

## CLOCK RULES

1. Clock starts on the kickoff only when it touches a player on their unicycle. If it goes out of bounds or is picked up by a player off the unicycle, it does not start.
2. Clock stops on a first down.
3. Clock stops on an incomplete pass.
4. Clock stops on a player running out of bounds with the ball.
5. Clock stops on a touchdowns or field goal.
6. Clock always stops after a 4th down if the team does not get a first down. This is called "turn over on downs".
7. Clock stops on a play with a penalty after the play is dead.
8. Clock stops on a timeout and each team only gets three. The referee determines how many have been used. A referee can negate a timeout if it was called by a dumbass that didn't need to call one because the clock was already stopped.
9. The clock does not stop on a running play that end inbounds and is not a first down.
10. The clock does not start on an extra point kick attempt of any kind.
11. The clock starts with 13 minutes.
12. UFL will not observe the 2 minute warning timeout but the time keeper should yell at the refs when it reaches 2 minutes left in the half.

## Penalties

### KICKOFFS

Kickoffs are at the fourth parking spot.

If the kickoff goes out of bounds, it goes to the sixth parking spot.

If the kickoff goes out of the end zone, it goes to the third parking spot.

If a safety occurs, the team then punts from the sixth parking spot. There are no onsides kicks on a safety punt.

Onside kicks must pass the 50 and touch the ground or a player before they are considered a free ball.

### FUMBLES AND PEDESTRIAN RECOVERY:

In a loose ball situation, the spot goes to the point of least advantage which is usually where they left their unicycle.

### OFFSIDES:

5 units and repeat down

### HOLDING:

Defensive penalty: 10 units and automatic first down.

Offensive penalty: 10 units and repeat down.

### BLOCK IN BACK accidental:

Defensive penalty: 10 units and automatic first down.

Offensive penalty: 10 units and repeat down.

### BLOCK IN BACK non-accidental:

Defensive penalty: 15 units and automatic first down.

Offensive penalty: 15 units and loss of down.

### PASS INTERFERENCE:

Defensive penalty: Spot foul and first down.

Offensive penalty: 10 units and repeat down.

**ILLEGAL PROCEDURE** is 5 units and repeat down:

Quarterback doing fake hike.

Center not mounting.

Two men in motion.

Too many men on the field.

Missing the ball on when trying to kick off.

Moving forward instead of parallel when in motion.

Passing to the center.

Nose Guard not lining up on center.

Improper quickstart: "They can take two steps and must be behind the line of scrimmage when they mount."

Quarterback making forward progress before the hike. "They can mount but not start pedaling until the hike."

### INDECENT TOUCHING "foot on ground tackle or block" accidental:

Defensive penalty: 10 units and automatic first down.

Offensive penalty: 10 units and repeat down.

### INDECENT TOUCHING non-accidental:

Defensive penalty: 15 units and automatic first down.

Offensive penalty: 15 units and loss of down.

**DELAY OF GAME:** 5 units and repeat down if team does not hike the ball or take the field 15 seconds after whistle blow.

**DELAY OF GAME Big Baby:** 5 units if throwing or kicking the ball excessively far after a play.

Basically if someone gets pissed and kicks the ball way off the field or down field so someone has to chase it.

**UNNECESSARY ROUGHNESS:** 15 units and automatic first down or 15 units and loss of down.

1st offense per player: warning

2nd offense per player: optional half-time suspension from game.

3rd offense per player: automatic suspension for half and optional game suspension.

4th offense per player: automatic game suspension.

**UNSPORTSMANLIKE CONDUCT:** Fighting or purposely trying to injure another player. Half-time suspension or full game. Depending on severity.

**KICKING OUT WITH INTENT:** It is hard to gauge when someone kicks out their unicycle to block another player. However, if you are going to call it, try to call it the same as "indecent touching" 10 units and a bad one as unnecessary roughness 15 units.

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