

## Six Man Pregame

Offense must advance 15 yards in four downs

80 yards between goal lines, 40 yards wide, 7 yard marks; Free kick line: 30 yard line

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)
- Violation...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: 2 minutes; between halves: 15 minutes

At least 3 players on the line of scrimmage, no numbering requirement

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 player of A 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, penalty is automatically enforced from succeeding spot

### Mechanics

- Free kick: HL has Kickers on chain side, U on 20-30 yd line on chain side, LJ on Receivers on press box side, R on goal line opposite HL
- Scrimmage kick: R 3-5 yds outside the TE and 2-3 yds behind kicker; U acts as BJ and is 10-12 yards wider than and 2-3 yards behind deepest receiver on HL side; HL on LOS and remains until the ball crosses the LOS; LJ on LOS & moves downfield on the snap
- Try and Field goal (inside 15): R about 1 yd to the rear and 2-3 yds to side of kicker (rule on kick passing through uprights); U 4-7 yds deep; LJ on LOS and determine if ball is above/below the upright; HL on LOS, watch for roughing kicker/holder
- Try and FG (outside 15): R same position but rule on roughing; U same position; HL move downfield as any scrimmage kick; LJ position 5 yds behind and directly between uprights; rule on successful/unsuccessful
- Penalty enforcement: LJ stay at enforcement start; HL go to succeeding spot (ensure box does not move until U spots the ball); U communicate with HL before spotting ball
- U start deeper than normal (~20 yards); R will spot ball after scrimmage on most plays; U will normally spot the ball after long runs or pass completions.
- U has 25 second clock; LJ has backup game clock