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Dr. Epler, the game's originator, gives the reasons for The Clear Pass and The 45 Point Rules in the following articles.

When is a clear pass a clear pass? His answer explains the spirit of the rule. His interpretation of The 45 Point Rule is most important. Six-Man Football Magazine does not recognize the records of teams that violate the rule.

THE CLEAR PASS RULE

"A clear pass is one which starts and ends behind the line of scrimmage and travels a clearly visible distance in flight after leaving the hand of the possessor of the snap and which then touches a player other than the Passer."

Note:—In questionable cases, such as where the receiver of the snap hands or tosses the ball back to the snapper, the ball must travel in flight at least 1 yard.

Why does Six-Man Football have a rule that requires the back who receives the ball from the center, to make a clear pass to another player before running the ball across the line of scrimmage? Probably the most important reason for this rule is the necessity in Six-Man Football to balance the offense and defense. The smaller the number of players on a football team, the greater the advantage to the offense. If football were played with two football players to a team probably there would be a score every play or two. The scoring in Six-Man Football still runs much higher on the average than any 11-man game even though in recent years the scoring in 11-man has greatly increased.

Six-Man Football has found it necessary to change several rules to assist the defense. The field is narrower which gives

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THE 45 POINT RULE

"When a team is 45 or more points ahead at the end of the first half or if they secure such a lead during the second half, the game is ended immediately."

Note:—The definitions of The Clear Pass and The 45 Point Rules are quoted, with permission, from The Six-Man Football Rules and Handbook.

Did you ever play on a football team that was trounced by a score of 100-0? Perhaps the winning coach kept his first team in to run up the score so that the publicity for the team would be more sensational. If the losing team were playing its first year of football do you think the players and the school would be very enthusiastic about continuing football for another year?

The 45 point rule was put in more than a dozen years ago to reduce the bad effects of lopsided competition. Usually the effect of the rule is to make the winning coach put in his second and third teams before the 45 point margin is reached. This, of course, is the intelligent thing to do for the winning team as it gives the younger players, who will be the first team of future years valuable game experience.

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THE CLEAR PASS RULE

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the defensive team the assistance of the side lines. Obviously with a narrower field the ball carrier is more likely to go outof-bounds. The offense is required to make 15 yards in 4 downs, 50% more distance than in 11-man. The clear pass assists the defense by eliminating the quarterback sneak and other plays such as line plunges from a direct center pass.

Another value of the clear pass is the added fun it gives the players by increasing the ball handling. This is a factor that coaches overly intent on winning forget. The six-man rules are made not just for the varsity teams but also for the thousands of intramural, playground and club teams that play. These boys play for fun, not for glory and headlines.

The clear pass is one of the ten original rules incorporated into the game. When the game was first played in Hebron, Nebraska in 1934 the 11-man rules were followed except for ten rule changes, one of which was that there had to be a clear pass of at least two yards. Several years later this was reduced to "a clear pass" because of the difficulty of the referees determining a pass was just short or just over two yards in length.

When is a clear pass a clear pass? The answer is when the Referee sees that it is. The Referee, of course, should make a reasonable effort to place himself where he can accurately determine whether or not the clear pass is made. However, it is the responsibility of the offensive team to make the clear pass so that the Referee will have no doubt of its legal execution. Coaches that have their players make the clear pass so much like a hand-off that it is hard to tell the difference can expect to be penalized when competent officials are calling the game. A "clear pass" does not mean a "hidden" or "concealed" pass. There are certainly enough ground gaining and scoring possibilities in the sixman game that coaches and teams do not need to take chances in violating the clear pass rule.

Coaching to "beat the rules" is not good sportsmanship. My advice to coaches is not spend time figuring out how to get by with beating the rules but to use this time teaching fundamentals, especially blocking.

THE 45 POINT RULE

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What precedent is there for such a rule in other sports? Probably the best example is the technical knockout in boxing, When a boxer is helplessly defeated it becomes the referee's duty to stop the match even though the loser has not been down for the count of ten. In wrestling "falls" often terminate contests before the allotted time periods have expired. As far as ending a game when a certain score is reached this is the long established practice in such sports as tennis, hand ball and volley ball.

The 45 point rule also has an important value in reducing injuries. In most lopsided games the losing team absorbs much physical punishment. Injuries, of course, are more apt to occur when a player is in a weakened physical condition. If there were no other reasons for the 45 point rule this one alone would make it worthwhile.

A practical reason for the winning team to observe the 45 point rule is that it is the policy of the Six-Man Football Magazine not to recognize the records of teams that report scores that violate the rule. If a team is leading by 44 points the game is not yet over. If this team scores the next touchdown and makes the try by a field goal it then has a 52 point lead which automatically ends the game any time during the second half. Scores then that obviously violate this rule will not be in the records compiled by the Six-Man Football Magazine. A team can not win a game by a 53 plus point margin without

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This play works very well against a 3-2-1 or 4-2 defense. The play depends primarily on the deception of the quarter. The play starts as a wide end run with the center pulling and cross-blocking on the defensive left end. The right end cross-blocks on the center. The quarter fakes lateral to right half around right end at about the time that he is in front of defensive end. The center takes defensive end out while quarter stops hard on left foot with back to line of scrimmage and passes backward to left half, who fakes wide end run for three steps and then cuts hard inside end. Left half then picks up the delayed block by the offensive left end.

The plays described are the foundation plays of our split T attack. We have used the offense for the past two years and believe that it has wonderful possibilities.

It is our opinion that in coaching Six-Man Football a minimum of plays should be used. They are close in plays off and inside end with an occasional wide run. Our policy is to get the man past the line of scrimmage as quickly as possible and the split T offense is ideal for this type of game.

For your early season practice next year try the plays one, two and three in scrimmage. I would like to hear from you.

THE 45 POINT RULE

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violating the rules. The only exception would be if all the scoring were done in the first half. See Editor's note.

Six-Man Football is a game for the players. Let's keep it that way.

EDITOR'S NOTE: It is impractical for Six-Man Football Magazine to allow this exception. Six-Man Football Magazine does not recognize the records of teams that win a game by a 53 or more plus point margin.

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equipment already on hand, but the use of grossly hazardous equipment should not be permitted. Every effort should be made by coaches and players to carry out this rule. Padding can be taped ever the hard exterior surfaces of shoulder pads and other equipment.)

- Rule IX. (a) The playing time shall consist of four 10minute quarters. (By mutual agreement quarters may be 8 minutes. For junior high and young boys 6-minute quarters should be used.) There shall be intervals of 3 minutes between the first and second quarters and between the third and fourth quarters.
- (b) If, at the end of the first half or at any time during the second half, one team is leading by a score of forty-five points or more, the Referee shall declare the game officially ended. The score at the time the game is ended shall be the official final score. (This rule may be disregarded or the margin of forty-five points decreased or increased if both coaches give their consent in the presence of the Referee before the game begins.)

(Comment: This provides that the first half shall be completed regardless of the score. To end the game ahead of time the leading team must have forty-five points more than the score of the other team. The game is not ended ahead of time when one team scores a total of forty-five points unless the losing team is still scoreless. The difference between the two scores must be forty-five points or more to end the game ahead of time. The purpose of this rule is to prevent undue punishment of a team that is hopelessly defeated but as a fifteen round boxing match may be terminated in an early trend by a knockout, so a football game is ended early if the score shows that one team is hopelessly beaten. The rule will encourage to the to use more players instead of attempting to win by a large match at the left a team playing its first year of football who may be matched against a vastly superior experienced team.)

(c) There shall be two Timekeepers and two Scorers on the sade line to assist the officials on the playing field. The Timekeepers and Scorers shall be directly responsible to the Referee and shall remain at the spot designated by the Referee. The Timekeepers shall time the game according to the rules and under the direction of the