

Team Photographers and Video:

All team photographers and/or Video people will need to stay off the field of play, **unless they have media credentials provided by 7v7Elite. Only 1 Media personnel per team is allowed on the Field of Play. Additional Media will have to stay on the Sidelines during all phases of play.**

Clock:

The game clock does NOT stop. The only 2 exceptions to this rule are 1.) Official's Timeout 2.) Bracket Play Timeout (**Clock will start on the next offensive snap**). The clock will run during all other phases of play (i.e. extra point attempt, incomplete pass, resetting the ball after a TD/Extra Point, etc.)

Starting Each Game:

1. A coin toss will determine which team gets the ball first. That team will begin possession of the ball on the 40-yard line with their choice of hash. **The away team will call the coin toss.**
2. A whistle will begin and end each game.
3. Each game is 23 minutes.
4. **Officials will call out remaining time and score after every change in possession.**
5. **SOFT SHELL HELMETS AND MOUTHPIECES ARE MANDATORY. The safety of the players is our #1 priority.**

Moving the Ball:

1. Offense starts on the 40-yard line on a normal possession. Offense will start on the 30-yard line after an interception.
2. All snaps at the 40-yard line must be off the QB-TEE (No Shotgun). Upon gaining a yard or more, QB may take a shotgun off QB-TEE. **Regardless of field position, all snaps must be from the QB-TEE.**
3. Offense has three (3) downs to gain a first down. First down markers will be at the 25, and 10-yard lines.
4. Once inside the 10-yard line, the offense has 3 downs to score a touchdown.
5. The first person to control the football off the QB-Tee is the QB. The QB is never eligible to run.
6. The offense may not run the football. All 7v7 Elite tournaments are passing only. All passes must be forward passes. Passes may be behind the line of scrimmage if they are forward passes. **Backwards passes will result in loss of down.**
7. The quarterback MUST release the ball from behind the QB-tee. If his foot passes the tee, it will be called an illegal forward pass.

Coaching your Team:

1. There will be only one offensive coach allowed on the field at any time. After the huddle, the coach must back 7 yards away from the line of scrimmage. All remaining coaches can work from the sidelines. **The offensive coach on the field is not allowed to coach the QB after the ball is snapped.**
2. Coaches are not allowed to challenge any official ruling.
3. NO defensive coaches allowed on the field. All defensive coaches must coach from the sideline.
4. 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 the **head** coach's ejection.

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OFFICIAL RULES 2023 SEASON

5. Any form of cheating can qualify for automatic team disqualification at the tournament!
6. All teams must have matching uniforms. Players may not play on different teams but may play in multiple age brackets if their team has multiple teams in different age brackets and the player's age fits the age bracket rules of each team.

Miscellaneous Rules:

1. **ALL OFFENSIVE PENALTIES WILL RESULT IN LOSS OF DOWN WITH THE BALL BEING RESET TO THE ORIGINAL LINE OF SCRIMMAGE. IF THERE IS AN OFFENSIVE PENALTY DURING AN EXTRA POINT ATTEMPT, THE OFFENSE WILL LOSE POSSESSION AND NOT BE ALLOWED TO TRY THE EXTRA POINT.**
2. Defensive pass interference will result in a 15-yard penalty and an automatic first down.
3. **Defensive holding will result in a 10-yard penalty. Offense will replay the down, unless the penalty yardage results in a first down.**
4. NO BLITZING ALLOWED in the ENTIRE game (INCLUDING overtime). If a team blitz's, they will be penalized 15 yards, unsportsmanlike.
5. NO blocking. This will result in a loss of down and return to the previous spot.
6. Face guarding is allowed, **as long as there is no contact between the receiver and defender.**
7. Ball carrier is legally down when touched below the neck. They are also considered down when any of the carrier's body (except their hand) hits the ground, this includes the ball.
8. Fumbles are dead balls at the spot with the last team in control retaining possession at the spot. Play will continue if a fumble happens on center/QB exchange.
9. Offensive team will have 25 seconds to put the ball into play. Delay of game is a loss of down.
10. The offensive team is responsible for retrieving and returning the ball to the official or to the QB-tee. The clock does not stop. Any delay of the offense in retrieving and returning the ball to the official will result in delay of game.
11. The QB is allowed 4.0 seconds to throw the ball. If a QB-tee is unavailable, referees will stop play when 4.0 seconds is surpassed.
12. An interception is a live play. The defensive interceptor is allowed to return an interception for a TD (6 points). The entire defense except the current ball carrier must stop running and is not permitted to run with the interceptor. If the offense tags the interceptor before they reach the 40-yard line the play is dead, and the intercepting team will take possession on the 30-yard line. If the interceptor scores, then their offense will come onto the field for an extra point try. A QB must have a helmet and mouthpiece to be involved in tagging an interceptor. If the QB goes for the interceptor without proper attire the play will be called a TD automatically.
13. Excessive celebration is not allowed and will not be tolerated. At the discretion of the referee, if a team is penalized for excessively celebrating or clearing of the sideline, the result is a 15-yard unsportsmanlike penalty and a loss of down. The players on the field may celebrate but players cannot come from the sideline to celebrate with players on the field. We want the players to celebrate, but we want them to do it with respect.
14. A game cannot end on a defensive penalty. If this occurs, the offense will have an untimed down if time has expired.
15. The offense (wide receivers) must line up outside the tackle box (3 yards from either side of the football) and one receiver must be on the line on each side.
16. Fighting will not be tolerated. If a player throws a punch, he is ejected immediately and can NOT return to the game. If players engage in pushing or shoving, they may be ejected immediately from the game at the referees' discretion. If a second incident occurs with the same player(s),

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they will be ejected from the tournament in its entirety. If a team's bench clears, resulting in a fight, both teams are ejected, resulting in a forfeit. The referee has the right to throw out any player, players, or team out of the game. The 7v7 Elite Showcase staff has the right in extreme cases 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.

17. Each team has a maximum of 25 players. Players will not be accepted into the events as individuals. All players must be a part of a team.
18. If a QB-tee is not available, a player will need to be the "center." This player is not an eligible receiver but may retrieve the football for the offense and return it to the line of scrimmage. The "center" does not have to snap the ball as a traditional center but may hold the ball or toss the ball to the QB upon his cadence.
19. During an extra point attempt, if there is a defensive penalty, the offense has the option to go for 2 from the 5 yard line or accept the result of the original play.

Overtime/Tie Breaker:

1. Games in BRACKET PLAY (ELIMINATION) that end in a tie will go to a tiebreaker. There will be a coin toss at the beginning of the tiebreaker with the **team from the Winner's Bracket (Higher Seeded team in single elimination)** calling the toss. The winner will choose to be on either offense or defense.
2. In OT, if neither team scores or it ends as a tie, **possession will be flipped from initial OT**. From that point it will be the longest passing yard from the 40-yard line. All passes must be forward passing even if thrown to a player in the backfield. Each team will get an opportunity. The team with the most yards will be declared the winner of the tiebreaker and will add 1 point to the final score.
3. Each team will have 3 plays from the QB-tee from the 10-yard line, choice of hash. If you score you receive the standard 6 points.
4. If the offense scores, then they **MUST** choose to go for 1 point from the 5-yard line, or 2 points from the 10-yard line.
5. The opposing team gets the same opportunity to win. There are no defensive points in OT. Both teams get the opportunity to score.
6. If additional overtime periods are required, **possession will be alternated**. This format will be repeated until there is a clear winner declared.
7. This tiebreaker format will be used in ELIMINATION GAMES ONLY. **Games may end in a tie in the round robin games.**
8. 1 timeout per team (1 minute) – During tournament bracket play only.

BRACKET FORMAT:

1. All teams will be seeded in the bracket based on Round Robin win/loss record. With the higher seed being considered the 'Home' team, and lower seed considered the 'Away' team.
2. **There is no coin toss during Bracket Play, the higher seed (Home) team gets the first option.**
3. BRACKET WILL BE DETERMINED BY:
 - a. Record
 - b. Point differential total points scored minus total points given up
4. **In the championship game, the winning team from the 'Winner's' Bracket will be considered the higher seed, regardless of initial seeding.**

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POINT VALUES:

1. Offensive Touchdown = 6 points. After the touchdown, the team MUST elect to go for 1 point from the 5-yard line or 2 points from the 10-yard line.
2. Defensive points –
 - a. 2 points for a defensive stop
 - b. 3 points for an interception ***or***
 - c. 6 points for a Pick-6. (If intercepting team does score a TD their offense must go for extra point)

AGE REQUIREMENTS:

1. We will be using Zorts as our age verification and scheduling.
2. Each player must be their bracket age date as of January 1st. For example, each player in the 12U bracket must be 12 or under as of January 1st.
3. A player may play up in an age group, but that player must also be on that age group's roster.

