

**MENTOR HIGH SCHOOL
INTRAMURAL FLAG FOOTBALL LEAGUE - 2006**

TYPE: 5 on 5 or 6 on 6; teams can be all boys, all girls or a combination of boys and girls. You can have more than 6 players on a team (for substitutions). You must have at least 5 players.

WHERE: In the outfield grass of the softball fields next to the north parking lot of Mentor High. It is each student's responsibility to get transportation from Mentor High.

ELIGIBILITY: The league is open to any present Mentor High student who is not currently a member of the Varsity or JV football team.

REGISTRATION: Teams should turn in the form below by Thursday, September 7, 2006. Games will start Monday, September 11, 2006. Forms should be turned in to Mr. Quigney in A-19.

WHEN: Games will be played on Mondays and Wednesdays after school from 2:45 to 3:40.

RULES ON BACK SIDE OF THIS PAGE

TEAM NAME: _____
(Professional or college names - example: Browns, Steelers, Buckeyes, Gators, etc.)

Can play both Mon. & Wed: _____ Can Play only Mon: _____ Can Play only Wed: _____

TEAM CAPTAIN: _____ **Home Phone:** _____

Team Members (Please Print)	Home Phone
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Oct 2 - Last day to add players.

Intramural Flag Football Rules

- 1) Scoring - Touchdown - 6 points
 Extra point - 2 points (pass), 1 point (run)
 - spot 3 yds from goal-line
 Safety – 2 points and ball
- 2) Start/After TD - 10 yds from goal-line. Therefore, no kickoffs.
- 3) Players a) 5 or 6 players on the field – all players eligible for pass or run
 b) 2 or 3 flags/player
 c) rush – five count defense
- 4) No fumbles - dropped balls are marked at spot
- 5) 4 plays to get over the half - 1st down cross the half – one time: 4 plays to score or punt – defense cannot block punt
- 6) Time 2:45 start
 2 (20) minute halves—one team starts with ball; other team starts 2nd half with ball
- 7) No stiff arms – down at spot
- 8) We play rain or shine