SHOWDOWN SERIES

THE SHOWDOWN SERIES TOURNAMENT 7v7 BOYS RULES

1. Each team will be guaranteed a minimum of 3 games. Every player is required to have a mouthpiece and recommended soft-shell helmet.

2. A whistle by the referees will begin each game.

3. If a team scores a touchdown with no time remaining on the clock, they DO get to attempt their 2-point conversion or they can just take the automatic 1 point.

4. Pass interference is a 10-yard penalty and automatic first down.

5. One hand touch below the neck.

6. No Blocking.

7. All fumbles that touch the ground are dead, except when the QB is getting the ball from the QB tee or shotgun snap, in which case the quarterback may continue the play.

8. Play is limited to 7-on-7. Any team with an eight-man front must put one down on a knee BEFORE the ball is snapped and must be at the line of scrimmage, between the tackles (the man on a knee may change with motion). Failure to do so will result in the offense having a choice of keeping the result of a play or taking the play over. The eighth-man MAY NOT jam or contact any offensive player.

9. The offense will receive 4.0 seconds to throw for 8U-13U and 3.7 for 8th, 9th, HS.

10. Coaches must stay out of the defensive secondary. Defensive coaches must stay on the sideline. 1 Offensive coach may stand behind the offense during the huddle and play.

11. Any flagrant foul or fight may result in either player and/or team being disqualified.

12. The first series will begin on the plus 40-yard line. You need to go 40 yards to score.

13. There is a 25 second count to run the play, once the ball is back on the QB Tee.

14. No running plays ever, QB sneaks, draws whatsoever. 8/9U divisions can run the ball, except once they are inside the no run zone (25-20 yard line and 5-Goalline)

15. Each team has three downs to get past the 20-yard line. The offense has four downs to score inside the 20-yardline.

16. If the defense stops the offense on downs, the defensive team gets 1 point and then takes over on offense at the plus 40-yard line. If an Interception occurs the Offense will get the ball at the 30-yard line AND counts as 3 points.

17. A touchdown is worth 6 points. The extra point is automatic, however if you choose to go for 2, the try will occur from the 10-yard line. If the 2-point effort fails, then the touchdown will revert back to 6 points only.

18. Pending the tournament, games are 22-25 minutes, running clock. NO TIMEOUTS!

19. A sack (time to throw the ball expired) results in a loss of 5 yards from the previous spot AND loss of down. If a sack occurs prior to the ball being thrown the ball is dead. Ex) timer goes off, QB throws it after, interception. Result of play is a sack.

20. If a penalty or sack occurs from the 40-yard line of scrimmage, the penalty or loss will be marked off on the offensive team's next positive gain. EX) Sack occurs on 1st down from the 40 yard line, it is now 2nd and 25 from the 40 yard line. The offense gains 22 yards, putting the ball at the 18 yard line. However, the ball will be placed back 5 yards due to sack on 1st down. The next play is now 3rd and 3 from the 23 yard line.

21. In the event of a tie score THERE WILL BE NO OVERTIME IN POOL PLAY. During single elimination bracket/playoffs, there will be overtime. Each team will get two plays from the 10 yard line. Each team must go for 2 every possession in overtime. The higher seed will determine if they want to start on defense or offense**. An interception in overtime wins the game.** If both teams end with the same result, then the process repeats itself, until there is a winner.

ELIGIBILITY

All players AND coaches must be registered and eligible on Zorts. If a player/coach is not eligible on Zorts, they will not be given team wristbands. If age verification system (Zorts) is down, a player must provide age verification (birth certificate, passport) and/or provide their school report card/school ID.

EACH PLAYER AND COACH MUST HAVE SIGNED THE LIABILITY WAIVER FORM TO PARTICIPATE. NO EXCEPTIONS. All player eligibility questions will be at the discretion of the Tournament Director/Staff.

COACH WRISTBANDS

3 per team, each coach/team manager must be on Zorts roster AND marked as ELIGIBLE to receive a wristband.

SCORING

Touchdown = 6 points, automatic 1 point given to offense, if they don't elect to go for 2-point conversion

2-point conversion can be from any hash or middle of field from the 10-yard line. Teams have 10 seconds to declare if

they are going for 2-point conversion- no takebacks.

Interception = 3 points

Defensive stop = 1 point

SPORTSMANSHIP

Fighting will not be tolerated. If a player throws a punch, he is ejected immediately and CANNOT return to the tournament. If players are involved in pushing or shoving, they may be ejected immediately from the game at the referees' discretion. If a team's bench clears, resulting in a fight, both of the teams are ejected from the tournament, resulting in a forfeit. IT DOESN'T MATTER WHO STARTED IT. The referee has the right to throw out any player, coach, spectator, or team out of the game. The tournament staff has the right to eject players, coaches, teams, and by-standers of any tournament and they will have to leave the facility immediately. A referee can also give a 15-yard unsportsmanlike penalty.

Tournament staff WILL NOT overturn a referee's call just because of your opinion.

Any form of cheating qualifies for automatic team disqualification at the tournament!

Moving the Ball

• 8-9U DIVISION WILL START AT THE 30 YARD LINE. 3 PLAYS TO GET TO THE 20 & 4 PLAYS TO SCORE. Teams can run every play except onside the no run zone (25-20 and 5-G)

• 10U and UP will start on the 40 yard line and have 3 PLAYS TO GET TO THE 20-YARD LINE, ONCE INSIDE THE 20 THE OFFENSE HAS 4 PLAYS TO SCORE AKA 3 TO GET 20, 4 TO SCORE.

• Offense always starts with their choice of the hash after any change of possession

• Ball will NOT be automatically reset to the middle of the field after each play. The ball will be placed on the hash after a player is touched/downed outside the hashes. If an offense chooses to put the ball in the middle of the field they can. Offense can't choose which hash they want to put the ball on. For example) If the offensive player goes out on the right sideline/outside the hashes, the ball will be placed on the right hash unless the offense wishes to move the ball back to the middle of the field.

Coaching your Team

▪ There will be one offensive coach allowed on the field at any time and THREE (3) active athletes behind him only. (One warning then delay of game penalty). The coach must be positioned behind the offensive huddle

▪ Coaches are not allowed to challenge any official ruling

▪ Remaining team coaches can work from the sidelines but must stay off the field

▪ NO defensive coaches allowed in the secondary before/during/after the play

▪ ALL other coaches must stay on their own sideline

▪ Defensive coaches can go on the field between plays but must stay on the sideline.

▪ Coaches will be given 1 sideline warning during play. Second warning will result in a 10-yard penalty or half the distance to the goal. Third warning will result in coach's ejection

Special Rules

▪ NO BLITZING ALLOWED in the ENTIRE game (INCLUDING overtime). If a team blitz's, they will be penalized 15 yards, un-sportsmanlike.

▪ NO blocking.

- If a team is taking a delay of game and wasting time for various purposes, it will be a delay of game AND loss of down immediately following the first delay of game penalty.

▪ George's Tackle Box Rule: ALL eligible receivers must release OUTSIDE THE TACKLE BOX

▪ Blocking will result in a loss of down, return to the previous spot.

▪ Face guarding is allowed.

▪ Ball carrier is legally down when touched below the neck with one hand or the ball carrier's elbow/knee, or the football touches the ground. A defender CAN leave his feet to make a tag. The offensive player can leave his feet too.

▪ Fumbles (not including snap) are dead balls at the spot with the last team in control retaining possession at the spot.

▪ Offensive team will have 25 seconds to put the ball into play. Delay of game is a loss of down

▪ The offensive team is responsible for retrieving and returning the ball to the official. The clock does not stop, and any delay of the offense in retrieving and returning the ball to the official will result in delay of game.

▪ The official will spot the ball after every score and to start every new possession.

Single-Elimination Bracket/Playoffs

▪ 1-day tournament structure: Each team will get 2 pool play games and the 3rd guaranteed game will be the start of single-elimination playoffs. In our two-day tournaments, we will have each team play 3 pool play games on Day 1 of the tournament. Day 2 will be the start the of single-elimination playoffs.

Tournament Director/Staff has the final say on every single rule/question/judgment.

PENALITES

Offensive Penalites	**Assessed**	**Result**
False Start/Illegal Motion	Line of scrimmage	Loss of Down
Delay of Game	Line of scrimmage	Loss of Down
Blocking	Line of scrimmage	Loss of Down
Fumbles	Dead ball	Offense retains possession at the spot
Pass Interference	Line of scrimmage	Loss of Down
Unnecessary Roughness	15 yards-LOS	Loss of Down
Unsportsmanlike	15 yards	Loss of Down

Defensive Penalites	**Assessed**	**Result**
Encroachment/Neutral Zone	5 yards	Repeat Down
Holding	10 yards	Repeat Down
Pass Interference	10 yards	First Down
Unnecessary Roughness	15 yards	Line of Scrimmage
Illegal Participation	5 yards	Repeat Down
Unsportsmanlike	15 yards	First Down