

## **FLICKERBALL RULES**

- Teams are responsible for all information given at the team manager's meeting and in the Intramural Handbook.
- Intramural Flickerball is governed by NIRSA rules except for adjustments as noted below.

### **RULES:**

1. Two teams of 6 players each shall play the game. A team may play with 4 players.
2. Each game will consist of two 10-minute halves with running clock.
3. Forfeit time is **5 minutes** after schedule game time.
4. 2 time-outs per game; one minute in duration.
5. Substitute after a score or during an injury timeout.
6. A coin toss will determine which team will have the initial throw off.
7. After a goal teams switch their direction of attack.
8. The football may be advanced in any direction by completing a pass to a teammate.
9. The football receiver has 10 seconds to toss the football. The defender counts the stall count aloud. Players must be at least 3 feet away (Official's judgment) when defending.
10. Change of possession occurs when a pass is not completed.
11. **NO** running into end zone. Momentum only.
12. When a player initiates contact on another player a foul occurs. When a foul occurs play will resume with the possession retained unless the foul is on the team with possession, if so, then possession is lost to the other team at that point.
13. All fouls called result in a one minute penalty beginning when the player leaves the playing area and reports to the Supervisor. Once a goal is scored, a player can return to play from the penalty box. One goal scored equals one player out of the penalty box.
14. All foul calls are the judgment of the official and will not be contested.
15. **NO JEWELRY!** Medic alert bracelets and religious jewelry must also be taped to the skin.
16. "NO MOUTH" Rule
17. Unsportsmanlike conduct will not be tolerated.

### **ELIGIBILITY:**

Individuals may play on only one team.

### **LOCATION:**

All Intramural Flickerball games are played in the Lantz Fieldhouse unless noted otherwise.

### **EQUIPMENT:**

Intramural Sports will provide the football. No player shall wear equipment that is dangerous to other players.