



**Florida Southern College
Intramural Punt, Pass & Kick Rules**

General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) Jewelry is not allowed.
- 3) All participants must arrive to the playing surface 15 minutes before game time.

Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

Eligibility Requirements

Intramurals are open to current FSC students, faculty, and staff with FSC ID. All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

Weather Cancellation

In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day's first game. Teams should not **assume** that games are cancelled. The Office will try to contact captains if games have been cancelled. We will also post information on our Facebook page "FSC Intramural Sports" or intramural website. The office will also try to send emails out to all captains before the game is supposed to start. Games will be postponed for the following weather related reasons:

- Lightning. All outside activities will be cancelled when lightning is seen or thunder is heard. We will wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
- Tornado/hurricane watch or warning is issued for the Lakeland area.
- When rain or hail makes an outside field unsafe.

If a contest is postponed due to weather, the Assistant Director will attempt to reschedule the game.

Captains

Each team shall designate to the Supervisor or Scorekeeper the team captain or captains. The captain's first choice of any penalty option shall be irrevocable. Decisions involving penalties shall be made before any charged time-out is granted to either team. The team captain is responsible for all information contained in the Intramural manager's packet.



Scoring

Each participant is allowed three punts, three passes and three kicks as part of his/her competition. The top scoring attempt for each punt, pass and kick will be used as part of the final score.

Scores are based on both distance and accuracy.

Example: If a participant punts the ball 100 feet, but the ball lands 30 feet to the right of the measuring tape, the final score is 70.

Scores are based on exact feet and inches (no partial inches – round to the nearest inch). No participant will receive a negative score, the lowest possible score is zero.

A participant's final score is his/her cumulative total for the three individual events. Example: If participant scores (40) for punting, (60) for passing and (22) for kicking, the participant's final score is 122.

If a participant goes over the line prior to or before releasing or making contact with the ball, he/ she is penalized five (5) feet.

Exception: In kicking, a participant may go over the line without penalty provided the tee is placed on or behind the line.

There is no violation if the kicking tee is kicked with the football during the kicking event.

Scores are determined from where a participant's punt/pass/kick first makes contact with the ground. Bounces or rolls do not add to the score.

If a participant tries to punt, pass or kick and misses the ball completely, it does not count as an attempt, and another attempt is allowed.

There will be a designated scratch line(s) for the competition and the mark directly in front of and in the middle of this scratch line from which all measurements will take place. Measurements will start at this mark and go in a straight line directly to the spot where the football first touches the ground during the skill attempt(s). The participant's measurement for each attempt will be the distance on the tape measure at the spot where the football first touches the ground on that attempt. If a football first touches the ground outside of the marked boundary area then the volunteers will mark the attempt in the same manner as above, however, the participant's measurement will be the distance on the measuring tape at the intersection of the tape and the marked boundary line.

Tie Breakers

If a tie exists for first place, each participant involved in the tie will compete in a playoff to determine the final standings. The playoff will consist of the participants competing head to head in a repeat of all three events.