

A. GENERAL: TAPPS Six-man Football Rules are the same as for the 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: 10 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)

B. PLAY-OFF GAME INFORMATION (*see Section 138 and Section 141.5*)

1. *Team Colors.* Home team wears colored jerseys and visiting team wears white unless another arrangement is mutually agreed upon.
2. *Tickets.*
 - a. All school passes and season tickets are suspended. Admissions to playoff contests shall be a minimum of:
ADULTS - \$5.00 STUDENTS - \$3.00
 - b. **State Finals**
 1. Pre-sale tickets for State Finals will be provided by the TAPPS office.
 2. Tickets will be sent by Overnight Mail to one of the schools in each of the Semi-Finals games. Tickets should be given to the winning school in the semi-final game for pre-sale.
 3. Adult tickets will be \$10.00 at the gate. Adult tickets may be sold for \$8.00 at the school and the school retain \$2.00 for each ticket sold.
 4. Student tickets will be \$6.00 at the gate. Student tickets may be sold for \$5.00 at the school and the school retain \$1.00 for each ticket sold.
 5. Unsold tickets, the ticket sales report and the cash receipts for pre-sales shall be turned in to the TAPPS Director or TAPPS Board Member at the site of the State Finals at least 2 hours before game time. A school check in the amount of the pre-sales, made payable to TAPPS is acceptable, instead of cash.
6. **TAPPS EVENTS PASSES SHALL BE ACCEPTED WITH PICTURE ID.**
3. *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.
4. *Game Referees for Playoffs.* By mutual agreement; with participating schools working with a local, recognized officials chapter to assign officials. At least four officials shall be used in all playoff games. (See Officials, Section 134) TAPPS office will assign officials for final game.
5. *Home Team Responsibilities. (Except State 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
 1. From gate receipts, pay all expenses.
 2. After expenses-divide the remaining receipts between the schools as agreed upon **BEFORE THE GAME** begins.
 - f. **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.
6. *Game Balls for State Championship Games.* The game ball will be provided by TAPPS' official sponsor, WILSON SPORTING GOODS. Only Wilson footballs shall



be used in the championship game(s). The **Wilson GST** will be supplied by the TAPPS office to all participants in the State Finals, no later than Monday before the championship game.

Prior to the championship game.

7. TEAM ROSTERS. Team rosters of play-off qualifiers must be in the TAPPS STATE OFFICE by the deadline to be assured of being included in the state championship programs. The roster form on the TAPPS web site will be the only form accepted by the state office.



C. AWARDS AT STATE FINALS

1. Trophy/Plaque shall be awarded as follows:
 - a. State Champion Trophy
 - b. State Runner Up Plaque
 - c. Individual State Champion Medallions for Players on program roster, up to 25 players and 5 coaches;
 - d. Individual State Runner up Medallions for Players on program roster, up to 25 players and 5 coaches;
 - e. Champion and Runner up teams may purchase additional medallions from the TAPPS State office for \$10.00 each.