

WEEKEND WARRIOR TOURNAMENT SERIES

A large, stylized letter 'W' is the central focus. The top two vertical strokes of the 'W' are colored blue, while the bottom two vertical strokes are colored red. The letter has a hand-drawn, slightly irregular appearance.

SMALL BALL RULES THAT
YOU MIGHT NOT BE
FAMILIAR WITH.

SECTION 1--THE GAME

1.1 COIN TOSS

1.1.1 A coin toss shall begin each game. The captain winning the toss shall choose one of the following options:

1. OFFENSE

2 DEFENSE

1.1.3 The second half starts with an AUTOMATIC change of direction for each team from the first half.

1.7 ZERO TOLERANCE POLICY

1.7.1 Weekend Warrior Tournament Series will provide an atmosphere where the players, friends and families can feel comfortable enjoying a day of football. Any players, teams or family members that jeopardize that environment WILL be asked to leave.

1.7.2 WWTS operates under a ZERO TOLERANCE POLICY. See our Banned List for proof.

SECTION 2—THE FIELD

2.2 NO RUN ZONES

2.2.1 No Run Zones are in place to prevent teams from using power run plays. While in the No Run Zones (a 5 yard imaginary zone before midfield and before the end zone), teams cannot run the ball in any fashion. All plays must be pass plays, even with a handoff. **ALL PASSES IN THE NO RUN ZONE MUST CROSS THE LINE OF SCRIMMAGE OR A FLAG WILL BE THROWN.** No Run Zones come into effect only when the offensive team is approaching the first down or the end zone.

EXCEPTION: If the offensive team has already achieved a first down but has been pushed back into a No Run Zone, then the No Run Zone is no longer in effect.

SECTION 3--THE PLAYERS

3.1 ROSTER SIZE

3.1.1 Teams consist of a total of 15 players on the roster.

3.1.2 A player may only appear on 1 roster. NO EXCEPTIONS, even if the other team approves it. If a player is found playing on a team illegally, the team will forfeit the game in which the illegal player participated and kicked out of the tournament/league.

3.4 PROTEST PROCEDURE

3.4.1 Tournament Director is contacted DURING THE GAME with a \$50 NONREFUNDABLE protest fee.

3.4.2 NO PROTESTS WILL BE ALLOWED AFTER THE GAME IS OVER.

3.4.3 **You may not protest a judgment call by an Official.**

4.2.5 There is NO “one play allowed without a flag” warning. Two flags must be worn at ALL times.

SECTION 5-- OVERTIME

5.5 OVERTIME FOR BRACKET PLAY EXCEPT CHAMPIONSHIP GAME

5.5.1 Each team receives an Overtime Extra Point Attempt

5.5.2 Coin Flip – 2 choices - Offense, Defense

Type of Extra Point (1, 2 or 3 points)

5.5.3 If score is tied at end of first OT, repeat second OT, reversing choices, etc.

5.5.4 If score is tied at the end of the second Overtime, teams must go to LONGEST PLAY for their 3rd possession.

5.5.5 1 time out per team, per overtime period.

5.6 WWTS OVERTIME CHAMPIONSHIP GAME

5.6.1 In WWTS Championship Games (League & Tournament Championship Games only), WWTS Sudden Death Overtime is used:

- Same procedure as regular overtime except If no winner was decided in the first 4 possessions for each team, the 5th possession for each team will go to LONGEST PLAY
- One time out per, team per overtime period.

SCORING

6.1.3 Interceptions on returned extra points are worth TWO POINTS REGARDLESS OF WHAT THE OFFENSIVE TEAM WENT FOR.

9.1.3 If a passer crosses the Line of Scrimmage and comes back behind the Line of Scrimmage and throws pass, it is an illegal forward pass. THE ENTIRE BODY MUST BE OVER THE LINE TO BE ILLEGAL.

11.1.5 The offense cannot impede the rusher who lined up at 7yards. The rusher has a direct line to where the QB receives the snap AND MUST CROSS THE LINE OF SCRIMMAGE ON THAT DIRECT LINE BEFORE HE CAN ADJUST HIS PATH IF THE QB ROLLS OUT AND HE PURSUES

SECTION 13--FORMATIONS

14.1.8 Teams/Players leaving the bench area during a fight:

1. If either team leaves the bench during a fight, the game will immediately be forfeited and both teams ejected from the tournament with no refund.

2. Any player that comes off the sideline during a fight will be ejected from both the game and tournament.

SECTION 15--PENALTIES

EVERY SMALL BALL PENALTY IS EITHER A
LOSS OF DOWN OR FIRST DOWN

NO 3 OR 4 POINT STANCE IN 5M CONTACT
TO ENSURE PLAYER SAFETY.

A TEAM CAN ACCEPT A PENALTY BUT
DECLINE THE YARDAGE.

IF A PLAYER IS CAUGHT COMPETING WITH
POCKETS THEY WILL BE EJECTED FROM
THAT GAME.