



- **Line of Scrimmage**
  - There are two scrimmage lines, one for the offense, one for the defense. Players must stay behind the respective scrimmage line until the ball has been snapped. There are no restrictions as to the number of players needed on the scrimmage.
- **No direct snaps, Quarterback must be at least 2 yards from center.** If the ball hits the ground, it is a dead ball at the spot.
- **Line to Gain**
  - Each team has 4 downs to reach the next line-to-gain.
- **Punts**
  - On 4<sup>th</sup> down only, the offense will have the option to punt. **No fake punts.** The decision to punt cannot be changed without using a timeout. Players cannot cross the line of scrimmage until the ball is kicked.
  - Once the ball is kicked and the receiving team lets the ball hit the ground, it is dead at that spot. If they catch the ball they have to run, there are no fair catches.
- **Overtime**
  - Each team will receive one possession from the opponent's 10-yard line with a 1<sup>st</sup> and goal. If the score is still tied after both possessions, each team receives another drive, but possession will be switched. Meaning, if you were on defense first to start the first overtime, you will be on offense to start the 2<sup>nd</sup> overtime. In the first overtime you can go for 1, 2, or 3. In the second overtime you can only go for 2 or 3. If a winner has not been determined after 2 overtime periods, the game will end in a tie. In the Playoffs overtime 1 & 2 will be played just like the regular season. If the game is still tied after both overtime periods, we will continue like the 2<sup>nd</sup> overtime until a winner is determined.
- **Fumbles**
  - There is no stripping or forced fumbles. On an incidental fumble, the ball is dead where it hits the ground. While the ball is still in the air, it is live and can be taken by the defense.
- **Handoffs**
  - Any player may hand the ball off backward, or lateral at any time
- **Laterals**
  - Any player may pitch the ball backwards at any time.
- **Scoring**
  - All touchdowns are worth 6 points. For the point-after, a team has the option to go for 1 from the 3-yard line, 2 from the 10-yard line, or 3 from the 20 yard-line
  - After every scoring play, the official will check the flags of the player who scored to ensure that flags are legal. a) If a flag should fall off during the normal play of the game; on a player with possession of the ball; the play will be called "dead" at the spot the flag falls off.
- **Play Clock**
  - The offense will have 25 seconds to snap the ball after the official blows the ready for play whistle
- **Mercy Rule**
  - All games with a point differential of 19 or more points at or within the final 2 minutes of the game will end due to the mercy rule. For Co-rec, it is 25 points at or within the final 2 minutes.
- **Flag Guarding**
  - A Player in possession of the ball shall not use his/her arms or the ball to block defenders from reaching his/her flag belt. This includes running while holding the ball over the waist area and stiff arming.
- **Screen Blocking**
  - Screen blocking is the only allowed form of blocking. The blocker may not use their hands, or initiate contact with the defender.
- **Down Field Blocking**
  - All downfield blockers must remain stationary.
- ✚ Other notes:
  - **ALL PLAYERS THAT RECEIVE ANY INJURY TO THE HEAD AND/OR FACE ARE NOT PERMITTED TO CONTINUE IN THAT GAME.**



- **Unconscious or Apparently Unconscious Player: A time-out occurs when an unconscious or apparently unconscious player is determined by the game officials. THE INJURED PLAYER MAY NOT RETURN TO PLAY IN THAT GAME.**
- If a game has started and a player wants to check in, the team must call a timeout, or play has stopped for a significant amount of time. This way the scorekeeper will have enough time to verify the individual. **IF THE GAME IS IN PROGRESS PLEASE LEAVE THE SCOREKEEPER ALONE SO THEY CAN FOCUS ON THE GAME.**
- If a team is playing with 6 players and an injury occurs or a player is ejected, they can continue with 5 players. However, if they are reduced to 4 players, the game is over and that team forfeits.
- If a team forfeits, but would still like to scrimmage, **the officials must still call the game.**
  - It is up to the officials to determine how much time will be allotted before the next game.
- Picking up players will be allowed to avoid a forfeit, but the number is limited. If you are short players you can pick the amount needed to play but this is limited to 3 players. For example, if you arrive and only have 2 players you CANNOT pick up 4 players to play. You can pick up 3 and wait for someone on your roster to arrive. If you have 3 players arrive, you may pick up 3 players to avoid a forfeit. The minimum number of players to play is 6. Have them sign the waiver to join your team and you are good to go. If they play on another team and have signed a waiver for that team, they also have to sign one to play on your team!!!!
- ❖ In case of inclement weather or light failure:
  - a) If a game is cancelled after the second half has begun, the game shall be considered complete;
  - b) If a game is cancelled before the second half has begun, the game shall be replayed in its entirety; a half or more played will constitute a complete game.
  - c) Officials will make final judgments on field and/or playing conditions.
  - Athletics Office has the right to change, alter, and cancel games as they see fit
  - Athletics Office has the right to change, alter, and modify rules as they see fit
  - Please call (512) 978-2680 after 4:00 pm for possible rainout information.

## CoRec

- **The Game**
  - Each team has 8 players. You must have at least 6 players in order to avoid forfeit. Combinations include: 4M 4F, 4M 3F, 3M 4F, 3M 3F, 4M 2F, and 2M 4F. Must have 5 people on the line of scrimmage.
- **Open/Closed Plays**
  - There may not be 2 consecutive legal forward completions from a male to a male. If a male completes a pass to a male the next legal forward completion must have either a female passer or receiver for positive yards. Plays where male to male completions are legal are called "open." Plays where a female must be the passer or receiver are "closed." After a female either throws or receives the ball for positive yards, the following play will be open.
  - A male may never advance the ball across the line of scrimmage in any circumstance.
- **Scoring**
  - All touchdowns with a female passer or a female advancing the ball across the goal line are worth 9 points.
  - All games with a point differential of 25 or more points at or within the final 2 minutes of the game will end due to the mercy rule.