

4-Man Rules (Tournaments Only)

Courtesy of Zfootball.com

Section 1 - The Game

- No contact allowed.
- NO BLOCKING/SCREENING anytime or anywhere on the field. Offensive players not involved with a play down field must attempt to get out of the way.
- A coin toss determines first possession.
- The offensive team takes possession of the ball at their 5-yard line and has three (3) plays to cross mid-field. Once team crosses mid-field, they will have three (3) plays to score a touchdown.
- If the offensive team fails to cross mid-field or score, possession of the ball changes and the opposite team starts their drive from their 5-yard line.
- All possession changes start on the offenses 5-yard line (Exception: Interceptions may be returned and the ball will be marked where the play ends).
- Each time the ball is spotted a team has 25 seconds to snap the ball. Teams will receive one warning before a Delay of Game penalty is enforced. A warning in the last minute of the game will stop the clock.
- Games consist of 2-14 minute halves. Teams will flip sides at beginning of 2nd half. Half time will be 30 seconds. Team that started the first half on offensive will begin 2nd half on defense.
- Coin Toss: There are NO DEFERMENTS. The winner of the coin toss has the following options: 1) offense, 2) defense or 3) choice of goal to defend. Loser of the coin toss has one of the remaining options.
- Running clock: except injuries & time-outs. In the last minute of the game, if the difference in score is less than 10 points, a pro clock is used (stoppage on out of bounds, incomplete passes, defensive penalties, offensive penalties, offensive warnings, and scores)
- Mercy Rule: If a team is ahead by 30 points or more at anytime during the game, the game will be called. No extra point tries will be attempted after a team has a 30 point lead.
- Pool play games that end in a tie will ruled as a tie. Playoff or single elimination games will go to an extra point shootout.

Section 2 - Fields

- The field dimensions will be 25 x 64 yards (two - 7 yard end zones).

Section 3 - Attire

- Cleats are allowed, except for metal spikes. Inspections can and will be made.
- Shirts must be tucked in shorts, pants, etc.
- Flags will be provided by the UFL. Teams may use their own flags, however, if the other team objects, they will have to use official UFL Flags.
- No headgear with an extended bill may be worn (ex: caps, visors, etc). Exceptions will be made if the bill is backwards.

Rosters

- Official Rosters must be approved by a UFL representative and turned into the tournament director 45 minutes prior to a team's first game. After the tournament has started, and a roster has been declared, rosters cannot be changed.
- Teams have four players each on the field. Adult roster limits vary by event, so check the individual event rules for your specific roster limit. Substitutions are unlimited, and can be made between plays.
- All youth division rosters can have up to eight players listed (must have at least 4)
- Players **can not** play on multiple teams in different divisions.
- All players must be 18 years of age or older, or have a minor consent form signed by their parent or guardian.

RULE 2: PLAYERS/GAME SCHEDULES, SCORING & TIME OUTS

Section 1 - Players/Game Schedules

- Teams must field a minimum of three (3) players at all times.
- If a team or teams are more than 5 minutes late for their scheduled games they will be forfeited.
- We reserve the right to reduce, shorten, or reschedule games due to inclement weather or unforeseen circumstances.
- All players must carry I.D. for proof of age and identity.
- All players need to wear a mouthpiece.

Section 2 - Scoring

- TD=6 points, Extra Point=1 (5 yards out); 2 (12 yards out), Safety=2 points

Section 3 - Time Outs

- Each team has one: 60-second time out per game, in which the clock stops.
- Officials can stop the clock at their own discretion.

RULE 3: RUSHING THE QB, CENTER SNAP, RUNNING, PASSING & RECEIVING

Section 1 - Rushing the QB

- Before each play the referee will mark off seven yards from the line of scrimmage. All players that rush the passer must be a minimum of 7 yards and 1 yard over from the center position (either side) from the line of scrimmage when the ball is snapped. Any number of players can rush the QB.
- Players not rushing the QB may defend on the line of scrimmage.
- Once the ball has been handed off, the 7 yard rule is no longer in effect and all defenders are eligible to rush.

Section 2 - Center Snap

- All center snaps must be made between the center's legs. A false movement of the football by the center after he is set shall constitute a false start. At all times the ball shall be snapped from the spot marked by the official ball marker.

Section 3 - Running

- The Quarterback CANNOT run the ball.
- Only direct hand-offs behind the line of scrimmage are legal. NO laterals or pitches of any kind. Offense may use multiple hand-offs.
- The player who takes the hand-off can throw the ball as long as he does not pass the line of scrimmage.
- "No Running Zones" are located 5 yards before the end zone and 5 yards before mid-field in each offensive direction.
- "No Running Zones" are designed to avoid short yardage power running situations.
- Spinning is allowed but players cannot leave their feet to avoid a defensive player.
- The ball will be spotted at the point where the players hips were when his flag was pulled, unless the player is running backwards, in which case it will be spotted at the point of the ball. Ball & flags must break the plane for a 1st down and touchdown.

Section 4 - Passing

- All passes must be forward and received beyond the line of scrimmage.
- Shovel passes are allowed, but must be received beyond the LOS.
- Backward Laterals, screen passes behind the line of scrimmage, or downfield pitches are not allowed.
- A Forward Pass/Lateral is defined as a live ball thrown towards the opponents goal line.
- QB has a 7-second "pass clock". If a pass is not thrown within the 7 seconds, play is dead, loss of down, ball returns to line of scrimmage. Once the ball is handed off the 7-second rule is no longer in effect.

- Interceptions may be returned. Interceptions during Extra Point may be run back for 2 points. If an interception occurs in the end zone, and the player's flag is pulled before he leaves the end zone, the ball will be spotted on the 5-yard line. Interceptions may be returned from the end-zone.

Section 5 - Receiving

- All players are eligible to receive passes (including the QB if the ball has been handed off behind the line of scrimmage).
- Only one player is allowed in motion at a time.
- Player must have at least one foot in bounds when making a catch.
- Pass may not be intentionally tipped in any direction to another teammate.

RULE 4: DEAD BALLS, OVERTIME & SPORTSMANSHIP/ROUGHING

Section 1 - Dead Balls

- Play is ruled "DEAD" when:
 - Offensive player's flag is pulled.
 - Ball carrier steps out of bounds.
 - Touchdown is scored.
 - Ball carrier's hand, knee or the ball hits the ground.
 - If an Offensive Player's flag falls out during the course of a play, a defensive player must touch him for the ball to become dead.
- Equipment Violation: The play will be called dead at the snap if any offensive player begins the play without both flags attached to the belt. If the referee misses the illegal equipment violation the play will continue and the defensive player must touch the offensive player for the play to be dead. Five yards (L.O.S), loss of down
- There are no fumbles. Ball is spotted where it hits the ground. Anytime the ball touches the ground it is dead. Exceptions: a. Any ball dropped in a forward motion will be brought back to last point of contact.
- A Safety (offensive player downed in own end zone, or penalized in own end zone) will result in two points for the defense, and a change of possession.

Section 2 - Overtime

- If the score is tied at the end of 28 minutes during single-elimination play, teams move directly into overtime. There will be no overtime for regular pool play.
- Overtime winners will be determined by an extra-point shoot-out in which points are awarded to teams for successful conversions.
- Coin toss determines possession for the first round.
- Each team will have the option to go for a one-point conversion (5 yards) or a two-point conversion (10-yards). The team who has the most points at the end of the overtime round will be declared the winner.
- Interceptions may be returned for two-points.
- If each team has attempted a conversion and the score is still tied, the team which went on offense 1st in the previous round will start out on defense in the next round, and vice-versa. This will continue until a winner is declared.

Section 3 - Sportsmanship/Roughing

- **FOUL LANGUAGE WILL NOT BE TOLERATED!** ZFOOTBALL events offer many free activities that attract young children. Inappropriate language will not be allowed. Referees will be instructed to penalize teams and players for using foul language. Repeated offenses will result in players being ejected from individual games, and, at the tournament director's discretion, from the tournament.
- If the field monitor or referee witnesses any acts of tackling, elbowing, cheap shots, blocking, or any unsportsmanlike act, the game will be stopped and the player can be ejected from the game. Tournament director may decide to eject players from the tournament. **FOUL PLAY WILL NOT BE TOLERATED.**
- Trash talking is illegal. Official has the right to determine language that is offensive. (Trash talk is that which may be offensive to official, opposing team, or spectators). Referee can eject players from the game for trash talking.

- Fighting: Immediate ejection and a 15 yard penalty.
- Taunting: Fifteen yard penalty and expulsion for multiple repeat offenders.
- Unsportsmanlike conduct/ referee abuse: Fifteen yard penalty. One warning followed by expulsion from the game.

RULE 5: OFFENSIVE & DEFENSIVE PENALTIES

Section 1 – Offensive Penalties

- Illegal Snap: Five yards, loss of down
- Illegal Motion: Five yards, loss of down
- False Start: Five yards, loss of down
- Impeding Rusher: Five yards, loss of down
- Blocking/Screening Downfield: Five yards (L.O.S.), loss of down
- Illegal Pick: Five yards (L.O.S.), loss of down
- Flag Guarding: Five yards from the spot of infraction, loss of down; A flag guarding infraction in the team's own end-zone will be ruled a safety.
- Lowering Head/Shoulder: Five yards (L.O.S.), loss of down
- Pass Interference: Five yards (L.O.S.), loss of down
- Illegal Forward Pass: Five yards (L.O.S.), loss of down
- Illegal Hand-off/Pitch: Five yards (L.O.S.), loss of down
- Illegal Run: Five yards (L.O.S.), loss of down
- Delay of Game: Five yards (L.O.S), loss of down
- Intentional Grounding: Five yards (L.O.S), loss of down
- Equipment Violation: The play will be called dead at the snap if any offensive player begins the play without both flags attached to the belt. If the referee misses the illegal equipment violation the play will continue and the defensive player must touch the offensive player for the play to be dead. Five yards (L.O.S), loss of down

Section 2 – Defensive Penalties

- Off-sides: Five Yards, automatic first down
- Illegal Rush: Five Yards, automatic first down
- Illegal Contact: Five Yards, automatic first down
- Holding: Five Yards from end of play, automatic first down
- Illegal Flag Pull: Five yards from L.O.S., automatic first down
- Pass Interference, Minor: Five yards from L.O.S., automatic first down
- Pass Interference, Major: Spot Foul, automatic first down
- Roughing the QB, Minor: Five yards, automatic first down
- Roughing the QB, Major: Fifteen yards, automatic first down
- Delay of Game: Five yards (L.O.S.), automatic first down
- Illegal Push: Five yards (L.O.S.), automatic first down