
**2015 LASSITER MIDDLE
SCHOOL
7 ON 7 TOURNAMENT**

A.M.: Pool Play TBD

P.M.: Tournament Play TBD

**More details, pool assignments, and
times to follow.**

Tournament Information:

- **\$300** entry fee per team.
- Payment due **July 1st, 2015**. Payable to:
Lassiter Touchdown Club
P.O. Box 670043
Marietta, GA 30066
- Guaranteed 5 games
- All games played on turf fields
- Pool play determines seeding for tournament.

For more information, contact:

**Lassiter Middle School
7 on 7 Director**

Travis Billings

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**MIDDLE SCHOOL
7 ON 7 TOURNAMENT**

July 15, 2015

**LASSITER HIGH SCHOOL
MARIETTA, GA**

HOSTED BY:



www.LassiterFootball.net



2015 TOURNAMENT RULES

PLAYERS MUST WEAR HELMETS

1. 7 defenders (may **not** line up 8 & drop one before snap) and 6 offensive players (must use a center or extra player to snap).
 2. Each possession starts on the 30 yard line – going in.
 3. First downs are made by crossing the 15 yard line and the 5 yard line.
 4. 3 downs to make a first down; even inside the 5 yard line.
 5. PAT snaps are at the 2 yard line, offensive choice of hash. **No 2 point conversions allowed in pool play.** 2 point conversions will be from 5 yard line with choice of hash in tournament play (if chosen).
 6. 4.0 seconds to get pass off. It will be a loss of down and treated as a sack if not thrown in time (4.01 or greater). **The clock will be stopped on a sack in the final 1:00 of the game.**
NOTE: Passes may be thrown behind the line of scrimmage but receiver must advance beyond L.O.S. or play will be treated as a sack.
 7. 4 second clock starts on snap of ball.
 8. Possession changes after PAT attempt, failure to make a first down, or turnover.
 9. **Games are 21:00 long.** The clock runs continuous during the 1st 20 minutes & stops according to rules during the final 1:00. There is **no overtime in pool play.**
 10. **Mercy Rule:** If the margin of score between the two teams is 21 points or greater at the end of the 1st 20 minutes, the clock will continue to run continuously for the remainder of the game; regardless if the margin of score becomes less than 21 points.
 11. Overtime in tournament play consists of 3 plays from 5 yard line. Each team has an attempt to score in each overtime period. Starting with the 3rd and subsequent overtimes, all PAT's must be 2 point attempts from the 5 yard line. Overtime periods are not timed.
 12. One time-out per team per game. 1 additional time-out per overtime.
 13. All offensive formations must be legal sets.
 14. 25 seconds to get the play off.
 15. One-hand touch anywhere.
 16. No running plays allowed.
 17. No double passes or shuffle passes.
 18. 1 coach on the field, others coach from the sidelines. No reserve players on field. Sub from sidelines.
 19. Scoring:
 - Touchdown - 6 points
 - Interception - 3 points (no points for INT on PAT)
 - Turnover on downs - 2 points
 - PAT - 1 point (may opt for 2 in OT)
 20. Penalties:
 - Defense pass interference = Automatic first down and 5 yards from original line of scrimmage.
 - Offense pass interference = Previous spot and loss of down.
 - Defensive holding = Automatic first down and 5 yards from original line of scrimmage.
 - Illegal procedure (offense) = Loss of down.
 - Defensive off-sides = 5 yard penalty.
 - **Delay of game = Loss of down and clock stops in final 1:00.**
 - **Fighting / unsportsmanlike conduct: 1st offense = ejection from game. 2nd offense = ejection from tournament.**
 - **Fighting / unsportsmanlike conduct (team): if any player leaves the sideline to participate in an on-field fight, the ENTIRE TEAM MAY BE EJECTED FROM THE TOURNAMENT.**
 - Personal Foul: Offense = loss of down and 5 yards from original line of scrimmage. Defense = 1st down and 5 yards from original line of scrimmage.
- In the event of defensive holding and a sack on the same play, the defense will be penalized according to the above and the sack will be ignored.**
21. Seeding, Tournament and Tie-breakers:
 - Teams will be broken into 4 pools of 6 teams.
 - Teams will be seeded #'s 1 – 32 for the tournament according to overall records from pool play.
 - Records which are tied after pool play will be broken as follows:
 1. Head – to – Head
 2. Fewest points allowed.
 3. Most points scored.
 4. Flip of coin.
 - Tournament is single elimination format.