



Punt, Pass, and Kick Rules Fall-2010



Basic Policies

Activity Format: In order to participate in this event, all participants must come to the playing area during the scheduled time of play.

Cancellation: N/A.

Forfeit: N/A

Conduct: All participants are expected to play according to the rules of the Department, Intramural Sports, and University Regulations. The staff of the Department of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Division of Student Affairs for possible action.

Inclement Weather: The Intramural Sports staff will be responsible for cancelling the event due to inclement weather. Participants should call the Weather Hotline (940-8888) for updated game information.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Butler University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at:
<http://www.butler.edu/recreation/intramural-sports/rules>

Equipment

Shoes: Athletic shoes are required. Special kicking shoes may be worn provided the use of such shoes does not delay the contest.

Jerseys: N/A

Balls: All participants must use the footballs provided by the Department of Recreational Sports unless approved by Intramural Sports staff. Men will use a regular size football and women will be able to check out an intermediate size football.

Game Regulations

Players: This is an individual event.

Game Length: Hours listed for event only. Come early to ensure you have time to compete.

Officials: Intramural Sports staff will make measurements and administer each activity.

Playing Area: This event will take place on the Mall (also known as Atherton Mall or the South Mall) unless specified otherwise.

Sport Specific Rules

Registration: No advance entry is necessary (enter on site), but participants should allow enough time in order to get through the three stations.

Quick Summary: Each participant will be allowed 3 trials at each event. She/he will be required to punt, pass, and kick down a straight line. Penalty distances will be enforced for an attempt that goes outside of the set boundaries. Participants will be expected to retrieve the footballs and help with the administration of the contest.

Scoring: The distance of all three specific activities (Punt, Pass, and Kick) will be added together to make a total distance that will determine the winner in each program area.

Boundaries: Punts, Passes, and Kicks will be considered in bounds if they land on or inside the hash marks set on the field. Penalty distance of 15 feet will be assessed if the ball lands inside the playing field, but outside of the hash marks. A penalty distance of 60 feet will be assessed if the ball lands outside of the playing field. Hash marks are set 14 yards wide, and the playing field is 40 yards wide.