

CSAF Six-man Football Rules

same as for the NCAA 11-man game except for the following variations:

1. Offense must advance 15 yards instead of 10 in four downs.
2. Each team has 6 players. Unless necessary to use the 11-man field, the six-man field is 80 yards by 40 yards, with the 40 yardline at the center of the field. Goal post uprights are 25 feet apart and the crossbar is 9 feet above the ground. Six-man hash marks are two feet outside the goal posts.
3. Unless the ball is kicked or forward passed, it may not be advanced across the line of scrimmage until after an exchange has been made between the receiver of the snap and another player. If a forward pass is thrown to the snapper, it must travel at least one yard in flight.
4. Length of quarter: JV and JH 8 minutes; between quarters: 2 minutes; between halves: 15 minutes.
5. The ball must travel 15 yards on a kickoff or be touched by the receiving team before members of the kicking team are eligible to touch it.
6. Kickoff is made from the kicking team's 30 yardline on a six-man field and there must be at least 3 players from the receiving team between the 30 and 35 yardlines.
7. At least 3 offensive players shall be on their line of scrimmage at the snap. (See Rule 7 of the NCAA Football Rules and Interpretations Book.)
8. Ball may be handed in any direction to a player during a scrimmage down behind the line of scrimmage.
9. If a fumble occurs before there has been an exchange or pass and if a player of the offensive team recovers it, he may not carry it beyond the line.
10. The ball is dead when a passer catches his own pass and it is ruled as an incomplete forward pass.
11. All players are eligible to catch a forward pass, except that a pass is ruled incomplete when caught by the passer. (See 10 above)
12. Field goal counts 4 points; try-for point: 2 points if successful through place or drop-kick; one point if successful by pass or run.
13. When one team is 45 or more points ahead at the end of the first half or if a team secures a 45 point lead during the second half, the game is ended immediately.
14. The team whose goal line is involved shall put the ball in play by a snap on their 20 yardline after a touchback and by a kick-off or punt on their 20 yardline after a safety. After a safety, the ball must go at least 15 yards or be touched by the receiving team before members of the kicking team are eligible to touch it. Receiving team must have at least 3 players between the 35 and 40 yard lines of the kicking team.
15. The 20 yardline will be used as a penetration line.
16. If the player receiving the snap advances beyond the line of scrimmage without an exchange, the penalty shall be 5 yards plus loss of down (illegal procedure)

Coaches - All coaches and volunteers closely related to the teams must read and sign a CSAF Code of Ethics Form which should be kept on file by the member school.

Uniforms – All teams must have both Home and Away uniforms. Uniforms must meet all NCAA specs. Home teams will wear white and Away teams will wear a dark color.

General Rules

1. The use of tobacco or any controlled substance (alcohol, drugs, etc.) before, during or after games at contest sites is prohibited by CSAF.
2. Live animal mascots, cannons, firearms, fireworks, etc. are prohibited at CSAF sponsored contests.
3. No dogs or other animals are allowed at CSAF sponsored contests.
4. Except in their normal course of business, emergency vehicles shall not flash lights or sound sirens during the course of a game.
5. Noisemakers are prohibited at CSAF events held at field houses and/ or gymnasiums.
6. In events held in field houses/gyms, megaphones may be used only by cheerleaders, in uniform. Megaphones must not be used to strike walls or playing surfaces.
7. Bands, when permitted, shall play only during time-outs and intermissions. Individual instruments may not be used as noisemakers.
8. Air horns and bullhorns, handheld or otherwise, are not permitted at any CSAF contest.

PLAY-OFF GAME

1. **All school passes and season tickets are suspended.**
2. **Film Exchange.** Teams in the play-offs are required to exchange at least 3 quality films/tapes no later than 10:00 a.m. on Monday before the game that week. Opponents may request game films they wish to receive.
3. **Game Referees for Playoffs.** By mutual agreement; participating schools will work with a local, recognized officials chapter. At least four officials shall be used in all playoff games. TCAF office will assign officials for final game.
4. **Home Team Responsibilities.** (Except Championship Games)
 - a. Collect all gate money;
 - b. Provide necessary personnel: announcer, clock operator, security, medical personnel, etc.;
 - c. Responsible for printing game programs;
 - d. Secure three chain crew officials and official statistician, to be paid from gate receipts.
 - e. Gate receipt distribution
 - f. From gate receipts, pay all expenses.
 - g. After expenses-divide the remaining receipts between the schools as agreed upon BEFORE THE GAME begins.
 - h. **REPORT RESULTS.** The coach of the winning team of each play-off game shall report the results of the game as soon as possible after the conclusion of the contest.

Prior to the championship game.

TEAM ROSTERS/PICTURES. Team rosters and pictures of play-off qualifiers must be in the CSAF STATE OFFICE by the deadline to be assured of being included in the state championship programs. Rosters must include players name, jersey number and grade, Head and Assistant Coach's name.

AWARDS at Regional Finals

1. Trophy/Plaque shall be awarded as follows:
 - a. Regional Champion Trophy
 - b. Regional Runner Up Plaque
2. Regional Champion Medallion for Championship Team
- 3, Regional Runner up Medallions for Runner-Up Team.