

## Punt, Pass, Kick Info Sheet- Fall 2024

<b>LEAGUE COORDINATOR:</b>	Thomas Giles Coordinator, Sport Programs Email: <a href="mailto:thgiles@fiu.edu">thgiles@fiu.edu</a>
<b>REGISTRATION DATES:</b>	Walk Up Registration Throughout Event
<b>LEAGUES OFFERED</b>	Mens Division & Womens Division
<b>THE GAME</b>	Punt, Pass, & Kick is a skills competition where contestants are judged by both distance and accuracy, when punting, throwing, and kicking a football.  Each participant may compete in all three events, and their scores are based on distance and accuracy.
<b>GAME SITES</b>	WRC South Turf Field- Located next to Ocean Bank Convocation Center
<b>HOW TO PLAY</b>	Each participant can participate in each of the following three (3) events: <ul style="list-style-type: none"> <li>• Punt: Participant drops football and kicks the ball prior to hitting the ground for distance and accuracy.</li> <li>• Pass: Participant throws football overhand for distance and accuracy.</li> <li>• Kick: Participant attempt field goals for distance and accuracy.</li> </ul> <p>Participants are permitted three attempts at each element. Their highest score will be utilized for scoring purposes.</p>
<b>PRIZING</b>	Top three overall scores in both divisions will receive IM Sports Champ Shirts & Top individual scores in each event per division.

## **PUNT, PASS, KICK RULES**

### **GENERAL INFORMATION**

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or FIU Wellness and Recreation Faculty/Staff Member.**
2. Participants must have their Panther ID at every game.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Any games in which an ineligible player signs in will be considered a forfeit.
5. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers, or spectators may result in penalty, ejection, or forfeiture of the game. Spectators must also remain within the area designated by the Intramural Sports staff.
6. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
7. Officials and Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

### **Rule 1- EQUIPMENT**

1. Participants are required to use the balls and tees provided by Intramural Sports.
2. Men will use a regulation size football; women have the option of using an intermediate size football.
3. Special kicking shoes may be worn provided the use of such shoes does not delay the contest.
4. Athletic shoes and rubber cleats are permitted. Shoes with metal spikes are not permitted.

### **Rule 2 THE EVENTS**

1. Each participant can participate in each of the following three (3) events:
  - a. Punt: Participant drops football and kicks the ball prior to hitting the ground for distance and accuracy.
  - b. Pass: Participant throws football overhand for distance and accuracy.
  - c. Kick: Participant attempt field goals for distance and accuracy.

### **Rule 3. THE ATTEMPT**

1. The participant is allowed 10 seconds to attempt each event element from when the event official blows their whistle.
2. Participants are permitted three attempts at each element. Their highest score will be utilized for scoring purposes.
  - b. If the participant attempts the punt or kick and misses the ball completely, it does not count as an attempt.
2. Participants are required to stay behind the start line for each event element.

3. If a participant's foot, steps over the line before releasing the ball or prior to making contact with the ball, they will be penalized five (5) yards.
4. If both of the participant's feet cross the start line, they will be disqualified for that event element.
5. Participants may step over the line after making contact with the ball on the punt and kick elements or release on pass element.

#### Rule 4. SCORING

1. Scores are based on distance and accuracy: 1 yard = 1 point
2. Scores are determined by:
  - a. Punting: where the ball first makes contact with the ground.
    - i. **Bounces and rolls do not count.**
  - b. **Passing:** where the ball first makes contact with the ground.
    - i. **Bounces and rolls do not count.**
  - c. Kicking: From attempt yardage
    - i. Example: 25-yard field goal = 25 points
3. Event officials will measure the distance thrown and subtract the distance laterally from the centerline based on where the ball landed. Example: If a participant passes the ball 50 yards, and the ball lands 8 yards away from the centerline, the participant will receive a score of 42 for the "Pass" element. (Deduct 8 from 50)
4. The minimum score a participant can receive is zero.
5. Participant can win in two ways
  - a. Overall Score- Top Three Overall Scores – All three events added together
  - b. Top Event Score- Top Score in each event
6. In the event of a tie for any prizing the following tie breakers are in place:
  - a. Lowest Number of Attempts Needed for score
  - b. Longest Made Field Goal
  - c. Longest Punt
  - d. Longest Throw
  - e. Coin Toss

#### Rule 5. SPORTSMANSHIP

1. Players must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor towards tournament administrators, and to other players as described in the FIU IM Sports Participants Guide.