# 2019 SCMAF - DIVISION “B”
SCMAF FLAG FOOTBALL CHAMPIONSHIPS

Saturday, December 14 & Sunday, December 15
Hosted by:
City of Pasadena
Human Services & Recreation Division

## TOURNAMENT INFORMATION

- Only those teams who win their individual pool will advance to Sunday. If two teams share the same record, the SCMAF tiebreaker procedure will be followed.
- SCMAF Flag Football Rules shall govern tournament play.
- All teams must check-in to the tournament **30 minutes prior to the first game.**
- Games will be held at:
  
  Rose Bowl Area H  
  1001 Rose Bowl Dr.  
  Pasadena, CA 91103  
  (626) 744-6532  

- Tournament Director – John Chacon, Recreation Coordinator (626) 744-6532  
  jchacon@cityofpasadena.net

## TEAM ROSTER

Teams may be composed of a minimum of 8 players and a maximum of 16 players with a maximum of one head coach and two assistant coaches. A minimum of seven players are required at all times to avoid a forfeit.

## COMPETITION FORMAT

All teams will be scheduled for a minimum of two games. The Tournament Director has the right, in the case of a forfeit, no show or adverse conditions that affect the original draw to change or adjust the tournament format.

## TIE BREAKER PROCEDURE

The round robin (pool play) tournament tie breaker should be the following:

A. Win-Loss Record  
B. Head to Head Competition  
C. Fewest points given up between the teams that are tied  
D. Point differential (points scored minus points allowed for all games in pool play, highest points win.

**NOTE:** Only teams who win their pool will make it to the playoffs. If teams share same record, the SCMAF tiebreaker procedure will be followed. Teams that forfeit a game are automatically knocked out of 3-way tie breaker.

## AWARDS

Medals will be awarded for up to four teams with team trophies going to the top two teams.
Tournament Location: Rose Bowl (Area H)
1001 Rose Bowl Dr. Pasadena, CA 91103

If parking is full additional parking is available in Lots B, I, K and on Seco and Rosemont street.
SUNDAY, DECEMBER 15, 2019 – Rose Bowl (Area H) 1001 Rose Bowl Dr. 91103

1ST PLACE POOL A
Game #13
Sun. 12/15
9:15 a.m.
Field #1

1ST PLACE POOL B
Game #14
Sun. 12/15
9:15 a.m.
Field #2

1ST PLACE POOL C
Game #15
Sun. 12/15
10:45 a.m.
Field #2

1ST PLACE POOL D

CHAMPION

SUNDAY, DECEMBER 15, 2019 – Rose Bowl (Area H) 1001 Rose Bowl Dr. 91103
TOURNAMENT RULES

With the exception of the following modifications, the SCMAF and National Federation Football rules shall govern play:

1. Time, four (10)-minute quarters, running time, with regulation time last (2) minutes of the 2nd and 4th quarters. During running time, the clock shall be stopped by an official for a time out or after any score. After a time –out, the clock shall start on the next snap. After a score, the clock shall start on the kick-off.

2. There shall be one minute between quarters and five minutes between halves.

3. In the event one team is leading its opponent by (24) points or more, the “running time” clock will be used. The clock will only stop for charged time-outs and official time –outs. In addition, after any score, the trailing team will be awarded the ball on their own (35) yard line in lieu of a kickoff. Should the lead become less than a (24) point margin, the game will revert back to regulation timing and kickoffs.

4. Team bench will be limited to (16) uniformed players and three coaches.

5. Spectators must remain in the stands or designated spectator areas whenever seating facilities or designated spectator areas are available. If stands are not provided, spectators will keep at least (5) yards from the sidelines and end lines, and (5) yards from players benches.

6. Players must wear the same color jersey with numbers. At the time of play, all jerseys must be tucked into pants/shorts and terminate one inch above flag football belt line.

7. All equipment, such as game balls, timers, flags, etc. will be provided by host agency and used for all games.

8. It is the coach's responsibility to get his/her line up to the scorekeeper prior to the start of the game.

9. Locker and shower facilities will not be available.

10. Shoes must be worn at all times; bare feet will not be permitted. Screw in or metal cleats will not be permitted. Use of molded rubber or multi –purpose shoes is recommended.

11. Time outs: four per game and one time out for every overtime period. (Note: only one time out per over time period will be granted to each team.)

12. Personal protective equipment, such as knee guards, arm guards, etc. shall be inspected by officials prior to each game. NO regulation football equipment such as helmets, pads, etc. will be allowed. Shoes with metal, ceramic screw-in or detachable cleats are not permitted.

13. Minimum play rule will be enforced (free substitution once minimum play has been met in each half). (Please see attached rule sheet for definition of minimum play rule).
SCMAF Minimum Play Rule Specifics

1. Each player must play a minimum of five (5) consecutive minutes which includes all offensive, defensive and kicking plays in each half.
2. Players must start their consecutive minutes at either the beginning or mid-point of a quarter.
3. Officials will call a time out, not charged to either team, at the mid-point of each quarter or the next dead ball, for the purpose of meeting the minimum play rule. Please note once the minimum play rule has been met by both teams, the officials will not call time out and free substitution will be allowed.
4. The official scorekeeper will determine compliance. Penalty for non-compliance will be forfeiture of the game.
5. Consecutive minutes must be played within one quarter of each half.
6. Consecutive minutes started in one quarter may not be carried over into the next quarter or half.
7. Late arriving players, if time permits, must play the minimum consecutive minutes within the half of their arrival.
8. Injuries that keep a player from returning to the game are exceptions.
9. Tournament Director, with respect to satisfactorily meeting the requirement of the minimum play rule, will rule upon injuries that keep the player out of play for more than one play.