



AZOREAN FOOTBALL

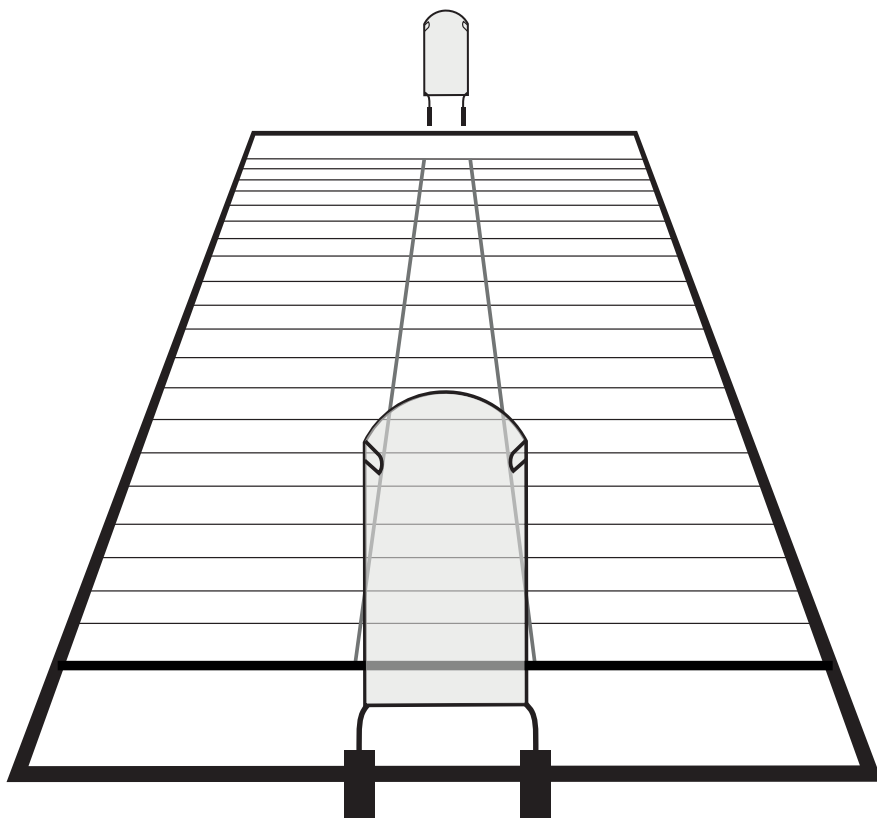
WWW.AZOREANFL.COM

AZOREAN FL

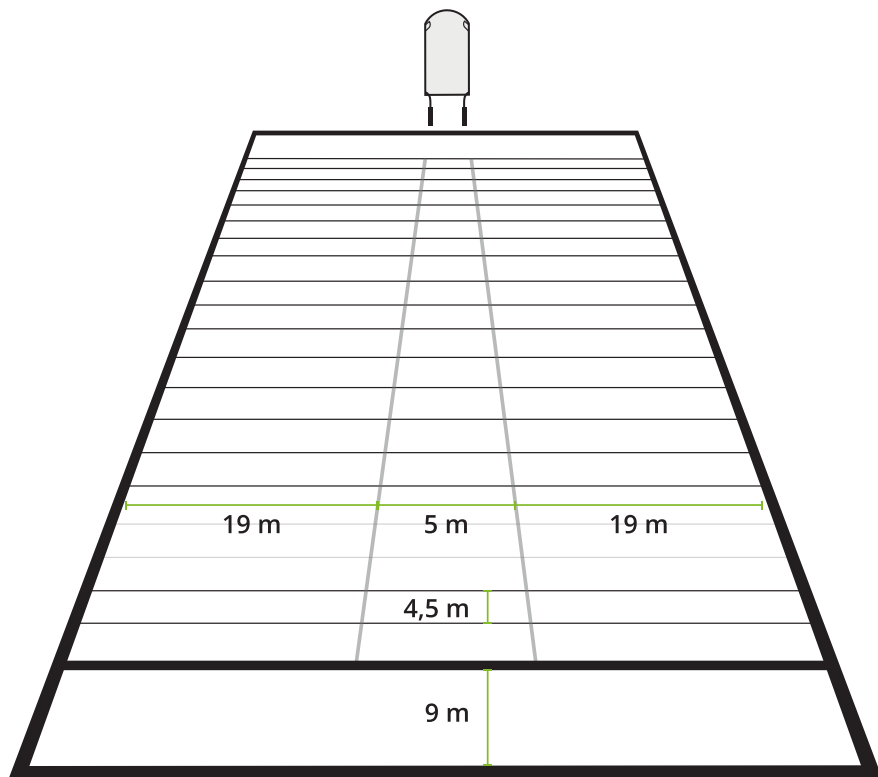
Azorean football, known as Azorean FL, is a collective sport for teams practiced resorting to the action of running and through the throwing/receiving of an object, a specific ball for the purpose, called duct-ball. This modality appears as a variant to the American football and that aims to replace the robustness/strength at tactical capacity by the agility/speed of technical performance. The priority falls over the passing and not on the tackling, that is, the game is more played on the ball rather than the opponent. The game consists of multiple plays in which both teams of 7 players each compete the plays and advance in the field as a rule to score according to the stipulated rules.

LUÍS R. ELEUTÉRIO

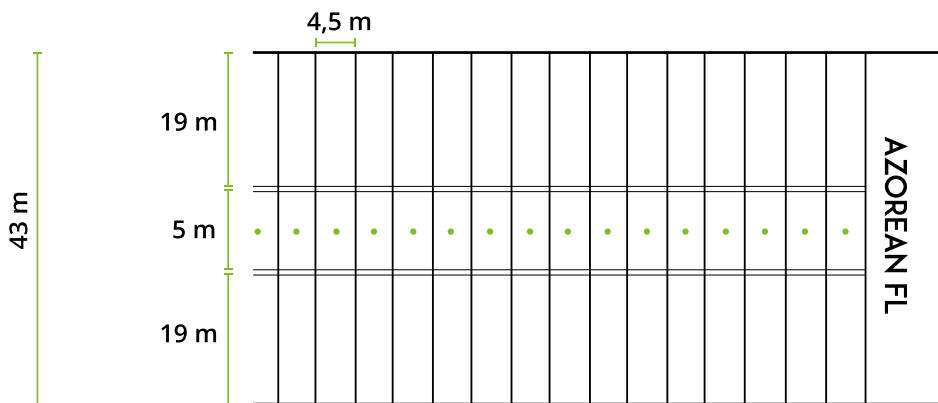
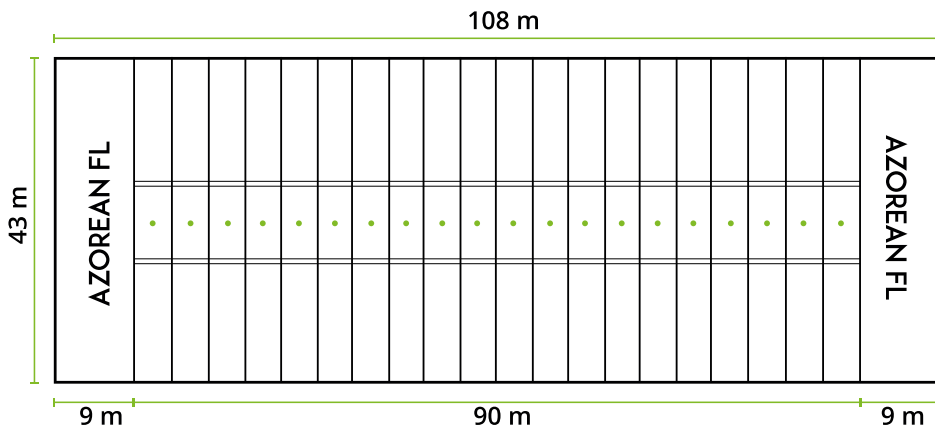
FIELD OVERVIEW



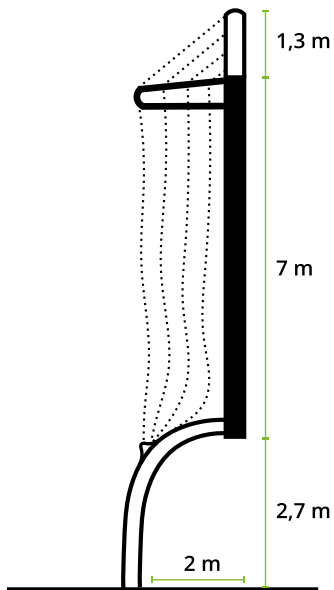
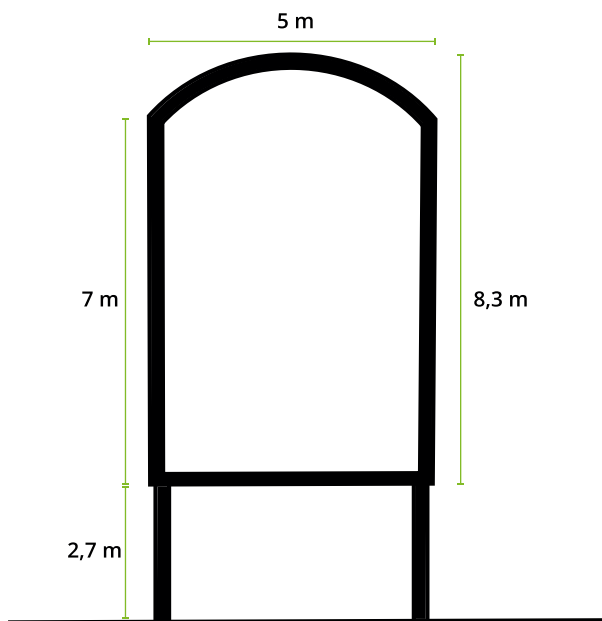
FIELD DIMENSIONS



FIELD DIMENSIONS



GOAL STRUCTURE DIMENSIONS



PRESENTATION



- There are 7 athletes in the field for each team;
- The offensive team tries to advance through the field by throwing the ball or by running with possession of ball, conquering goal lines until reaching the endzone;
- The defensive team, which also consists of 7 elements, strives to prevent the advance of the offensive team on the field forcing it to lose possession of the ball;



OFFENSIVE TEAM



WD
WIDE
RECEIVER
RIGHT



MR
MIDDLE
RECEIVER
RIGHT



LE
LOOSE
END



QB
QUARTERBACK



C
CENTER



MR
MIDDLE
RECEIVER
LEFT



MR
WIDE
RECEIVER
LEFT

DEFENSIVE TEAM



RT
RIGHT
TACKLE



RS
RIGHT
SAFETY



RG
RIGHT
GUARD



I
INTERCEPTOR



LG
LEFT
GUARD



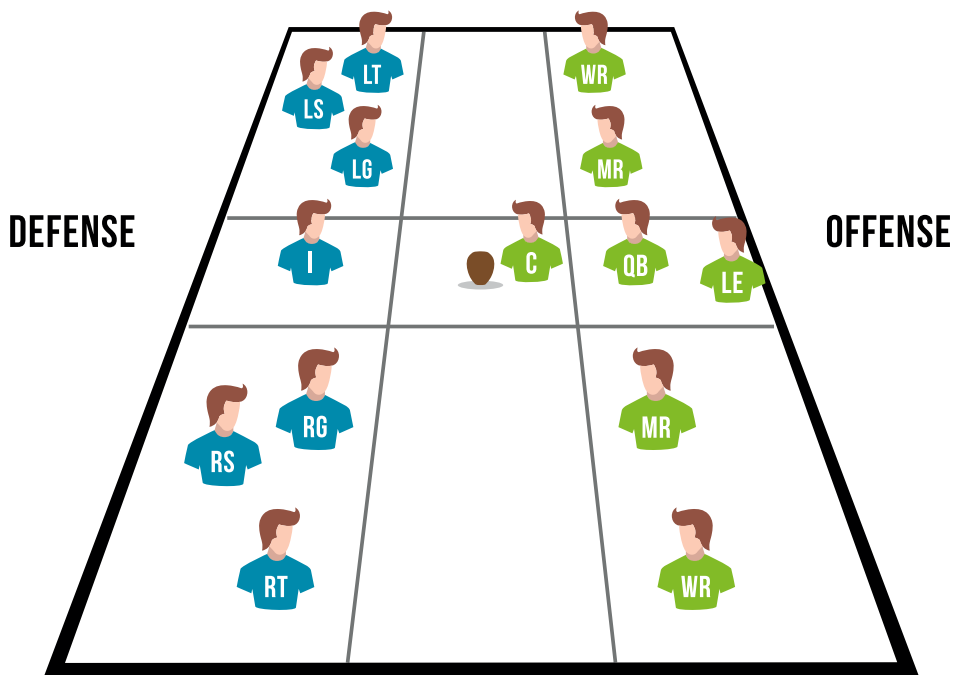
LS
LEFT
SAFETY



LT
LEFT
TACKLE



PLAYERS POSITIONING



GENERAL CONSIDERATIONS

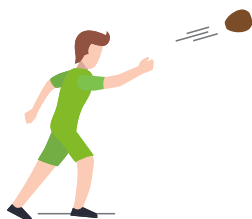


- The game consists of multiple plays initiated with both teams placed in linear formations separated from each other by 5 yards (4,5 meters), in which a series of downs (play attempts) are attributed to the team with the possession of the ball;
- A set of 4 downs is assigned to the offensive team providing it with 4 play attempts in order to advance 50 yards in the field thus reaching the goal line and acquiring another set of 4 downs to continue progressing up the field as a rule to access the endzone and score points;
- In Azorean football, advancing in the field occurs from area to area, for every 5 yards. In order to claim the entry into one of these 5 yard areas the player carrying the ball must place both the ball and the two feet at least contacting the yard line in the back;
- The rule is also applied when advancing through the goal line/endzone to accomplish the 1st down/touchdown - moving only the ball beyond any yard line or endzone corresponds to an incomplete advance on the field;

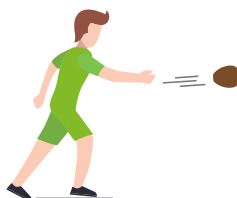
7 ACTIONS WITH BALL POSSIBLE IN AZOREAN FOOTBALL



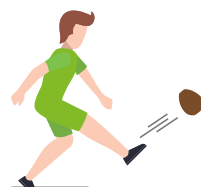
RUN



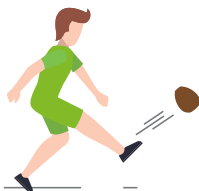
UPPER THROW



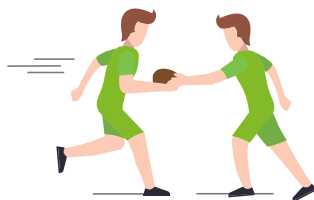
LOWER THROW



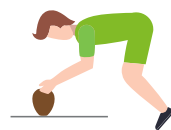
KICK



DROP KICK



HANDOVER



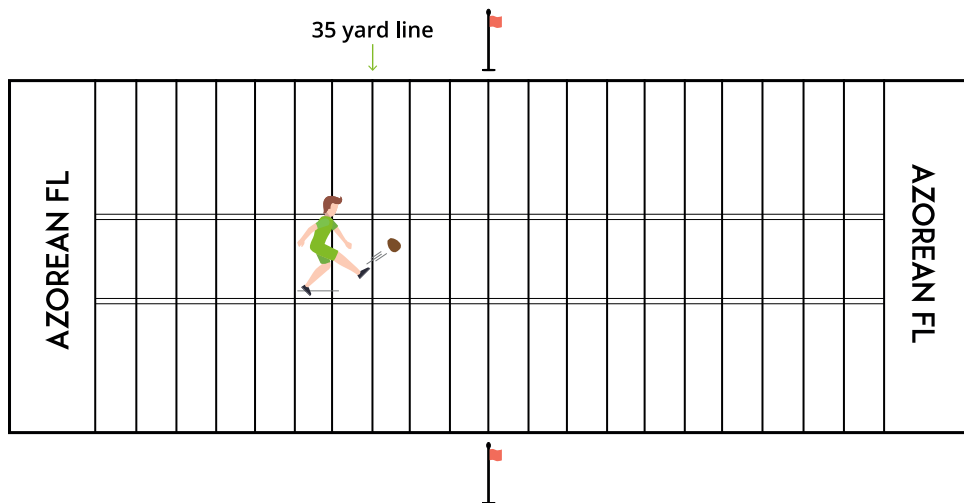
CUP



GENERAL CONSIDERATIONS



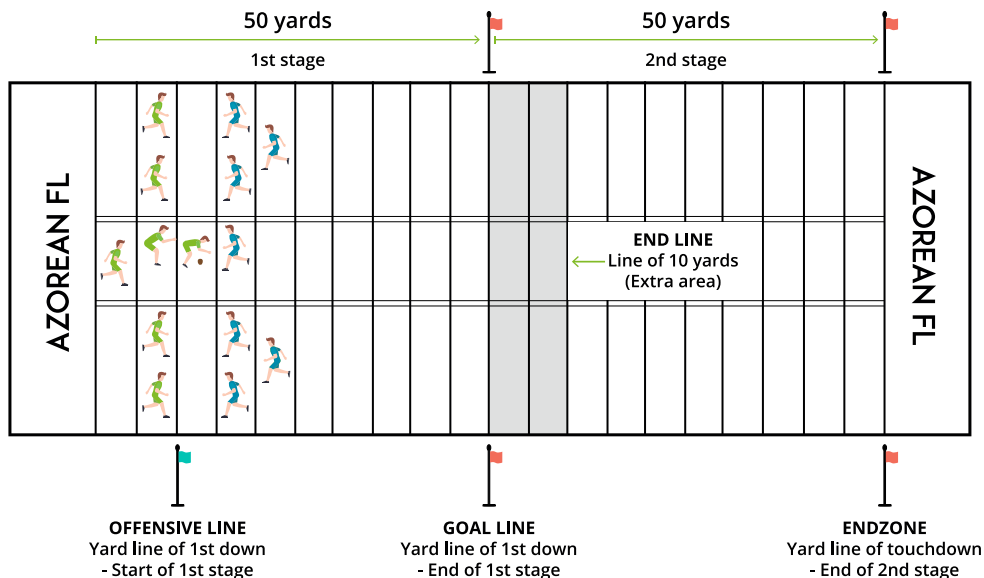
- The kick-off signals the start of the match and takes place on the defense line of 35 yards of the team pointed to start the game. The player kicks the ball in between the central lines of that mark;
- The players of the receiving team must be placed at least 10 yards (9m) from the kick-off line;



GENERAL CONSIDERATIONS



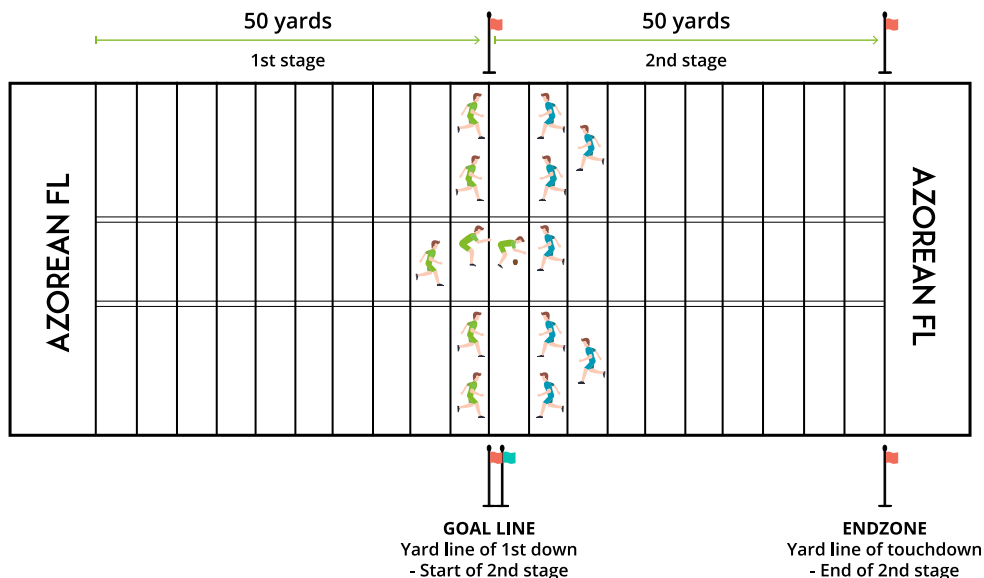
- The progression of the game (driving), established by 2 stages, registers at every 50 yards with an extra area of 10 yard boundary for when achieving the 1st down, the equivalent as a touchdown scenario where there are 10 yards of limiting area (endzone);



GENERAL CONSIDERATIONS



- It is not possible to progress more than 50 yards on a single down. After exceeding the goal line of the 50 yards the play ends immediately and 4 new downs are given with the 1st down initiated with the offensive team aligned on the yard correspondent to the goal line;

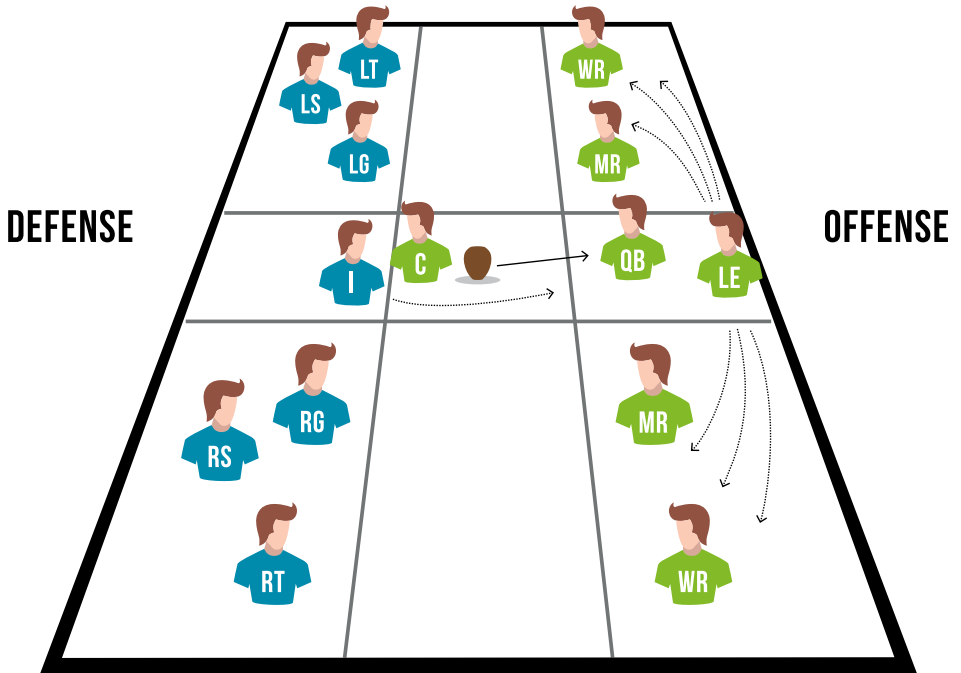


FOR THE SNAP AND START THE PLAY



- Each play initiates with both teams positioned 5 yards (4,5 m) distance in between and with the ball placed halfway of that distance - a quarter from both yard lines;
- The positioning line of the attacking team is called the offensive line and the line positioning the team defending is called the defensive line;
- All players must stand still prior to the snap except for the QB and LE who have the freedom to move around before the play, always behind the offensive line;
- Prior to the snap, only the Center remains in between the offensive and defensive lines;
- After the snap, any defensive player can attempt to tackle the QB but only the Center and Interceptor are allowed to struggle using their hands on hold during the unfold of this play;

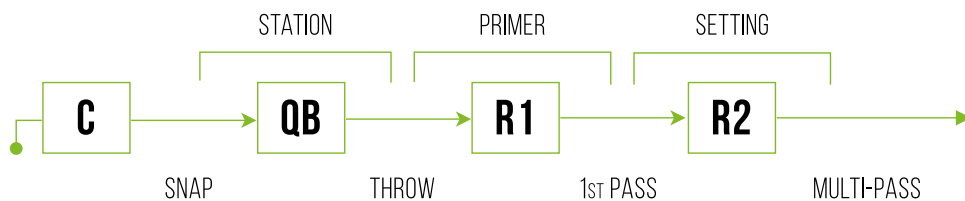
MOBILITY ON THE SNAP



OFFENSE



- The offensive game consists of a total of 3 possible phases for each play, established by 4 different pass stages and executed by multiple players, as illustrated below:



PHASES: Station, Primer and Setting

PASSES:

SNAP - Executed by the Center;

THROW - Executed by the Quarterback;

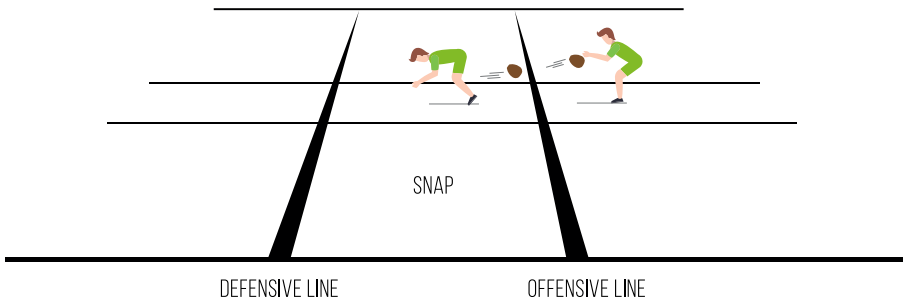
1ST PASSE & MULTI-PASS - Executed by any offensive player.

OFFENSE



PHASE STATION: SNAP

- The play begins with the snap. At the middle point between the offensive and defensive lines, the Center (C) passes the ball between the legs to the quarterback (QB), who from then develops the play up to the throw - the pass made in any direction to a player of his team and effected behind the offensive line;
- Under no circumstance the QB can make the throw beyond the offensive line. The QB may cross the offensive line as long as he does not make any pass;

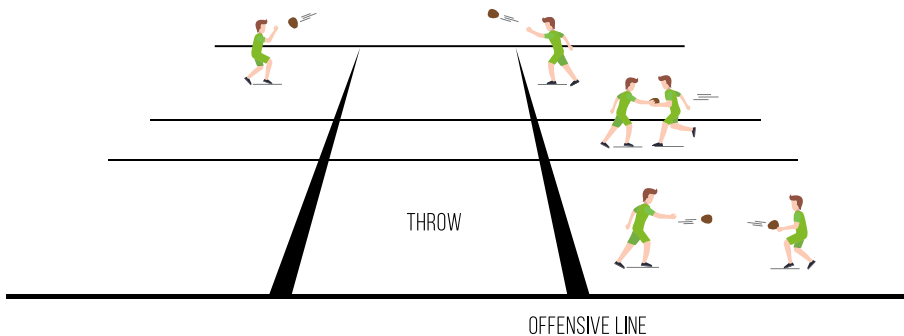


OFFENSE



THROW: ENTERING THE PHASE PRIMER

- After receiving the snap and respecting the limits of his acting area the quarterback can run with the ball in order to find a favorable position to throw;
- The throw is the ball pass exclusive from the QB and it could execute on any direction of the field, always behind the offensive line. In case of fault there will be a penalty for offside on phase station - recede of 5 yards and step into the next down;

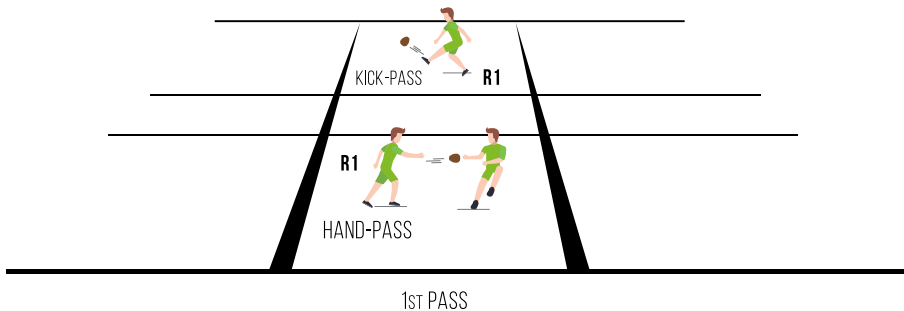


OFFENSE



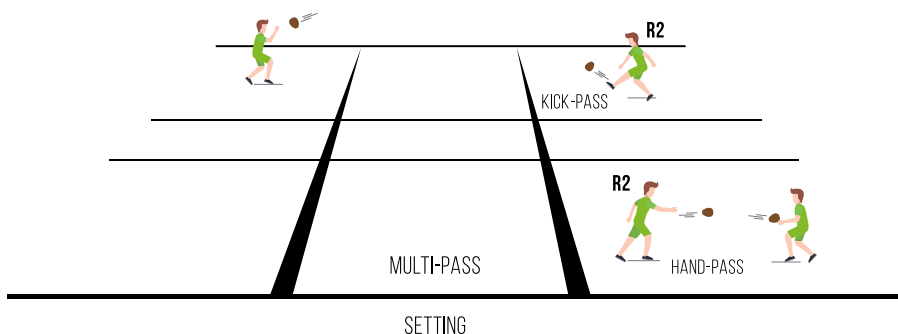
PHASE PRIMER: 1ST PASS

- Upon receiving the throw, the offensive player 1st receiver (R1) develops the play until making the 1st pass;
- The 1st pass can be made in two forms: by foot and forward (kick-pass) or by hand(s) and backwards (hand-pass) - never the opposite;



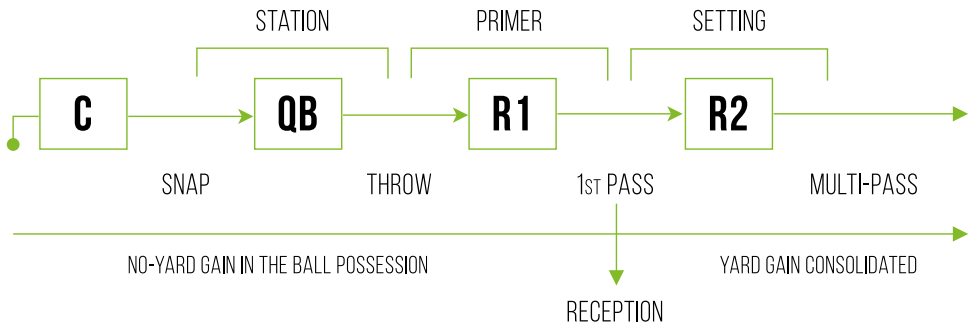
PHASE SETTING: MULTI-PASS

- Upon receiving the 1st pass, the offensive player 2nd receiver (R2) enters on the phase setting and continues developing the play until making a 2nd pass;
- To perform the 2nd pass the player must obey to the rule of multiple passing - pass backwards by hand and forward by foot;



RULE OF YARD GAIN CONSOLIDATION

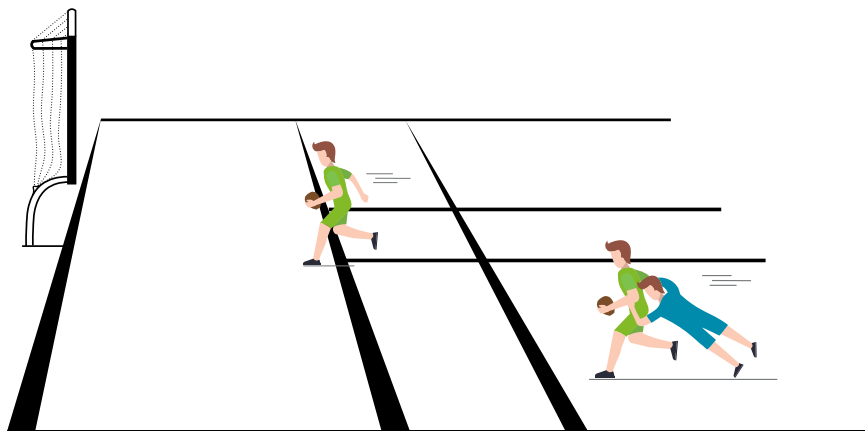
- For any gain of yards there must be a valid reception to the 1st pass (R2) - phase setting;
- The 2nd receiver guarantees the minimum yard gain in the yard area corresponding to the successful reception of this 1st pass - phase setting;
- If the offensive player is tackle while in phase primer there won't be any gain of yardage regardless where the player stand on the field, therefore the play stops and the next attempt/down will start on the same yard area as the previous one;



DURING THE PHASE SETTING: MULTI-PASS TO REACH THE GOAL LINE & ENDZONE

• After the 1st pass is made, the play enters through the continuous portion of the phase setting, where multiple passes are usually drawn to win as many yards as possible. Thus, the offensive players, respecting the rule of multiple passing, exchange the ball between them to progress with the play reaching its main objectives:

1. Pass the goal line and move to the 2nd stage;
2. Achieve the endzone and score a touchdown;

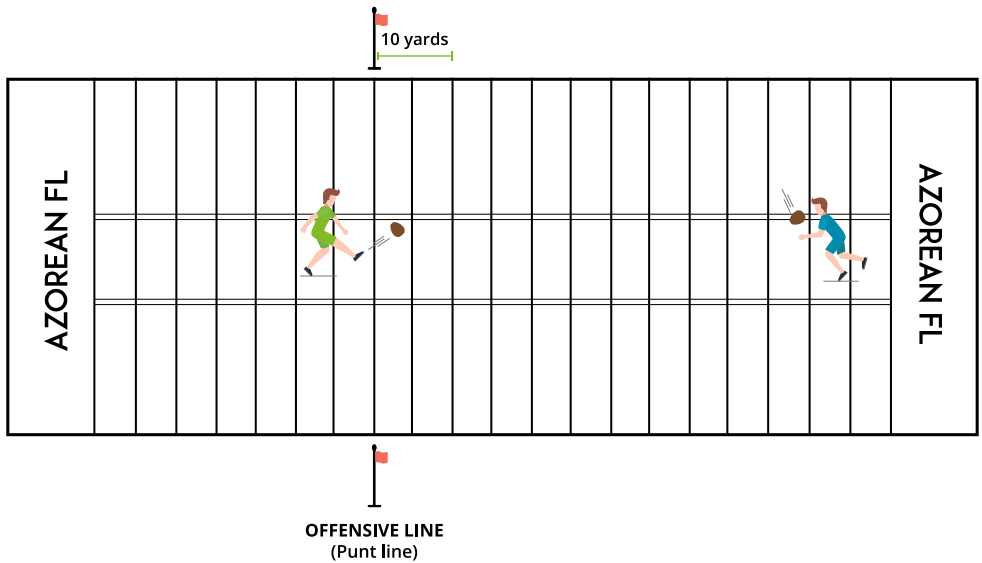


OFFENSE



PUNT

- The punt is a play that happens when an offensive player holds the ball in his hands and kicks it forward as far as possible to the end field of the defense. Normally occurs on the 4th down as means to force the opponent team receiving the ball possession as far back. The defense may select to return the play if a defensive player (returner) collects the ball within the field boundaries;



OFFENSE



RULE OF THE PUNT

- I. There is a minimum area of 10 yards separating the opposing teams. No player can cross this area before the punting kick;
- II. During return, the defensive team may exchange the ball possession according to the rule of multiple passing;
- III. The return process ceases at the punt line (offensive line of the 4th down), so the returning will never exceed that line. Once the return team overcomes the offensive line, the play stops immediately and the new offense will start the drive on that mark - It is not possible to perform a touchdown from punt returning;
- IV. The rule of touchback also applies, in which the returner chooses not to advance in the field if he receives the ball in his endzone - signaling with his arm or kneeling. If so, the ball will be positioned for a 1st down in between the 20-25 yards of the offense;

DEFENSE



- It is the act of preventing the advancement of the offensive team on the field throughout physical contact (tackle), ball recovery (fumble) and ball capture (interception).

TACKLE

A simple hand touching is necessary to ensure the tackle and to be valid it has to be applied in only two body zones: between the shoulders and the waist (upper tackle) and between the waist and the knee (lower tackle). Any physical contact performed above the shoulder or below the knee is illegal.

FUMBLE

Is the recovery of the ball directly from the opponent's possession when the defensive player manages to collect the ball from its hands or when the offensive player accidentally drops or loses the ball possession showing no intention of passing it.

INTERCEPTION

When a flexible defensive player captures the ball while in passing mode by the offense. If so the offense will be pushed to loose yards and retreat on the field and also could be forced to give away the possession of the ball.



DEFENSE



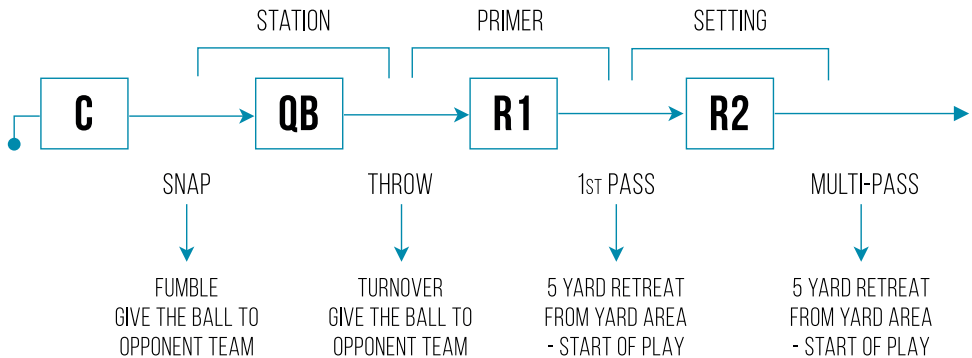
RULE OF TACKLE

- For a valid upper tackle, the contact is made with both hands contacting the opponent and at the same time. If the defender eventually fails to comply with this conduct, like first contacting the opponent's upper body with one hand and then with the other, without the first one still contacting as well, the tackle is considered incomplete therefore the opponent player may proceed with the offensive play;
- For a valid lower tackle, the contact is made only with one hand contacting the opponent in the corresponded area of between waist and knee. If the defender contacts the opponent with both hands, in the body region between the waist and knee, he will be penalized with a tackle illegality;



RULE OF INTERCEPTION

- For each phase, the interception results are as follows:



- Once the interception has occurred the play ends immediately. The defender does not have the possibility to run to the opponents endzone and get a touchdown. If, through interceptions, the defensive team forces the offense to retreat beyond its endzone the result will be a Safety - a score of 2 points benefiting the defensive team.

SCORING



TOUCHDOWN

5
POINTS

EXTRA POINT

1
POINT

**2 - POINT
CONVERSION**

2
POINTS

SAFETY

2
POINTS

FIELD GOAL

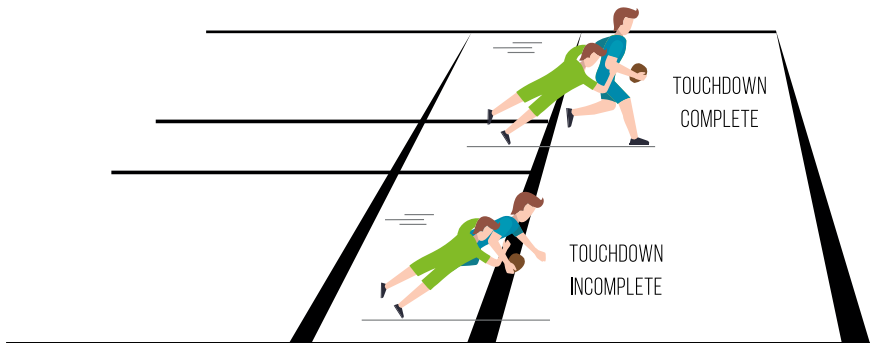
1,2 or 3
POINTS

SCORING



TOUCHDOWN

- To mark a touchdown, the ball must be transported through the endzone or received in the endzone during the phase setting in order to consolidate the gaining of yardage. The touchdown will only be valid if there is consolidation for the winning of yards while at the endzone - If the offensive player is able to enter the endzone with the ball possession on the phase primer it must pass the ball to a team-mate with a valid reception in order to achieve a touchdown. For the team that carries out a touchdown, 5 points will be attributed;
- When advancing through the endzone to accomplish the touchdown the ball and the two feet must be at least contacting the final line;



SCORING



EXTRA POINT

- Immediately after a touchdown, the offense has the opportunity to score an extra point. The goal kicker carrying the ball is positioned in the yard area behind the 20 yard line, and performs a single kick to the goal keep;
- If successful, 1 point is attributed;

2-POINT CONVERSION

- After scoring a touchdown, the offense also obtains an alternative opportunity for converting 2 points. This is a conventional play of running and passing to reach a touchdown. The offensive team is positioned at the last yard line and the ball placed in between the final line and the 5 yards of the endzone - The offense gets only one attempt to convert this objective;
- If it is carried out, to the offensive team will be attributed 2 points;

SAFETY

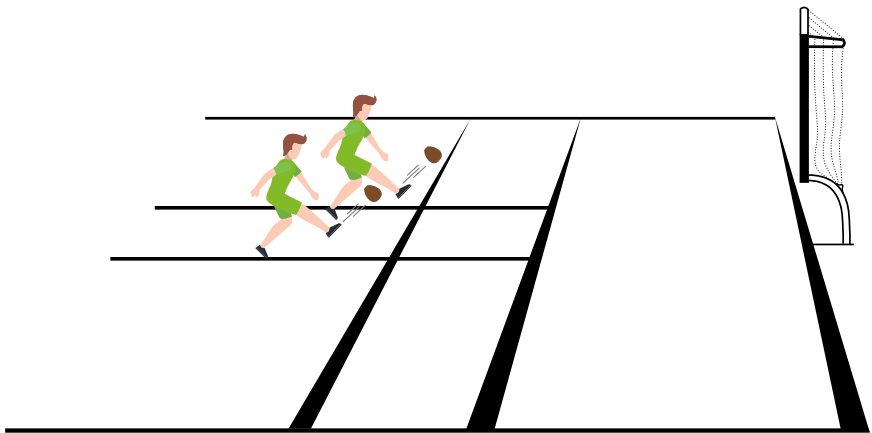
- It's the way to score for the defending team. The safety is worth 2 points and to obtain it the defensive team must carry out the following actions:
 - I. A defender is able to tackle an offensive player legally while it is moving through the offensive endzone at any phase of the play;
 - II. Through interceptions, the defense manages to penalize the offense on a way of lose yards backwards into the offensive endzone;
- The safety is not established in situations of yards receding by means of penalties coming from personal faults - to be practicable the defensive team must have direct influence on the play.

SCORING



FIELD GOAL

- If the offense is incapable of scoring a touchdown it can move into the field goal. Two kicks are given for a maximum score of 3 points. These kicks are converted by two different kicker players;
- Two kicks are appointed where the first kick is worth 1 point and the second is worth 2 points. To score the overall of 3 points both of the field kicks must be completed. If it succeeds with the first kick and fails with the second, it will only be assigned 1 point. If the first kick fails and the second is converted then 2 points will be attributed - rule of field goal kicking;



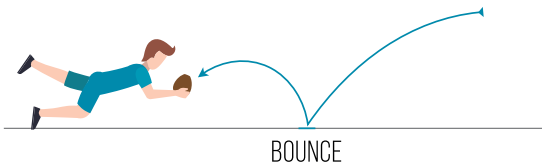
SPECIAL FEATURES



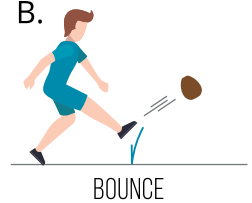
BOUNCE OF THE BALL

- A. For all the passes on the field, either throw, hand-pass or kick-pass, the receiver may collect the ball after bouncing in the ground provided it is one touch only - If the ball hits the ground on a second bounce the pass is incomplete;
- B. Also to accomplish the kick-pass the player can prefer to let it hit once in the ground before kicking it - the so called drop kick;
- C. After the ball bouncing, the defender has the freedom to perform the tackle on the attacker without the ball in his possession. It is an defensive exception action only allowed after the ball bouncing and since the contact is applied to an offensive player capable to collect the pass;

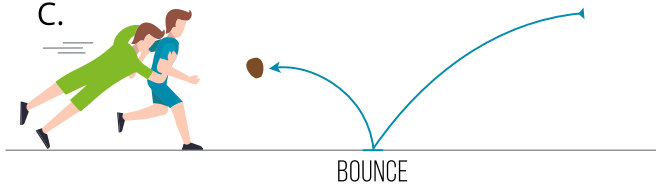
A.



B.



C.



SPECIAL FEATURES

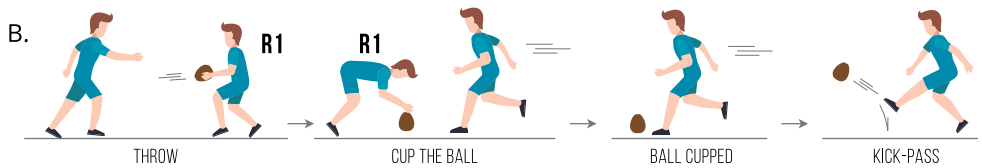
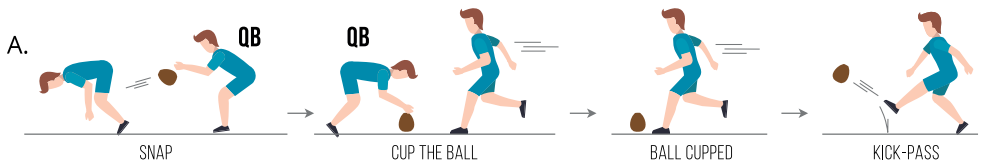


CUP THE BALL - OFFENSE

• When the offensive team steadies the ball on the ground as to support for the kick-pass. On any given situation of the offense the player carrying the ball can ground the ball on a static position to facilitate the kick, as the bellow examples demonstrate.

A. After the snap the QB cups the ball to facilitate the execution of 1st pass. The main objective is to rush the passage through the phase primer into the phase setting and obtain a rapid yardage gaining;

B. After the throw the R1 cups the ball in the ground to adjusted it for a more accurate kick-pass from is team mate;



SPECIAL FEATURES



CUP THE BALL - DEFENSE

• A ball cupped is considered a live ball, equivalent as dropping the ball, therefore the defense can enforce two possible results (interception or fumble) to the end of the play in case of recovering the ball that was cupped, after rebound in at least in one defensive player, as shown bellow.

If after a rebound on a defensive player, when the ball is kicked from a cup stand:

A. A defensive player (D1) recovers the ball in front of the pass-line, the result of the play is an interception - 5 yard retreat according to the phase of the play;

B. A defensive player (D2) recovers the ball in back of the pass-line, the result of the play is a fumble - Recovering the ball possession from the defense;

