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Aaron Boone signs with the Philadelphia Soul of the Arena Football League

NFL Europe standout WR Aaron Boone has agreed to terms with the Philadelphia Soul of the Arena Football League to play WR/LB for the 2006 season. He will play the "Jack" back position (see terminology below).



As many of you already know, Aaron had a banner season earlier this year as a WR for the Berlin Thunder where he was selected to the All-NFL Europe League team. He finished the season as the leading receiver in the NFL with 43 receptions and was also the league leader in Special Teams tackles with 13 unassisted tackles. Boone was second in the league with total receiving yards and was second in the league in TD receptions. He holds the Berlin record for career TD receptions. He was also instrumental in leading the Berlin Thunder to their second straight World Bowl appearance, where he caught 8 passes for 83 yards and a touchdown.

Aaron also had a great pre-season effort with the NFL Carolina Panthers having caught a TD pass against the Washington Redskins and was second on the team in Special Teams tackles against the Pittsburgh Steelers. He was released on the final day of roster reductions.

Aaron's professional career has seen him with two seasons at Berlin and also some work with the Dallas Cowboys and Chicago Bears of the NFL.

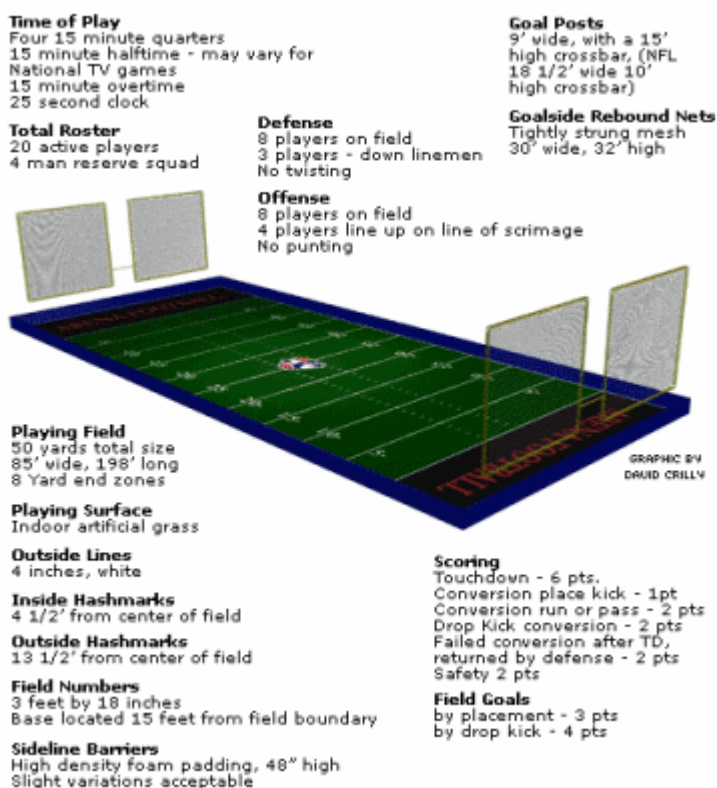
As a Senior at the University of Kentucky in 2002 Aaron was Kentucky's leading receiver in all categories including receptions, yards and touchdowns. He was first in the country in Receptions/TD ratio where he had 10 TDs in 41 receptions. He tied for first in the SEC in TD receptions and was third in the SEC in yards per catch with 7.2. Boone finished fifth in the SEC with 58.8 average receiving yards per game.

Philadelphia's Website is: www.philadelphiasoul.com

About Arena Football

Many of you know football, but how many of you know Arena Football? Here are a few facts about this fast paced, smaller scale version of football...

AFL 101



The Field

- An indoor padded surface 85 feet wide and 50 yards long with eight-yard end zones.
- Goal posts are nine feet wide with a crossbar height of 15 feet (NFL goal posts are 18-1/2 feet wide with the crossbar at 10 feet).
- The goal-side rebound nets are 30 feet wide by 32 feet high. The bottoms of the nets are eight feet above the ground.
- Sideline barriers are 48 inches high and made of high-density foam rubber.

The Equipment

- The official football is the same size and weight as the National Football League ball. Each ball is manufactured by Spalding.

The Players and Formations

- Eight players on the field; 20-man active roster; four-man inactive roster.
- Players play offense and defense with the exception of the kicker, quarterback, offensive specialist (the kick returner on defense) and two defensive specialists.
- Substitution: All non-specialists may substitute only once during each quarter.
- Four (4) offensive players must line up on the line of scrimmage.
- Three (3) defensive players must be down linemen (in a three of four-point stance). One linebacker may blitz on either side of the center. Alignment is two (2) or more yards off the line of scrimmage. No stunting or twisting.
- Offensive motion: One receiver may go in forward motion before the snap.

Timing

- Four 15-minute quarters with a 15-minute halftime. (Games on NBC will have a 12-minute halftime)
- The clock stops for out-of-bounds plays or incomplete passes only in the last minute of each half or when the referee deems it necessary for penalties, injuries or timeouts.
- Each team is allowed three (3) time-outs per half.

Movement of the Ball and Scoring

- Four (4) downs are allowed to advance the ball ten (10) yards for a first down, or to score.
- Six (6) points for a touchdown.
- One (1) point for a conversion by place kick after a touchdown, two (2) points for a conversion by drop kick and two (2) points for successful run or pass after a touchdown.
- Three (3) points for a field goal by placement or four (4) points for a field goal by drop kick.
- Two (2) points for a safety.

The Kicking

- Kickoffs are from the goal line. Kickers may use a one-inch tee.
- Punting is illegal. On fourth down, a team may punt for a first down, touchdown or field goal.
- The receiving team may field any kickoff or missed field goal that rebounds off the net.
- Any kickoff untouched which is out of bounds will be placed at the 20-yard line or the place where it went out of bounds, whichever is more advantageous to the receiving team.

Passing

- Passing rules in Arena Football are the same as outdoor NCAA Football in which receivers must have one foot inbounds. A unique exception involves the rebound nets. A forward pass that rebounds off of the end zone net is a live ball and is in play until it touches the playing surface.

Overtime Rules

- Overtime periods are 15 minutes during the regular season and the playoffs.
- Each team gets one possession to score. If, after each team has had one possession, one team is ahead, that team wins. If the teams are tied after each has had a possession, the next team to score wins.

Playoff Qualifications and Team Selection

The rank order for teams qualifying to participate in playoffs will be established by utilizing the following formula:

Playoff Format

Eight teams qualify for the playoffs. The league will be split into two conferences in 2005 and four teams will make the playoffs from each conference. Two division winners from each conference will qualify for the postseason. Two wildcard teams will also make the playoffs from each conference. Winners of the Divisional Playoff rounds within each conference advance to their respective Conference Championship Games.

Tiebreakers to determine Division Champion

1. Record in head-to-head games.
2. Record within the division.
3. Record against common opponents.
4. Margin of victory in head-to-head games.
5. Margin of victory in games against common opponents.
6. Coin toss.

(Clarification: Any non-Division Champion is not included in any tiebreaker, of which their own Division Champion is a part, until that Division Champion has been seeded)

The First-Round format is as follows:

No. 8 seed @ No. 1 seed
 No. 7 seed @ No. 2 seed
 No. 6 seed @ No. 3 seed
 No. 5 seed @ No. 4 seed

The Semifinals format is as follow:

Lowest remaining seed @ highest remaining seed
 Second-lowest remaining seed @ second-highest remaining seed.

TIE-BREAKING PROCEDURES

If, at the end of the regular season and after Division Champions are determined, two or more clubs are tied with identical won-lost percentages, the following steps will be followed to determine playoff seeds.

Two Clubs

1. Head-to-head (best won-lost percentage in games among clubs).
2. Point differential in those head-to-head games.
3. Best won-lost percentage in common games, if applicable.
4. Strength of schedule (strength up).
5. Best net (total) touchdowns in all games.
6. Coin toss.

Three or More Clubs

If two clubs remain tied after a third club is eliminated during any step, tiebreaker reverts to step 1 of the two-club format. If one team wins multiple-team tiebreaker to advance to playoff round, remaining teams revert to step 1 of the two-club format. *(All teams must have played head-to-head for step 1 to be utilized in a multiple-team tie)*

1. Head-to-head (best won-lost percentage in games among clubs).
2. Best won-lost percentage in common games, if applicable.
3. Strength of schedule (strength up).
4. Best net (total) touchdowns in all games.
5. Coin toss.

Arena Football Glossary of Terms

Ball

The official football of the Arena League is the Wilson Ironman football. It is the same size and weight of the football used by National Football League players.

Ball in the Stands

When a ball is thrown or bounces into the seats surrounding the playing field, the "lucky" fan that catches the ball, keeps it. Although no official statistic has been recorded, it's estimated that the league gives away 15-20 balls per game.

Defensive Specialists

A pair of players, substituted for the QB and offensive specialist, who are the best "cover-men" on the team. Usually assigned to the opponents' best receiver and offensive specialist.

Drop Kick

A field goal that is drop-kicked through the uprights is worth 4 points. An extra point attempt that is drop-kicked is worth 2 points.

Ironman

Synonymous with Arena Football, "Ironman" signifies participants playing both offense and defense. Typically, linemen get to pass block as well as rush the passer, wideouts play either defensive back or linebacker and fullbacks play linebacker.

"Mac and Jack"

Linebackers, 'Mac', may rush the QB straight-on, without stunting, twisting or drop-back coverage. **'Jack' must stay within an imaginary box behind the line of scrimmage. Either linebacker may cover the fullback or tight end, but double-teaming is illegal. "Mac" typically plays wide receiver on offense while "Jack" competes at fullback.**

Offensive Motion

Unlike stadium-played football, one offensive back may go into forward motion prior to the snap of the ball.

Offensive Specialist

This player, substituted for one of the defensive specialists, usually plays wide receiver and kick returner. Simply one of the most dangerous players on the field, the offensive specialist is the first option on offense.

Overtime

Arena Football has a unique overtime rule. If a contest is tied after regulation, teams will play a 15-minute overtime. Each team will have one opportunity to score. If, after each team has had one chance to score, the game is tied, the first team to score is crowned the winner.

Rebound Nets

Goal-side rebound nets extend outward from each upright. The nets are approximately 30-feet wide, 32-feet high and extend to 40-feet above the playing surface. The bottom bars of the frames are positioned 8-feet above the surface. Nets are stretched taut so that a missed kick attempt will rebound off the net and back into the field of play. Once the ball caroms off the net, it's live.

Sideline Barriers

Similar to the sideboards that surround a hockey rink, the sideline barrier encircles the playing surface. The barrier is made of a high-density foam pad, measuring 3 inches thick. The sideline barriers are 1 to 3 feet beyond the field perimeter.

Stunting or Twisting

When a defensive lineman is rushing the passer, there's no 'stunting' or 'twisting'. In other words, linemen are required to power past offensive linemen straight-on.

Tight End

A position not widely utilized in Arena Football, one offensive lineman can declare himself a tight end prior to the snap by simply raising his arm and 'declaring' himself a tight end.

Two-Way Players

One of the most "throwback" features of the Arena League is the fact that the game features eight-on-eight, single-platoon football, where six players on each team must play both offense and defense with limited substitutions, much as was the case with early NFL clubs.