

The Guarantee:

All Teams will have a guaranteed 5 game tournament circuit.

All players will receive a meal ticket for 1 lunch item and a snack.

All coaches will receive a meal ticket for 1 lunch item and have access to the hospitality room.

Rules

Field Dimensions: 1. Turf Field (2) 40 yards long: dependant on the amount of participating teams will determine how many games will go on at once potentially 6 games (12 teams) playing simultaneously on the different fields.

Participants are allowed to wear soft shell helmets & Mouthguards in game.

NO TEAM WILL BE ALLOWED TO PARTICIPATE WITHOUT TEAM UNIFORMS.

Starting the game: A timekeeper will be designated for each half of the field. All games will begin and end on this person's instructions. Game manager- placed on the 50 yd. Line to keep score for the field (both games) and to assist with crowd/player control. (This may be a coach). See field pic. 1 Coach only is allowed on the field during offense per team. A minimum of four 20 mins games.

Time: 20-minute Games (continuous clock. Exception: Injuries. Time will halt until the player can be removed as soon as safety dictates). NO TIMEOUTS

Injury time outs may reduce the amount of time between games to maintain the game schedules.

Each team will have 30 seconds to snap the ball once it has been blown dead from the previous play. The count starts at the end of one play until the snap of the next play.

OVERTIME- No game ends in a tie.

If a game is tied there will be a coin flip to determine who starts with the ball.

Each team gets 1 play from the 20-yard line, the team to get the most yards or score wins.

Team scores must go for an extra point PAT does not count as a play.

The refs will keep track of yards. EX: Team A completes a 6-yard pass, Team B completes a 15-yard pass. Team B wins.

Moving the ball:

1. No punting.
2. Possession always begins at the 40-yard line.
3. The offense has 3 downs to get to the 25-yard line for a first down. - Then 3 downs to get from 25-yard line to the 10-yard line for a first. - Then 3 downs to get from 10-yard line into the end zone.
4. Offense always moves in the same direction.
5. NO PLAYER MAY RUN WITH THE BALL, ALL PASSES MUST BE FORWARD and past the line of scrimmage.

Special Rules:

1. No blocking.
2. Receiver/Ball carrier is legally down when touched below the neck with one or both hands. (Excessive force by shoving, pushing or striking a blow will be penalized by automatic first down and 5 yards. Expulsion of a player(s) if ruled unsportsmanlike & flagrant)
3. Fumbles are dead balls at the spot with the last team retaining possession.
4. Centers or QB tee are allowed.
5. The QB is allowed 4 seconds to throw the ball. The ref starts a stopwatch on the snap on the ball from the QB Tee and stop the watch as soon as the QB releases the ball. - If release is under 4.0 seconds, the play goes on.
6. For the sake of time, muffed snaps are not a fumble/dead ball. Instruct your QB to hustle and play the live ball as the 4 second count remains in effect on snaps.
7. Each team will have 30 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be loss of down plus 5 yards.
8. Defensive Pass Interference will be a 15 yard foul. Responsibility to avoid contact is with the defense. There will be No chucking or grabbing. You can Press on the line within 5 yards from the LOS after that it will be considered excessive will be called by ref holding and 10 yard penalty.
9. Offensive pass interference, 5yds and loss of down. (Defensive INTs are 3 pts)
10. Interceptions may not be returned ("no blocking" rule applies) and Defense is awarded 3 pts.
11. Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot. Clock does not stop and any delay by offense in retrieving and returning

the ball TO THE REFEREE will result in a delay of game and will be a 5-yard penalty from the succeeding spot.

12. The Snapper/QB (QB tee) will be responsible for setting or re-positioning the ball at the line of scrimmage.

13. No TAUNTING OR "TRASH TALKING". (5-yard penalty & expulsion if flagrant) Celebrating is ok just as long as it does not delay the game.

14. Fighting: the players involved will be ejected from the game and tournament. If a team fight occurs, the teams involved will be ejected from the game and tournament.

15. Two delay of game penalties on the same possession results in a turnover.