

2021

INTRAMURAL **FLAG FOOTBALL** SEASON



Register by September 8

SEPTEMBER 15

Long Fitness Center MWR Field #3

Game dates and times TBD

Free • Battalion Teams • 18 players per team

Earn Commander's Cup Points!

For packet information: go to riley.armymwr.com,
call 785-239-2813 or pick up at Whitside Fitness Center, bldg. 684

MUST FOLLOW FACILITY'S CURRENT COVID-19 MITIGATIONS

785-239-2813



riley.armymwr.com



**MEETING
FOR
COACHES
8 SEP 2021
1300
WHITSIDE
FITNESS
CENTER**



Fort Riley Intramural Sports **Football 2021**



Purpose: To provide policies and procedures to assist Commanders and their unit sports representatives with implementation of the 2021 Fort Riley Intramural Battalion level Flag Football Program.

The Fort Riley Intramural Flag Football League follows **NIRSA Laws of the Game**, with the following additions:

LEAGUE RULES

Field Location: Long Fitness Center Field #3, Fort Riley

Games Schedules: Exact dates will depend on the number of teams in the league. Games will be scheduled at 1800, 1900, and 2000.

Referee: 3 referees will be assigned to each game

Fee: There is no cost to play in the league

Game: 7 vs 7 Flag Football

Battalion level Intramural Flag Football league play is from Wed 15 Sep 21 - Wed 17 Nov 21.

Coach's Meeting will be held at 1pm, 8 Sept, Whitside Fitness Facility

Championship Tournament: will be from Mon 22 Nov 21 - Tues 23 Dec 21 with the top four teams of each division, or the top eight teams of a single division competing through single elimination. All players must play at least one regular season game to be eligible for the playoffs. A Tournament Roster is required from each team to be turned in NLT 19 Nov 21.

Championship Tournament Seeding: The top two teams in each division will be seeded one and two seeds. The remaining six teams seeding will be determined by the record for seeds three through eight. Ties will be broken by head to head competition, division records, point differential, number of forfeited games, or a coin flip.

Team Eligibility, Player Eligibility, and Responsibilities

Team Eligibility:

1. There must be a minimum of 4 teams that register to form a Battalion League Season.
2. Teams must represent a Battalion level entry. To form a team all players must be assigned to that Battalion unless authorized by the Intramural Coordinator.
3. To qualify for the Commander Cup Points all the team members must be Active Duty Soldiers and the team must complete the entire season. If a team has Active Duty Soldiers

on their team that are not from their unit and have not been placed on that team by the Intramural Sports Coordinator, that team will not qualify for the Commander Cup Points.

Player Eligibility:

1. A Soldier representing a specific unit must be on the unit's zero balance sheets.
2. Any unit not having enough Soldiers to form a team should contact the Sports Office, 239-2813. Commanders must state in writing that they will not have a team and gaining Commander will state in writing that he will accept the said Soldiers. THIS MUST BE DONE PRIOR TO THE START OF THE SEASON. Any Active Duty/TDY Soldiers just arriving to Fort Riley who do not have an assigned intramural team may come to the Sports Office for assignment to a team. This must be done before the first week of league games have been played. TDY ORDERS/ASSIGNMENT ORDERS ARE REQUIRED.
3. Once a player starts with a team, he/she must remain with the team during all intramural football competition. Should a team fold, players may not join another team. In the case of a unit transfer, the Soldier must participate with the gaining unit or not at all. (Exception: Gaining commander states in writing the transferred Soldier may finish the season with his former unit.) If a unit elects to have more than one team and one of the teams makes it to the post tournament then the persons from the other team may not join that unit team.
4. All protest need to be documented before the end of the game. If protest results from the alleged use of an illegal player and the protest is upheld, the penalty will be forfeiture of the game. The Intramural Sports Coordinator will appoint a protest committee. Please ensure that all players have ID's with them.
5. All unit teams will provide, Letter of Intent (LOI), Alpha roster, and projected no-play dates by COB on 08 Sept 21.

Responsibilities:

- a. Community Recreation Division, Sports Section will:
 1. Supervise the Post Intramural League and Championship Tournament.
 2. Provide technical assistance for the Intramural Program.
 3. Assign fields for league and tournament play.
 4. Provide the following equipment: Belts/flags, down markers, pylons and footballs for league and tournament play.
 5. Provide awards and officials for the Post Intramural Championship Tournament.
 6. Establish and enforce rules, policies, and guidelines.
 7. Publish the Post Intramural League and Championship Tournament Game Schedule.

- b. Team coaches will:
1. Ensure that team members are on the field and ready to begin play 10 minutes prior to designate game time.
 2. Meet eligibility requirements.
 3. Supervise all team members on and off the field.
 4. Ensure that players do not consume alcoholic beverages or drugs during participation in intramural games.
 5. Promote sportsmanship and fair play among players and coaches.
 6. Attend the Rules Clinic. Attended or not, all coaches are responsible for knowing the rules and providing a good email and phone contact.
 7. Prepare and submit LOI and alpha roster to Sports office by date requested. An alternate POC's email and cell number are required for each LOI submitted.
 8. Provide someone to hold the down marker for one half of each game.
 9. Ensure ball, flags, and jerseys are placed back into containers and given to MWR staff to include officials or scorekeepers.
 10. Submit an after-action report to the Sports Office NLT COB DATE if requested.

RULES OF THE GAME

Play:

1. Teams will consist of 18 players, seven players on the field. However, six may start the game.
2. Game time is forfeit time, unless extenuating circumstance warrants a delay. A delay in game play must be approved by the Intramural Sports Coordinator. Exception will be the first game in which a grave period of 10 minutes will be allowed.
3. The game consists of two 20-minute halves, which will be running time except for the last two minutes of the second half. During the last two minutes of the second half, the clock will operate in accordance with the official rules.
4. The start of each half will begin by placing the ball on the 20 yard line. There will no longer be any kick-offs. There will still be a coin toss.
5. Teams will have someone responsible for the down marker for each half.
6. Teams must have at least 4 players on the line of scrimmage.
7. Players cannot use a 3 or 4 point stance.
8. Teams will be given 2 (60 sec) time-outs per half.

9. Scoring will be as follows: Touchdowns are 6 points. Conversion from 20 yard line is 3 points, conversion from the 10 yard line is 2 points, and conversion from 5 yard line is 1 point. Conversion points intercepted that are ran back into opponents end zone will be worth conversion points attempted. A safety counts as 2 points.
10. Mercy rule is 30 points in the last five minutes and 20 points in the last two minutes of the game.
11. Overtime Period: there will be a coin toss. Captain who calls the coin will be given three choices: offense, defense, or direction. Whatever is left, the other captain will receive.
12. Ties: In the event of games ending in a tie score, an overtime period will be played. A coin toss will determine which team will start the overtime period.
 - a. Play will start at the 20 yard line.
 - b. Each team will be allowed four downs to gain yardage or score a touchdown. A pass interference by the defensive team followed by a score results in the ball game being over. If the defense does not score, they will receive their series of downs. If a team scores a touchdown, the other team will start their set of four downs.
 - c. The team gaining the most yardage will be declared the winner if neither team scores a touchdown or safety.
 - d. If both teams lose yardage, the team losing the least amount will be declared the winner.
 - e. Penalties shall be interpreted according to regular rules of the game.

Dress Code:

1. No pockets are allowed on pants or shorts.
2. No red or yellow shorts are to be worn.
3. No jewelry, with the exception of plain wedding bands.
4. Only shoes with a smooth sole or shoes with molded cleats of plastic or rubber with canvas, cloth, or leather uppers may be worn by participants. No metal spikes of any sort are authorized. Detachable cleats will be allowed in Intramural play, if approved by game official.

Standards of Play:

1. Attempting to kick a field goal or extra point is not allowed.
2. No diving for the flag or into the end zone.
3. Attempting to kick a field goal or extra point is not allowed.
4. Blocking: there will be no down-field blocking beyond the first three yards of the line of scrimmage. Blocking will be allowed behind the line of scrimmage. The offensive player will not reengage a block once he/she has been beat by the defensive player. A receive may be chucked 1 time within 3 yards of the line of scrimmage. Blocking shall be done by

the use of hands and arms or arms and body; the blocking must be constructed to checking with the hands or arms or arms and body in an upright position. Blocker should use both hands extended and not below the waist or above the shoulders.

Blocking/pushing the ball carrier that is running the sidelines for the purpose of knocking him out of bounds and stopping his progress is a foul.

5. If a flag belt inadvertently falls to the ground, a 1 hand tag between the shoulders and knees constitutes capture.
6. A receiver needs to have one foot inbounds to be a completed pass.

Standards of Conduct:

1. Profanity is strictly prohibited. Players may be ejected for using profanity.
2. Fighting will not be tolerated. Players involved will be barred for the sports season and team(s) will forfeit game.
3. The same guidelines apply to spectators and team fans.
4. Team member, captain, coach, spectator or the entire team may be asked to leave the playing area if displaying unsportsmanlike conduct or abusive language
5. Any player/coach ejected from the game will leave the playing area, bench or sidelines immediately. Refusal or violations of this rule will cause team to forfeit the game. Any player/coach ejected will serve an additional one game suspension.
6. Multiple violations of the rules constitute removal of the team from the league.
7. The captain/coach is the only designated person that may address official/referee on matters of interpretation or to obtain essential information. This must be done in a courteous manner.
8. Dogs are prohibited from being at the Sports Complex. All owners will be asked to remove the dog promptly from the park area regardless of size.
9. Alcohol, smoking, vaping, or use of chewing tobacco is NOT permitted on the playing field or in the dugouts. Any player or coach under the influence of alcohol will not be permitted to enter the playing area.

Forfeits: IF YOU FORFEIT 3 GAMES, YOU WILL BE ASKED TO LEAVE THE LEAGUE.

1. When a game is cancelled and/or rescheduled for any reason, the ISC must be notified NLT 1400 on the date the change is to take place. Units failing to notify the ISC of their unavailability to play prior to 1400 on the day of the scheduled game will be required to forfeit the game.
2. If a team does not show for their game, the result will be a 0-3 loss on the team's record. The team that shows may still use the field for their game duration. A team will forfeit if they do not have the minimum number of players.

If you can't make it to your scheduled game, contact the Sports Office ASAP.

Point of contact is Intramural Sports Coordinator, phone 239-2813. Schedules and standings will be posted on webpage <https://riley.armymwr.com/programs/intramural-sports>, tab sports, tab intramural sports.

DFMWR
INTRAMURAL SPORTS COORDINATOR

APPENDIX B
IMRL-MWR

MEMORANDUM FOR Sports Director, Whitside Fitness Center Bldg 684
SUBJECT: Letter of Intent to Participate

1. This memorandum is to inform the Sports Director that _____ will/will not participate in the Fort Riley _____ competition.

2. Due to military commitments, my unit WILL NOT be available to participate on the following dates:

DATES		COMMITMENT
From _____	to _____	_____
From _____	to _____	_____
From _____	to _____	_____
From _____	to _____	_____
From _____	to _____	_____

3. Coach and Assistant Coaches who are the main points of contact for my team are:

Name	Unit Phone #	Home Phone #	Email Address
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Commander's Signature Block and Telephone Number

