

LEAGUE GAME FOOTBALL RULES

1. ALL GAMES PLAYED ON A 30 YARD WIDE & 50 YARD LONG FIELD.
2. ALL GAMES ARE 21 MINUTES (10 MINUTE HALFS W/ ONE MINUTE HALFTIME)
3. KICKOFF IS FROM OWN 10 YARD LINE (PUNT IS PERMISSIBLE)
4. BALL IS DEAD ANYTIME IT TOUCHES THE GROUND (PUNTS, KICKOFFS, SNAPS, PASSES, ETC...)
5. BALL CAN BE THROWN TO ANYONE, ANY NUMBER OF TIMES, FROM ANYWHERE ON THE FIELD.
6. BALL IS DOWN ON SPOT FROM WHERE INCOMPLETION WAS THROWN.
7. BALL CARRIER WILL BE DOWN WHEN TOUCHED WITH ONE HAND ANYWHERE.
8. WALK RUSH UNTIL PLAYER RECEIVING THE SNAP SCRAMBLES.
9. INTERCEPTIONS ARE HONORED AND SPOTTED WHERE BALL IS CAUGHT. NO INTERCEPTIONS CAN BE RETURN FOR TOUCH DOWNS.
10. BLOCKING IS LEGAL ABOVE WAIST. ARMS MUST BE EXTENDED (NO SHOULDER BLOCKING)
11. FOUR DOWNS TO SCORE. IF OFFENSE WANTS TO PUNT, NO RUSH BY DEFENSE. OFFENSE MUST WAIT ON LOS UNTIL BALL IS KICKED. NO FAKE PUNTS.
12. IF BALL IS KICKED OUT OF END ZONE, BALL IS PLACED ON THE 10 YARD LINE. IF KICKED OUT OF BOUNDS, BALL IS PLACED WHERE IT GOES OUT.
13. TD = 6 PTS / EXTRA POINT FROM 3 YARD LINE (RUN/PASS) = 1 PT. FROM 10 YARD LINE = 2 PTS.
14. IF NO SCORE, DEEPEST PENETRATION WINS GAME. EA TEAM WILL GET ONE ATTEMP.
15. PENALTY FOR BREAKING ONE OF THE ABOVE RULES IS 5 YARDS. FLAGRANT FOUL MAY INCLUDE LOSS OF DOWN.
16. EACH TEAM MUST HAVE EQUAL NUMBER OF PLAYERS ON THE FIELD. MAX AT ONE TIME IS 8. (SUBJECT TO CHANGE)
17. CAPTAINS FLIP COIN FOR KICKOFF OR RECEIVE & WHITES OR COLORS.