

Six Man Pregame

Offense must advance 15 yards in four downs; the chain will have tape 5 yards from each stake.

80 yards between goal lines, 40 yards wide, 7 yard marks. (Midfield is the 40 yard line.)

Free kick line: 30 yard line. (Note: because of the short field, many 6-man teams will onside kick or pooch the kickoff. They very rarely kick the ball into the EZ.)

Note: If the teams play on a field marked for 100 yards, the goal lines will be on the 10-yard lines and non-kick tries will be attempted in the 6-man end zone from the 3-yard line. If a team attempts a FG, the ball (and the chains) should be moved forward 10 yards. If R possesses the ball on K's FG attempt, R's new goal line (while the ball is live) is the 20 yard line and after R is downed in the field of play, the ball will be moved forward 10 yards.

Free blocking zone is 3 yards by 3 yards.

Unless the ball is kicked or forward passed, it may not be advanced across the line of scrimmage until after a direct handoff or clear pass has been made by the snap receiver.

- Snap receiver must receive the snap (simply touching the ball is not sufficient)
- Advancement across the LOS before a direct handoff or clear pass is a live-ball foul...let the play end, then ball is returned to previous spot and the down counts
- Pass from snap receiver to snapper must travel at least 1 yard in flight

Length of quarter: 10 minutes; between quarters: 1 minute; between halves: 15 minutes

At least 3 players on the line of scrimmage at the snap, no numbering requirement. All players are eligible pass receivers.

Ball may be handed in any direction during a kickoff and during a scrimmage down.

If a fumble occurs before there has been a direct handoff or clear pass and if a team A player recovers, he may not carry it beyond the line.

Field goal: 4 points; Kick try: 2 points; Pass or Run Try: 1 point

Following touchback or safety: Ball is snapped on 15 yard line; Overtime: start on 15 yard line

If B fouls during a successful kick try, the penalty is automatically enforced from succeeding spot.

4 man crew Mechanics: The R should spot the ball most of the time (U will spot the ball following a long gain). The U should begin deep (similar to BJ pre-snap position).

Play 1: 1st and 10 from the A-20. A3 is lined up behind A2. A1's snap is high. A2 jumps and touches the ball. A3 catches the snap and advances beyond the LOS. **Ruling 1:** This is a foul. A3 is the snap receiver (A2's touching does not make him the snap receiver). 2nd and 10 from the A-20.

Play 2: 1st and 10 from the A-20. A1 takes the snap and fumbles in the backfield. A2 picks up the ball and advances beyond the LOS. **Ruling 2:** This is a foul. The snap receiver did not directly hand off or pass the ball to A2; therefore, he cannot legally advance the ball beyond the LOS. 2nd and 10 from the A-20

Play 3: Following a safety, K1 kicks the ball out of bounds at the R-38. **Ruling 3:** If R does not elect to have K re-kick, R will take the ball at midfield (25 yards from the K-15).

Play 4: 2nd and 5 from the A-30. A1 receives the snap and fumbles at the A-28. The ball goes out of bounds at the A-32. **Ruling 4:** This is a foul. The ball advanced beyond the LOS before a direct handoff or clear pass. 3rd and 5 from the A-30.

Play 5: 1st and 10 from the A-20. Snap receiver A1 catches the snap at the A-15. Snapper A55 catches a forward pass at the A-17 and is downed at the A-30. **Ruling 5:** Legal play. The forward pass traveled at least 1 yard in flight.

Play 6: During a successful kick try, R1 roughs kicker K1. **Ruling 6:** K is awarded 2 points for the successful kick. K's subsequent free kick will be from the R-35.