

## **Football Mercy Rule for Six-Man**

- 1) If at any time in the game, a team cannot field a squad of six active participants during kick or scrimmage play, the game shall cease.
- 2) If, at any time after the completion of the first quarter, one team goes ahead by 35 or more points (5 touchdowns plus single extra point run/pass), the clock shall run continuously for the remaining portion of the game. It will only be stopped for called timeouts or injuries.
- 3) When one team goes ahead by 35 or more points and scores a succeeding touchdown, they must attempt a kick for the extra point.
- 4) If, at any time after the completion of the second quarter, one team is ahead by fifty points or more, the game shall cease.