



## 4.0 Atom Division Rules

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4.1 No kick offs are allowed. To start the game, the Home team has the following options:

- a) Start on offense
- b) Start on defense
- c) Choice of ends
- d) Defer choice to second half. The ball will be scrimmaged at the applicable 45 yard line.

4.2 No punts are allowed. If the offense elects to "punt" the ball, the referee will move the ball twenty yards towards the opposition's goal line where the opposition will then take over possession of the ball. If the line of scrimmage is within 30 yards of the opposition's goal line when the "punt" occurs, the ball will be moved no closer than  $\frac{1}{2}$  the distance to the goal line. No scoring can result from a 'punt'.

4.3 No converts can be attempted by kicking. The scoring team has the option of the convert attempt as follows:

- a) scrimmage play from the 2  $\frac{1}{2}$  yard line = one (1) point.
- b) scrimmage play from the 5 yard line = two (2) points.

4.4 When a team has a safety touch scored on them, the opposing team receives the ball at the 55 yard line.

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4.6 For the first four games of the Atom season, the schedule will be set in the pre-season. In order to provide competitive games for all teams and to try to avoid lopsided scores, teams will be seeded and scheduled to play their last three regular season games against teams of similar strength.

4.7 When an individual player scores an offensive touchdown, it will be worth 6 points. Each subsequent touchdown scored by the same player will be worth 1 less point (5,4,3,2,1,0,-1,-2.....)

4.8 Offense and defense are basically the same as 12 a-side. In the rulebook wherever it says 12 replace with 9. On offense at the snap of the ball there must be 5 players on the LOS.