"The Bolla Bowl"
Game Rules

Presented by GHTFA – "Bolla Bowl" one-day tournament,
Touch Football Rules will apply with the following exceptions

1. Seven players on offence & six on defense. (After a touchdown no kicks, offence starts on own 20).
   All players must be registered on the official Bolla Bowl team roster. Teams can play the entire game with 6 players.
   Teams will be allowed to start the game with a minimum of 5 players but will be assessed a penalty of 15 yards and loss of coin toss. If offending team fails to field a 6th player after 10 minutes has elapsed, the game will be called a forfeit and the opposing team awarded a 21 - 0 score.
2. Only the quarterback can handle the ball behind the line.
3. Five steamboats dead, referee counts steamboats & decides if ball was released. If QB still has ball after dead, pass is void. (In the interest of throwing & catching offence gets the benefit of doubt).
4. Five downs to the field. Touchdowns 6 points.
5. Converts – 1 point from 10 yard line, 2 points from 20 yards.
6. On 5th down punting must be declared & offensive players must stay behind of the line of scrimmage before the punt (no singles or pass & punts. Ball not returned from end zone offense starts on 1 yard line).
7. The QB can start play with a snap from center or can pick up ball & say go to start steamboat count.
8. There will be no huddles to maximize playing time. No laterals allowed eliminating controversy.
9. The QB can take a step over the line when throwing. Similarly, the offensive receivers can be at or near the line of scrimmage when the ball is snapped.
10. Offensive pass interference is a 15 YD penalty & loss of down. Defensive pass interference is a 15 YD penalty & down over.
11. Player should call their own game if tagged, stop running. Team reps should be able to agree, if not, ref's call is final. No protests allowed.
12. Game time two – 20 minute halves. Five plays left will be called at the 17 – minute marks. At half time change of end & possession from start of game. All games must finish on time. Teams must be at their field 15 minutes ahead of their game time to warm up. If a team has not fielded a team by 10 minutes after game time. A 21 -0 default will be awarded at the discretion of the referee. start with 5 wait for 10 minutes.
13. Tie games. If playoff only Convert rules will apply to break ties. 3 attempts alternated by team.
14. Team game scores to be back to headquarters to determine where the team stands & next move.
15. Bring 2 colours (Top wear) – 1 light the other dark.

Tie Breaking Procedures

1. Teams will be 2 points for a win, 1 point for a tie and 0 points for a loss. Teams will be ranked according to points earned during round robin play.
2. If after round robin plays teams are tied, based on points, the following will determine the higher ranked team. 1 – Head to head play, 2 Plus/Minus, 3 Points for, 4 – Points against.
3. If teams are still tied, a flip of a coin will determine position for the playoffs.

Headquarters: Gator Ted's Tap & Grill
Head Referee: Rick Little
Tournament Organizer: Dave Nelson