

# Indiana University South Bend

## Intramural Sports

### Punt, Pass, and Kick Rules

#### General Policies

#### WAIVERS

Each participant is required to read and sign a WAIVER form before they can participate. The university assumes **NO medical or financial responsibility for any voluntary participation in intramural sports**. The university encourages all intramural participants to maintain their own health and/or accident insurance, as well as insurance to cover personally owned equipment.

#### ELIGIBLE PLAYERS

- A. Students who are registered for classes, pay IU South Bend tuition, and have valid Student Activities Center (SAC) memberships
- B. Faculty and staff (*not* faculty and staff spouses) who have valid SAC memberships
- C. Dues-paying members of the IU South Bend Alumni Association who have valid SAC memberships
- D. Participants listed on a team/individual the entry forms located at the front desk of the SAC
- E. (Team sports) Players added at any time during the regular season, providing they have not already played for another team. Teams can add a player at game time, provided he/she has proper identification. This player's name is then added to the team roster, after checking eligibility. Rosters are frozen for teams participating in playoffs. Players must have participated in at least one regular-season game to be eligible to participate in a playoff game.
- F. Students, faculty, and staff who can present a **valid IU South Bend picture identification (ID) card** to the game official prior to the start of the game or event. **If an IU South Bend student/faculty/staff picture ID is not presented, the participant cannot play.**
- G. IU South Bend Alumni Association members who can present a valid **SAC membership card and a valid form of picture identification** (e.g., driver's license, state ID, etc.)

#### Rules and Regulations

- 1) Each participant is allowed three punts, three passes and three placekicks as part of his or her competition
  - a) The best score for each event will be used as event score
- 2) Scores are based on both distance and accuracy
  - a) For example, if a participant passes the ball 100 feet, but the ball lands 30 feet to the right of the measuring tape, the final score is calculated by deducting 30 from 100, for a final score of 70.
  - b) Scores are based on exact feet and inches (partial inches are rounded to nearest inch). Participants cannot receive a negative score, but they can receive a score of zero.
- 3) A participant's final score is his or her cumulative total for the three individual events
  - a) For example, if the participant scores 40 for punting, 60 for passing and 22 for kicking, the participant's final score would be 122.
- 4) If a participant goes over the line prior to or before releasing or making contact with the ball, he or she is penalized five feet
  - a) The only exception is in kicking, where a participant may go over the line without penalty, provided the tee is placed on or behind the line
- 5) There is no violation if the kicking tee is kicked with the football during the kicking event.
- 6) Scores are determined from where a participant's punt/pass/kick first makes contact with the ground
  - a) Bounces or rolls do not add to the score.
- 7) 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