



DEPARTMENT OF THE ARMY
US ARMY INSTALLATION MANAGEMENT COMMAND
HEADQUARTERS, FORT GEORGE G. MEADE
4551 LLEWELLYN AVENUE, SUITE 5000
FORT GEORGE G. MEADE, MD 20755-5000

IMNE-MEA-MW

21 JULY 2020

MEMORANDUM FOR RECORD

SUBJECT: Memorandum of Instruction (MOI) for the Conduct of the 2020 Intramural Flag Football Program.

AR 215-1-8-27 SPORTS: Installation and unit level sports programs are designed for broad-based participation in a full range of individual and team sports consistent with patron interest, availability of suitable facilities, unit missions, and climate.

1. References:

- a. AR 215-1 Morale Welfare, and Recreation, dated 31 Jul 2007.
- b. AR 215-1-8-27 Sports and Fitness
- c. DA Pam 385-5, Fundamentals of Safety in Army Sports and Recreation, dated 14 November 1981.

2. Purpose: This MOI contains instructions for the conduct of the 2020 Intramural Flag Football Program

3. Scope: To serve as a means in providing opportunities to enhance individual morale and unit esprit de corps, promote teamwork and cooperation, engage in competitive recreation and to encourage individuals to attain and sustain high levels of physical fitness. This competition will also serve as a means of determining the 2020 Ft. Meade Intramural Flag Football Champions.

4. Dates and Sites:

- a. League play will begin on or about 31 August 2020 and will end on or about 03 November 2020. No more than six games per division that were called due to weather will be rescheduled.
- b. Games will be played at Mullins Field and Donahue Field or another site designated by the Sports Director.
- c. The Ft. Meade Intramural Championships will conclude on or about 23 November 2020, site to be determined.

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5. Eligibility:

- a. **Competition will be limited to Active Duty military personnel assigned and attached to Ft. George G. Meade.**
- b. The following are considered INELIGIBLE players for the Intramural Football program: Active Duty personnel not assigned to Ft. Meade, Retired Military, dependents, DOD contractors, DOD Civilians, family and friends of Active Duty participants and anyone who does not possess a valid Military ID card.
- c. Participation with one unit level team renders the individual ineligible to participate with another unit level during the current season.
- d. If a unit submits rosters for multiple teams, players may only be on one of the rosters. *(Example – If John Doe is on the D1 roster, they are not eligible to play D2 for that same unit or any other team at any point in the season or vice versa.)* Switching between rosters is not allowed.
- e. Individuals must compete with the unit to which he/she is assigned or attached with official orders. If a unit does not field a team and an individual(s) would still like to participate, he/she must notify the sports office to be placed in the players' pool. The Sports Director will place the players where they are needed to fill other small units/companies rosters.

6. Roster:

- a. Teams must submit a Team Roster **signed by Unit Commander** before being issued a schedule for league play. No team will be allowed to participate in any game until a completed roster has been submitted to the Sports office. All players on the team roster must be Active Duty assigned to Ft Meade and assigned to that Unit (with the exception of approved free agents by the sports director)
- b. If a team is found or reported to have an illegal player during the regular season, they will forfeit that game. The sports department will notify the Unit Commander. If a team is found or reported to have an illegal player more than once they will be removed from the league.
- c. Random I.D card checks will be performed by the sports coordinator. All participants must be in possession of a valid I.D card and their name placed on the official unit roster in order to participate. If a player is not listed on the most current roster when an ID check is performed they will not be eligible to play until the sports office receives an updated roster with Commanders signature.

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- d. Rosters may be updated during the regular season with new eligible players arriving to the unit, however a new roster form must be signed by the Unit Commander and submitted to the sports office prior to the new player's participation. Rosters may not be modified after the start of playoffs. Players must be on the regular season roster to be eligible for playoffs.

Player's Pool:

- a. The Player's Pool is for Active Duty individuals whom are interested in playing, but his/her Unit does not have an intramural team. **In an individual is interested in playing, he/she needs to submit his/her information to the Sports Specialist and a letter from his/her 1SGT or Commander stating that the Unit does not have a team and that the individual would like to be added to the Player's Pool.**
 - b. A coach must call for additional players and players will then be assigned to the specific team whom needs the player(s). Once a player is assigned to a team, he/she will remain on that team for the rest of the season. **Any player who came from the Player's Pool may NOT change teams at any given time during the season.**
 - e. There will be a maximum of 16 players (to include coaches) on each team.
7. **Rules:** The 2019 & 2020 NIRSA Official Flag Football Rules and National Federation Football Rules with the following exceptions will govern all competition:
- a. The team roster for participants in the 2020 Ft. George G. Meade Intramural Flag Football will be limited to 16 participants. **The Unit Commander and or 1SG must sign all rosters.** Roster changes/updates will be granted, but **require Commander's signature and a new copy furnished to the Sports Director immediately.**
 - b. Obscene or profane language or physical abuse by a team, or an individual player, will not be tolerated. The officials have the authority to eject team members for violation of the two above. Player ejected from the game must leave the immediate area/facility within two minutes of officials may declare the game a forfeit. Players ejected from a specific game will leave the football field immediately (**line of sight and sound**) and **will not be eligible to play in the next scheduled game.**
 - c. Players will conduct themselves in a sportsmanlike manner during after each game. Players ejected from a specific game will leave the football field immediately (line of sight and sound) and will not be eligible to play in the next scheduled game. The Sports Director will make the determination to suspend a participant from further competition for any serious infraction or proven unsportsmanlike conduct detrimental to the best interest of the DOD and Ft. George G. Meade military community. The period of suspension and/or withdrawal of participation privileges will be determined according to

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- the severity of the infraction.
- d. Players involved in a physical fight during, before, or after a game will be suspended for the duration of the 2020 Intramural Flag Football Season.
- e. Teams are required to have 7 players; however a team may start the game with five players. When playing 7 players, 4 players must be on the line. If at any time due to injury, player ejection, etc., a team with less than 5 players will be required to forfeit the remainder of the game. *Borrowing players from other teams is prohibited.*
- f. Games will begin with a coin toss. The winning team will have three options:
- 1) Offense OR 2) Defense OR 3) Defer their option to the second half.
- If they chose offense, the ball will be placed on the 14-yard line. The losing team of the coin toss will have the choice of which goal to defend.
- g. **Players not in the game MUST remain behind the white line.**
- h. **Uniform**
- Jerseys and flags will be provided
 - Players must wear flags at all times
 - Flags must be of a different color than a player's pants or shorts
 - Rubber molded cleats or sneakers are the only authorized playing shoes, **NO METAL CLEATS**
 - Elbow, forearm, knee pads and soft forming gloves are the only protective padding allowed
 - Cold weather or soft hats are allowed. No headwear with hard substance is allowed. Knit hats and do-rags are not allowed.
 - Tear away jerseys or jerseys that have been altered in any manner which produces a knot like protrusion or creates tear-away jerseys are illegal.
 - Pants or shorts with any belts, belt loops, pockets or exposed drawstrings are illegal.
 - **100% NO POCKETS**
- i. **Punts**
- If a team declares a punt, there will be no kicking/punting of the ball. The ball will automatically go to the receiving team
 - If the offensive team crosses over the 40 yard line (midfield) and declares a punt, the receiving team will receive the ball at the 14-yard line.
 - If the offensive team does not cross over the 40 yard line (midfield) and declares a punt, the receiving team would receive the ball on the opposite end of the field (across mid-field) on the 30 yard line.

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j. Offense

- All players must wear flags to be eligible.
- Offensive blocking is allowed on or behind the line of scrimmage. The hands, forearm, or elbow cannot be moving forward faster than the shoulder.
- Blocking below the waist is prohibited. - Double team blocking is allowed only on or behind the line of scrimmage
- Chucking to a potential receiver is **not** allowed after 5 yards down the field
- Running the ball up the middle is allowed, but only after the line of scrimmage has disintegrated (no longer an established line).
- The line of scrimmage is established when a teammate lines up within the center.
- Direct snaps are illegal (except on declared kicks) and the quarterback must take the ball at least 3 yards back, with the following exceptions:
 - During the last two minutes of the SECOND HALF the quarterback can take a direct snap to stop the clock BUT must inform the referee that they are stopping the clock; AND
 - The offensive team must have 4 players on the offensive line during the snap
- The snap does not have to be between legs and can be flipped backwards to the QB.
- No head slaps
- If a female scores (throwing, rushing, or catching) a touchdown the point value is 9.
- If a female scores on an extra point attempt, the point values remain the same (1 or 2 points).

- *Extra points after a score*
3 yard line -1 point run or pass
10 yard line – 2 points run or pass

k. Defense

- Defense players are allowed to rush up the middle of the offensive line, but not over the center (protected) or through an offensive player.
- Defensive players can use hands their hands to brush off offensive players, but “bull rushing” is not allowed. It is recommended that defensive players make an effort to run around an offensive player and not through the player.
- The defense can score 2 points on a try after a touchdown by the offense, via an intercepted pass or a ball that has not touched the ground.
- If flags fall off in during a play, a player can be downed by being touched by an opposing player below the shoulder and above the knee with one hand.
- If a player willingly begins/starts a play without a flag, a 5- yard penalty will be assessed by the officials.

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l. Timeouts

- Each team is allowed 2 timeouts per half.
- Timeouts do not carry over to overtime
- Each team is awarded one timeout during overtime

m. Game Timing

- Each game will consist of two 20 minute halves (18 minute running and 2 minute stop clock)

n. 17 Point Rule (Mercy Rule)

- If a team is ahead by 17 or more points in the first half, there will be no two minute stop clock. If a team is ahead by 17 or more points in the second half at the 2 minute mark, the game will be stopped and declared over.

o. Tie Breakers

- Tie breaker from the 10 yard line, 4 downs to score, alternate possessions
- Visiting team will have the option on the coin toss
- If no winner, alternate team will choose the option
- Defense can score 2 point on interception/loose ball in air and run back
- *The first overtime, teams will have the option to go for either 1 or 2 extra points, the 2nd overtime and after teams must go for the 2 extra points*

8. Forfeits

- a. In league or championship play, the game will be forfeited when one team fails to show at the designated starting time. Teams must have 5 players to start. Any team that forfeits two games in the season will be eliminated from further league or championship competition and unit commander will be notified. Picking up players from other teams to fulfill the required number of players is NOT permitted. All eligible players must be listed on the current roster with the sports director.

- b. A 10 minute grace period will be for the first game only (clock will be running)

9. Protests:

- a. All protests will be limited to player eligibility only. Protests based on misinterpretation of rules or judgment calls will not be entertained.
- b. Protests should be submitted in writing by close of business the following workday to the Sports Director. The Sports Director then has 24 hours to investigate claims and make a final ruling.

10. Facilities

- a. Pets are NOT permitted within the fences of Mullins Field and within the fence lines at Donahue Field.

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- b. Spectators or family members will not be permitted on the team bench. Failure to comply will result in a forfeit. Children under the age of 14 must also be under direct supervision of someone over 16 years of age and seated in the stands for the duration of the game.

11. Alcohol and Tobacco Use

- a. **Players/participants drinking of alcoholic beverages before or during scheduled games is strictly prohibited due to safety.**
- b. No player will bring alcoholic beverages of any kind on the playing field. The areas include on the field, on the bench, and on the stands.
- c. Players may not consume alcoholic beverages in the stands before or during games.
- d. Player failure to comply will result in a one (1) game suspension for the offense and a remainder of the season expulsion for a second offense.
- e. Repeated patterns of behavior of Unit or Squadron may lead to overall expulsion from participation for the remainder of the season for the team.
- f. If a non-playing spectator of the legal age of 21 years old chooses to consume an alcoholic beverage in the stands, the container may not be glass and all trash must properly be disposed of.
- g. Failure to comply or multiple instances in the stands from spectators and alcohol will lead to team warnings or full ban.
- h. The use of tobacco is not permitted on the field, in the dugout, or behind the dugout.**
- i. Individuals whom smoke or vape may do so at a respectable distance away from the field and away from other individuals in a respectful manner.
- j. Failure to comply will result in a warning from the Sports Director or MWR staff member present.

11. Responsibilities:

- a. Each coach/manager is responsible for ensuring that all players are aware of all rules governing football play, as well as the contents of this Memorandum of Instruction.
- b. Each coach/manager is also responsible for ensuring that all players are notified of any

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and all changes to the league schedule. Please share the sports website with EACH member of your team. www.quickscores.com/ftmeadesports

- c. **Coaches are responsible for the conduct of their players and spectators at all times.**
- d. No jewelry will be worn during games with the exception of medical alert tags, which will be taped to the body. Fitbits/fitness trackers may not be worn during games.
- e. **100% NO POCKETS** on shorts or pants. This includes zippers and Velcro. If a player is found with pockets or pockets with zippers or Velcro, he/she will not be permitted to play until he/she has proper lower garments on.
- f. Each coach is responsible for collecting their team jerseys and returning them to a sports staff member.
- g. **In case of inclement weather, please check the informational page on quickscores.com/ftmeadesports after 1600 on day of scheduled game.**

12. Playoffs:

- a. Depending on number of eligible teams, only the top 50% of each division will be entered into the Playoffs.
- b. Playoffs will be held Monday – Thursday.
- c. Eligible Players must play a minimum of two games in the regular season in order to play in Playoffs.
- d. Coaches **MUST** submit any updated roster two weeks prior before Playoffs if there are any new updates in order for any new players to reach the two game minimum.

13. Awards:

- a. Division Champions (D1 and D2) - 1 team plaque
- b. Tournament Champions (D1 and D2)- 1 team trophy
- c. Tournament Runner-Ups (D1 and D2)- 1 team trophy

14. Point of contact: For additional information regarding the 2019 Ft. George G. Meade Intramural Flag Football Program, contact Colleen Ganzelli, at 301 677-3318 or colleen.h.ganzelli.naf@mail.mil. Please check our sports website daily to track results and changes to the schedule at www.quickscores.com/ftmeadesports.

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