

RULES

All players must wear traditional, hard-shelled football helmets

Games are 21:00 long. The clock runs continuous during the 1st 20 minutes & stops according to rules during the final 1:00.

METHOD OF PLAY

- The team listed first on the pool play schedule will be designated as the home team and will wear dark-colored jerseys/shirts.
- A pre-game coin flip will determine the team to start on offense for pool play.
- The higher (lower number) seeded team on the bracket will be the home team, wear dark-colored jerseys/shirts and will start on offense. There is no coin-flip during bracket play.
- 7 defenders (may not line up 8 & drop one before snap) and 6 offensive players (must use a center or extra player to snap but center is not pass-eligible. Center must wear a helmet.)
- All offensive formations must be legal sets according to NFHS rules. (receivers not 'covered up'; correct number on LOS; receivers/back in correct positions; etc.)
- Each possession starts on the 40-yard line – going in.
- First downs are made by crossing the 25-yard line and the 10-yard line.
- Three downs to make a first down; even inside the 10-yard line.
- PAT snaps are at the 5-yard line, offensive choice of hash.
- There are no 2-point attempts allowed in pool play.
- 2 point conversions will be from the 10-yard line with choice of hash (if chosen) during bracket play.
- **3.50 seconds to get pass off. It will be a loss of down and treated as a sack if not thrown in time (3.51 or greater).** The clock will be stopped on a sack in the final 1:00 of the game.
- NOTE: Passes may be thrown behind the line of scrimmage but receiver must advance beyond line of scrimmage (LOS) or play will be treated as a sack.
- Sack clock starts on snap of the ball. **A fumbled QB-Center exchange does not stop the sack clock. QB must recover the ball and release the pass within 3.50 seconds.**
- **Fumbles in the field of play after a completed pass are down at the spot where the fumble occurs. The offense retains possession.**
- Possession changes after PAT attempt, failure to make a first down, or an interception.
- **Interceptions are NOT returned.** There is simply a change of possession with the offense beginning its possession on the 40-yard line.
- One time-out per team per game. 1 additional time-out per overtime.
- Twenty-five seconds to get the play off. Game officials will keep the play clock on the field.
- One-hand touch anywhere below the shoulders, including arms and legs. Contact to the head is not allowed at any time.
- **Excessive contact during play or unsportsmanlike conduct will not be tolerated and could be the cause for the removal of a player, a coach or a team from the game (game officials will make the final decision.) It is the responsibility of the defender to avoid contact at all times.**
- No blocking or screen-blocking allowed.
- No running plays allowed.
- No double passes or shuffle passes.
- Players should not take the field until there is a change of possession or until the completion of a PAT. (Do not line up on the 40-yard line before a possession starts.)
- No coaches on the field, coach from the coaches box on the sidelines.

OVERTIME: Consists of 3 plays from 10 yard line. Each team has an attempt to score in each overtime period. Starting with the 3rd and subsequent overtimes, all PAT's must be 2 point attempts from the 10 yard line. Overtime periods are not timed.

MERCY RULE: If the margin of score between the two teams is 21 points or greater at the end of the 1st 20 minutes, the clock will continue to run continuously for the remainder of the game; regardless if the margin of score becomes less than 21 points.

SCORING:

- Touchdown - 6 points
- Interception - 3 points (no points for INT on PAT)
- Turnover on downs - 2 points (no points for defensive stop on PAT)
- PAT - 1 point (may opt for 2 at any time during the game)

PENALTIES:

- Defense pass interference = 5 yard penalty from original LOS AND automatic first down.
- Offense pass interference = Previous spot and loss of down.
- Defensive holding = 5 yard penalty from original LOS AND automatic first down.
- In the event there is defensive holding and a sack on the same play, defensive holding will be enforced according to the above and the sack will be ignored.
- **Blocking, screening, illegal contact (offense) = 5 yard penalty from original LOS AND loss of down. (if occurring while offense is on the 40-yard line = loss of down.)**
- **Illegal contact (defense) = 5 yard penalty from original LOS and automatic first down.**
- Illegal procedure (offense) = Loss of down.
- Defensive off-sides = 5 yard penalty.
- Delay of game = Loss of down AND clock stops in final 1:00.
- Fighting / unsportsmanlike conduct: 1st offense = ejection from game.
- Fighting / unsportsmanlike conduct (team): if any player leaves the sideline to participate in an on-field fight, the ENTIRE TEAM WILL BE EJECTED AND OFFENDING TEAM WILL FORFEIT THE GAME. (The non-offending team will be awarded the win.)

PERSONAL FOUL PENALTIES:

- Offense = 5 yard penalty from original line of scrimmage AND loss of down. **Offending player MUST be removed from the game for a minimum of one (1) play. (if occurring while offense is on the 40-yard line = offending player MUST be removed from the game AND loss of down.)**
- **Defense = 1st down and 5 yards from original line of scrimmage. Offending player MUST be removed from the game for a minimum of one (1) play.)**
- **If defensive personal foul is called on a successful PAT, the points will be awarded to the offense and the offending team will be penalized by a loss of down on the change of possession, i.e. – offending team will begin possession with 2nd down from the 40-yard line. Offending player MUST also be removed from the game for a minimum of one (1) play. If player only plays defense, he MUST be removed for a minimum of one (1) defensive play.**

SEEDING, TOURNAMENT, AND TIE-BREAKERS:

- Teams will be seeded for the tournament according to overall records from pool play.
- Records which are tied after pool play will be broken as follows:
- Head – to – Head (2 teams only)
- Fewest points allowed.
- Most points scored.
- Point Differential
- Flip of coin