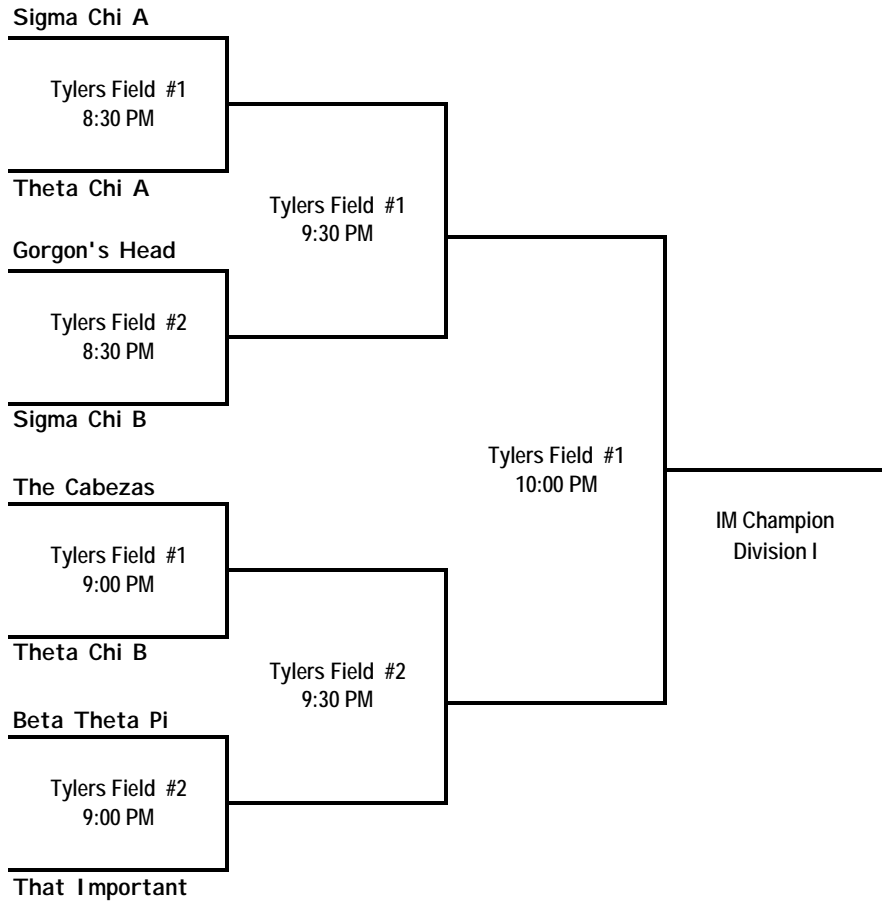


Intramural 4x4 Flag Football Tournament MONDAY 10/26/09

DIVISION I

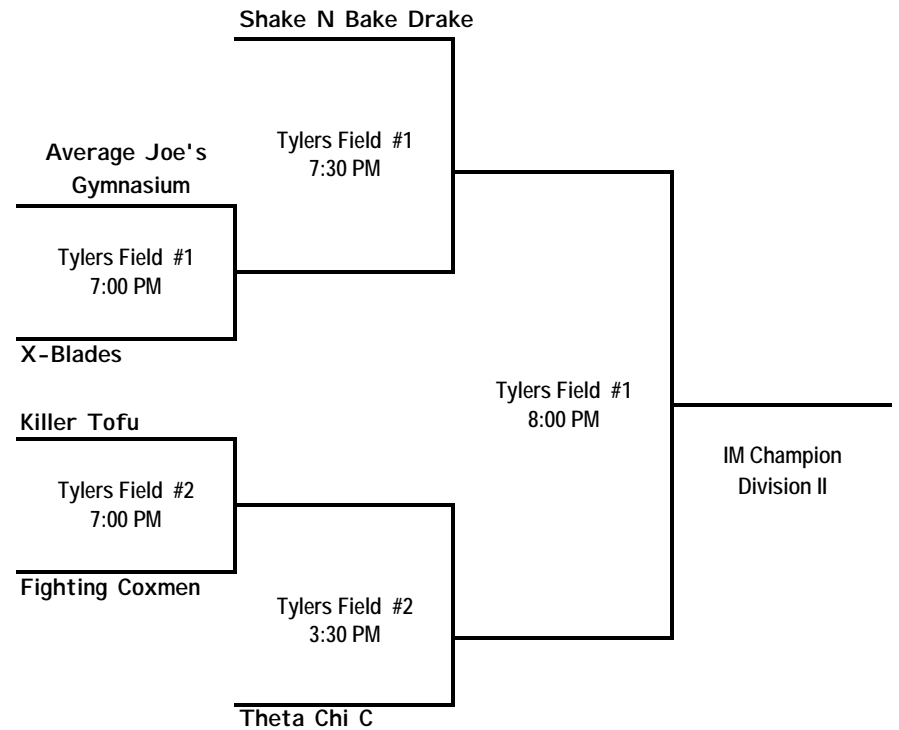
The Cabezas Geoffrey Hauck
Beta Theta Pi Alex Katz
Gorgon's Head Christopher Dell'Amore
Sigma Chi A Pete Smith

Sigma Chi B Mike Naughton
That Important John Lembeck
Theta Chi A Harry Raymond
Theta Chi B Greg Reutershan



DIVISION II

Theta Chi C Harry Raymond
Average Joe's Gymnasium David Falk
Fighting Coxmen Matt Zaringhalam
Killer Tofu Paul Kasabian
Shake N Bake Drake Ben Arledge
X-Blades David Geldermann



All games are scheduled on Tyler's Field for Monday, October 26th . Rainouts will be played on the next playable day (hopefully Tuesday), check the IM Sports Hotline (7020) for updates. Please read attached rules carefully ~ note the difference from our regular flag football rules. The most notable change is that the 4-on-4 game is strictly a passing game.

Intramural Sports -- 4 on 4 Flag Football Rules

4x4 Football will follow the general rules from the 8x8 Flag Football, except for the following modifications. (The most notable change from 8x8 is that the 4-on-4 game is strictly a passing game with ONLY 3 downs.)

of Players: The game shall be played between 2 teams of 4 players each. Three players are required to avoid a forfeit.

Game Time: Playing time shall be two 10 minute halves. The intermission between halves shall be 2 minutes. The clock will start to begin each half on the snap. The clock will run continuously except for Points after Touchdowns and the final minute of the game or a team \ referee time out.

Coin Toss: The winning team selects offense, defense, direction or to defer their choice to the second half. Each half begins with the team on offense starting at their 10 yard line.

1 Minute Warning: In the first half just a verbal warning will be given, but the clock will not be stop. At the end of the game, approximately 1 minute before the end of each half, the Referee will stop the clock and inform both captains of playing time remaining in the half. After this announcement, the clock will start on the snap and stop clock rule will be in effect for remainder of the half.

Field: The field shall be 60 yards long, end line to end line and 30 yards wide. There will be two 10 yard end zones and two 20 yard zones. The field will be divided by one hash mark. An X should be marked on each end line in line with the hash mark for target placement.

Officials: The game shall be officiated by 1 or 2 officials.

Kicking: There shall be no kicking.

Passer: There must be a legal forward pass each down. The person receiving the ball must be beyond Team A's line of scrimmage. The passer has 7 seconds to release the ball. If not, loss of down and the ball is spotted at the previous location.

Scrimmage Line: A Team A runner cannot advance the ball through Team A's scrimmage line. There are no restrictions after a change of possession or once a legal forward pass has been caught beyond Team A's scrimmage line.

Series of Downs: A team shall have 3 consecutive downs to advance to the next zone by scrimmage.

Extra Point Attempt (Try): After a touchdown is scored, the scoring team has 2 options. They can put the ball in play from either the 5 or 10 yard line with a passing play. A 5 yard score equals 1 point. A 10 yard score equals 2 points. **Note:** if pass is intercepted, the play is immediately over.

Next Play: Following a try or touchback, the ball will be snapped by the opponent at their own 10 yard line.

Awarding a New Series

A new series of downs is awarded when a team moves the ball legally into the next zone or the opponent obtains possession of the ball by penalty, pass interception, or failure to advance to the next zone.

Change of Possession

Following a touchdown, the defending team will begin their series of downs on the 10 yard line.

Scrimmage Line: The offensive team must have at least 1 player on their scrimmage line at the snap.

Penalty Yardage: All 10 yard penalties (8X8) will be 5 yards and all 5 yard penalties will be 3 yards.

Time Outs: Each team is entitled to one charged time-out per half. No additional time outs will be awarded in over time but an unused time out can be carried over.

Tie Resolution -- Overtime: The home team captain shall call the toss with the winner selecting offense, defense, or direction. Each team gets to start with the ball on the 20-yard line and has 3 chances to get the TD, then the other team has that same chance. If additional overtime periods are necessary to determine a winner, teams will alternate overtime choices. If a ball is intercepted the attempt is over.

Mercy Rule: Mercy rule does not apply in this game, however Referees may use their judgment to call a game.