C:\Users\sahlfelw\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\19HVLKAV\MC900432451[1].wmf**FLEETBALL RULES**

**Game**

* The game is started with a throw off. NO KICKS.
* The throw off is made from 10 steps out from the goal line. If the ball lands on the ground from a throw off it may be advanced. If the ball was attempted to be caught, but hits the ground it is ruled down on the spot.
* If the ball travels out of bounds on a throw off, the receiving team can elect to take it where the ball went out. OR have the throwing team throw the ball again.
* If the ball travels out of the end zone, you can start at approximately 10 yards.
* There is a three count rush before the defense crosses the line of scrimmage. ONE Mississippi, TWO Mississippi, THREE Mississippi. After the last Mississippi is said, the QB can be rushed. NO BLITZES.
* Anyone may throw a pass, anyone may catch a pass, and passes can be thrown in any direction. NO HAND-OFFS. NO RUNNING PLAYS. Pitches and laterals are ok.
* You may throw any number of passes during one play until a pass is ruled incomplete.

**Interceptions**

* An intercepted play can be ran back. It is **not** considered a down at the spot of interception.

**Downs**

* An incomplete pass is brought back from where it was last thrown.
* A fumbled or a dropped ball is a dead ball.
* A player is considered down when he/she is touched with 1 or two hands from the other team.
* If any part of the ball carrier touches the ground he/she is down at the spot. It is considered a dead ball.

**Scoring**

* Teams have 4 plays (Downs) to score a touchdown.
* Touchdown=6 points
* A tie game will result in a ten yard playoff. Each team will be given 1 play from 10 yards until a score is made.