

Air Force Football

The game begins with a throw off from team A to team B. If the ball lands on the ground, then the play is dead. It is first down and 10 from that spot.

If the ball is caught, then team B may run with it or throw it from player to player in ANY direction.

Team A may move as soon as the ball is thrown-of

The offensive team gets 4 downs in order to score. The ball is turned over to the other team. NO first downs can be earned during a possession. On fourth down, the offensive team has a choice of going *for it* OR *punting*. The team that is punting must declare it to the defensive team so that they set up for the return. The defense can NOT block the punt.

Ways the play becomes dead:

1. The ball touches the ground
2. The player with the ball touches any part of the body other than their feet to the ground.
3. One hand touch.
4. Penalty.

Centering Passes:

The defense can NOT rush. The defense must count 3-5 apple (whatever is decided) before they can cross the line of scrimmage.

During the play:

The QB may run or pass in ANY direction and the ball may be passed between any number of players until the ball becomes dead.

Incomplete pass, forward- equals the next play begins at the point of the QB's release.

Incomplete pass, backward- equals the next play begins where the ball touches the ground.

One Hand Touch- Equals the next play begins at the point of touch

The Ball is Caught- but dropped ob offensive player equals the next paly begins at the point where the ball lands.

Interception- equals the play reverses

Touchdown = 6 points

Safety = 2 points

*** NO blocking wedges- violators will either gain or lose downs depending on possession.**