



5v5FOOTBALL TOURNAMENT RULES

Maximum players on a team: 15 players

Field Dimensions: The field Length will be 50 yards, and the width will be 40. 40-yard playing field with a 10-yard end zone.

Point System:

· Touchdown: 6 points

· Extra Points:

-1 point: from the 5-yard line

-2 point: from the 10-yard line

Starting Each Game

- (Pool Play) Rock Paper Scissors will determine who gets the ball first.
- (Bracket Play) Highest Seed gets the ball
- Ball Starts on the 40-yard line
- 20 min games with a running clock

- The official will announce when the clock is under 2 minutes
- Officials can call stop clock during an injury or referee timeout
- Once the clock is at 0, GAME OVER no extra point if a team scores before then.
- The clock will stop with the exception of an injury or referee timeout
- A whistle will start and end each game
- The referees will keep the official score and time on the field for each game
- Soft Helmets and mouth guards are recommended.

Moving the Ball

- Opening drive Offense always starts on the 40-yard line.
- Offense has three (3) downs to gain each first down and/or to score when inside the 10-yard line for a touchdown.
- First down markers will be at the 25, and 10-yard lines
- QB can NEVER run
- The offense may run the ball as many times as they want on any down during the game; (Bracket Play Only): NO running in OVERTIME.
- o The QB is allowed to make one exchange (ex. Pass, handoff, or toss).
- o No toss passes, reverses, or hook and ladder
- Defensive players cannot cross the line on a run play until the quarterback hands the ball off to the RB

Coaching your Team

- Allowed are 1 Offensive coach and 3 players behind the huddle.
- Coaches are not allowed to challenge any official ruling
- Remaining team coaches can work from the sidelines
- NO defensive coaches allowed on the field
- Coaches will be given 1 sideline warning during play. A second warning will result in a 10-yard penalty or half the distance to the goal. The third warning will result in the coach's ejection

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

Special Rules

- NO BLITZING ALLOWED. If a team blitzes, they will be penalized 15 yards, un-sportsman
- NO BLOCKING / HOLDING. Blocking will result in a loss of down, a return to the previous spot
- Face guarding with no contact is allowed
- Ball carrier is legally down when touched with one hand below the neck with
- A defender CAN leave his feet to make a tag. The offensive player can't leave his feet
- Fumbles (Including snap) are dead balls at the spot with the last team in control retaining possession at the spot
- Offensive team will have 20 seconds to put the ball into play.
- QB is allowed 4.0 seconds to throw the ball
- An interception is a turnover and the team gaining possession gets the ball at the 30-yard line. If an un-sportsman penalty is given to the interception team, they will be penalized 10 yards and will start from the 40-yard line
- 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 the sideline, the result is an unsportsmanlike penalty and a loss of down
- A game cannot end on a defensive penalty. If this occurs, the offense will have an untimed down if time has expired
- The offense (wide receivers) must line up outside the tackle box, and one receiver has to be on the line on each side. The illegal formation is a loss of down
- There is no taunting of any sort towards the other team. Taunting will be an automatic Un-Sportsman. No remaining players or coaches can leave the sideline.
- Fighting will not be tolerated. If a player throws a punch, he is ejected immediately, and CAN NOT return to the game. If players are involved 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), 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 Pylon staff has the right in extreme cases to eject players, coaches, teams, and bystanders of any tournament and they will have to leave the facility immediately. A referee can also give a 15-yard unsportsmanlike penalty.
- Staff WILL NOT overturn a referee's call!

Overtime/Tiebreaker (Only in Bracket Play)

- Games in BRACKET PLAY (SINGLE-ELIMINATION) that end in a tie will go to a tiebreaker. There will be Rock, Paper, Scissors at the beginning of the overtime. The winner will choose to be on either offense or defense first.
- Each team will have 2 plays from the 10-yard line. If you score, you receive the standard 6 points. Extra Point Rules will follow.
- There is NO running in overtime. All plays MUST be a pass
- The opposing team gets the same opportunity to win.
- If neither team scores or it still ends as a tie, we will continue the overtime method until there is a winner.
- The team that wins will have one point added to their final score.

- This tiebreaker format will be used in SINGLE-ELIMINATION GAMES ONLY.

Shoot-Out Bracket Format

- All teams will be seeded in the brackets based on Day 1 win/loss.
- All teams will play a minimum of 4 games during the event unless otherwise noted

BRACKET SEEDING WILL BE DETERMINED BY:

- Wins/losses, points scored, and point differential. If after these determinations there is still a tie, the system will automatically do a coin flip to determine team seeding

Penalties:

- Offense:

False Start / Illegal Motion: Loss of Down, Returned to Line of Scrimmage

Delay of Game: Loss of Down, Returned to Line of Scrimmage

Blocking: Loss of Down, Returned to Line of Scrimmage

Pass Interference: Loss of Down, Returned to Line of Scrimmage

Unnecessary Roughness: 15 yards from the Line of Scrimmage

Un-Sportsman: Loss of 15 yards and Loss of Down

- Defense:

Encroachment/Neutral Zone: Repeat Down, Offense gets 5 yards

Holding: Repeat Down, Offense gets 10 yards

Pass Interference: Automatic First Down, Offense gets 15 Yards

Unnecessary Roughness: From the line of Scrimmage Offense gets 15 yards

Illegal Participation: Repeat Down, Offense gets Yards

Un-sportsman: Automatic First Down, Offense gets 15 yards

Divisions:

18U: 18 years and younger (No GRADUATED/GRADUATING Seniors)

15U: 15 years and younger

13U: 13 years and younger

10U: 10 years and younger