

GENERAL

1. Offense will Start on the 40-yard line.
2. The team listed in bold writing and on top will be the home team. The home team will be on offense to start each game. The third game will be a coin toss to determine who begins on offense.
3. Player is down when he is touched with one hand below the neck and above the ankle.
4. QB will have 4.0 seconds to throw. Refs will 3-chop and the 4th chop is the whistle.
5. Running by the offense is NOT PERMITTED.. NO QB RUNS!
6. No BLITZING BY THE DEFENSE!!!!
7. There are NO untimed downs. *Exception – if a team scores and time expires; the scoring team will be allowed the extra point attempt. The automatic point after score is NOT allowed when time has expired.*
8. The Field General can stop the clock to ensure proper application of the rules outlined herein.

TEAMS, COACHES AND GAME MANAGERS

1. Maximum number of players on one team is twenty-five (25). Players must remain on their sideline during the game.
2. Players and coaches respect the teams that are playing. Do not warm-up on their sideline.
3. Please police your own sidelines keeping players back during the game and clean up all trash after your game.
4. Maximum of four (4) coaches per team.
5. **One Offensive Coach and no more than two players can be on the field (players must be on one knee) during play. 1st time is a warning 2nd time delay of game will be assessed (which IS a loss of down)! No defensive coaches can be on the field at any time. No High School Coaches are allowed to coach their team per MHSAA rules.**
6. Offense cannot set up on the field until the opposing team reaches the 15-yard line. Penalty is delay of game and a loss of down.

7. Each game will have at least 2 referees, and a Field General. Coaches will be responsible for signing the final game score sheet after each contest.
8. The Field Generals will be in charge of maintaining order during the game and ensuring these rules are enforced properly. The Head Official and/or Field General will be responsible for yelling the score to both teams as points are awarded.
9. *PLAYERS CANNOT PLAY ON MORE THAN ONE TEAM FOR THE ENTIRETY OF THE EVENT.*

PLAYER ELIGIBILITY

Two Divisions: Varsity (Class of 22'-24') & JV (Class of 23'-24' Only)

CLASS OF 2021 PLAYERS ARE NOT ELIGIBLE TO COMPETE IN THE TOURNAMENT.

If found guilty of using 2021 players, both players and team will be eliminated immediately.

GAME TIMES AND LATE POLICY

1. Each game will last 22 minutes.
2. Running clock with one timeout, **timeouts do not stop the clock.**
3. ***Please arrive 30 minutes before scheduled game time.***
4. Teams must be onsite and ready to start on time. If a team is late or cannot start on time, the team will lose its timeout and the opposing team will be awarded opening possession. If the delay exceeds 5 minutes, the opponent will be awarded seven (7) points. If a team is 10 minutes late or more, they will forfeit the game.
5. ***If a touchdown is scored and time runs out, the scoring team will be allowed an extra point attempt.***

6. The head official will keep the time and will be located by the offensive huddle; The head official will blow the whistle to start the clock.

OFFENSE

1. Offense will start on the 40 yard-line with the option of using either hash. First downs will be at the 25-yard line and 10-yard lines. Once the 1st down is achieved inside the 10-yard line you will have three (3) downs to score.
2. Offense has three (3) downs to gain a first down.
3. Each team must possess a center to snap the ball. If using a center, he is ineligible to catch a pass.
4. After a score, the offense can go for one (1) point at the 5-yard line or two (2) points at 10-yard line. The offense may place the ball either on the hash or the middle.
5. NO BLOCKING – THIS WILL RESULT IN A 5-YARD PENALTY FROM THE PREVIOUS LINE OF SCRIMMAGE AND A LOSS OF DOWN.
6. Fumbled shot-gun snap is a dead ball (loss of down), and the ball will return to the original line of scrimmage. All fumbles are dead where they lay.
7. Offensive team is responsible for retrieving and returning the ball to the previous spot or the new line of scrimmage.
8. All offensive formations must be legal sets. Receivers' alignment should respect the tackle box.
9. All offensive substitutions must enter through the back of the offense.

SCORING

1. Six (6) points for a touchdown
2. One (1) point for a PAT from 5-yard line
3. Two (2) points for a PAT from 10-yard line
4. Two (2) points for a defensive stop
5. Three (3) Points for Interception (no runbacks or "pick six")
6. Turnover on a PAT is dead ball (including interception) and no points will be given

7. If there is a defensive stop or an interception that occurs with no time on the clock, the defense will still be awarded two (2) points for the defensive stop. A team will only be awarded 2 or 3 points. A team is not able to receive 5 points for a stop and interception.
8. **Official scores will be kept by the scorekeeper on the Field.**

OFFENSIVE PENALTIES

1. False Start = Loss of Down
2. Delay of Game = Loss of Down
3. Each team will have 25 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be assessed.
4. Offensive Pass Interference = 5-yard penalty and Loss of Down
5. If there is an offensive penalty at the 40 yard line, the Offensive team will just be penalized with a loss of down. (ex. 1st Down, Offensive Pass Interference penalty @ 40 yard line, next play will be 2nd down from the 40 yard line.
6. 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 will result in a delay of game and be a loss of down.
7. Dead Ball penalties on the Offense assessed after the play would result in a 15-yard penalty.
8. If a personal foul is assessed on a Touchdown to the offensive player, Offensive team will lose the next down which is the PAT. Ball goes to the Defense on the 40 yard line..
9. Back-to-Back delay of game penalties will result in a defensive stop and change of possession. Defense will be given 2 points.
10. If the scoring team is assessed a dead ball penalty after a touchdown, they will forfeit their extra point opportunity.

DEFENSIVE PENALTIES

1. Off-sides = 5-yard penalty
2. Defensive Pass Interference = will be a 15 yard penalty.
3. Defensive Holding = Defensive Holding is a 5-yard penalty and automatic first down.
4. Defensive Pass Interference on an extra point is half the distance for the same amount of points.
Ex. Going for two (2) from the 10 yard line, pass interference occurs in the endzone – ball is moved to the 5 yard line and if converted offense is awarded two (2) pts.
5. Any dead ball penalty on the defense AFTER a change of possession or TD would result in a loss of down for that team's offense when they begin their ensuing possession.
6. Responsibility to avoid contact is with the **defense**.
7. If the defense crosses the line of scrimmage during a passing play, they will be penalized 5 yards and the play will result in an automatic first down. The offense will have the option to decline.
8. Dead Ball penalties on the defense assessed after the play would result in a 15-yard penalty, or half the distance to the goal from the spot of the ball and an automatic first down.
9. Game CANNOT end on a defensive penalty!
10. **Tackling or unnecessary roughness will be an unsportsmanlike penalty (No Warning). Resulting in a 15-yard Penalty and AUTOMATIC 1st Down, and subject to ejection of the player. Diving at the legs of an offensive player will be considered unnecessary roughness.**

TIE BREAKER/OVERTIME RULES

1. Any game that ends in a tie will result in Overtime.
2. The referee will select a team to call the coin toss in overtime, at his/her discretion.
3. The winner of the coin flip will select if they want to be 1st offense or defense.
4. The ball will be marked on the 10-yard line and NCAA overtime rules will apply. Each Team has three attempts at the end zone.
5. Only offensive scoring will count in overtime.

6. After the 1st overtime, both teams must go for two (2) points (spot ball @ 10-yard line) after a Touchdown.

**If a game goes into a 2nd overtime, the team that gets the ball 2nd in the 1st overtime will receive the ball 1st in the 2nd overtime. 3rd overtime teams will switch again.*

OVER TIME PENALTIES

All regulation rules and penalties apply.

TOURNAMENT SEEDING

All teams will be seeded into the Tournament based on the Win/Loss record. If there is a tie between team records, point differential during pool play will be used to determine your seeding. The third tie-breaker will be points given up by defense.

FIGHTING WILL NOT BE TOLERATED

If a player throws a punch, he is ejected immediately and cannot return for the tournament. If the team benches clear and it results in a fight both of the teams will be ejected and cannot return. IF A PLAYER WHO IS PUNCHED & RETALIATES BUT DOES NOT SWING BACK, WILL BE REQUIRED TO SIT OUT A SERIES. IF A PLAYER IS PUNCHED AND SWINGS BACK, HE WILL BE EJECTED FOR THE GAME. Each team is responsible for their fans, coaches and players!

CELEBRATIONS

We encourage celebrations. However, we do not tolerate taunting. Keep it fun and keep it quick. Celebrations cannot delay the game.

NOTE: Circling or touching players from the opposite team will result in a double taunting penalty plus two (2) points being awarded to the non-offending team. Second infraction may result in ejection at the discretion of the Field General.

EQUIPMENT REQUIREMENTS

****Headgear and mouthguards are recommended but not required****