



# THE SHOWDOWN SERIES TOURNAMENT 7v7 BOYS RULES

## TOURNAMENT PLAY RULES AND REGULATIONS

1. Each team will be guaranteed a minimum of 3 games. Every player is required to have a mouthpiece and 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 8<sup>th</sup>, 9<sup>th</sup>, HS.**
10. Coaches must stay out of the defensive secondary. Defensive coaches must be behind the line of scrimmage (5 yards minimum) and must stay below the bottom of the numbers.
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 30 second count to run the play.
14. **No running plays ever, QB sneaks, draws whatsoever.**
15. Each team has three downs to get past the 20-yard line. The offense has four downs to score inside the 20-yard line.
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 1<sup>st</sup> down from the 40 yard line, it is now 2<sup>nd</sup> 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 1<sup>st</sup> down. The next play is now 3<sup>rd</sup> 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.



## PLAYER ELIGIBILITY

All players must be registered and eligible on Zorts. If a player is not eligible on Zorts, they 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.

## COACH WRISTBANDS

3 per team, each coach/team manager must be on Zorts roster 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!

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
- 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 below the bottom of the numbers from the sideline and be on the sideline prior to the CADENCE and snap of the ball.
- 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.
- 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 30 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

- About half of the teams for most divisions will be seeded in the bracket based on Pool Play win/loss record, head to head matchup/result, point differential, most points scored, least points given up, when there are two teams with the same record. Ex) Some divisions will have 6 out of 10 make the playoffs, some divisions will have 8 out of 16 make the playoffs. It varies from tournament to tournament based on the master schedule. Showdown will do it's best to get more than half of the teams in the playoffs. No guarantees.
- All teams will play minimum of 3 games during the tournament.



## PENALITES

| <b>Offensive Penalites</b> | <b>Assessed</b>   | <b>Result</b>                          |
|----------------------------|-------------------|--|
| 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                           |

| <b>Defensive Penalites</b> | <b>Assessed</b> | <b>Result</b>     |
|----------------------------|-----------------|-------------------|
| 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        |