

ULTIMATE FOOTBALL BY-LAWS

As of 8 February 2022

1. Rosters must be submitted to the Sports Office at least 7 business days prior to the league's start date to allow for scheduling. Players cannot be on multiple rosters or play for multiple teams in the league. If a player is caught playing on numerous teams, any games played in will be considered forfeits for those additional teams.
2. Rosters can have up to 14 players, only 6 play on a field at a time. Substitutions can be made at dead ball stoppages.
3. Game time is forfeit time. Teams must have 6 players present at game time to avoid forfeit. Three forfeits without 6 hours of notice to the Sports Office results in the team being removed from the league. Team captains are responsible for notifying the Sports Office if they are unable to play any given day. For any games canceled due to weather there will be an attempt to reschedule for later in the season. Weather cancelations will be determined by the Sports Office.
4. Captains must sign the final score card to verify the winner of the contest after each game. Sports staff will be the official score keeper.
5. The Sports Office reserves the right to amend these by-laws at any time to benefit play.
6. Tie Breakers in league standings will be determined by the following:
 - a. Head to Head
 - b. Head to Head Point Differential
 - c. Overall Point Differential
7. Games will be played in adherence to these local by-laws:
 - i. Teams must field a minimum of 6 players at all times.
 - ii. Home team indicated by schedule gets first possession
 - iii. Games are 40 minutes (20 min. halves) running time, with a five-minute halftime. Away team begins with the ball in the second half. If the score is tied at the end of 40 minutes teams move into five-minutes of overtime with the home team getting the ball to begin overtime. If still tied at overtime the next team to score will win. Most points wins.
 - iv. Each team has one 60-second and one 30-second time out per half. Field monitor can stop the clock at their discretion.

- v. The end zone will be designated by chalk line, cones, or field paint and scoring in the endzone is worth a point.
- vi. There is no running with the ball, offensive team members are allowed only two steps when they catch the ball.
- vii. There are no direct handoffs permitted, the offense must only pass either forward, backwards or side to side. The player who takes the lateral can throw the ball at any time.
- viii. All players are eligible to receive passes at any time. Players must have at least one foot inbounds when making any catch. Any offensive player can receive the ball in the end zone.
- ix. All passes can be forward, lateral, or behind the passer. Shovel passes are allowed anywhere on the field. Interceptions change the possession of the ball at the point of interception. Play continues with no stoppage of play after an interception.
- x. After any dropped ball there is an immediate change of possession. Play is ruled 'dead' and possession changes immediately when participants with the ball step out of bounds, take more than five seconds to pass the ball, touchdown is scored, an interception takes place, or receive takes more than two steps with the ball (there are no fumbles, if ball hits ground it will be change of possession where it hit the ground).
- xi. No zone defenses, must play man to man. There can only be one defender guarding an offensive player that has the ball.
- xii. ALL PARTICIPANTS ARE EXPECTED TO DISPLAY INTEGRITY. There will be no referees. A representative from the Sports Office will serve as the Field Monitor to ensure play is performed properly and within these by-laws. If any tackling, elbowing, cheap shots, blocking, or any unsportsmanlike acts occur the game will be stopped and the player will be ejected. Multiple ejections will result in removal from league. Foul play will not be tolerated, this should be a non-contact sport. Trash talking is illegal and if determined by the Field Monitor it could lead to ejection.
- xiii. Penalties such as running with the ball, pass interference, five-seconds holding of the ball, and blocking/setting picks/contact results in an automatic change of possession. Interference in the end zone results in a touchdown.
- xiv. Metal cleats are prohibited, any other rubber or molded cleat/tennis shoe is accepted.

Post-Season Tournament

1. The top 50% of each night's standings will qualify for the post-season tournament.
2. "Intramural Champion" t-shirts will be awarded to the champions of the league.