Boston College Intramural Sports
PUNT, PASS, AND KICK COMPETITION RULES

**Eligibility:** All members of the Boston College community are eligible to play with the exceptions listed on the Intramural Code of Conduct. Please check this form prior to registration. Participants must present their BC ID to an Intramural staff member –NO EXCEPTIONS. No current Varsity Football Player listed on the active 2011-2012 roster nor any former Varsity Football Letter winner is eligible for this competition.

**Registration:** Register using www.Athleague.com. Create and register a 1 player roster TEAM.

**Event Information:** Event will be held on Alumni Stadium (rain or shine). Sunday, October 30, 2011; 1:00pm – 3:30pm. Warm up time will be 1:00-1:15pm ONLY.

**Equipment:** Participants will only be permitted to use the football provided by the Intramural department. Participants may bring their own football to warm up. No metal cleats are allowed. Participants must wear ‘athletic type’ clothing and will not be permitted to wear street clothing. Exceptions may be made for Halloween Costumes.

**Objective:** To obtain the most points from the combined 3 events. The events are based on accuracy and distance.

**Rules:** Each participant may compete in each event in any order within their registration time block. There will be a station for each event with a staff member and officials on hand. Scores are determined from where the ball first makes contact with the ground. Bounces or rolls do not count towards distance.

**Warm Up**
There will be 15 minute warm up period for the entire event. This will take place from 1:00pm – 1:15pm ONLY. Regardless of your start time, this is the only warm up time and space allotted for this event on a first come first serve basis.

**Scoring:**

**Punt**
Each participant will have 2 attempts at the punt. The highest score of the 2 will be recorded. Points for this event will be recorded by the total distance the ball travels down field minus the distance from the center line. There will be a 5 yard wide zone in which the ball can land. Balls that land outside this zone will result in the negative points equal to the number of yards away from the center. There will be a line that marks the point at which no part of the body can cross prior to the ball being kicked. Any line penalty will result in a re-do attempt 5 yards further back.

**Pass**
Each participant will have 2 attempts at the pass. The highest score of the 2 will be recorded. Points for this event will be recorded by the total distance the ball travels down field minus the distance from the center line. There will be NO landing zone – a straight line dictates the accuracy of the throw. There will be a line that marks the point at which no part of the body can cross prior to the ball being thrown. Any line penalty will result in a re-do attempt 5 yards further back.

**Kick**
Kicking from a tee, each participant will start at the 10 yard line and attempt a field goal. After a successful attempt, the participant will back up 10 more yards. This process will continue until a field goal attempt is missed. At that point, the participants can choose to retry from that same yard line. If that attempt is no good, the points for that
event will equal the distance of their last successful attempt. If that attempt is good, they can continue the process with a kick 10 yards further back.

If they choose not to attempt a second try from the first missed field goal attempt, they can choose to attempt a kick from any yard line up closer to their last successful field goal attempt (i.e. a missed attempt from the 30 yard line – the participant can attempt any kick from 29 – 21 yards). If that attempt is good, they will receive points equal to that yard line with no more attempts. If that attempt is no good, the points for that event will equal the distance of their last successful attempt.

**Tie Breaker:** Ties will result in a showdown between the participants. Each participant will receive 1 attempt for the Punt and Pass. The kick remains the same format.

**Prizes Structure:** Prize structure and distribution subject to change depending on registration numbers.

1st 1st Pick at one of the prizes listed below, Intramural Champ Mug and T-Shirt
2nd 2nd Pick at one of the prizes listed below, Intramural Champ Mug and T-Shirt
3rd 3rd Last pick of one of the prizes listed below, Intramural Champ Mug and T-Shirt
4th - 6th Intramural Champ Mug and T-Shirt
7th – 10th Intramural Champ T-Shirt

**Halloween Costume Winner**
$100 Gift Card to BC Bookstore for each the MALE and FEMALE winner.

**Prizes**
Courtesy of AT&T:
- 1 new Android Tablet from AT&T (services not included)
- 1 new Motorola Bluetooth headset

Courtesy of Fenway Sports Management/BC Athletics
- 2 Delta Airlines round trip travel certificates (travel within US, excluding Hawaii and Alaska)
- 2 $100 gift cards to BC Bookstore

**Gifts:** All contestants will receive goodie bag gifts provided by AT&T.

**Halloween Costume Contest:** You do not need to participate in the competition to be eligible for this contest; however, more points will be awarded for those who participate in their costumes. Your costume score will be recorded whenever you attend the event. Winners will be announced at the end of the event.

**BCS National Championship Game**
Win a trip for four to the BCS National Championship Game!

Text* EAGLES to 51234 to be entered for a chance to win a **trip for four to the BCS Championship Game** and receive breaking news, special offers, and exclusive Boston College content.

Message & data rates may apply. You will receive 3-5 msgs/week. Text **STOP** to cancel. Text **HELP** for help. **Mobile Terms & Conditions.** NO PURCHASE NECESSARY. Sweepstakes ends at 3:00pm ET on 12/10/2011. Open to legal residents of the U.S., who are at least 18 years old at date of entry in this Sweepstakes. Void where prohibited. Subject to full rules available at [www.fanzone.att.net/sweepstakes/BCSrules](http://www.fanzone.att.net/sweepstakes/BCSrules). See full rules for free entry method.