

## Touch Football (Boys)

**Touch football** is a variant of [American football](#) in which the basic rules are similar to those of the mainstream game (called "tackle football" for contrast), but instead of tackling players to the ground, the person carrying the ball need only be touched by a member of the opposite team to end a down. The game is usually played by amateurs on a recreational basis.

Major variants of touch football include one-hand or two-hand touch, each of which dictates the number of hands a defensive player must touch the ball carrier with in order to end a down.

### Rules

Depending on the skill of the players, the available playing field, and the purpose of the game, the rules other than the tackling aspect may remain mostly the same or vary considerably from traditional American football. Touch football can be played by teams as few as two or as many as eleven on each side; usually, games consist of teams of four to seven. Positions in touch football are far less formal than its more organized counterpart. While some games roughly follow conventions, more often, all players will be considered [eligible receivers](#) (as in [six-man football](#)), and there are usually no [running backs](#). There may or may not be a [snapper](#); if there is not, the quarterback initiates play by hovering the ball above the line of scrimmage and pulling it backward to simulate a snap.

Generally, in touch football, nearly every play is a passing play, whereas run plays and pass plays tend to be well balanced in organized football. Some games will also implement a "blitz count", or a period of time that must elapse after the [snap](#) before the defense may cross the [line of scrimmage](#) in order to attempt to tackle the [quarterback](#). The count thus gives the quarterback time to complete a [pass](#) in the absence of effective blocking (when teams are small, there is often no blocking at all). Other games will not use a count and thus blocking becomes important. Conversely, in the presence of a "blitz count" there is also often a "QB sneak" rule, which prevents the quarterback from taking unfair advantage of the blitz count by preventing the quarterback from crossing the line of scrimmage before the blitz count is finished.

Field during a recreational touch ball game.

Because of these rules, passing plays are far more common than running plays in touch football.

Along with the size of the teams, the size of the field can vary considerably. In a park, or spring practice situation, a full-sized field may be available, but many games are played in the front and back yards of suburban and rural village neighborhoods, where the whole field may not be much more than ten to thirty yards long. In most of these situations, there are no yard lines, requiring some change in the definition of a [first down](#). Instead of requiring that a team advance the ball ten yards, sometimes two pass completions result in a first down. Another option is to eliminate first downs entirely, so that a team gets four (sometimes five) chances to score; this process is most desirable on shorter fields.

When it is desired for an odd number of players to play, it is common to allow one player to be an "all-time Quarterback" player; this player will always be on the [offense](#) or the kicking team, switching sides throughout the game. This is often better known as a "Steady Quarterback" or "Steady Q". When this occurs, there is usually no blitz count and the all-time quarterback is usually never allowed to cross the line of scrimmage.

Another common variation is the elimination of the [field goal](#) and [extra point](#) kick; this is usually due to the absence of goal posts and tees on the field as well as due to poor kicking skill by the participants. Some games eliminate kicking altogether, directing the teams to start each possession after a [touchdown](#) at the twenty-yard line, as if a [kickoff](#) and touch back had just occurred; other players prefer to change the kickoff into a "throw-off" or a "[punt](#)-off."

Scoring and game timing are much different in touch football than its more organized counterpart. For simplicity, [touchdowns](#) are usually worth 1 point and no other scoring is counted (there are no [extra point](#) attempts). In a much lesser used variation, a touchdown is worth 6 points and if the player who scored the touchdown can progress in the other direction from the end zone in which he had just scored back to the opposite end zone without being touched, it counts as a [two-point conversion](#). The former scoring method does not allow for other scoring types such as [safeties](#). There is usually no [game clock](#) and the game ends

when one opponent has reached 10 touchdowns (in the former convention) or 100 points (in a standard convention).

- Touch football is generally played by amateurs, often adolescence teenagers or children.
- During Thanksgiving, many Americans are known to play in "[Turkey Bowls](#)", games of touch or tackle football (without football pads) between family and friends.

During off season spring workouts, many high school and college teams play touch football to work on passing formations and plays.

[https://en.wikipedia.org/wiki/Touch\\_football\\_%28American%29](https://en.wikipedia.org/wiki/Touch_football_%28American%29)