

# SOUTHWEST SHOWDOWN

SPRING SHOWCASE

# 7 ON 7

# TOURNAMENT RULE BOOK



# **SOUTHWEST SHOWDOWN 7ON7 Rules and Regulations**

\* **MOUTH PIECES:** It is required that mouth pieces be worn (EXCEPT BY QUARTERBACK) No Shoulder pads Helmets in accordance with State requirements

## **1. Field Dimensions**

- A. Field Length--40 yards long.
- B. Field Width--160 feet (60 feet to hash mark, 40 feet between).
- C. End Zone--10 yards deep.

## **2. Starting the game**

- A. Games are 21 minutes long. First 20 minutes are running time with the last minute of the game being a pro clock.
- B. Officials will always keep game time on the field. There will be a running clock except for the last minute of the game. The official keeping the time will also announce the time remaining at the 10, 5, and 2-minute mark.
- C. No team will be allowed to participate without a MATCHING TEAM Jersey.
- D. Visitors will have first possession (top team in bracket or first team listed will be the visitor).
- F. Visitors will always align their team on the right sideline facing the end zone. Home will always align their team on the left sideline facing the end zone.
- G. Score Keeper will announce/post score before each offensive possession begins.

## **3. Moving the ball**

- A. Teams are allowed to run the ball except when teams get within the 10 yard line when teams must pass (no run zone). (A run play must be a straight handoff from the QB. NO OPTIONS, PITCHES, TOSSES ETC). No restriction on run plays-- runner can run within tackle box.
- B. All other plays must be Offensive Passes (forward passes only).
- C. There is no kicking or punting.
- D. Each team has 3 downs to get a 1st down. To obtain a 1st down, teams will need to get to the 25-yard line and the 10-yard line.
- E. No penalty will be assessed beyond the 40 yd line. On an unsuccessful or successful offensive play from the 40 yd line resulting in an offensive penalty: The ball will be returned to the 40 yd line and 1st down will become 2nd down; 2nd down will become 3rd down; and 3rd down will result in a turnover.

- F. Offenses always move in the same direction.
- G. All passes must be forward. A pass caught behind the line of scrimmage **must** be a forward pass.
- H. Should a swing pass not cross the LOS and a defensive player tags the ball carrier behind the 40 yd line, it is a safety. Defense is awarded 2 points and the ball.
- I. Field is marked at 15 yard intervals with cones. 40-yard line, 25-yard line, and 10-yard line (3 first downs without a penalty would result in a touchdown). (First down after crossing 25 yd line and first down after crossing 10 yd line).
- J. Possession always begins at the 40-yard line. (1st possession does not have to start on right hash mark.) Hash mark placement of the ball will be enforced by officials in accordance with NCAA rules once the ball has been advanced.
- K. Once the ball is marked for play, offense has 25 seconds to snap ball.

### **Special Rules**

- A. No blocking. Ball is marked at spot of foul.
- B. Receiver/Ball carrier is legally down when touched with one or both hands. (Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down and 5 yards. Expulsion of a player(s) if ruled unsportsmanlike & flagrant).
- C. Fumbles are dead balls at the spot with the last team retaining possession. A muffed snap is not a fumble/dead ball. The 4.0 second count remains in effect on snaps.
- D. Two delay of game penalties in the same possession results in a turnover and defense is awarded 2 points. A delay of game penalty on the extra point try results in a turnover but no points to defense.
- E. The QB is allowed 4.0 seconds to throw the ball. Referee will count the 4 count and stop as soon as the QB releases the ball. If the QB has not thrown the ball when the 4 seconds is up, then the play will be blown dead. The play will result in a sack with a loss of down.
- F. If release is under 4.0 seconds; the play goes on.
- G. If the 4.0 seconds are up and the QB is sacked on play starting on his 40 yard line the play will result in a safety and the defense is awarded 2 points and possession of the ball.
- H. Defensive Pass Interference is the same as NCAA rules. (Automatic 1st down & spot foul up to 10 yds).
- I. Pressing and bumping off the line is allowed in accordance with NCAA rules.
- K. Offensive pass interference (10-yard penalty) and loss of down.
- L. Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot in a timely fashion. Failure to do so can result in a delay of game penalty.
- M. The offensive center is not an eligible receiver. The ball does not need to be snapped between the legs. (NO QB TEE'S ALLOWED). Center is not required to take a knee after snap. 4

N. The center will be responsible for setting or re-positioning the referee's bean bag at the LOS. On change of possession, the team moving to offense will ensure the bean bag gets to the new LOS. (Centers on both teams responsible).

O. No taunting or "trash talking". (5-yard penalty & expulsion if flagrant).

P. The offense must gain at least 15 yards in the first 3 or less plays or the defense takes over. (There is no kicking).

Q. Fighting: the player(s) involved will be ejected from the game and tournament. If a team fight occurs, the teams involved will be ejected from the tournament and denied participation in any/all state qualifying tournaments! They will also be disqualified from participating in the state tournament. (NO TOLERANCE POLICY).

R. Excessive Contact: The receiver or ball carrier is down when touched by one or two hands. There shall be no intentional contact permitted other than necessary to hand touch the ball carrier. Any player that uses excessive force or contact is subject to ejection. In an effort to maintain control, the organizers, field manager or officials shall have the discretion to impose the appropriate sanction. A first infraction of unnecessary or excessive contact may result in a warning. A second infraction by the same player will result in the player being ejected for at least a series (until possession changes teams). A third infraction will result in mandatory ejection from the game. If there is flagrant contact, the player may be subject to immediate ejection at the discretion of the organizers, field manager or officials.

S. There will be an area referred to as the tackle box that extends 3 yards on both sides of the center and extending 3 yards deep into the backfield. No eligible receiver may align within the tackle box.

T. Mercy rule will come in play once a team is up by 24 points. At this time there will be a running clock only with no time outs allowed.

## **Scoring**

A. 6 points for TD (Offense only; No defensive TDs – only 3 pts for INT).

B. 1 point for PAT from 3 yard line, 2 point PAT from 10 yard line. No defensive points on PAT.

C. 3 points for an INT and 2 points for a defensive stop. (INT points and Defensive stop points are not combined). Defensive stops can happen on any part of the field not just the 40-yard line. If defensive stop happens with any time left on the clock, 2 points will be awarded. If a defensive stop happens with no time left on the clock there will be no points awarded. 5

D. INT and defensive stops are not combined. Defense only receives 3 points for interception.

E. Official score is kept by game manager/head ref.

## **Overtime**

- A. THERE WILL BE NO OVERTIME IN POOL PLAY.
- B. Overtime in tournament bracket play consists of 3 plays from the 10 yd line. Each team has an attempt to score in each OT period.
- C. Starting with the 3rd and subsequent OT, all PAT's must be 2-point attempts from the 10 yd line.
- D. Over time periods are not limited. Time A. Games are 21 minutes long. The clock runs continuous during the 1st 20 minutes and the last 1 min is a PRO CLOCK. B. Each team has (1) :30 second timeout per game. C. Teams must be on site and ready to play when scheduled. D. If a team(s) are late and cannot start when the tournament officially starts, they will begin play with whatever time is left on the tournament clock.
- E. Forfeit will occur after 10 minutes of the game start time.
- F. Injury time outs may reduce the amount of time between games to maintain the game schedules.

## **Secondary Coverages**

- A. Coverage will be the choice of each participating team. Teams will be able to chuck within the first 5 yards.
- B. Centers will be allowed to travel with team and snap on offensive positions as the 21st man on the roster. The center do not have to have a matching jersey and will not be able to play another position unless he is part of the 20-man roster.
- C. Officials A. 2 Officials on field – (1) Field Judge; and (2) Back Judge B. May use 3 officials for Semi-finals and Finals.

## **Coaches**

- A. Each team must have a coach accompany the team to any/all events to serve as a school administrator on duty for their particular team(s). This individual is responsible for the action of those representing his school. All team coaches will wear an identifying tag for clarification purposes. A team may not have more than four (4) coaches on the sideline. ONLY ONE OFFENSIVE COACH CAN BE IN THE HUDDLE. ONCE THE OFFENSE BREAKS THE HUDDLE THE COACH MUST MOVE OFF TO THE SIDE AND CANNOT YELL INSTUCTIONS ONCE THE BALL IS SNAPPED. No Defensive Coaches allowed on field.

## **Team Area**

- A. Coaches are responsible for their PLAYERS and FANS. Please keep your area clean.

### **Tournament Tie Breaker**

- A. First criteria is Point Differential Second criteria is Head to Head; if all above still tied then coin toss will determine the pool winners or teams to advance.
- B. In a three-way tie, only the scores of games between teams in the tie will be counted. Once a winner has been declared, the remaining two teams will revert to head-to-head to break the remaining tie.
- C. In the event of any forfeits, forfeit will count as win in calculating won-loss record, but calculations as to points will be based on average based on actual number of games played.

### **Fan Seating**

- A. Fans may sit along the perimeter of the field (excluding the 40 yard line) their team when they are playing. However, after the contest, they must relinquish their position to the fans of the team scheduled to play.
- B. Fans may not sit behind someone else's team during a contest.
- C. Failure for a coach to control his fans could lead to a forfeit at any time before, during, and after the game.