



6 Man Contact Rules

UPDATED 3/19/2024.

Section 1--THE GAME

1.1 Coin Toss

1. A coin toss shall begin each game. The captain winning the toss shall choose one of the following options:
 - A. Offense
 - B. Defense
2. Loser of the coin toss shall Choose Direction
3. The second half starts with an AUTOMATIC change of possession and direction for each team from the first half.

1.2 POSSESSIONS

1.2.1 Game will begin with the offensive team starting at the 5-yard line, midfield line to gain. Touchbacks and safeties will also be placed at the 5-yard line.

1.2.2 FIRST DOWN/ZONE-LINE-TO-GAIN - The offensive team takes possession of the ball at their 5-yard line and has 3 plays to cross midfield. Once a team crosses midfield, they will have 3 plays to score a touchdown. If the offense fails to score, the ball changes possession and the new offensive team takes over on their 5-yard line.

1.2.3 All players must start with their flag belts on. If a player starts without their flag belt properly secured with all flags attached, the team will be assessed a 5-yard penalty and a loss of down.

1.2.4 If the offensive team fails to cross midfield, possession of the ball changes and the opposite team starts their drive from their 5-yard line.

1.2.5 All drives and possession changes, except interceptions, start on the 5-yard line of the offense.

EXCEPTION: On interceptions, the team will take possession of the ball where the defender's flag was pulled. Penalties on interceptions will be assessed where the interception occurred.

EXCEPTION: If the Referee judges that a player intentionally or flagrantly commits a penalty, then the penalty will be at the point of the foul, no less than the point of interception.

1.2.6 Teams will automatically switch ends after the first half.

1.3 SNAPS

1.3.1 Ball must be snapped between the legs, not off to one side, to start play. Direct snaps are legal.

1.4 HUDDLE CLOCK

1.4.1 25 second clock - Each time the ball is spotted, a team has 25 seconds to snap the ball.

1.5 BLOCKING

1.5.1 CONTACT BLOCKING IS ALLOWED. Contact between shoulders and waist only.

Contact blocking is legally hindering the progress of an opponent in a fair and safe manner. Blockers must be on their feet before, during and after contact is made with their opponent. You may not dive to block. 2 on 1 blocking is permitted. Under no conditions shall a high-low block, cross body block or rolling block be permitted. The blocker is allowed to contact only that portion of the opponent's body between the waist and shoulders. An open hand, straight arm block, within the framework of the blocker's body, is

the ideal block to avoid unnecessary rough play. You may not grab the jersey of an opponent while attempting to block. The blocker's hands may not be locked together. The blocker may not swing, throw or flip the elbow or forearm. There shall be no contact of any kind to the head or face in the attempt to block an opponent.

1.6 DIVISIONS OF PLAY

1.6.1 There shall be the following divisions of play offered in the BATTLEGROUND SIXES Program: A, B, C and Vet (35+) divisions. Must be 35 by the tournament to be eligible.

1.7 ZERO TOLERANCE POLICY

1.7.1 Weekend Warrior Tournament Series will provide an atmosphere where the players, friends and families can feel comfortable enjoying a day of football. Any players, teams or family members that jeopardize that environment WILL be asked to leave.

1.7.2 WWTS operates under a ZERO TOLERANCE POLICY. See our Banned List for proof.

SECTION 2—THE FIELD

2.1 FIELD DIMENSIONS:

2.1.1 Field Size - 60 yards in length; 25 yards in width.

2.1.2 Endzones - (2) 7-yard end zones

2.2 NO RUN ZONES

2.2.1 No Run Zones are in place to prevent teams from using power run plays. While in the No Run Zones (a 5-yard imaginary zone before midfield and before the end zone), teams cannot run the ball in any fashion. All plays must be passing plays, even with a handoff. No Run Zones come into effect only when the offensive team is approaching the first down or the end zone.

EXCEPTION: If the offensive team has already achieved a first down but has been pushed back into a No Run Zone, then the No Run Zone is no longer in effect.

2.3 OUT-OF-BOUNDS

2.3.1 Stepping on the boundary line is considered out-of-bounds.

2.4 TEAM AREA

2.4.1 Team areas are located between the 5-yard lines.

Section 3--THE PLAYERS

3.1 ROSTER SIZE

3.1.1 Teams consist of a total of 15 players on the roster.

3.1.2 A player may only appear on 1 roster. NO EXCEPTIONS, even if the other team approves it. If a player is found playing on a team illegally, the team will forfeit the game in which the illegal player participated and kicked out of the tournament/league.

3.2 NUMBER OF PLAYERS ON FIELD

3.2.1 6 players on the field at a time.

3.3 FORFEITS

3.3.1 To avoid a forfeit, you must have at least 4 players to begin the game. Game time is forfeit time. Forfeit score is 28-0.

3.4 PROTEST PROCEDURE

3.4.1 Tournament Director is contacted DURING THE GAME with a \$50 NONREFUNDABLE protest fee.

3.4.2 NO PROTESTS WILL BE ALLOWED AFTER THE GAME IS OVER.

3.4.3 **You may not protest a judgment call by an Official.**

Section 4—EQUIPMENT

4.1 THE BALL

4.1.1 Male players shall use a regulation size football. An Officially Licensed Football by WWTS must be used.

4.2 FLAGS

4.2.1 All flags used in the BATTLEGROUND SIXES Program shall be an Officially Licensed Flag of Weekend Warrior Tournament Series.

4.2.2 All teams will use Sonic Flag-a-Tag flags, Shruumz or comparable flags. Pop Flag must be sized AT LEAST 1.75 inches WIDE and 14.5 inches long from the end of the popper to end of flag. No cloth flags are allowed. No Triple Threats unless the director approves.

4.2.3 Youth Size Flags ARE NOT ALLOWED in adult leagues.

4.2.4 Any alterations to flags or belt will result in player ejection.

4.2.5 There is NO “one play allowed without a flag” warning. Must have 2 flags on at snap.

4.3 SHOES

4.3.1 Cleats are allowed but they must be rubber. No metal spikes are allowed. Screw-in cleats are allowed if the screw is part of the cleat. Inspections will be made. Tennis shoes are permitted.

4.4 UNIFORMS

4.4.1 All jerseys shall be tucked in pants or shorts.

4.4.2 No waist length or half jerseys allowed.

4.4.3 Pants or shorts with belt loops or pockets are not allowed.

4.4.4 Pants or shorts must be a contrasting color to the flags.

NOTE: Referees will check each team before the game to confirm no pockets.

4.5 MOUTHPIECES

4.5.1 Mouthpieces are optional for players but highly recommended.

4.6 OPTIONAL PROTECTIVE WEAR

4.6.1 Players may tape their forearms, hands and fingers.

4.6.2 Players may wear gloves, elbow pads and knee pads.

4.6.3 Braces with exposed metal are not allowed and must be taped.

4.6.4 All protective wear must be approved by game Officials prior to game time.

4.7 JEWELRY & Miscellaneous

4.7.1 Players must remove all watches, earrings or any other jewelry that Officials deem hazardous. We do NOT allow GoPro's or any other hard equipment pieces to be worn, player safety issues.

Section 5--GAME LENGTH & OVERTIME

5.1 GAME LENGTH

5.1.1 League Play - 24-minute game length - (2) 12-minute halves with a running clock. The clock stops only for timeouts first half only.

5.1.2 Tournament Play - 24-minute game length - (2) 12-minute halves with a running clock. The clock stops only for timeouts first half only.

5.1.3 One Minute Warning – (SECOND HALF ONLY) When there is one minute left in the game, the game clock shall stop for incomplete passes, out-of-bounds, time outs and scores (clock starts on snap), and change of possessions, penalties and first downs (clock starts on the ready for play whistle). A ball pitched backwards out of bounds does not stop the clock.

5.2 HALFTIME

5.2.1 Halftime is 30 seconds long.

5.3 HUDDLE CLOCK

5.3.1 Huddle clocks are 25 seconds long.

5.3.2 Each time the ball is spotted, a team has 25 seconds to snap the ball.

5.4 TIME OUTS

5.4.1 Each team has (2) 30 second timeouts per game.

5.4.2 Each team has (1) 30 second timeout per overtime period.

5.4.3 Officials can stop the clock at their discretion.

5.4.4 In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play.

5.5 OVERTIME FOR BRACKET PLAY AND CHAMPIONSHIP GAME

5.5.1 Each team receives an Overtime Extra Point Attempt

5.5.2 Coin Flip – 2 choices - Offense, Defense. Type of Extra Point (1, 2 or 3 points)

5.5.3 If score is tied at end of first OT, repeat second OT, reversing choices, etc.

5.5.4 If score is tied at the end of the second Overtime, teams must go to LONGEST PLAY for their 3rd possession. CHAMPIONSHIP GAMES GET 4 OT'S THEN 5TH OT IS LONGEST PLAY.

5.5.5 (1) time out per team, per overtime period.

5.5.6 Interceptions that are returned for score on extra points in Overtime are worth (2) points.

Extra Point (1, 2 or 3 points).

5.5.7 Penalties are administered as in regular game.

Section 6--SCORING

6.1 SCORING VALUES

6.1.1 Touchdown= 6 points

6.1.2 Extra point = 1 point (5-yard line-pass), 2 points (12-yard line-run or pass), 3 points (18-yard line - run or pass)

NOTE: A team that scores a touchdown must declare whether it wishes to attempt a 1, 2 or 3 points conversion. Any change, once a decision is made to try for the extra point, requires a charged time out. Decisions cannot be changed after a penalty.

6.1.3 Interceptions on returned extra points are worth the value of (2) points.

6.1.4 Extra Point Attempts - If the attempting team throws an interception and commits an infraction after the Interception, the opposing team takes offensive possession of the ball, and the penalty will be accessed.

6.1.5 Safety = 2 points

6.1.6 Forfeited game = 28-0 win (game time is forfeit time)

6.2 MERCY RULE

6.2.1 One Minute Warning - If a team is ahead by 19 points or more when the referee announces the one Minute Warning for the second half, the game shall be over only in bracket play. In Pool Play there is no Mercy Rule however the clock will run if over 19 points under 1 minute in the 2nd half.

6.2.2 After the One Minute Warning - If a team scores during the last minute of the second half and the score creates a point differential of 19 or more, the game shall end at that point.

Section 7--LIVE & DEAD BALL

7.1 LIVE BALL

7.1.1 The ball is live at the snap and remains live until the Official whistles the ball dead.

7.1.2 One Foot In-bounds for Legal Catch - A player who gains possession in the air is considered in bounds as long as one foot comes down in the field-of-play.

7.1.3 Imitating Offensive Signals - The defense may not imitate the offensive team's signals by trying to confuse the offensive players while the Quarterback is calling out signals to start the play. This will result in an Unsportsmanlike Conduct Penalty (10 yards).

7.2 DEAD BALL

7.2.1 The ball is ruled dead when:

1. A snap to a Quarterback hits the ground.
2. A fumble hits the ground (no fumble recoveries allowed). Backward pitches that hit ground are dead at spot. Backward pitches tipped by defender and hits ground is dead where defender tipped ball. If tipped forward or the ball is fumbled forward, the spot of ball comes back to where the offensive player last had possession. No fumbles forward. **NO PITCHES DOWNFIELD PAST LOS. UNLIMITED BEHIND LOS.**
3. A ball carrier's body touches the ground. The ball carrier may use his hand to maintain balance.
4. A ball carrier steps out-of-bounds.
5. A ball carrier's flags are legally removed.

NOTE: If a ball carrier's flags fall off inadvertently, play shall revert to a 1 hand touch between the shoulders and knees.

6. If no flags are worn at the time of the snap, the play reverts to 1 hand touch.

PENALTY: Failure to Wear Proper Equipment.

7. A touchdown, point after touchdown or safety is scored.
8. Any Official can whistle the play dead.
9. Substitutions may be made on any dead ball.

7.3 INADVERTENT WHISTLE

7.3.1 In the case of an inadvertent whistle, the offense has three options:

1. The ball is in player possession - the team in possession may elect to put the ball in play at the spot of declared dead or replay the down.

2. The ball is loose from a fumble, backward pass or illegal forward pass – the team in possession may elect to put the ball in play where possession was lost or replay the down.

3. During a legal forward pass the ball is returned to the previous spot and the down is replayed.

NOTE: If a foul occurs during an inadvertent whistle, an accepted penalty shall be administered as in any other play situation. When the foul is accepted, disregard the inadvertent whistle.

Section 8--RUNNING PLAYS

8.1.1 The ball will be spotted wherever the ball was at the time of a flag pull.

8.1.2 Any player may run with the ball.

8.1.3 The offense may use multiple handoffs:

1. "Center Sneak" play – No Center sneak play is allowed. Considered a snap infraction.

2. **Laterals and pitches ARE allowed BEHIND LOS ONLY.**

8.1.4 All defensive players are eligible to rush.

8.1.5 The No Running Zone is designed to avoid short yardage power running situations.

8.1.6 No Run Zones are located 5 yards from each end zone and 5 yards on either side of midfield. No player is allowed to run inside of the No Run Zones.

8.1.7 Runners may not Dive to advance the ball.

8.1.8 Spinning is allowed. Jumping is allowed. Lateral moves to the left or right are permitted.

8.1.9 Runners may leave their feet if there is a clear indication that he has done so to avoid collision with another player without a flag guarding penalty enforced.

8.1.10 NO CRACKBACKS OR BLINDSIDED BLOCKS ARE ALLOWED. 10 YD PENALTY.

8.1.11 Downfield Blocking - Blocking for the ball carrier is allowed downfield but not while the ball is in the air.

8.2.12 Flag Obstruction - All jerseys MUST be tucked in before play begins. The flags must be on the player's hips and free from obstruction. Deliberately obstructed flags will be considered flag guarding.

Section 9--PASSING PLAYS

9.1.1 Backward passes and laterals ARE allowed BEHIND LOS ONLY.

9.1.2 Only one forward pass per down.

9.1.3 If a passer crosses the Line of Scrimmage and comes back behind the Line of Scrimmage and throws pass, it is an illegal forward pass.

9.1.4 Interceptions change the possession of the ball at the point of interception.

9.1.5 Interceptions are the only change of possession that does not start on the 5-yard line.

9.1.6 Interceptions may be returned.

9.1.7 If a penalty occurs on an interception return by the return team, the penalty will be assessed from the spot of the foul.

9.1.8 If a penalty occurs on an interception return by the defensive team, the penalty will be assessed from the end of the run.

9.1.9 Intentional Grounding - A passer may not intentionally throw the ball into the ground or without an eligible receiver in the area to avoid a loss of yardage. PENALTY – (5) yards from spot of foul and loss of down. Can result in safety if passer is in the end zone. Penalty is the spot where the passer threw the ball.

EXCEPTION: In the last minute of the game, a passer may throw the ball into the ground to stop the clock and conserve time for his team. This play is legal, provided the passer is not trying to avoid a loss of yardage.

Section 10--RECEIVING PLAYS

10.1.1 All players are eligible to receive passes.

10.1.2 Only one player is allowed in motion at a time. All motion must be parallel to the Line of Scrimmage and no motion is permitted towards the Line of Scrimmage.

10.1.3 A player must have at least 1 foot in-bounds to make a legal reception.

10.1.4 In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.

10.1.5 Interceptions change the possession of the ball at the point of interception.

10.1.6 Interceptions are the only changes of possession that do not start on the 5-yard line.

10.1.7 Interceptions are returnable on extra point plays and (2) points awarded.

10.1.8 Receivers may be jammed within 5 yards of the Line of Scrimmage only.

Section 11--RUSHING THE PASSER

11.1.1 Any number of players can rush the Quarterback.

11.1.2 A Referee shall be used to mark the Line of Scrimmage.

11.1.3 Players rushing the Quarterback may attempt to block a pass, however, NO contact can be made with the Quarterback in any way. Blocking the pass or attempting to block the pass and then contacting the passer will result in a Roughing of the Passer Penalty. Players must go for the Quarterback's flag.

11.1.4 A sack occurs if the Quarterback's flags are pulled behind the Line of Scrimmage. The ball is placed where the ball is when the flag is pulled. A safety is awarded if the sack takes place in the offensive team's end zone.

Section 12--FLAG PULLING

12.1.1 DE-FLAGGING: De-flagging is the legal removal of a flag from an opponent in possession of the ball. Pushing, striking, holding, slapping or tripping when attempting to pull a flag is not permitted.

Defensive players may leave their feet to pull a flag. Offensive players are not permitted to protect or guard their flags.

12.1.2 A legal flag pull takes place when the ball carrier is in full possession of the ball.

12.1.3 Defenders can dive to pull flags but cannot tackle, hold or run through the ball carrier when pulling flags.

12.1.4 It is illegal to attempt to strip or pull the ball from the ball carrier's possession at any time.

12.1.5 If a player's flag inadvertently falls off during the play, the de-flagging reverts to a one hand touch of the runner between the shoulder and the knees.

12.1.6 If a flag is removed illegally, play should continue with the option of the penalty or the play.

12.1.7 A defensive player may not intentionally pull the flags off a player who is not in possession of the ball.

12.1.8 Tampering with the flag in any way to gain an advantage including, tying the flag cutting the flag, using foreign materials or other such acts are illegal. **PLAYER WILL BE DISQUALIFIED.**

12.1.9 Flag guarding is an attempt by the ball carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm or shoulder, or intentionally covering the flags with the football jersey.

Section 13--FORMATIONS

13.1 MINIMUM PLAYERS ON THE LINE OF SCRIMMAGE

13.1.1 Offense must have a minimum of one player on the Line of Scrimmage (the center) and up to 4 players on the Line of Scrimmage. The Quarterback must be off the Line of Scrimmage.

13.2 MOTION

13.2.1 Offensive players must come to a complete stop for 1 second before the ball is snapped unless he is the only player in motion. One player at a time may go in motion 1 yard behind and parallel to the Line of Scrimmage.

13.2.2 Movement by a player who is set or a player who runs toward the line of Scrimmage while in motion is considered a false start.

13.2.3 The center must snap the ball with a rapid and continuous motion between his legs to a player in the backfield and the ball must completely leave his hands.

Section 14--UNSPORTSMANLIKE CONDUCT

14.1.1 If the Referee witnesses any acts of intentional tackling, elbowing, cheap shots or any unsportsmanlike act, the game will be stopped, and the player will be ejected from the game AND TOURNAMENT. The decision is made at the Referee's discretion. No appeals will be considered. FOUL PLAY WILL NOT BE TOLERATED! OUR BANNED LIST IS WELL KNOWN. DON'T JOIN IT.

14.1.2 Offensive or confrontational language is illegal. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the Referee will give one warning. If it continues, the player or players will be ejected from the game.

14.1.3 Players may not physically or verbally abuse any opponent, coach or official.

14.1.4 Ball carriers MUST try to avoid defenders with an established position.

14.1.5 Defenders are not allowed to run through the ball carrier when pulling flags.

14.1.6 Fans must also adhere to good sportsmanship as well.

14.1.7 Fans are required to keep fields safe and kid friendly.

- Younger kids and equipment such as coolers, chairs and tents are required to be kept a minimum of 10 yards away from the field.

14.1.8 Teams/Players leaving the bench area during a fight:

1. If either team leaves the bench during a fight, the game will immediately be forfeited and both teams ejected from the tournament with no refund.
2. Any player that comes off the sideline during a fight will be ejected from both the game and tournament.

Section 15--PENALTIES

15.1 GENERAL

15.1.1 The Referee will call all penalties.

15.1.2 All penalties will be assessed from the Line of Scrimmage except as noted (spot fouls).

15.1.3 Only the team captain or head coach may ask the Referee questions about rule clarification and interpretations. Players may not question judgment calls.

15.1.4 Games may not end on a defensive penalty unless the offense declines it.

15.1.5 Penalties are assessed live ball than dead ball. Live ball penalties must be assessed before play is considered complete.

15.1.6 Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.

15.1.7 Flagrant contact fouls will not be tolerated. The offending player(s) will be ejected from that game, sit out the next game and further punishment left up to the director.

Probably end up on the banned list.

15.2 SPOT FOULS BELOW

Defensive Pass Interference is a Spot Foul Automatic First Down

Defensive Holding +5 yards & Automatic First Down

Defensive Stripping +5 yards & Automatic First Down

Defense Unnecessary Roughness is +10 yards & Automatic First Down

Charging is -5 yards & Automatic First Down

Flag Guarding is -5 yards & Loss of Down

Offensive Unnecessary Roughness is -10 yards & Loss of Down

15.3 DEFENSIVE PENALTIES

Offsides +5 yards from Line of Scrimmage & Automatic First Down

Illegal Flag Pull (before receiver has the ball) +5 yards from Line of Scrimmage & Automatic First Down

Roughing the Passer +10 yards from Line of Scrimmage & Automatic First Down

Unsportsmanlike Conduct/Taunting +10 yards from Line of Scrimmage & Automatic First Down

Defensive Pass Interference Spot Foul, Automatic First Down

Holding Spot Foul, +5 yards & Automatic First Down

Stripping Spot Foul, +5 yards & Automatic First Down

Defensive Unnecessary Roughing Spot Foul, +10 yards & Automatic First Down

15.4 OFFENSIVE PENALTIES

Offside/False Start -5 yards from Line of Scrimmage & Loss of Down

Illegal Forward Pass (Pass received behind the Line of Scrimmage or throwing a pass beyond the Line of Scrimmage) -5 yards from Line of Scrimmage & Loss of Down

Offensive Pass Interference -5 yards from Line of Scrimmage & Loss of Down

Illegal Motion (More than one person moving) -5 yards from Line of Scrimmage & Loss of Down

Delay of Game is -5 yards from Line of Scrimmage & Loss of Down

Charging SPOT FOUL, -5 yards & Loss of Down

Flag Guarding SPOT FOUL, -5 yards & Loss of Down

Offensive Unnecessary Roughness SPOT FOUL, -10 yards & Loss of Down

THERE IS NO LAST MAN PENALTY IN WEEKEND WARRIOR TOURNAMENT SERIES.

SECTION 16 - Onside Play

6.3.1 Each team is allowed one (1) Onside play per Game.

6.3.2 After a team scores, **BEFORE THEY ATTEMPT THE EXTRA POINT**, Teams must Announce to have an Onside Play

6.3.3 Onside play starts on the team's own 5-yard line, and they must gain the Midfield line to be successful.

6.3.4 IF the onside play is **Unsuccessful**, the defensive team gets the ball where the play ends, except for an Interception or Safety on the play. If the Ball is Intercepted, then the ball will be placed at the end of the play. If there is a safety, then the ball will be placed back at the team's own 5-yard line.

6.3.5 The Clock **WILL** run at the **START** of the Onside Play

6.3.6 Once an **ONSIDE PLAY** is announced, you may not change your mind, **without calling a timeout**.

Section 17 - OVERVIEW

- **EVERY SMALL BALL PENALTY IS EITHER A LOSS OF DOWN OR FIRST DOWN**
- **NO 3-OR 4-POINT STANCE IN 5M CONTACT TO ENSURE PLAYER SAFETY.**
- **A TEAM CAN ACCEPT A PENALTY BUT DECLINE THE YARDAGE.**
- **IF A PLAYER IS CAUGHT COMPETING WITH POCKETS THEY WILL BE EJECTED FROM THAT GAME.**
- **IF A RUNNER on 3RD DOWN CROSSES A LINE TO GAIN AND COMMITS A FLAG GUARD THEY DO NOT AUTOMATICALLY GET A FIRST DOWN. THE**

PENALTY IS ASSESSED AND THE NEW SPOT WILL DETERMINE IF THEY HAVE GAINED THE LINE TO GAIN OR NOT. IF SO, 1st DOWN. IF NOT, LOSS OF DOWN AND A TURNOVER ON DOWNS.

- IF THE RUNNER CROSSES LINE TO GAIN on 1st or 2nd DOWN AND COMMITS FLAG GUARD THE PENALTY IS ASSESSED AND THE NEW SPOT WILL DETERMINE IF THEY GAIN THE LINE TO GAIN OR NOT. IF SO, 1st DOWN AND IF NOT, IT WILL BE LOSS OF DOWN AND STILL BE A SHORT LINE TO GAIN. NOT DOUBLE LINES TO GAIN.