



Dixie State Intramurals



Turkey Bowl

Eligibility

- To participate in Intramural sports a player must be a current Dixie State student and needs to present an ID card at every event. A player may only play on one team per sport. A player that has not played in the regular season may not be added to the roster for the tournament/playoffs; only players who have previously played on the team can play during the tournament/playoffs. If a team is eliminated the players may not play on a different team. A current DSC collegiate athlete may not play the same sport in Intramurals.

Sportsmanship

- Participation in DSC Intramurals is a privilege; it is for enjoyment and enhances the college experience. Respect for teammates, opponents, and the Intramural Staff is expected. Acknowledge that the referees are not professionals, but fellow students. Having amateur and inexperienced officials will result in inconsistencies and/or discrepancies in their calls throughout the course of a game or season. Respect for officials is mandatory, and disrespect will not be tolerated.

Rules

- A team consists of five players on the field.
- The minimum number of players to begin a game is 4. The game must begin at the scheduled time if 4 or more players are present. A team is given 10 minutes after the scheduled game time to have 5 or more players and if fewer than 4 players are present the game will be a forfeit.
- A game consists of two 18 minutes halves with a 3 minute halftime.
- The clock will run consecutively until the last one minute of the first half and the last two minutes of the game in which it will be stopped on out of bounds plays, touchdowns, and penalties.
- Each team is given two time outs per game.
- Each player must tuck in their jersey.
- A player's flag must be a different color from their jersey.
- A touchdown is worth 6 points.
- A safety will result in 2 points and possession of the ball awarded to the defensive team.
- One extra point will be given for scoring from the 5 yard line after a touchdown and 2 points will be given from the 10 yard line.
- First downs are at every 20 yard marker.
- The ball may be lateraled by the carrier after he has crossed the line of scrimmage, however, on lateral passes there must be space between players. The ball may not be handed off to any player.
- A defensive player may jump to block a pass, but there may be **no contact** to the passer at any time during or after the play. They may only go for the flag. Contact will result in a roughing the passer call.
- When rushing, the defensive player must be 10 yards from the line of scrimmage as the ball is snapped, all other defensive players at the line of scrimmage cannot rush.
- When the flag is clearly removed from the ball carrier the play is dead. If the flag inadvertently falls to the ground, a one hand touch between the shoulders and knees constitutes capture. The runner is also down if any parts of his body touches the ground other than his feet or hands.
- There are no kick offs or punts. The ball will be placed at the 10 yard line to begin possession.
- After change of possession the other team will take the ball on their own 10 yard line, unless there is an interception, then the ball is placed where the play ends.
- **No contact is allowed!!** No blocking, bumping, tackling, etc.

- *Unnecessary and violent contact will not be tolerated.*
- **The referees will have the final say in any call and intramural officials are permitted to alter rules as they see fit.**