



# Tournament Rules and Guidelines

## *Indy Crossroads Championships*

### **I. GRADE ELIGIBILITY AND TEAM DOCUMENTATION REQUIREMENTS**

#### **A. Grade Eligibility**

1. Players must be in the grade that they are playing in.
  - a. Players can play up a grade, but not down.
    - i. Teams comprised of players in multiple grades must play up.  
Example: A team is made up of 3rd and 4th grade players. The team must play in the 4th grade division.
2. The following is a breakdown for age and grade per division:
  - a. **2nd Grade:** Must be in 1<sup>st</sup> or 2<sup>nd</sup> grade.
  - b. **3<sup>rd</sup> Grade:** Must be in 2<sup>nd</sup> or 3<sup>rd</sup> grade.
  - c. **4th Grade:** Must be in either 3<sup>rd</sup> or 4th grade.
  - d. **5th Grade:** Must be in 4<sup>th</sup> or 5<sup>th</sup> grade.
  - e. **6th Grade:** Can be in either 5<sup>th</sup> or 6<sup>th</sup> Grade.
  - f. **7th grade:** Can be in 6<sup>th</sup> or 7<sup>th</sup> grade.
  - g. **8th Grade:** Can be in 7<sup>th</sup> or 8<sup>th</sup> grade.

#### **B. Team Documentation Requirements**

1. Grade Verification: The team must be able to verify the grade that the athlete is in.
  - a. The verification form must be an official school document which contains the school header and address. Examples of official school documents are:
    - i. A report card showing the player's name and grade in school. (Could be last years report card)
    - ii. A grade verification sheet with school information, name, and grade.

**\*The purpose of these documents is to verify that each player is playing in the correct grade bracket.**

#### **2. Team Roster Requirement**

- a. The official team roster sheet that must be completed and submitted by the due date indicated. This roster should include:
  - i. Player Name
  - ii. Jersey Number
  - iii. Grade

- iv. Open spot for Weigh-In Information
3. Additional Team Verification Forms
- a. Indy Crossroads Championships requires each participating teams to submit additional forms. Deadlines for each are indicated on the form and our website. These additional forms are required from each team:
    - i. Event Agreements
    - ii. Participant Waiver
    - iii. Coach's Code of Conduct
    - iv. Hotel Accommodations

### **C. Other Player and Team Eligibility Requirements**

- 1. This tournament is designed for all age and skill levels of teams. Team make ups may vary and teams will be placed in age divisions where they will play similar teams of grade, skill and size. Once a player is on a team roster he may not play for any other team in the tournament.
- 2. NO High School players are permitted to play regardless of age. If the player is in 9<sup>th</sup> grade or higher, under no circumstances can that player participate.
- 3. After weigh in players can not be added to your roster. If a player does not get weighed in with his team and plays, that team will be disqualified for all future games.

**THERE WILL BE NO EXCEPTIONS TO THE TEAM ROSTER AND DOCUMENTATION REQUIREMENTS**

## **II. WEIGHT**

- A. The following is a breakdown for running weight, striper weights, and maximum weights per division. Any player over the maximum weight is **NOT ELIGIBLE TO PARTICIPATE** for safety reasons.
- B. Players will be weighed in by an official of the tournament at the team check in prior to their first game.
- C. **Players are not required to be weighed in wearing their equipment.**

Division	Maximum Running Weight	Maximum Weight
2 <sup>nd</sup> Grade	90 lbs	N/A
3rd Grade	105 lbs	N/A
4 <sup>th</sup> Grade	115 lbs	N/A
5 <sup>th</sup> Grade	125 lbs	N/A
6 <sup>th</sup> Grade	135 lbs	N/A

ⓓ All players will be weighed at team check-in and receive wristbands that must be worn all weekend. Players within 10 pounds of the ball carrying weight limit will receive a different colored wristband. The colored band will allow referees to distinguish players for a quick weight re-check on the field.

1. Single Striper:

- A. OFFENSE- A “Heavy” is not eligible to carry or receive the football at any time. A “Heavy” may only play in the offensive center, guard or tackle positions.
- B. DEFENSE- A “Heavy” may play ANY defensive position. In the event possession is gained by a player over the ball carrying weight, the ball is to be blown dead immediately.

- 2. Players over ball carrying weight ARE allowed to kick, punt, and hold for PATs and field goals.

**A TEAM WITH A ‘Heavy’ WHO IS DETERMINED TO BE PLAYING IN AN INELIGIBLE POSITION WILL BE PENALIZED 5 YARDS BY THE OFFICIALS.**

**III. FIELD OF PLAY**

- A. All games will be played on a 100 yard field. *The ball will be placed* on the 40 yard line for all kickoffs.
- B. The President, *Director of Operations, Director of Field Maintenance*, Vice President, Director of Player Personnel or Tournament Director may rule the playing field “unsuitable for play – hazardous to the safety of playing personnel”.
  - 1. Games will be rescheduled.
- C. Only players and coaches may be on the sidelines and must stay between the two thirty (30) yard lines. A maximum of five (5) coaches and one (1) team manager may be on the designated sideline at any given time of the competition of the teams. Only the Head Coach or an Assistant Coach shall be allowed on the field of play. The Field Referee and/or the Officer of the Day will issue a single warning for violation of this rule. A fifteen (15) yard penalty will be

assessed to the violating team for next and each subsequent infraction.

- D. A neutral zone will be marked along each sideline and end zones. Parent and non-players will not be permitted to enter this neutral zone during play.
- E. The tournament director does have the option of scheduling a team or teams to play a maximum of 2 games in one day, due to scheduling conflicts or weather. If two games are scheduled for any team, there must be at least 90 minutes in between games.
- F. Locations may vary as well due to weather conditions.

#### IV. **TOURNAMENT PLAY**

- A. Except for specified rules, all games will be played in accordance with the Indiana High School Athletic association rules. Grades 2, 3, and 4 shall use K2 ball or comparable. 5th and 6th grades shall use TDJ ball or comparable. 7th and 8th grade shall use TDY ball or comparable.
- B. Each quarter will be ten (10) minutes long with a maximum of fifteen (15) minutes between halves. The clock will be a running clock until the last 2 minutes of each half. At that time the clock will be stopped for penalties, out of bounds, first downs, incomplete passes, injuries and timeouts. The clock will be stopped after a score, but will start again after the PAT and prior to kick off. This allows games to stay on 65-75 minute game schedule.
- C. Games will be played with a minimum of 2 officials present. Most games will be played with 3 officials.
- D. Each team is allowed four (4) timeouts per game, (max three per half), excluding official timeouts for injuries. Any player injured during a play causing officials timeout must sit out for at least the next play. If an injury requires medical treatment, a licensed medical doctor's release will be required before the player will be allowed to return to participation.
- E. Coaches on the Field
  - 1. For 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Grade – One coach may be on the field to assist in calling plays and alignment of players. Once the offensive and defensive huddles are broken, the coaches on the field will give **NO FURTHER INSTRUCTIONS**. Penalty of ten (10) yards each and every infraction will be assessed. Sideline coaches are allowed to give instruction after the huddle is broken.
  - 2. 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> Grade Coaches are not allowed on the field to call plays. They may only go out on the field during time outs. They are allowed to give instruction from the sideline.
- F. Punt Rule (Does not apply to 7<sup>th</sup> and 8<sup>th</sup> grade divisions- HS rules apply)
  - 1. A fourth (4<sup>th</sup>) down punt rule will be enforced. Prior to the snap of the ball, the referee and defensive team must be notified of the punt. The punting team may elect to snap the ball or to have the punter hold the ball prior to the Referee's whistle.
  - 2. If the punting team elects to snap the ball, the defense may rush and the punting team may punt or execute a run or pass play to attempt a first down.

3. If the punting team elects NOT to snap the ball. The punter will hold the ball until the referee's whistle. The punter will have five (5) seconds to punt the ball. The punting team's players may NOT advance downfield until the ball has been kicked.
4. The defensive team may not rush the ball and must keep eight players within five (5) yards of the line of scrimmage until the ball is kicked.
5. If the ball is not kicked within five (5) seconds of the referee's whistle or an offensive player crosses the line of scrimmage before the ball is kicked, a five (5) yard penalty will be assessed to the offensive team and the down will be replayed.
6. Punters, kickers, and holders may exceed the ball carrying weight but advancement of the ball by either a run or a pass by such a punter or kicker is not allowed per Section II of the Rules of Play. Any player over running weight can not advance the ball.

#### G. Extra Point Conversion

1. A score for an extra point conversion after a touchdown will be awarded in the following manner:
  - a. If the ball is placed on the three (3) yard line, one (1) point will be awarded for the advancement of the ball over the goal line;
  - b. If the ball is placed on the five (5) yard line, two (2) points will be awarded for advancement of the ball over the goal line.
  - c. If the ball is placed on the three (3) yard line and spotted on the ten (10) yard line, two (2) points will be awarded for a kick through the uprights.

#### H. Field Goal or PAT Kicking Rule

1. On any attempted field goal or extra point kick, the offensive team will have five (5) seconds to kick the ball. The holder must spot the ball directly behind the center.
2. In the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> Grade divisions the defensive unit will not be allowed to rush and the offensive team will not be allowed to snap the ball. If the ball is not kicked in five (5) seconds, the ball will be blown dead and loss of possession will occur. If the field goal attempt is unsuccessful, the ball will be brought out to the 20-yard line. If the line of scrimmage is outside the 20-yard line and the field goal attempt is unsuccessful, the ball will be brought back to the original line of scrimmage.
3. In the 5<sup>th</sup> and 6<sup>th</sup> Grade divisions, if a team **does not snap** the ball,(a) the ball will be placed next to the holder, (b) the referee will blow the whistle, at which point the ball may be picked up by the holder and the defense may rush the kicker.
4. In the 5<sup>th</sup> and 6<sup>th</sup> Grade divisions, if a team **elects to snap** the ball for an extra point, the defense may rush the ball. If a snap is elected, the offense may attempt a run or pass for two extra points.
5. In the 5<sup>th</sup> and 6<sup>th</sup> Grade divisions, if a team chooses to kick the ball for 2 points, **without**

**snapping the ball** and the ball does not get kicked (e.g. fumbled, etc.), the play is dead. **NO POINTS** will be awarded.

6. **7th and 8th grade** -- all punts, PAT kicks are live snaps, live rush, just as HS rules. PATs are 1 pt, just as HS rules.

#### I. OVERTIME

1. A game tied at the end of regulation will continue under the overtime format.
  - a) At the end of regulation time, a two (2) minute official's time out will be called. During this time out, team captains will meet with the officials for a coin flip to determine which team will have possession.
  - b) The overtime periods will be in accordance with the IHSAA rules.
    - (1) If after the first overtime period, the score remains tied, a second overtime period will be played.
    - (2) All games will be played until there is a winner. For the first overtime period each team will get 1<sup>st</sup> and goal from the 10 yard line. Each overtime period after that each team will start 1<sup>st</sup> and goal from the 5 yard line.

#### V. CODE OF CONDUCT – PARTICIPANTS

- A. Each player and coach will conduct themselves in a sportsmanlike manner at all times.
- B. Fighting on the field will cause the player or players to be expelled from the current game **and the next game as well.**
- C. Swearing or arguing by a participant will not be tolerated at any time. The referee or coach may request the individual to leave the field and a fifteen (15) yard penalty may be assessed. The Board of Directors will handle possible additional action by reviewing situations as they occur and determining if a player or coach needs to be removed from the game.
- D. Any coach or player that is ejected from a game for unsportsmanlike conduct other than fighting as defined in item V.B. above, will also be suspended from the team's next game.
- E. There will be no electronic communication equipment on the field allowed for communicating between coaches and/or players , parents and coaches. This includes the use of cellphones.

#### VI. CODE OF CONDUCT – PARENTS

- A. Parents and non-players are not permitted to enter the neutral zone as marked along the sidelines and end zones.
- B. Swearing, physical or verbal abuse by a parent will not be tolerated at any time. The referee, coach or Officer of the Day may request the individual to leave the field and a fifteen (15) yard penalty may be assessed.
- C. Physical violence or verbal abuse by non-participants toward anyone will not be tolerated and

the offender will be asked not to participate or attend games.

**D. *No air horns will be allowed at the facility.***

1. ***Noise makers or any device that is disruptive to the offense play calling will not be allowed after the huddle has broken.***

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## **SPECIFIC 2<sup>nd</sup> Grade Rules**

**The following rules have been designed to provide a safe and fair playing environment for the 2<sup>nd</sup> grade teams. Any rules not specifically defined below will follow the rules for 3<sup>rd</sup>-6<sup>th</sup> Grade teams defined above.**

1. **KICKOFF RULE** – There will be NO kickoff for 2<sup>nd</sup> Grade. The ball will be placed on the 35 yd line at the beginning of each half and after all touchdowns.
2. **PUNT RULE** - There will be NO punt in 2nd Grade. Rather, there will be a 25yd walk off rule. The offensive coach must declare that the offensive team intends to punt. In no case, may the ball be placed inside the 20 yard line on a declared punt. For example, if the offensive team has the ball on the defending team's 25 yard line and elects to punt – the ball would be placed on the 20 yard line (not the 5 yard line).
3. **SAFETY RULE** - In the event a safety occurs in 2nd Grade, the ball shall be placed on nearest 45 yd line (i.e. the 45 yard line of the defending team).
4. **DEFENSIVE ALIGNMENT RULES:**
  - a. There will be NO nosegard allowed on defense on ANY down, including Goal Line or 4<sup>th</sup> down situations.
  - b. Interior Defensive Linemen (excluding Defensive Ends) must line up in a 3 or 4 point stance position (i.e. they may not be standing)
  - c. Interior Defensive Linemen must align HEAD UP on the offensive guards and/or tackles, as applicable. There will be NO lining up in "A", "B" or "C" gaps EXCEPT on 4<sup>th</sup> down or Goal Line situation (inside 10 yd line). Defensive players may "shoot" the gaps upon the snap of the ball in all situations.
  - d. Defensive Ends may line up either Head Up or in an Outside Shade position.
  - e. Linebackers must line up behind the defensive line and give 1 yard of daylight. They may blitz upon the snap of the ball, but cannot "walk up" into a gap prior to the snap.
  - f. **GOAL LINE / 4<sup>th</sup> DOWN RULE** – Interior defensive lineman may line up in the gaps ("A", "B", "C" gap) in a goal line (inside the 10 yd line) or 4<sup>th</sup> down situation. There is still NO nosegard permitted.