

SIX-PLAYER RULES DIFFERENCES (updated 6.6.23)

GENERAL: Eleven-player rules are used for six-player football with these listed modifications.

Rule 1 & 2: Offense must advance 15 yards instead of 10 in four downs.

Rule 1: Each team has 6 players. The field is 80 yards between goal lines and 40 yards wide with 15-yard side zones. 7-yard marks, 12 inches in length and 4 inches in width, shall be located 7 yards from each sideline. The 7-yard marks shall be marked so that at least each 10-yard line bisects the 7-yard marks. These marks shall not be required if the field is visibly numbered. If on-the-field numbers are used, the tops of those numbers shall be 7 yards from the sideline. By state association adoption, the 11-player field may be designated as official, and the dimensions of the field may be altered.

Rule 2: The free-blocking zone is a square area extending laterally 3 yards either side of the spot of the snap and 3 yards behind each line of scrimmage.

Rule 2: The Outside 9-Yard Mark and Between 9-Yard Mark Conferences shall be held outside or between the 7-yard marks, respectively.

Rule 2 & 7: While in player possession, unless the ball is kicked or forward passed, it may not be advanced across the line of scrimmage until after a direct handoff or pass has been made by the snap receiver. If this occurs, the ball remains live and the penalty is a loss of down at the previous spot. If a forward pass is thrown to the snapper, it must travel at least 1 yard in flight.

Rule 3: Length of periods - 10 minutes.

Rule 6:

- K's free-kick line is its 30-yard line and R's free-kick line is the 40.
- K is required to have at least two players on each side of the kicker.

Rule 7: At least three A players shall be on their line at the snap and may have any legal jersey number.

Rule 7:

- After the ball is ready for play, each player of A who participated in the previous down, and each substitute for A must have been, momentarily, between the 7-yard marks, before the snap.
- Ball may be handed in any direction during a kickoff down and during a scrimmage down after a direct handoff, clear pass, a legal forward pass or kick has been made.
- If a fumble occurs before there has been a direct handoff or clear pass and if a player of A recovers it, he may not carry it beyond the line.
- When a passer catches his own pass it is ruled as incomplete unless it was touched by any B player.
- All players are eligible to catch a forward pass, except that a pass is ruled incomplete when caught by the passer. (7-5-4)
- It is legal for a player to conserve yardage by intentionally throwing an incomplete forward pass if:
 - The passer has been beyond the lateral boundary of the free-blocking zone as established at the snap; and
 - The pass reaches the neutral zone including the extension beyond the sideline
- A direct forward handoff may be made during a scrimmage down before a change of possession, provided both players are in or behind the neutral zone unless it is to the snapper.

Rule 8:

- Field goal counts 4 points. Try for point 2 points if successful through place or drop kick and 1 point in successful by pass or scrimmage.
- On the six-player field, the ball is snapped after a touchback and is free kicked after a safety from the 15-yard line. Overtime: To start an overtime the ball will be put in play first and goal on the B's 15-yard line.

Rule 10:

- If B fouls during a successful kick try, the penalty is automatically enforced from the succeeding spot.
- The basic spot for a foul as in 10-4-6 shall be the 15-yard line.