



## REGIONAL & NATIONAL TOURNAMENT

### TOURNAMENT RULES:

#### 1.) FIELD LENGTH:

A.) 50 total yards—40 yards with a 10-yard end zone. \*\*\*OUTDOOR DIMENSIONS

#### 2.) STARTING EACH GAME:

A.) The designed home team (2nd on schedule) will begin possession of the ball on the +40 yard line choice of hash.

B.) A horn will begin each game.

C.) Each game lasts 35 minutes, RUNNING TIME, CLOCK DOES NOT STOP!!

D.) Official will declare when the clock goes under two minutes.

E.) The clock will not stop for anything!!!!, EXCEPT FOR INJURY, or IF THE OFFICAL CALLS FOR IT.

F.) A horn will end each game.

#### 3.) MOVING THE BALL:

A.) Offense always starts on +40 with their choice of hash after any change of Possession.

B.) Offense has 3 downs to gain a first down. First down markers will be at the +25 and +10 yard lines.

C.) Once inside the +10, the offense has 3 downs to score a TD.

D.) For the conversion after a touchdown, the offense can choose to go for 1 or 2 points.

#### Conversion Point matrix:

1-point conversion spotted at the +5 yard line.

2-point conversion spotted at the +10 yard line. The offense can choose which hash for ball placement to start the play.

E.) The offensive team can run the ball on any down. **Allowed Runs:** Dives, Draws, Jet Sweeps, Stretch.

**\*\*IMPORTANT !!! Toss passes and reverses are NOT ALLOWED!!**

F.) Defensive players cannot cross the line of scrimmage on a run play **UNTIL** the QB hands the ball off to the RB. If the Defensive player crosses the line this will be considered a blitz. The Penalty will be 5- yards and a loss of Blitz opportunity for the defense!

G.) There is only 1 Blitz allowed per offensive drive in the game. Interpretation: You Don't have a blitz opportunity at every first down. You only have 1 blitz per offensive possession.

#### The offense may:

A.) Accept the penalty and repeat the down with + 5 yards.





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B.) Decline the penalty and keep the position advanced on the field from the play.

### 4.) COACHING YOUR TEAM:

A.) There will be one offensive coach allowed on the field at any time.

B.) The coaches must be positioned behind the offensive huddle.

C.) Coaches are not allowed to challenge any official ruling.

D.) REMAINING TEAM COACHES CAN WORK FROM THE SIDELINE.

E.) NO DEFENSIVE COACHES ARE ALLOWED ON THE FIELD.

### 5.) SPECIAL RULES:

A.) NO BLOCKING.

What is considered blocking? Hands extended out and away from the body, on or, towards the defender.

What is permissible?

- Running with or alongside the play
- Being in the way or in between the runner and defender.

B.) BLOCKING WILL RESULT IN LOSS OF DOWN, RETURN TO PREVIOUS SPOT.

C.) Ball carrier is legally down **when touched below the neck with two hands**. A **defender cannot leave his feet to make a tag**. Runner will still be able to run if defender's feet are off the ground and or touched by one hand.

D.) Fumbles (including snap) are **dead balls at the spot** with the last team in control retaining possession at the spot.

E.) Each team will **have 25 seconds to put the ball into play**. Delay of game is loss of down.

F.) The **offensive team is responsible for retrieving** and returning the ball to the official. The clock does not stop and any delay by the offense in retrieving and returning the ball to the official **with result in delay of game and loss of down**.

G.) Defensive pass interference or holding will result in a **1st down at the spot of the foul**.

H.) Offensive pass interference **will result in a return to the previous spot** plus a loss of down.

I.) QB is allowed 4.0 seconds to throw, using a QB TEE Or a snap from a player, who has, to be on one knee and the Ball must be on the QB TEE timer! Referees will stop play if 4.0 seconds is surpassed by the BUZZING SOUND.

J.) An interception will result in 1 point, **No run backs!!** and immediate stoppage of play and a change of possession with the intercepting team gaining possession at the +40 yard line.





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L.) Fighting will not be tolerated. If a player throws a punch, he is ejected immediately and cannot return. If the teams benches clear and it results in a fight both of the teams are ejected and cannot return. If players are pushing and shoving they will be ejected for the game. **What rules and constitutes as Shoving will be left up to the officials discretion.**

### **TIE BREAKER:**

A.) Any game that ends regulation time in a tie will go to overtime.

There will be a coin toss at the beginning of overtime, the home team, calls the toss. The winner will choose to be on offense or defense.

B.) Each team will have 3 downs from the +25 yard line choice of hash and No first down opportunities. When or if the offense goes three and out, without a score, the ball changes possession and is placed back on the +25 yard line. The team that scores first will be declared the winner.

D.) If no one has scored, this format, will be repeated until a winner is declared.

E.) The Overtime format will be used in all games including the Playoff rounds and Championship game.

### **STANDINGS, SEEDINGS AND BRACKET:**

All teams will be seeded in the bracket based on Day 1 performance including.

A.) RECORD

B.) HEAD TO HEAD COMPETITION

C.) TOTAL POINTS SCORE

D.) TOTAL POINTS ALLOWED

### **SCORING AND POINT VALUE MATRIX:**

A.) Offensive touchdown –6 points

B.) Extra point from +5=1point

C.) Extra point from the +10=2 points

D.) Tie Breaker victory=1point

E.) Interception Defense = 1point per (INT)

PLEASE TO KEEP THE GAME, CONDUCT AND FIELD CLEAN!!!!

