

BYU FOOTBALL ALUMNI GAME RULES

FORMAT

- One-hand touch
- Four 12-minute quarters with a 90-second break between each.
- A 5-minute halftime.
- Running clock until the final 2-minutes of the 2nd & 4th quarter (clock will always stop after TDs).
- 40-second play clock on every down
- A delay of game will result in a loss of down and 5-yard penalty
- Each team will have two 90-second timeouts per half.

SACK RULE

- Quarterbacks are not allowed to rush.
- 4 seconds to get pass off.
- The 4 seconds will begin at the snap of the ball.
- If sack is called it will result in a loss of down and 5-yard penalty

SPECIAL TEAMS

- No kickoffs. Teams will begin drive on the 20-yard line after TD.
- No field goals. Teams will either punt or go for it.
- Every punt will be either be fair caught or if the ball ends up in the end zone, ruled a touchback and placed at the 20-yard line.
- A muffed punt will be downed where it was first touched by the receiving team.
- After each TD a team can go for a 1-point conversion from the 5-yard line or 2-point conversion from the 10-yard line.
- Team can choose hash for extra point.

OVERTIME

- There will be a coin flip to decide who gets the ball first.
- Each team will have one play from the 5-yard line to score.
- One team scoring where the other does not will result in a win.

