



Miner Ball Rules

1. Pick a number or flip a coin to determine which team has first choice:
 - Kickoff or Receive
2. Play from sideline to sideline on each field.
3. Play with nine players on both teams. If you have extra players, rotate them throughout the game. All players should play.
4. Games are 20 minutes long. There are no breaks, periods, halves, quarters, etc.
5. Kickoff (free kick) approximately from the numbers (must land in field of play). Receiving team may line up at mid-field. If kick is not returnable, receiving team takes over at hash. If kick lands in the end zone unfielded, or is muffed in the end zone, the receiving team takes over at the numbers. If the kick lands unfielded in the field of play, the ball is dead. The receiving team takes over at the landing spot. Coverage team must wait until the ball is kicked. Kickoff team cannot run down until ball is kicked.
6. On all plays, including kick returns, there may be an unlimited number of passes in any direction. These passes may occur behind or across the line of scrimmage.
7. One hand touch anywhere, of the player in the possession of the ball, ends that particular play and the ball is spotted at the point of the touch. Runner cannot escape tag by throwing ball up to himself.
8. An incomplete pass in any direction ends that particular play and the ball is spotted from where the incomplete pass was thrown.
9. A team has 4 downs to score, punt, or turn the ball over on downs.
10. A touchdown is 6 points. There are no PAT's
11. SAFETIES- an incomplete pass thrown from inside the end zone is a safety, 2 points. A ball carrier touched in his own end zone is also a safety. The offensive team must move to the opposite side of the field and kickoff.
12. After touchdown, the scored upon moves to the opposite side of the field to receive the kickoff.
13. NO BLOCKING of any kind.
14. The defense may rush an unlimited number of players but they must count 1001-1005 then WALK initially and continue so as long as the QB is stationary. When the QB moves laterally the rushers may run.
15. Rules for receiving punts are the same as those for receiving kickoffs.
16. Coaches must call touches, out of bounds, etc. Eliminate arguments.
17. Do not allow your team any long, involved huddles. Play Ball. Get everyone involved. The most effective teams are usually those that advance the ball with a number of short passes, laterals, etc, similar to breaking a press in basketball.