SUPPLEMENTARY ATOM 6 MAN TACKLE RULES

Please note that these rules will be reviewed following Week 5 Play and may be subject to change.

1) Field Size

The field will be either 100 or 110 yards in length by 35 yards wide. Endzones will be either 10 or twenty yards in depth. If the field is demarcated using cones, the sidelines must extend through the endzones.

2) Roster Min/Max

Division	Number Required to Declare	Minimum Roster	Maximum Roster	Minimum Required to Dress
Atom 6 Man Tackle	9	9	17	8

Maximum number of players on the field is 6.
If a team arrives with the minimum dressed and loses players due to injury or illness, it will be at the coaches discretion whether to continue the game. If a team falls below 6 players, the game will end.
A team may have a maximum of 8 team staff on the sideline during games, including a team manager and trainer.

3) Timing of the game

The game will be played in four 10-minute running time quarters, and teams will switch ends each quarter. Each team will get two 30 second time outs per half. Referees may stop the clock for player injury at their discretion. Tournament timing will be at the discretion of the hosting organization.

Division	Quarters/Halves	Time per Quarter or Half	Half Time Rest Period	Time Outs Per Half
Atom 6 Man Tackle	4 Quarters divided into two halfs	20 Minutes/Quarter	10 Minutes	2 Time Outs Per half

4) Equipment

Full conforming equipment following all applicable NOCSAE requirements and manufacturers certifications are required.
Players are NOT required to conform to eligible numbering requirements as outlined by CARTBF.

5) Rules of the Game

a) The game will start with a kickoff/kick return. The ball will be placed on the kicking teams 45 yard line. The kicking team will not be able to proceed downfield until the ball has made contact with a member of the returning team.
b) Punting will be allowed. The ball will be placed in the punters hands, and play will commence on the referees whistle. All six defending players may cross the line of scrimmage on the whistle.
c) Field Goals and PATs will be allowed. The ball will be given to the holder, with a convert tee, and play will commence on the referees whistle. All six defending players may cross the line of scrimmage on the whistle.
d) Offensive Line Play. The Offensive line must have three set players on the Line of Scrimmage including the Center. The other two set offensive players must be lined up within 5 yards to either side of the center. Unbalanced lines are allowed. The Center is not an eligible receiver, the Guards, and or Guard/Tackle are eligible.
e) Defensive Line Play. There must be a minimum of two defensive players lined up one yard off the line of scrimmage, within the ends of the offensive line. Defensive players may not engage the center, unless the center initiates contact.
f) Blitzing is allowed from both inside and outside of the ends of the offensive line.
g) Full Motion is allowed by all players in the backfield. Three men must be set on the line of scrimmage
h) Coaches will be allowed on the field until Week 5
i) Any kick attempted from within 10 yards of the uprights, the ball will be placed centered to the hash marks

All other rules as defined by the VMFL Handbook or CARBTF 6-Man modifications will be in effect.