

UT INTRAMURAL SPORTS PROGRAM FLAG FOOTBALL RULES – FALL 2009

Participation in UT RecSports Programs is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The RecSports Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs. UT does not provide personal health or medical insurance coverage for participants.

The following is an abridged version of the 2009-10 NIRSA Flag Football Rules

GENERAL INFORMATION

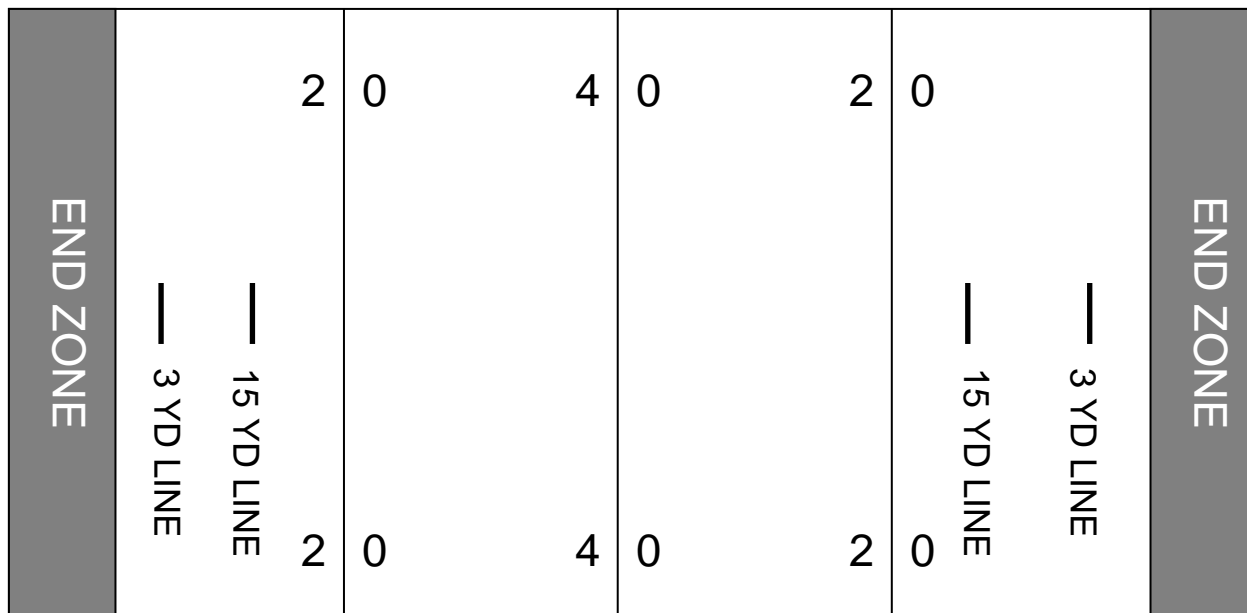
1. Participation is limited to currently enrolled, fee-paying UT students and faculty/staff members with RecSports Memberships.
2. Participants must present their VolCard or current RecSports Membership Card in order to participate. If the membership card does not have a picture, the participant will be required to show a government issued picture identification along with the membership card.
3. Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all intramural policies.
4. The game officials have authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The officials shall assume authority for the contest, including penalizing unsportsmanlike acts, 30 minutes prior to the scheduled game time, or as soon thereafter as they are able to be present. The official's jurisdiction extends through the official's declaration of the game.

TEAM COMPOSITION

1. Seven (7) players are on the field at a time.
2. Five (5) players are required to start the game.
3. Participants can compete for only one single sex team, regardless of league classification.
4. Each team shall designate to the officials a team captain(s). If more than one player is designated, a speaking captain must be selected to make all decisions.

PLAYING FIELD

1. FIELD: The playing area is 80 yards long and 35 yards wide with two 10 yard end zones.
2. MARKINGS: The field shall be a rectangular area with lines and zones as shown in the below diagram.



3. INBOUND/OUT OF BOUNDS: Any portion of the sidelines, or end lines, is considered out of bounds. All areas inside the sidelines and end lines are considered inbounds.
4. GOAL LINE: The entire width of each goal line shall be part of the end zone.
5. LINE OF SCRIMMAGE: Two soft and pliable ball spotters will mark the offensive and defensive scrimmage lines. The ball spotters will always be one (1) yard apart.

EQUIPMENT

1. FOOTBALL: Each team must furnish its own game ball and practice balls. The game ball must be pebble-grained leather or rubber covered and meet the recommendations of size and shape for a regulation football. There are no requirements regarding ball pressure and markings. Men shall use the regular size ball only. The regular, intermediate, youth, or junior size football shall be used for women’s games. The officials shall be the sole judge of any ball offered for play and

may change the ball during play at their discretion. Footballs are available for check-out at the Welcome Desk in the TRECS.

2. **FLAG BELTS:** Each player must wear a one piece quick release belt, without any knots, at the waistline with three flags permanently attached, one flag on each side and one in the center of the back. Flag belts will be provided to each team on site.
3. **JERSEYS/SHIRTS:** Teams are encouraged to furnish their own like-colored jerseys. Jerseys must be tucked in at all times. If a jersey cannot be tucked in, it must be a minimum of 4 inches above the waist. Jerseys may not have arm openings that are larger than 4 inches. Referees will use their fist to measure the distance of the arm opening. Pinnies will be available for teams without matching jerseys.
4. **SHORTS/PANTS:** Players may not wear pants or shorts that have belt loops, pockets, or exposed drawstrings. Pants and shorts may not be turned inside out or taped in order to avoid the pockets violation.
5. **SHOES:** All players must wear shoes. Tennis/running shoes and rubber molded cleats are permitted. Spikes, screw in cleats, and cleats with metal or ceramic exposed are prohibited.
6. **PADS/BRACES:** No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow-recovery padding.
7. **HEADWEAR:** Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
8. **JEWELRY:** No jewelry, including livestrong bracelets, may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert bracelets are permitted but they must be taped down. **TAPING OF ALL OTHER JEWELRY IS NOT PERMITTED.**
9. **SUNGLASSES:** Players may not wear sunglasses that are metal or rigid.
10. **PLAY BOOKS:** Players may carry a play book inside their clothing as long as it is not made of an unyielding material. If carried on the field, a player must keep the play book rather than throw it on the ground in the field of play.
11. **TOWELS:** No towel may hang from a player's waist or otherwise interfere with the possible removal of the flag belt. However, towels may be used and kept on the ground in-between the ball spotters before the snap.

THE GAME

1. **LENGTH OF GAME:** The game will consist of two (2) halves of twenty (20) minutes.
2. **TIMING REGULATIONS:** The clock will continuously run the entire first half and for the first 18 minutes of the second half unless stopped for a team time-out or an official's time-out. During the final two (2) minutes of the second half, the clock will stop for:
 - A. Incomplete Legal/Illegal Forward Pass – clock restarts on the snap
 - B. Out Of Bounds Play – clock restarts on the snap
 - C. Safety – clock restarts on the snap
 - D. Team Time-Out – clock restarts on the snap
 - E. First down – clock restarts on the ready for play whistle
 - F. Touchdown – clock restarts on the snap (after the extra point try)
 - G. Penalty – clock restarts depending on the result of the previous play
 - H. Official's Time-Out – clock restarts at the discretion of the officiating crew
 - I. Touchback – clock restarts on the snap
 - J. Change Of Possession – clock restarts on the snap
 - K. Inadvertent Whistle – clock starts on the ready for play whistle
3. **COIN TOSS:** A toss of a coin or odds/evens will determine which team shall have the first choice. In the postseason, the higher seeded team will have first choice. The winning team shall have the following options:
 - A. To defer their option until the second half
 - B. To receive the ball first or play defense (Selecting defense does not guarantee a team the ball to start the second half)
 - C. To defend a specific goal (This does not guarantee a team the ball to start the second half)
4. **HALFTIME:** Halftime will be five (5) minutes.
5. **TWO MINUTE WARNING:** Approximately two (2) minutes before the end of each half, the clock will stop and the officials shall inform both team captains of the playing time remaining in the half. The clock will not restart until the next snap.
6. **OVERTIME:** Regular season games can end in a tie. Overtime will only be played during the postseason. Overtime procedures will be as followed:
 - A. To start overtime, a coin toss will be conducted. The winner of the coin toss has the choice of offense, defense, or direction. If additional overtime periods are played, the order of possession will alternate each new period. All overtime periods are played toward the same goal line.

- B. Each team will have a series of four (4) downs to score from the 15-yard line, unless moved due to penalty. Teams which begin their possession outside of the 20-yard line must score in four (4) downs and will not receive any first downs for crossing a zone line-to-gain in the process. Teams may receive another set of downs by penalty only (automatic first down).
 - C. When a team scores, they may try for 1 point from the 3 yard line, 2 points from the 15-yard line, or 3 points from the 20-yard line.
 - D. The defense may intercept the ball and return it for a touchdown. In this case, they will win the game. If they do not score, the overtime will proceed as necessary. The offensive team's series is over when the defense intercepts a pass.
7. TIME-OUTS: Each team is allowed three (3) one-minute time-outs during regulation play. Each team is entitled to only one (1) time-out during the entire overtime.
8. MERCY RULE: If a team is leading by 40 points with ten (10) minutes or less, by 30 points with five (5) minutes or less, or 20 points with two (2) minutes or less, the mercy rule will be in effect and the game shall end.
9. GRACE PERIOD: Teams will be granted a five minute grace period from the original game start time if at least one (1) participant is signed in at game time. If the team gets enough to play before the five minutes are up, the game will begin and the other team will be awarded seven (7) points. The game clock for the first half will be set at fifteen minutes. The late team will receive first possession and the other team will get choice in the second half. **If no players are signed in at game time, there is no grace period and the game will be declared a forfeit.**
10. OPTIONAL GRACE PERIOD: After the original five minute grace period has expired, the opposing captain has the option of taking the win or waiting another five minutes. In the event the captain decides to wait, the decision is irreversible. If the team gets enough to play before this optional grace period expires, the game will begin and the other team will be awarded an additional seven (7) points. Therefore, the late team will begin the game with first possession down 14-0 with ten minutes left in the first half and the opposing team will get choice in the second half.
11. DEFAULTS: A default is an un-played game that is recorded as a loss but is not considered a forfeit. In order to receive a default, teams must have one less than the minimum number of participants required to play for that sport at game time or they must notify the Intramural Office of their inability to field the required number of participants for the game no later than 2:00PM on the day of the contest (once the default has been requested, it cannot be overturned). No forfeit fee is assessed for defaults; however, two defaults will result in the team being dropped from the league.
12. FORFEITS: If a team fails to appear for a scheduled game or match on time (or following the grace period) or does not have one less than the minimum number of participants required to start the game at game time (or following the grace period), a

forfeit will be declared. If a team forfeits a contest, the captain's student account will be charged a \$20 forfeit fee, the team will be ineligible for postseason competition, and the team may be dropped from the league if there is a wait list team to replace them. A team with two forfeits will be automatically dropped from the league.

PLAYING RULES

1. **BEGINNING A SERIES:** There are no kickoffs. The ball will be put in play from the 15-yard line to begin a half or following a score, touchback, and safety (unless moved by penalty).
2. **SERIES OF DOWNS:** The team in possession of the ball shall have four (4) downs to advance the ball to the next zone line-to-gain.
3. **ZONE LINE-TO-GAIN:** The zone line-to-gain in any series shall be the zone in advance of the ball, unless 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.
4. **FIRST DOWNS:** A team registers a first down when it crosses or touches the zone line-to-gain. Once the first down has been established, the team may not make another first down by crossing the same line during that series of downs.
5. **PLAY CLOCK:** The offensive team has 25 seconds to put the ball in play after the referee signals "ready for play."
6. **BALL RESPONSIBILITY:** The offensive team must retrieve the ball after each play from scrimmage.
7. **MINIMUM LINE PLAYERS:** The offense must have at least four (4) players on the line of scrimmage at the snap. A player is deemed on the line of scrimmage when facing his/her opponent's goal line with the line of his/her shoulders approximately parallel thereto and with his/her head or foot breaking the plane of the imaginary line drawn through the waistline of the snapper and parallel to the scrimmage line. A player in motion is not counted as one of the four (4) on his/her scrimmage line.
8. **SNAPPING THE BALL:** The center must snap the ball in one fluid, continuous motion from the ground along the line of scrimmage in the immediate vicinity of the offensive ball spotter. The center does not have to pass the ball between the legs. The player who receives the snap must be at least two (2) yards behind the offensive line of scrimmage.
9. **HANDING THE BALL:** Any player may hand the ball forward or backward at any time.

10. **FORWARD PASSING:** One (1) legal forward pass may be thrown per down by the offense. A forward pass is legal when both of the passer's feet are behind the offensive line of scrimmage when the ball leaves the hand, the pass occurs before a change of possession, and it is the first and only forward pass made during the down. Note: An offensive player may run across the line of scrimmage, then run back behind the line of scrimmage and throw a forward pass OR toss the ball backward to another player who can then throw a forward pass as long as such pass abides by the provision of this section.
11. **BACKWARD PASSING:** A backward pass is a pass that is thrown backward or parallel to the line of scrimmage. There are no restrictions as to the number of backward passes that can be thrown on any down, or where they may be thrown from.
12. **CATCH/INTERCEPTION:** All players are eligible to receive a pass. A player must have control of the ball and one (1) foot or other body part on the ground inbounds before any part of the body lands in the out of bounds area for a legal pass reception or interception. If an interception occurs in the end zone, the player may return it out of the end zone. If the player is de-flagged while running in the end zone, it is a touchback.
13. **SIMULTANEOUS CATCH:** A simultaneous catch or recovery is a catch in which there is joint possession of a live ball by opposing players who are inbounds. The ball will be blown dead at that spot and possession will be awarded to the offense.
14. **BLOCKING:** The only type of blocking that is allowed is screen blocking. No contact is allowed between the offense and defense.
 - A. The screen blocker must have hands at side, across chest, or behind back.
 - B. Any use of the hands, arms, legs, or body to initiate contact is illegal.
 - C. The screen blocker must be on his/her feet before, during, and after the screen block.
 - D. The blocker cannot take a position so close to a moving opponent that his/her opponent cannot avoid contact by stopping or changing direction.
15. **FUMBLES:** A fumble is a loss of player possession of the ball other than by handing, passing, or punting the ball. A fumbled ball is dead as soon as the ball touches the ground. If the ball is fumbled backwards, the ball will be dead at the spot where it touches the ground. If fumbled forward, the ball is dead at the spot where the fumble occurred. The offensive team will retain possession but an illegal forward pass penalty will be administered. A ball fumbled forward or backward that has not hit the ground can be recovered and advanced by either team.
16. **FLAG BELTS:** All players are required to have their flag belt proper secured at the beginning of each play. Failure to abide by this rule at the start of a play, if noticed by an official prior to the snap is a 5-yard live ball penalty. If failure to wear the flag belt is noticed by the official after the play starts, the play continues with the ball

becoming dead when the runner is touched between the shoulders and knees. The defensive team can accept the result of the play or penalize the offense for failure to wear required equipment (5-yard penalty). Any time a runner loses his or her flag during action, play will continue until a defensive player touches the runner with one hand between the shoulders and the knees. Tampering with the flag belt in any way to gain advantage, including tying, using foreign material, or other such acts is unsportsmanlike conduct (10 yards and loss of down, No player ejection).

17. PUNTING: All punts must be announced to the referee. Once the offense declares to punt, the team may only change the decision after a charged time-out or an accepted penalty in which the down is to be replayed.

- A. The kicking team must have four (4) players on the line of scrimmage during the punt.
- B. The kicker must catch and kick the ball immediately in one continuous motion.
- C. The kicker may not punt barefoot.
- D. Neither team may advance beyond their respective scrimmage line until the ball is kicked.
- E. Once the ball is punted, any of the receiving players may block the kick.
- F. Punts may be returned out of the end zone.
- G. There are NO fair catches.
- H. No member of the kicking team may interfere with the ability of the receiving team to catch a kick
- I. If a punt is muffed by the receiving team and caught in the air by the kicking team, it is dead at that spot and the kicking team retains possession, first and line-to-gain. If caught in the air by the receiving team, they may advance the ball.

18. INADVERTENT WHISTLE: When an official sounds his/her whistle inadvertently during a legal pass, while a snap is in flight, or while a kick is in flight, the down will be replayed. If it occurs when a player is in possession or during a backward pass, the team in possession may choose either to accept the play where it is blown dead or to replay the down.

SCORING PLAYS

1. TOUCHDOWNS: A touchdown shall count for six (6) points.
2. POINT AFTER TOUCHDOWN: After a touchdown, the scoring team shall attempt a PAT (point after touchdown). Once the decision is announced, it can only be changed by taking a charged time-out and before the ball is snapped or any penalties are enforced. The options for the try are:
 - a. One (1) point from the 3-yard line

- b. Two (2) points from the 15-yard line
 - c. Three (3) points from the 20-yard line
3. INTERCEPTED PAT: A try that is intercepted by the defense and returned for a score is three (3) points, regardless of how many points the offense's try was for.
 4. SAFETY: Two (2) points shall be awarded for a safety. A safety is scored when a team is de-flagged, downed, or commits a penalty in their own end zone. Exception: a safety is not scored on a change of possession when the ball carrier does not carry the ball out of the end zone or on a change of possession when a player's momentum carries him/her into the end zone.

GENERAL PENALTIES

1. DELAY OF GAME (Penalty - *dead ball foul, 5 yards from the previous spot*): The ball must be put in play properly and legally and any action or inaction by either team, which tends to prevent this, is illegal delay of game. This includes:
 - a. Interrupting the 25 second count for any reason, except for a time-out allowed by the referee.
 - b. Consuming more than 25 seconds in putting the ball in play after it is marked ready for play.
 - c. Deliberately advancing the ball after it has been declared dead.
2. ENCROACHMENT [OFFSIDES] (Penalty - *dead ball foul, 5 yards from the previous spot*): Following the ready-to-play whistle and prior to the snap, no player on defense may encroach, touch the ball, or contact an opponent in any way. It is encroachment for any player to break his/her scrimmage line plane (yellow disk [defense], orange disk [offense]). Players do NOT have the opportunity to jump across the line and "get back" inside. It is a foul as soon as the player initially enters the neutral zone.
3. FALSE START (Penalty - *dead ball foul, 5 yards from the previous spot*): No offensive player shall simulate a charge or start of a play.
4. ILLEGAL PROCEDURE (Penalty - *5 yards from the previous spot*): When there are less than four (4) offensive players on the line of scrimmage at the snap, it is a live ball illegal procedure penalty. The player who receives the snap must be at least 2 yards behind the offensive scrimmage line. Any time at or after the ball is ready for play, each offensive player must momentarily be within 15 yards of the ball before the snap.
5. ILLEGAL MOTION AND SHIFT (Penalty - *5 yards from the previous spot*): Only one offense player may be in motion, but not in motion towards the opponent's goal line (or line of scrimmage), at the time of the snap. After a huddle, all offensive

- players must come to a stop and remain stationary for 1 second before an offensive player may go in motion. If two or more players shift/go in motion simultaneously prior to the snap, both must come to a stop and reset prior to the snap.
6. **FLAG GUARDING** (Penalty - *10 yards from the spot of the foul*): The ball carrier shall not protect his/her flags by blocking with his/her arms or hands in order to deny the opponents the opportunity to remove them. Note: Stiff arming is flag guarding. Running while holding the ball at hip-level, intentionally or unintentionally, may also be considered flag guarding.
 7. **ILLEGALLY DE-FLAGGING AN OPPONENT** (Penalty - *Personal foul, 10 yards*): An offensive player must have possession of the ball before they can be legally de-flagged. Pulling or removing a flag belt from an offensive player without the ball is illegal. If the player is an eligible receiver, the violation may be considered pass interference (10 yards, automatic 1st down).
 8. **ILLEGAL CONTACT BY THE BALL CARRIER** (Penalty - *Personal foul, 10 yards from the spot of the foul*): The ball carrier must run to avoid tacklers. Deliberate charging of an opponent is against the rules. Officials will use the same judgment on charging and blocking by offensive and defensive players as in basketball. "Brushing contact" and unavoidable contact is not willful "charging." The ball carrier may dive or spin around defenders to avoid de-flagging; however, the ball carrier must remain in control of his/her body during such moves, and **MAY NOT** initiate contact in doing so. If the foul is intentional or unsportsmanlike, then 10 more yards will be added to the penalty and the player will be disqualified.
 9. **HOLDING** (Penalty - *10 yards from the end of the run [defense], 10 yards from the spot of the foul [offense]*): Holding is grasping or encircling an opponent with the hand or arm in any way that impedes his/her movement. A defensive player may not hold, push, or knock the ball carrier down in an attempt to remove the flag. Similarly, an offensive player may not hold an opponent to prevent a flag from being pulled.
 10. **TRIPPING** (Penalty - *10 yards from the end of the run*): Tripping is using the lower leg or foot to obstruct an opponent (including the ball carrier) below the knees.
 11. **ILLEGAL CONTACT BY THE DEFENSE & TACKLING** (Penalty - *10 yards from the end of the run*): If a defensive player reaches across the body of the ball carrier to pull the flag and contact is made, the responsibility of the contact lies with the defensive player. A runner shall not be thrown to the ground. There shall be no contact with an opponent who is on the ground. If a defensive player tackles the ball carrier, who in the opinion of the referee, would have scored except for being tackled, a touchdown shall be awarded. Deliberate tackles will result in disqualification.
 12. **ILLEGAL FORWARD PASS & INTENTIONAL GROUNDING** (Penalty - *5 yards from the spot of the foul and loss of down*): A pass thrown in violation of the legal

pass guidelines listed above is considered illegal. A pass that is intentionally thrown to the ground or out of bounds to avoid a loss of yardage is also illegal.

13. **ROUGHING THE PASSER** (Penalty – *10 yards from the end of the run or previous spot and automatic first down*): Defensive players must make a definite effort to avoid charging into a passer after it is clear the ball has been thrown forward legally. No defensive player shall contact the passer who is standing still or fading back as he/she is considered out of the play after the pass. Roughing the passer restrictions do not apply if the forward pass is thrown from beyond the offensive line of scrimmage
14. **OFFENSIVE PASS INTERFERENCE** (Penalty - *10 yards from the previous spot & loss of down*): Pass interference occurs when a player contacts another eligible receiver who is beyond the line of scrimmage. Restrictions exist for the offense from the time that the ball is snapped until it has been touched by a receiver.
15. **DEFENSIVE PASS INTERFERENCE** (Penalty: *10 yards from the previous spot & automatic first down*): Restrictions exist for the defense from the time the pass is thrown until it has been touched by a receiver. Note: Contact or interference by the defense prior to when the pass is thrown is still considered illegal and will be penalized as a personal foul.
16. **OTHER PERSONAL FOULS** (Penalty - *10 yards from the end of the run [defense], 10 yards from the spot of the foul [offense]*): Any act prohibited hereunder or any other act of unnecessary roughness is a personal foul.
 - a. No player shall punch, strike, strip, steal, or attempt to steal the ball from the player who has possession.
 - b. There shall be no tripping or clipping.
 - c. There shall be no hurdling. Hurdling shall be interpreted as an attempt by the runner to jump with either feet or knees foremost over a player or between players. (You can jump, dive, or spin away from players to avoid having your flag pulled, as long as no contact is made with the opponent).
 - d. Tackle the runner by grasping or encircling with hand(s) or arm(s) and taking the opponent toward the ground as in tackle football.

If the act is deemed flagrant, the individual(s) involved will be ejected from the contest and ineligible for Intramural competition until reinstated by the Intramural Coordinator.

17. **UNFAIR ACTS** (Penalty - *10 yards from the spot of the foul, or previous spot*): No player, substitute, coach, or others subject to the rules shall use words or phrases to commit any act not in accordance with the spirit of fair play for the purposes of confusing the opponent.

COREC MODIFICATIONS

TEAM COMPOSITION

1. Eight (8) players are on the field at a time (4 males and 4 females).
2. Six (6) players are required to start the game (3 males and 3 females; 4 males and 2 females; or 2 males and 4 females).
3. Teams with seven (7) players can have the following combinations: 4 males and 3 females or 3 males and 4 females.
4. Participants can compete for only one corec team, regardless of league classification.

EQUIPMENT

1. FOOTBALL: Each team must furnish its own game ball and practice balls. The game ball must be pebble-grained leather or rubber covered and meet the recommendations of size and shape for a regulation football. There are no requirements regarding ball pressure and markings. The regular, intermediate, youth, or junior size football shall be used for corec games. Footballs are available for check-out at the Welcome Desk in the TRECS.

PLAYING RULES

1. MINIMUM LINE PLAYERS: The offense must have at least five (5) players on the line of scrimmage at the snap. A player is deemed on the line of scrimmage when facing his/her opponent's goal line with the line of his/her shoulders approximately parallel thereto and with his/her head or foot breaking the plane of the imaginary line drawn through the waistline of the snapper and parallel to the scrimmage line. A player in motion is not counted as one of the four (4) on his/her scrimmage line.
2. MALE BALL CARRIERS: A male runner or receiver cannot advance the ball across the line of scrimmage unless it occurs after:
 - A. The ball has been touched by any player beyond the scrimmage line.
 - B. A run by a female runner.
 - C. A change of team possession.

Penalty: Illegal Advancement, 5 yards from the previous spot (live ball)

3. PASSING: During the offensive team's possession, there may not be two (2) consecutive legal forward pass completions, from a male passer to a male receiver. Each series will begin with an "open" play. Once a male to male forward pass is completed, the following plays will be "closed" until a male to female, female to male, or female to female forward pass is completed for positive yards.

- A. OPEN PLAYS: During an “open” play, any player can complete a legal forward pass to any other player.
- B. CLOSED PLAYS: During a “closed” play, the next completion for positive yardage must be a legal forward pass with either a female throwing the pass or receiving the pass (Penalty: Illegal Forward Pass, 5 yards from where the pass was released and loss of down).

Open and closed plays are determined by the action of a legal forward pass and catch. Therefore, throughout a play there may be multiple possessions by males or females but the status of the next play is determined by the initial pass and catch. No penalty, accepted or declined, will affect the open/closed status of the following play. The open/closed status of a play is not affected when a team scores a touchdown. The PAT's status is determined by the previous play that scored the touchdown.

SCORING PLAYS

1. TOUCHDOWNS: If a female scores a touchdown, the point value is 9. If a female player throws a legal forward pass and a touchdown is scored by any offensive player, prior to a change of possession, the point value is 9. All other touchdowns are 6 points.