boundary line.

7.7.3 A player who is catching a forward pass is considered out-of-bounds when any part of his/her person contacts that area declared out-of-bounds. **One foot inbounds is needed for a legal reception.**

8. **Scoring Plays and Touchbacks**

8.1 **Scoring:**

- Touchdown: 6 points
- Touchdown: 9 points (scored or thrown by female in Coed game)
- Safety: 2 points

8.2 **Point After Attempt:**

- Ball in play from the 3-yard line: 1 point
- Ball in play from the 10-yard line: 2 points
- Ball in play from the 20-yard line: 3 points

8.3 To be ruled a touchdown; the ball must be on or over the goal line (e.g., if a runner’s body is in the end zone but s/he was deflagged while the ball was on the yard line, it is not a touchdown).

8.4 After each touchdown, the player scoring the touchdown must immediately allow the game official to pull off her/his flag belt. This is done to ensure that the belt is not secured in an illegal manner. **Penalty: Player ejection and loss of score.**

8.5 Once the captain makes the choice for one or two or three points after a touchdown, s/he may change the decision only by taking an offensive charged team time-out.

8.6 If the offensive team commits a foul that carries a loss of down penalty on the try-for-point, the try is finished and will not be repeated.

8.7 If the defense intercepts a forward or backward pass during a try-for-point, the ball is considered dead and the try will be considered finished.

8.8 After a failed try-for-point, the ball is placed on the scored-upon team’s 14-yard line.

8.9 After a scored touchdown, the ball will be set in play at the receiving team’s 14-yard line, unless moved by penalty, with no kick off, following all touchbacks.

8.10 A fumble or backward pass by the offense which first hits the ground in its own end zone is a safety.

8.11 If the ball is ruled dead after a runner carries the ball from the field of play to or across his/her own goal line, it is a safety. Exception: A player from the defensive team who intercepts a pass or catches a protected scrimmage free kick between the 5 yard line and goal line and whose original momentum carries him/her into the end zone is not subject to a safety if the ball is ruled dead in his/her possession or if the ball goes out of bounds in the end zone. In either case, the ball belongs to the defensive team at the spot where the pass was intercepted or the kick was caught.

8.12 A team that intercepts a pass in its own end zone may advance the ball out of the end zone. It is a touchback if the interceptor is deflagged before leaving his/her own end zone.

8.13 On any made conversion, the ball will be put in play from the scored-upon team’s 14-yard line.

8.14 If there is a foul by the defensive team during a down that results in a successful touchdown, the scoring team may choose to have the foul enforced at the succeeding spot or at the 14 yard line.

9. **Personal Fouls, Blocking, and Other Penalties**

**campus recreation**

[Image: campus recreation logo]
9.1 **Personal Fouls**

9.1.1 There shall be no personal fouls committed by players, substitutes, or coaches. Personal fouls include:

9.1.1.1 Punching, striking, stripping or attempting to steal the ball from a player in possession.
9.1.1.2 Using fist, foot, knee or leg to contact an opponent.
9.1.1.3 Tackling the ball carrier by grasping or encircling with the hand(s) or arm(s) and taking the opponent toward the ground as in tackle football. **The tackler will be ejected from the game.**
9.1.1.4 Illegal contact.
9.1.1.5 Hurdling.
9.1.1.6 Unnecessary roughness.
9.1.1.7 Roughing the passer (automatic first down) - applies only to the player throwing a pass behind the offensive scrimmage line. If the defender contacts the passer’s arm, whether or not he/she touches the pass, it is roughing the passer. Penalty for 9.1.1-7 above: Personal foul, 10 yards. Flagrant offenders will be disqualified.

9.1.2 The runner may not:

9.1.2.1 Be aided by a teammate (grasped, pushed or pulled). Penalty: Helping runner, 5 yards.
9.1.2.2 The runner may not straight arm or lower the shoulder into an opponent. Penalty: Personal foul, 10 yards.
9.1.2.3 Guard their flags by blocking with arms or hand, thereby denying an opponent the opportunity to pull or remove the flag belt. Penalty: Flag guarding, 10 yards.

9.2 **Blocking and Screening**

9.2.1 Blocking is prohibited. A player may not use his/her hands, arms or body to block or ward off an opponent. Penalty: Personal foul, 10 yards.

9.2.2 Offensive players may protect the runner by screening. The offensive screen block shall take place without contact and the screener may maintain a position (moving or stationary) between the defensive player and the runner. The screen blocker shall have his/her hands and arms at their sides or behind their back. Any use of the arms, elbows or legs to initiate contact during an offensive player’s screen block is illegal. A blocker may use a hand or arm to break a fall or retain balance. Players must remain on their feet before, during and after screen blocking. No part of the screener’s body, except the feet, may be in contact with the ground. Penalty: Illegal contact, 10 yards.

9.2.3 Defensive players must go around the offensive player’s screen block. Defenders may not use their hands or arms to gain an advantage in going around the offensive blocker. Penalty: Personal foul, 10 yards.

9.2.3.1 Illegal contact between the blocker/rusher will be called against the player determined to have initiated the contact (similar to block/charge in basketball). Penalty: Personal foul, 10 yards. Repeated illegal contact will not be tolerated and will result in ejection.

9.3 **Flag Removal**

9.3.1 Players must have possession of the ball before they can be legally deflagged.

9.3.2 When a runner loses his/her flag belt either accidentally or inadvertently (not removed by grasping or pulling), play continues. The deflagging reverts to a one-hand tag of the runner between the shoulders and the knees.

9.3.3 In circumstances where a flag belt is removed illegally, play should continue with the option of the penalty or the play. Penalty: Personal foul, 10 yards.

9.3.4 Intentionally pulling or removing a flag belt from an offensive player without the ball by a defensive player is prohibited. Penalty: Personal foul, 10 yards.

9.3.5 Tampering with the flag belt in any way to gain an advantage including tying, using foreign materials, or other such acts. Penalty: Player ejection, unsportsmanlike conduct, 10 yards from the previous spot and loss of down or automatic first down if defensive penalty.

9.4 **Illegal Participation**

9.4.1 Unless blocked or pushed out of bounds, no player of either team shall participate by touching the ball or hindering an opponent after having been out of bounds during the down.

9.4.2 No replaced player or substitute shall hinder an opponent, touch the ball, influence the play, or otherwise participate.

9.4.3 It is illegal participation:
9.4.3.1 To have more than 7 players (8 players for coed) participating at the snap or free kick.
9.4.3.2 If an injured player is not replaced for at least one down; unless halftime or intermission occurs.
9.4.3.3 To use a replaced player or substitute in a substitution or pretended substitution to deceive opponents at or immediately before the snap or free kick spot or at the line of scrimmage.

10. Coed Rules

10.1 The game shall be played between 2 teams of 8 players, 4 men and 4 women. Teams with 7 players shall be 4 men and 3 women or vice versa. Six players, 3 men and 3 women are required to avoid forfeit.
10.2 The ball used will be intermediate, youth or junior.
10.3 The offensive team must have at least 5 players on their scrimmage line. There are no restrictions once the ball is beyond the line of scrimmage.
10.4 A male runner cannot advance the ball through their scrimmage line. That means if the quarterback is a male then he cannot scramble past the line of scrimmage.
10.5 During the offensive team’s possession, there may not be 2 consecutive legal forward pass completions from a male passer to a male receiver. If a male passer completes a legal forward pass to a male receiver, the next legal forward pass completion must involve either a female passer or female receiver for positive yards.
10.5.1 Each offensive possession shall begin with an “open” play when there are no restrictions on legal forward passes.
10.5.2 Following a male to male legal forward pass, the next play will be considered a “closed” play when restrictions on legal forward passes apply. See Rule 10.5.
10.5.3 A legal forward pass caught jointly by male and female teammates is considered a female reception.
10.6 If a team is 25 or more points ahead when the Referee announces the 2 minute warning for the second half, the game shall be over. If a team scores during the last 2 minutes of the second half and that score creates a point difference of 25 or more the game shall end at that point. If a team leads by 35 or more points with 10 minutes or less remaining in the game, the game will be called.
10.7 Touchdown values if a female player scores a touchdown, the point value is 9. If a female player throws a legal forward pass and a touchdown is scored by any player on her team the point value is 9.

11. Penalty Summary

<table>
<thead>
<tr>
<th>Loss of 5 Yards</th>
<th>Loss of 10 Yards</th>
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<tbody>
<tr>
<td>1. Delay of Game (Dead Ball Foul)</td>
<td>1. Illegal contact</td>
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<tr>
<td>2. False Start (Dead Ball Foul)</td>
<td>2. Going out of bounds and participating in the play</td>
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<td>3. Encroachment (Dead Ball Foul)</td>
<td>3. Offensive pass interference.</td>
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<tr>
<td>4. Illegal Snap (Dead Ball Foul)</td>
<td>4. Defensive pass interference.</td>
</tr>
<tr>
<td>5. Illegal Procedure</td>
<td>5. Straight arm, flag guarding, illegal flag belt removal</td>
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<tr>
<td>6. Illegal Motion</td>
<td>6. Personal foul</td>
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<tr>
<td>7. Illegal Shift</td>
<td>7. Unsportsmanlike conduct</td>
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<tr>
<td>8. Less than required number of players on the scrimmage line at the snap</td>
<td>8. Roughing the passer (automatic first down)</td>
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<tr>
<td>9. Player receiving snap within 2 yards of scrimmage line</td>
<td>9. Fair catch interference</td>
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<tr>
<td>10. Illegally handing the ball forward (loss of down)</td>
<td>10. Illegally secure flag belt (loss of down and player DQ)</td>
</tr>
<tr>
<td>11. Illegal forward pass (loss of down)</td>
<td>11. Illegal participation</td>
</tr>
<tr>
<td>12. Illegal Substitution</td>
<td>12. Illegal batting of the ball</td>
</tr>
<tr>
<td>13. Aiding runner by teammates</td>
<td>13. Illegal kicking of the ball</td>
</tr>
</tbody>
</table>

Note: The player will be ejected if any of the above infractions are deemed flagrant.

campus recreation

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Inside 2 minutes of the second half, infraction committed by:
1. Team on offense: First delay of game (loss of down)
2. Team on offense: Second delay of game (loss of possession)
3. Team on defense: First delay of game (automatic 1st down for offense)
4. Team on defense: Second delay of game (loss of 1 player/rest of game)