



RICE | BUSINESS
Jones Graduate School of Business

OWL BOWL 2023 GAMEPLAY RULES

QUICK OVERVIEW

- There must be 7 players on the field at a time (at least 2 females).
- Total team players may not exceed 20 players or be less than 12.
- The games will consist of two 20-minute halves with 7-play periods.
- The teams will get 2 time-outs in the 1st half and 3 time-outs in the 2nd half.
- The clock will run for the entire game except for time-outs and serious injuries.
- Time-outs called during extra points will keep the clock stopped until the next offensive possession.
- To obtain first down, the player must cross the 20-yard markers.
- Fumbles will result in a dead ball.
- A 5-second rush will be counted aloud by the officials.
- Defensive teams have 3 blitzes per half.
- There is no Defensive Neutral Zone.
- The defense may line up at the line of scrimmage but cannot bump or hold receivers.
- No defensive player may line up over the center. The center must be at least 5-yards back if the defense is over.
- The bubble zone is in effect around the center.
- The offense may screen block (with hands behind the back or tucked in the front belt area) on the offensive line and behind the line of scrimmage.
- No downfield blocking is allowed.
- Hand swatting from offensive players when defensive players are trying to pull flags is not permitted.
- Lowering of a shoulder by the ball carrier to prevent defensive players from pulling flags is not allowed.
- Holding by offensive or defensive players is not allowed.
- Receivers need only one foot in bounds for a reception.
- If a receiver could have caught a pass but was pushed out by the defense, the catch and pass interference will be awarded to the receiver (official's discretion).
- There is a 30-second play clock when the referee blows his whistle: referees will not warn teams when the clock is about to expire.
- A delay of game will result in a penalty of 10-yards from the line of scrimmage.
- Unsportsmanlike conduct will not be tolerated and can result in the immediate disqualification of a player or team from the game or the tournament. This includes arguing with the referees or making comments about calls.
- Game official's decisions are final and not up for appeal or review.

HOW TO SCORE

TOUCHDOWN RULES

- 6 points are awarded for a male touchdown.
- 8 points are awarded for a female touchdown (throw, run or catch).
- The female must be the operative player to receive the 8 points. A female is considered an operative player in the following situations:
 - A female catches a thrown pass in the end zone or runs after receiving the pass into the end zone.
 - A female is the quarterback and either runs or throws a pass for a touchdown.
 - A female is handed the ball behind the line of scrimmage and runs the ball into the end-zone.
 - A female intercepts the ball and returns it for a touchdown.
- If a male catches the ball and laterals to the female, it is NOT an 8-point touchdown.

EXTRA POINT RULES

- 1 point is awarded for an extra point attempt at 3 yards.
- 2 points are awarded for an extra point attempt at 10 yards.
- 3 points are awarded for an extra point attempt at 20 yards.
- All extra-point plays are live and can be returned by the defense if intercepted.
- The defense will be rewarded one point more than the point after attempt distance (Ex: 1 point attempt would be worth 2, 2 worth 3, and 3 worth 4 points).

LOGISTICS

PLAY PERIOD

All plays in the play period must be played out if the offensive team has possession of the ball on their end of the field (their side of the 40-yard line) and leading by 8 or fewer points.

There is no assumption by the officials that the team would down the ball.

The mercy rule will apply if there is a 23-point lead in the second half and, as a result, will not have a 7-play period.

GAME START

The team that wins the coin flip has the choice to start playing offense, playing defense, or deferring their choice to the second half.

The team that does not have the ball in either half has a choice of direction.

There are no kick-offs, and the play begins on the 20-yard line.

TEAM SIZE

Teams not able to field a "full" team of 12-20 players may play with a minimum of 7 players with a maximum of no more than 5 male players.

If less than 6 players arrive, a 5-minute grace period is allowed for all games.

If the team fails to have enough players to play after the grace period, it is up to the official and the opposing team to allow the game to be played without a forfeit being recorded.

Substitute players may enter the game on all dead ball whistles and prior to the cadence of the next play. Eligible players must be on the field before cadence starts.

OPERATIVE PLAYER RULE

There is no maximum limit to the number of females on the field.

To ensure co-ed participation, a penalty will be incurred if the offensive team fails to use a female as an operative player within 3 consecutive downs.

An operative player is defined as:

- The intended receiver, in the eyes of the official
- Running the ball as the primary runner
- Receiving the snap as a QB and attempting to initiate the ball across the line of scrimmage (unless sacked)
- The primary runner on a closed play must advance the ball across the line of scrimmage for positive yardage or be sacked for a loss of at least five yards for the play to count.

The penalty for running 3 consecutive plays without a female as an operative player will be the defense's choice of one of the following:

- 10-yard penalty from the line of scrimmage, down is the same, and the play is still closed.
- Decline the penalty, take the result of the play, advance to the next down, and open for two plays.

Plays utilizing a female player in the loss of down penalty will still be considered a female play.

Plays utilizing a female resulting in a non-loss of down penalty will not count as a gender play. The play never existed.

An operative Player is not defined as:

- Handing off the football
- Snapping the ball in play
- Receiving a hand-off and then giving it back to a male before crossing the line of scrimmage

Examples of female operative plays:

- A pass that was deflected by a female and caught by a male.
- A forward pass thrown to a female or thrown by a female that then falls incomplete and is deemed catchable by the official.

Examples of female non-operative plays:

- A pass that was deflected by a male and caught by a female.
- A pass was thrown by a male, received by a male, and then pitched to a female.
- A female pitches the ball to a male behind the line of scrimmage.

STOPPAGE OF PLAY

Stoppage of the play occurs when:

- The ball carrier has at least one flag pulled by an opponent
- The ball carrier leaves the field of play
- The ball carrier scores

If a flag falls (without being pulled) from a player's belt and they have possession or receive possession, the play is whistled dead at that spot.

If the ball touches the ground because of a fumble or incomplete pass, the ball is not an extension of the arm. The play is dead if the ball is pinned between the ground and the ball carrier's hand.

The ball carrier's knee touches the ground.

Flag football, for the most part, is a non-contact sport. Minimal contact will happen, and it will be the official's judgment whether it warrants a penalty.

These policies are designed to make the league run as smoothly and safely as possible and provide continuity for its participants. Each player in the league is responsible for following these rules.

If you have any further questions, please email

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