

**UNIVERSITY OF NOTRE DAME**  
**INTRAMURAL SPORTS**  
**INTERHALL FOOTBALL**

**INTRAMURAL POLICIES AND PROCEDURES**

**A. ELIGIBILITY**

Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he resides. To play in all Intramural sports, participants must have a valid Notre Dame ID.

**B. LOCATION:**

All games will be played at Riehle Fields.

**C. FORFEITS/RESCHEDULES:**

If a team does not have the minimum amount of players (17) at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call Alex Morrison, Intramural Intern 631-3536 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 8-0 win for your opponent.

**D. SCHEDULE:**

All schedules are posted online and it is the captain's responsibility to check for updates/changes.

**E. INCLEMENT WEATHER**

No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called.

**F. ROSTER ADDITIONS:**

Players may be added to the roster at any point during the first two games of the regular season. Players may not be added during playoffs. \*\*For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector's signature.\*\*

**G. INSURANCE WAIVERS:**

All players must fill out an insurance waiver before playing intramural sports. Waivers will be handed out at captains meetings and will also be available at the game site.

**H. CHECK-IN:**

It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

**I. SPORTSMANSHIP:**

Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff. **Football:** Unsportsmanlike penalty.

**J. ALCOHOL, TOBACCO & DRUGS:**

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

# **SPORT RULES**

NFHS rules will be followed with the following modifications.

## **A. START OF GAME**

1. Coin Toss Options
  - a. Offense
  - b. Defense
  - c. Defer
  - d. Direction
2. Each series to start the game, half or after touchdown will begin at the team A 35 yard lin.
3. Each series following a safety will begin at the B 45 yard line.

## **B. TIMING**

1. GAME TIME IS FORFEIT TIME!
2. Four 12-minute quarters, running clock
  - a. The clock will stop after scores
  - b. The clock will stop for timeouts
  - c. The clock will stop per NFHS rules during the last 2-minutes of each half
3. Regular season games may end in a tie.
4. Playoffs only:
  - a. During playoffs, each team will get an offensive possession starting at their opponent's 10 yard line.
  - b. Each team will be permitted 1 timeout for each overtime period.
  - c. If extra overtime periods are need, choice of options will be reversed.

## **C. TIME OUTS**

1. Each team will get two 60-second timeouts each half
2. Unused timeouts do not carry over from half to half or from regulation to overtime.

## **D. BENCHES**

1. The home team bench is the west sideline.
2. The restricted area for coaches, players and team personnel is two yards wide from the sideline.
3. Team bench areas are from the 25 yard line to the 25 yard line.

## **E. DOWN BOX**

1. Each team will operate the down box and chains for one half of the game. A minimum of three people will be needed for the operation.

## **F. EQUIPMENT**

1. All equipment will be provided and must be worn for each play. No alterations may be made.