UIL Exceptions for Six-Player Football

General: Texas Six-Player Football Rules are the same as NCAA Football Rules with UIL Exceptions, except for the following variations. (Note: NCAA Rule References to the 2026 Rules Book are indicated in parenthesis and areas with changes from the 2025 season are highlighted.)

ARTICLE 1. SIX-PLAYER RULES VARIATIONS TO NCAA RULES

1. (1-1 & 2, FR-17 & 18)

Each team has six players. Number of players changed to NO MORE THAN SIX (6) players each in UIL Six Player Games. In UIL Six Player Games, a team needs at least four (4) players to start the game and can play with five (5) or four (4), but less than four (4) available players should result in suspension of the contest. Unless necessary to use the eleven-player field, the six-player field is 80 yards by 40 yards, with the 40-yard line being the center of the field. The two inbound lines (hash marks) are 40 feet from the sidelines. There will also be marks that are measured 13 feet from the sidelines. Goal posts are 25 feet apart and the crossbar is 9 feet above the ground.

2. (1-1-3, FR-17)

When one team is 45 or more points ahead at the end of the first half or if a team achieves a 45-point lead during the second half, the game ends immediately. The UIL Exception to the NCAA tiebreaker system will be used when a game is tied after four periods. NCAA football playing rules apply, with these exceptions:

- First overtime period – each team has an opportunity to be on offense from opponent's 25yard line unless a change of possession results in a score. Team scoring a touchdown can attempt a 1 or 2 point try.
- Second overtime period – each team has an opportunity to be on offense from opponent's 25yard line unless a change of possession results in a score. Team scoring a touchdown can only score on a 2-point try (place or drop kick).
- Third and subsequent periods – each team has an opportunity to be on offense for a 1-point try (run or pass) from the 7-yard line.

3. (2-16-11-g, FR-41)

The Fair Catch Kick line for the receiving team is the yard line 15 yards in advance of the kicking team's Fair Catch Kick line.

4. (2-16-11-i, FR-41)

The kick must be a field goal place kick with a holder (with or without a tee) or a drop kick. If the kick passed over the crossbar and through the uprights, a field goal is scored and 4 points are awarded to the kicking team.

5. (3-2-1, FR-53)

The length of quarters is 10 minutes with a two-minutes intermission after the first and third. The intermission between halves is 15 minutes. For State Championship games only, halftime may be extended to a maximum of 20 minutes with coaches' concurrence.

6. (3-5-3, FR-65)

Team A may not break the huddle with more than 6 players nor keep more than 6 players in the huddle or in a formation for more than three seconds. Officials shall stop the action whether the ball has been snapped. PENALTY—Dead ball foul. 5 yards from the previous spot [S22]. Team B is allowed to briefly retain more than 6 players on the field to anticipate the offensive formation, but it may not have more than 6 players on the field when the ball is snapped. The infraction is a live-ball foul. PENALTY—Live-ball foul. 5 yards from the previous spot [S22].

7. (4-1-3-d, FR-67)

During a try after touchdown the ball becomes dead when Team B gains possession or it is obvious that a kick is unsuccessful.

8. (4-1-3-j, FR-67)

The 4th down fumble rule will not apply when the receiver of the snap involuntarily gives up possession and another Team A player gains possession in the backfield (legal exchange). After the legal exchange has been completed or a legal forward pass has been caught any subsequent fumble on a 4th down play will cause the ball to become dead when recovered by any Team A player other than the player who fumbled. On a field goal attempt a fumble recovered by a Team B player who is inbounds and not grounded is a live ball. (This also applies to Rules 7-2-2-a exception 2 for placement of the ball following a fumble, and 8-3-2-d-5 for opportunity to score).

9. (5-1-2-a, FR-69)

Offense must advance 15 yards instead of 10 yards in four downs.

10. (6-1-1/6-1-7, FR-72 & 74)

Unless relocated by penalty, the kicking team's restraining line on a kickoff is the 30-yard line on a six-man field and the 20-yard line for a free kick after safety. The receiving team's free kick restraining line is 15 yards from the point of kickoff. There is no requirement to have a minimum number of players on either side of the kicker. If the result of a Free Kick is a touchback for Team B, and the placement of the ball is not relocated by penalty, the ball will next be put into play from Team B's 20-yard line.

11. (6-2-1 FR-75)

A free kick out of bounds between the goal lines, untouched inbounds by a player of Team B, is a foul (A.R. 3-IV). PENALTY—Live-ball foul. Five yards from the previous spot; or five yards from the spot where the subsequent dead ball belongs to Team B; or the receiving team may put the ball in play 20 yards beyond Team A's restraining line at the inbounds spot [S19].

12. (6-5-1-a, FR-78)

If a Team B player makes a fair catch of a Free Kick behind Team B's 20-yard line, Team B will next snap the ball at its own 20-yard line.

13. (7-1-4, FR-82)

Unless the ball is kicked or forward passed, it may not be advanced beyond the neutral zone until AFTER AN EXCHANGE has been made between the receiver of the snap and another player. (Exception: Any player of Team A may advance a loose football after it has been touched by a Team B player. Forced touching of a ball by Team B is disregarded.). PENALTY—5 yards plus loss of down (illegal procedure) from previous spot [S19 & S9]. An exchange is completed when possession of the football is gained by a receiver of the snap, given up voluntarily or involuntarily by the receiver of the snap, and possession is regained by another Team A player.

14. (7-1-4, FR-82)

If the snap is muffed and a Team A player catches or recovers the ball beyond the neutral zone, it may not be advanced. ENFORCEMENT—Loss of down from previous spot [S9]. PENALTY— Loss of down and 5 yards from the previous spot for illegal procedure is assessed if the Team A player advances or attempts to advance the ball [S19 & S9]. If a Team A player catches or recovers the muffed snap behind the neutral zone, it may be legally advanced only after a legal exchange.

15. (7-1-4-a-4, FR-82)

No more than 3 Team A players shall be in the backfield at the snap.

16. (7-1-6, FR-84)

The ball may be handed in any direction to any player during a scrimmage down behind the neutral zone. A lineman may receive a forward hand-off at any time and is not required to be 2 yards behind the neutral zone and does not have to face their goal prior to receiving the hand-off. Exception: The ball may not be handed forward to the snapper through the snapper's legs. PENALTY—5 yards from previous spot and loss of down [S19 & S9].

17. (7-3, FR-86)

The ball is dead when the passer catches their own forward pass (untouched by Team B), and it is ruled as an incomplete forward pass.

18. (7-3-3-c, FR-86)

All players are eligible to catch a forward pass, except that a pass is ruled incomplete when caught by the passer (see preceding rule). If a forward pass is thrown to the snapper, it must travel at least one yard in flight.

19. (7-3-2-h, FR-86)

It is not a foul if the passer is or has been outside the tackle box and throws the ball so that it crosses or lands beyond the neutral zone or neutral zone extended. (The last sentence of the exception is changed to read.). This applies only to the receiver of the snap and the player who receives the legal exchange in the backfield.

20. (8-1-1, FR-91)

Field goals count 4 points; successful try, 2 points if successful through place or drop kick and 1 point if successful by pass or run. The defense may not score on a try. Exception: 1 Point awarded to the defense for Safety on the Try.

21. (9-1-14, FR-103)

When a team is in an offensive or scrimmage kick formation, and no player is in position to take a hand-to-hand snap, a defensive player may not initiate contact with the snapper until one second has elapsed after the snap.

ARTICLE 2. SIX- PLAYER FOOTBALL RULES APPROVED RULINGS

SECTION 1. EXCHANGES

I. First down and 15 from the A-35. A10 throws a backward pass to A28 who muffs the ball. A10 picks it up and runs to the B-35. RULING: Illegal advance by A. Penalize 5 yards plus loss of down.

II. First down and 15 from the A-25. A10 throws a backward pass. It strikes B72 and is loose on the ground. A10 picks up the ball and runs to the 40-yard line (midfield). RULING: A's ball first down and 15 on the 40. Note: By definition, when the ball strikes B72, it has been touched by Team B player.

III. A15 hands the ball to A40. While still behind the neutral zone, A40 hands the ball forward to A15 who advances beyond the neutral zone for a 10-yard gain. RULING: Legal advance by A15.

IV. A12 receives the snap and possesses the ball. A12 then hands the ball forward to A60, the snapper, by handing it back between A60's legs. A60 advances 5 yards. RULING: Illegal Advance by Team A. 5 yards and loss of down.

V. A15 receives the snap and hands off to A38. A38 fumbles the ball, and it is picked up by A45 (a) behind the neutral zone or (b) beyond the neutral zone. A45 advances for 10-yard gain. RULING: A legal exchange has been made. A45 may advance the football in (a) and (b) if it is not fourth down.

VI. A12 receives the snap and throws a backward pass to A45 who muffs it and is attempting to catch the ball (bobbling it) while crossing the neutral zone. A45 then catches the ball and advances for a 5-yard gain. RULING: Illegal advance by A. 5 yards and loss of down.

VII. A's ball first down and 15 at the A-20. A8 muffs the snap. It is picked up by A25 behind the neutral zone and advanced to the A-30. RULING: Illegal advance by A. Penalize 5 yards plus loss of down from the previous spot. No legal exchange has been made since A25 was the first to possess the ball after the snap and then advanced the ball beyond the neutral zone without an exchange.

VIII. A's ball second and 5 at the A-24. A13 receives the snap and fumbles the hand-off to A30.

A30 recovers the fumble and hands the ball back to A13 who advances it to the A-32. RULING: A's ball first down and 15 at the A-32.

IX. A10 muffs the snap from A50. The ball rolls a few yards beyond the neutral zone where A6

(a) picks up the ball and advances or (b) falls on the ball for the recovery. RULING: (a) Illegal, 5 yards previous spot plus loss of down. Penalty marker is dropped, play continues. (b) Legal recovery, no foul, the ball is returned to the previous spot, loss of down. A legal exchange has not been made prior to the advancement of the ball beyond the line of scrimmage.

X. A25 receives the snap and immediately throws a backward pass to A40 who muffs it. A40 scoops up the ball from the ground and advances beyond the neutral zone. RULING: Legal. A backward pass has been thrown, and a legal exchange has been completed.

XI. A first and 15 from the B-22. A10 receives the snap and hands the ball to A20. The ball is fumbled by A20 and A70 recovers at B's 19. RULING: Legal advance by A, unless it is 4th down.

XII. A's ball 4th and 1 at the B-30. A10 receives the snap and fumbles the hand-off to A22. A22 picks up the football and advances to the B-25. RULING Legal advance. Under rule variation 6, the 4th down fumble rule will not be applied until after a legal exchange has been completed. A player may not recover their own fumble and advance the ball because there will have been no legal exchange in the backfield.

XIII. Third down and 4 at the A-30. A10 receives the snap and possesses the ball. Rushing defender B55 is legally blocked by A61 and falls to the ground in front of A10. A10 reaches out with the ball and touches it to the shoulder pad of B55, then runs the ball and is tackled at the B-38. RULING: Illegal advance for no legal exchange in the backfield. Forced touching is disregarded by rule. Penalize 5 yards from the previous spot and loss of down. A's ball 4th and 9 at the A-25.

XIV. Team A lines up in scrimmage kick formation for either a field goal attempt or a 2-point Try. A19 muffs the snap and the kicker, A12, picks up the ball and (a) drop kicks it through the uprights and over the cross bar, (b) passes it forward to A56 in the end zone, (c) makes a backwards pass to A19, who runs it into the end zone, or (d) runs the ball into the end zone. RULING: (a) Legal. 4 points for the Field Goal or 2 points for the try. (b) Legal. 6-point touchdown for field goal attempt or 1 point for a try. (c) Legal. 6-point touchdown for field goal attempt of 1 point for a try. (d) Foul for advancement beyond the neutral zone without an exchange. Enforcement: Field goal attempt on 4th down, assess the 5-yard penalty from the previous spot and loss of down. Team B's ball at the succeeding spot. Try – no points, and since the penalty includes loss of down, the try is over. Team A will free kick from the A-30 unless relocated by subsequent penalty. Note: The 5-yard penalty for illegal advancement does not carry over to the kickoff.

SECTION 2. PASS PLAYS

I. A15 attempts a forward pass which is batted in the air by B73. A15 catches the ball and advances 10 yards. RULING: Legal. Ball was touched by B.

II. First and 15 at the A-15. A9 hands the ball forward to A30. A30 runs to the left and passes the ball to A60 while still behind the line of scrimmage. RULING: Legal pass by A30.

III. A15 receives the snap and retreats 10 yards to the A-20. Due to a heavy pass rush, A15 immediately passes the ball to A50, the snapper, who is standing on the A-21. RULING: Legal pass since the ball traveled at least one yard when passed to the snapper.

IV. A8 attempts a pass at the line of scrimmage. B75 tips the ball, and it is caught by A55, the snapper, at the line of scrimmage. The ball has only traveled 1/2 yard in the air. RULING: The tipping by B makes A55's reception a legal catch and A55 may advance the ball.

V. A's ball 4th and 4 at the B-22. A10 throws a pass which strikes A73 and bounces into the air. A10 catches the ball and advances 5 yards where A10 fumbles the ball. RULING: Incomplete forward pass. B's ball first and 15 at the B-22 (Six-Player Rule variation No's 15 & 16).

SECTION 3. OTHER PLAYS

I. Team A lines up at the line of scrimmage with three men on the scrimmage line next to each other in a three-point stance. A80, located on the right side of the snapper raises up and shifts out 7 yards. RULING: Since A80 is at the end of the line this is a legal shift.

II. Team A lines up with four players on the line of scrimmage next to each other in a three- point stance. A62, who is covered by A80, (a) raises up from a three-point stance before the snap, (b) receives a forward hand-off and advances 4 yards, or(c) catches a forward pass 10 yards beyond the line of scrimmage. RULING: (a) False start. (b) and (c) Legal.

III. Team A lines up with 4 players on the scrimmage line next to each other. A88, on the end of the line, leaves that position and goes in motion before the snap. At the snap, A88 is (a) moving toward Team B's goal line or (b) moving away from Team B's goal line and 2 yards behind the line of

scrimmage. RULING: (a) Illegal motion since A88 cannot be moving toward Team B's goal. (b) Illegal motion by A88. A88 must be set for one second after leaving the line. A lineman may not be in motion at the snap.

IV. Team A's kickoff from the A-30 rolls out of bounds untouched inbounds by Team B at the B-38. RULING: B may snap the ball (a) at their own 38 (penalty declined), (b) at the B-30 (20yards in advance of the spot of the kick), (c) at the A-37 (5-yards in advance of the out-ofbounds spot), or (d) accept the penalty against A for illegal procedure and have Team A re-kick from the A-25.

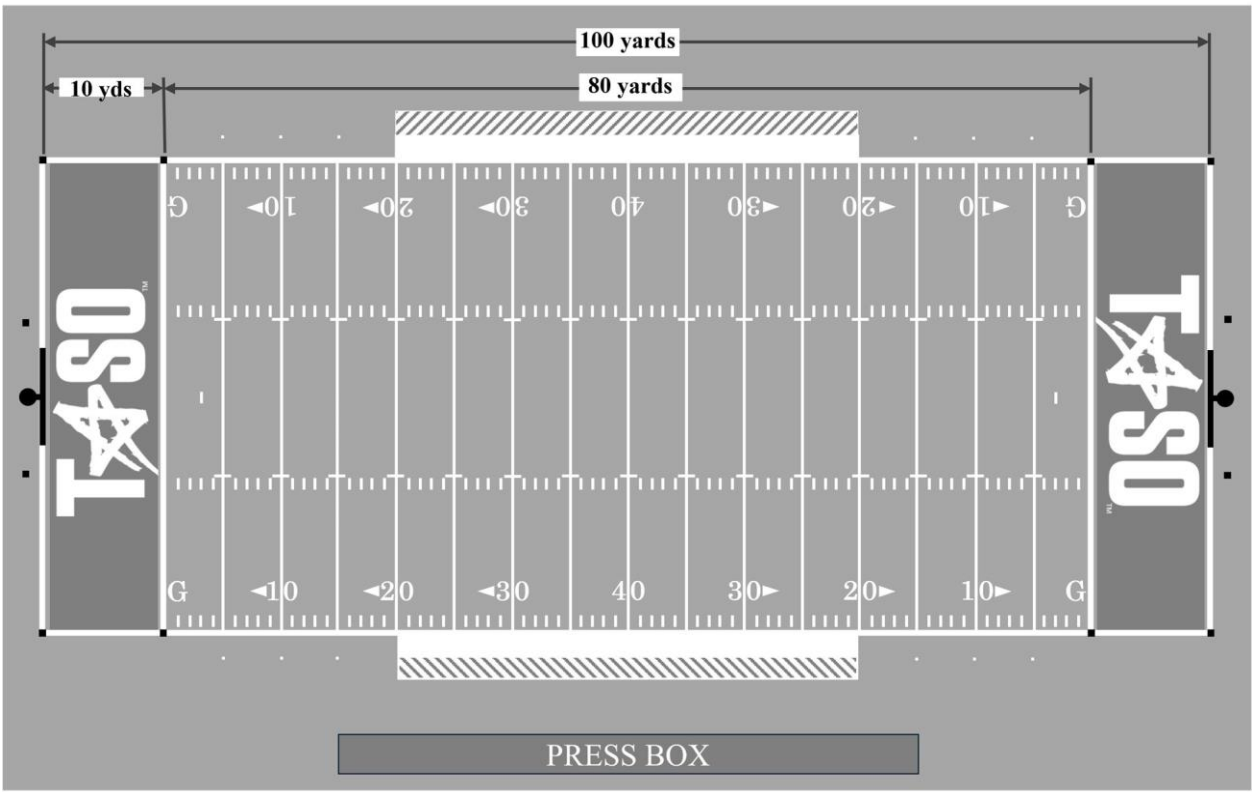
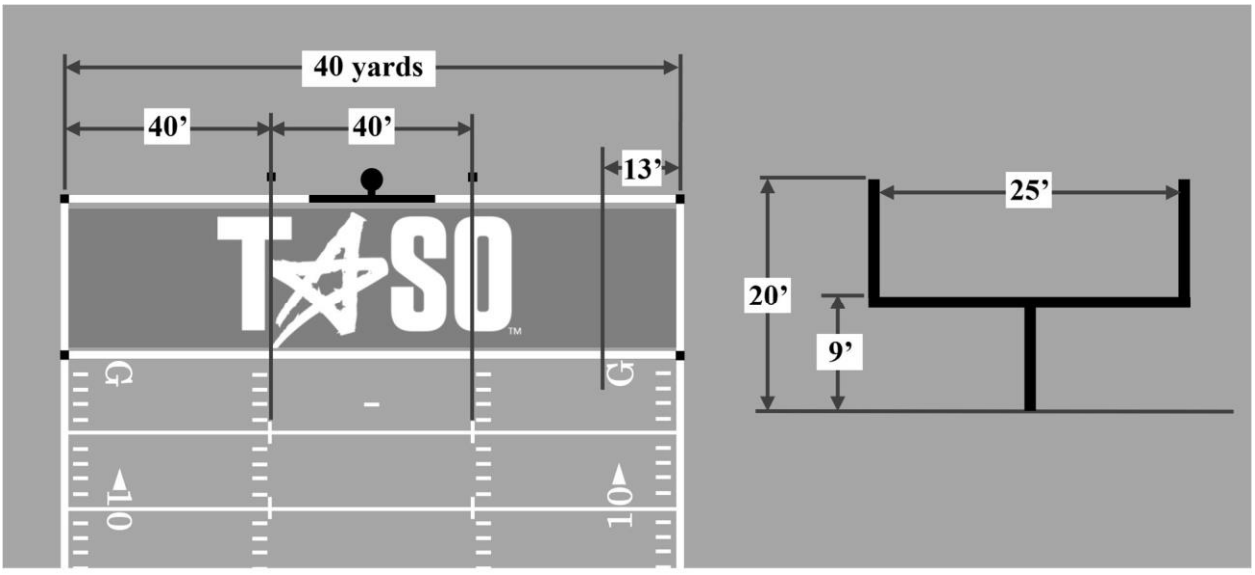
V. B55 is standing 2 yards behind the line of scrimmage when the ball is snapped for a try or field goal attempt. B55 immediately runs forward and initiates more than incidental or slight contact with an offensive player before 1 second has elapsed. RULING: Personal Foul, 15 yards and automatic 1st down (2023 UIL Exception #54).

VI. Team B is leading 50-10 in the second half. B intercepts A's pass and returns it 16 yards for a touchdown. The game clock reads 0:00 when the down is over. B44 clips on the run back. RULING: If A declines the penalty the game ends and there will be no try.

VII. A's ball 4th down and 5 from the A-20. A14 punts the ball, which is blocked and goes straight up in the air. A45 catches the punt behind the neutral zone and advances to the 40-yard line. RULING: Legal advance by A, first down and 15 yards to go.

VIII. Team A attempts a try from any legal point and (a) Team B recovers a legal fumble, picks it up and advances the ball into Team A's end zone; (b) Team B intercepts a fumble or forward pass and advances the ball into Team A's end zone; (c) Team B blocks the try and gains legal possession and advances the ball into Team A's end zone; or (d) Team B blocks the try and
A12 picks up the ball and advances into Team B's end zone. RULING: No score in all cases. Ball is dead on the try when Team B gains possession or it is obvious that the kick is unsuccessful.

SIX-PLAYER FOOTBALL FIELD DIMENSIONS



SIX-PLAYER FOOTBALL FIELD AND GOALPOST DIMENSIONS