

Rule Changes:

- The ball is spotted from where the ball is when the flag is pulled.
- The offensive team takes possession of the ball at its 5-yard line and has four (4) downs to cross midfield. Once a team crosses midfield, it has three (3) downs to score a touchdown.
 - If the offensive team fails to cross midfield, on 3 downs, and elect to "punt" on 4th down, possession of the ball changes and the opposition starts its drive from its own 5-yard line. If the offensive team goes for it on 4th down and does not cross field, the opposing team will start its possession from the spot.
 - Offensive Teams MUST declare 4th down intent; "Play or Punt", when asked by the referee and prior to the 'Ready for Play'.
 - Teams may use a timeout only to change the declaration of "Play" at any time prior to the expiration of the play clock
 - If the declaration is "Punt" the ball changes possession and will be placed at the opposing Team's 5-yard line, 1st down, with NO option to change the declaration.
 - If the offense fails to score, after crossing midfield the ball changes possession and the new offensive Team starts at its 5-yard line
- Interceptions returned for scores during regular game play are worth six points, **conversions or overtime are worth two points**
- A play will be called dead (no penalty) if the ball-carrier leaves their feet other than jump cuts, spinning or to avoid a downed player on the field of play
 - Spinning/Jump Cuts are allowed, but players cannot leave their feet to avoid a flag pull.
 - Players spinning out of control will be called for flag guarding.