

# 1st Annual CHOP Bowl

Sunday, May 20th, 2018 (Games begin at 10am)

Registration (6th/7th Grade)

Team Name: \_\_\_\_\_

Team Members: (No more than 7 players per team)

Player Name	Address	Phone	Grade	Shirt Size
Captain				
Player 2				
3				
4				
5				
6				
7				

\$140 per team. Registration form, money and liability waiver due May 14th. 20 Team limit, do not wait until last minute. Proof of grade required at check in. Check in at least 30 min prior to first game.

Make one check payable and mail to:

*Kettle Moraine Football*

*Attn: Kelly Donaldson*

*349 N Oak Crest Dr.*

*Wales, WI 53183.*

Game times and brackets will be posted May 19th on [KettleMoraineLaserFootball.com](http://KettleMoraineLaserFootball.com).

\*\*Please have a parent sign attached waiver and see rules/regulations below.

### Waiver of Liability

This agreement releases the Kettle Moraine School District and Football Program from all liability relating to injuries that may occur during the CHOP Bowl. By signing this agreement, I agree to hold the Kettle Moraine School District and Football Program entirely free from any liability, including financial responsibility for injuries incurred, regardless of whether injuries are caused by negligence.

I also acknowledge the risks involved in the CHOP Bowl. I swear that I am participating voluntarily, and that all risks have been made clear to me. Additionally, I do not have any conditions that will increase my likelihood of experiencing injuries while engaging in this activity.

By signing below I forfeit all right to bring a suit against the Kettle Moraine School District and Football Program for any reason. In return, I will receive the ability to participate in the CHOP Bowl. I will also make every effort to obey safety precautions as listed in writing and as explained to me verbally. I will ask for clarification when needed.

I, \_\_\_\_\_ (Parent Name), fully understand and agree to the above terms.

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(Parent Signature)

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Date

# CHOP Bowl Football Rules 2018

## A. The Field

1. Playing field area is regulation football width and 40 yards long with 10-yard end zones.
2. First down line is marked at midfield.
3. Some field may use cones as markers due to other events/activities.

## B. The Players

1. Seven players constitute a full roster.
2. An individual player can only be on one team/roster.
3. A team can play with a maximum of 5 players.
4. If fewer than 4 players are present at game time, the game will be declared a forfeit. If a team drops below 4 players anytime during the game, the game will be declared a forfeit.
5. All players must be on the roster before he/she can enter the game.
6. The teams will be placed in the grade group of their oldest player.

## C. Equipment

1. Each player must wear a protective mouth guard - NO EXCEPTIONS. Inspections will be made at field prior to game.
2. Each player must wear shoes. Football cleats will be allowed, except shoes that have steel or metal tipped spikes or cleats are prohibited.
3. Helmets, shoulder pads, jewelry (this includes earrings, bracelets other than provided wristbands, necklaces, etc) or any unyielding or dangerous equipment is prohibited.
4. Under no circumstances will any player wearing a cast or splint be allowed to play.
5. Braces with exposed metal parts must be covered with tape.
6. Team members must wear the same color shirt. Opposing teams must wear contrasting colors. If not, jerseys will be provided at the field.
7. Shirts with pockets or hoods are prohibited.
8. Pants with belt loops or exposed drawstrings are prohibited.
9. The referees will make any decision on the legality of any equipment on or being used by a player.

## D. Tournament Regulations

1. The tournament will start with teams in Pool Play. There will be seeding after pool play. If two teams end pool play with same record, the following tiebreakers will apply:
  - a. Head to head game results
  - b. Point differential (the maximum point differential allowed per game will be 19 points)
  - c. Points allowed
2. No overtime during pool play
3. Overtime will be played if a single elimination game ends in a tie. A coin flip will determine first possession, and teams will alternate possessions thereafter. Play begins at midfield line and each team will be given one play. The team with the furthest yardage gain wins. The game will continue until a winner is determined.
4. Ball carrier is downed immediately touched by one hand from the defender.
5. Fumbles, dropped laterals, and balls snapped from scrimmage that hit the ground are dead balls at the spot where it hit the ground with the last team in control retaining possession.
6. All penalties will be assessed 5 yards and repeat down.
7. If a referee blows his/her whistle inadvertently, the ball is immediately dead and the play stops.
8. Any player thought to be flagrantly tackling the opposition, will be ejected from the game and will sit out the following game also. No exceptions.

9. If problems between players arise, they will have one warning followed by ejection from current and next game.
10. There will be no punting at any time during the game. Teams must go for a first down or a touchdown on fourth down situations
11. All refereeing decisions are final. A penalty or possible ejection from the game will be assessed for arguing the referee.

## E. Starting The Game

1. Teams must be at the field 20 minutes prior to game time to check-in with officials.
2. The coin flip to determine initial possession prior to game.
3. All possessions begin on the 40 yard line. There will be no kick-offs
4. Each game will be two 11-minute halves. There will be a continuous running clock. Half time will be 3 minutes.
5. There will be a 25 second play clock between each down.
6. 1 Timeout Per Half.

## F. Offense

1. Running and passing plays are allowed.
2. A player on the line of scrimmage must snap the ball with one fluid motion from the ground position, either through the legs or from the side.
3. The offensive team must have a minimum of 3 players on the line of scrimmage at the time of the snap. One offensive player may be in motion, but not toward the opponent's goal line.
4. The offensive team has 3 downs to make a first down from midfield or score a touchdown. Teams have 4 downs to make it past midfield to the endzone.
5. The player receiving the center snap (quarterback) must pass, lateral, pitch or hand the ball to a teammate before it can be advanced by running.. The quarterback may only run the ball if the defense blitzes.
6. After the snap, the quarterback is allowed 5 seconds ("4 One Thousand") to pass, lateral, pitch or hand the ball to a teammate. If time expires, the play is blown dead with loss of down, and the ball is spotted back at the line of scrimmage. The player who receives a handoff, lateral or pitch-out can run or throw the ball from behind the line of scrimmage and the seconds rule no longer applies.
7. A legal forward pass is a live ball thrown towards the opponent's goal line from behind the line of scrimmage. Only 1 forward pass is allowed per down even if the pass is completed behind the line of scrimmage.
8. A legal backward pass is a live ball thrown parallel or backwards to the line of scrimmage. Any number of backward passes or laterals are permitted anywhere on the field.
9. All players are eligible to receive passes including the quarterback (if the ball has been handed off, lateraled, or pitched behind the line of scrimmage prior to receiving the pass).
10. Only one foot must touch inbounds in order for a pass reception to be considered legal.
11. If members of opposing teams catch a pass simultaneously, the ball is immediately dead and belongs to the offense.
12. An eligible receiver who leaves the field of play loses his eligibility, but may regain it after he returns to the field of play, and after a member of the defensive team has touched the ball. Failure to comply results in an incomplete pass, unless the defensive team has intercepted the ball. In such case, the ball remains in play.
13. Screen blocking for the ball carrier will be allowed (i.e obstructing an opponent without using any part of the body to initiate contact).

## G. Defense

1. Defensive players get one blitz per series; after that, the defense may not rush the QB anymore.

2. Once the ball has been passed, handed off, lateraled or pitched by the quarterback, all defensive players are eligible to rush.
3. Defensive players must go around the offensive players screen block. The arms and hands may not be used to contact the opponent. The application of this rule depends entirely on the judgement of the official as to who initiated contact and the offending player will be penalized.
4. It is illegal to attempt to strip the ball while in the possession of another player by punching, striking or stealing. Once a player had obtained possession of the ball, his/her opponent must one hand touch them down, not the ball.
5. When in the act of touching a ball carrier, a defensive player shall not in any way intentionally push or cause the ball carrier to fall to the ground or go out of bounds.
6. Interceptions can be returned for touchdowns. If tagged down, the ball will go to the intercepting team where a new drive would start.

## H. Scoring

1. A touchdown is worth 6 points.
2. After a touchdown the offensive team will try a 1-point conversion from the 5 yard line or 2-point conversion from the 10-yard line.
3. There will be no defensive points awarded (turnovers, or interceptions).

## I. Special Rules

1. No coaches will be allowed on the fields.
2. No smoking will be allowed on tournament grounds
3. No alcohol consumptions will be allowed on tournament grounds
4. Fighting will not be tolerated
5. Vulgar or profane language will not be tolerated
6. Unsportsmanlike behavior will not be tolerated.
7. If a team or player is ejected from the tournament for any reason, no refund will be given.
8. Tournament will be held rain or shine. If lightning is spotted, games will be postponed until it is safe to resume.
9. No refunds after registration money submitted.