FSG 7v7 TOURNAMENT SERIES RULES

1. Field Dimensions/Specs

(a) 40 yards in length – 40, 25 & 10 are the first down lines.

(b) Field hash marks are of high school dimensions.

2. Team Members

(a) Players

i. Each team has a maximum of 30 players.

ii. Rosters are frozen at midnight the day/morning of the tournament.

1) Any player not listed in Zorts MUST present a state or government issued ID to be added to the roster prior to Saturday's pool games and must play a $20 late add fee at check in.

1. No players can be added to the roster after pool play is started.
2. Players listed on the roster are allowed to certify prior to bracket play if they were not checked in for pool play games.
3. Players MUST be listed on each roster if they are going to participate in multiple age groups.
4. Players can only participate in multiple age groups for the same club.

2) No player shall play on different teams in the same age group.

3) Participation by an ineligible/illegal player will result in game forfeiture and possible team expulsion from the tournament.

iii. Age Requirements - Every player must be listed in the tournament registration application (Zorts) before participating in an FSG 7v7 Event. All age groups shall use a January 1 age control date.

1) Senior Division:

1. Players that turn 19 before January 1 are ineligible for the Senior division.
2. Only unsigned Seniors are allowed to participate. No senior that signed a national letter of intent to play college football is eligible.

iv. Player wristbands will be checked during each game. Players must be certified

and have an appropriate wristband prior to the start of the game. If a player loses their wristband during or between games, they must get certified prior to the next game.

(b) Coaches

i. Each team has a maximum of 3 coaches. Only certified coaches will be allowed on the sidelines only during games.

1) All other staff must pay the daily admission fee.

ii. One offensive coach may be in the huddle with players between plays but when the huddle breaks the coach must move outside the hash on the side of his team's bench or 10 yards behind the line of scrimmage, to not interfere with the operation of the official or game play.

iii. Defensive coaches are not allowed on the field at any time.

3. Officials

(a) Each game will have a minimum of two (2) officials. Positions are Referee/Field Judge and Back Judge.

(b) Each game needs to have a scorekeeper/timekeeper.

(c) Field manager – Event must have one for every two 7v7 fields to assist with crowd, player, coach, and referee control on/around the game fields.

4. Game Rules

(a) A coin toss will determine who gets the ball first.

(b) Mouthpiece MUST be worn at all times except for the quarterback and the center. The team receives one warning for participating without a mouthpiece. Each other instance will be a penalty. Loss of down if on the offense. 5 yard penalty if on the defense.

(c) All plays must be a forward pass. There shall be no forward passes in the tackle box behind the line of scrimmage.

(d) After the offense scores a touchdown, they have the option of going for 1 point from the 5-yard line or go for 2 points from the 10-yard line. The offense chooses hash for ball placement. Once a decision is declared, it can only be changed by using a timeout.

(e) The ball carrier is legally down when touched below the neck with one hand or any part of the ball carrier's body except his feet or hands touch the ground.

(f) QB is allowed 4.0 seconds to throw the ball. Referees will stop play if 4.0 seconds is surpassed, which will result in a loss of down.

(g) The offense will be responsible for setting or re-positioning the football at the line of scrimmage. If no, center, the QB will be responsible for the snap. All snaps from the 40 yard line must start from the QB Tee if one is available at the field. If no QB Tee is available, all snaps must start from the ground.

i. If a team uses a center, it must be a player on the roster

(h) Fumbles that hit the ground 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.

(i) The offensive team has 25 seconds to put the ball in play from the ready for play whistle. Delay of game penalty will result in a loss of down.

(j) Excessive celebrating or taunting can result in an unsportsmanlike penalty at the referee's discretion. **Players leaving the sideline to participate in a celebration is an unsportsmanlike penalty**.

(k) There is no grace period, and the clock will start at the scheduled game time. If a team is not on the field ready for play at game time, the opposing team will be awarded 7 points and the ball. The game clock will begin and whatever time is left on the clock will be where the game starts. The team that is late will begin on defense. If a team is late by 5 minutes or more, they will forfeit the game. The game will be delayed and played in full if a team is delayed due to their game on another field running late.

(l) Games are played with a twenty-minute running clock in pool play.

i. During pool play, no timeouts and no clock stoppage.

ii. During bracket play, the last one minute is played as regulation football game with clock stoppages per regulation NFHS football rules.

iii. During the last one minute, all completions must be advanced past the line of scrimmage, otherwise the clock will stop. Sacks by the WINNING team in the last one minute stops the clock as well.

iv. During bracket play, 1 timeout per team (30 sec)

v. There will be a 28-point mercy rule during bracket play.

(m) After an interception, the intercepting team will start their offensive possession on the thirty yard line.

(n) The offense must gain the first down lines within 3 plays. First down lines are at the 25 and 10 yard line.

(o) Overtime: During tournament bracket play only

i. If overtime is required, teams will alternate three (3) plays from the ten-yard line. Each team has an attempt to score in each overtime period.

ii. After 2 overtimes, each team will start their next possession at the 40 yard line. The team with the most positive yards after 3 plays wins the game.

iii. If the game is still tied after the third overtime period, the 4th overtime period shall be one play from the 40 yard line. The team with the most positive yards on the one play wins the game.

iv. If the team scores during any overtime period, they are allowed to attempt the standard extra point of their choice.

v. If there is no completion, or the deepest completion is equal, the tiebreaker will be repeated with the team that lost the initial coin toss making the choice to either take offense or defense. This format will be repeated until a clear winner is declared.

vi. Overtime periods are not timed.

vii. Each team will have one time out per overtime period

viii. Each team will have one blitz per overtime period.

5. Scoring

(a) Six (6) points for a touchdown

(b) One (1) point for a PAT from 5 yard line

(c) Two (2) points for a PAT from 10-yard line

(d) Two (2) Points for Defensive Stop on downs

(e) Three (3) Points for Interception (Ball blown dead after interception)

(f) Turnover on a PAT is dead ball.

(g) Official scores will be kept by the field referee and scorekeeper.

(h) If a touchdown is scored with no time remaining and trailing by 2 points or less, they will be allowed to attempt their extra point.

(i) During pool play only, 1 point for PAT is automatic, you can declare and go for 2 instead.

6. Penalties

(a) Offense

i. Off-sides = Loss of Down

ii. Delay of Game = Loss of Down
    1) Each team will have 25 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be assessed.
iii. All offensive penalties are loss of down.
iv. If the referee sees that the clock has exceeded 4.0 seconds, the play is blown dead. The ball should be returned to the original line of scrimmage with loss of down.
v. The offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot. Clock does not stop and any delay by offense in retrieving and returning the ball TO THE LINE OF SCRIMMAGE will result in a delay of game and will be a 5-yard penalty from the succeeding spot.
vi. If defensive holding occurs on the same play as a sack, the defense will be penalized, and the sack is void.

(b) Defense
i. Off-sides = 5-yard penalty
ii. Defensive Holding = 5-yard penalty
iii. Defensive Pass Interference = 10-yard penalty and 1st down
    1) If Defensive Pass Interference occurs in the end zone, it will result in a 1st down at the 1-yard line.
iv. Any dead ball penalty on the defense AFTER a change of possession would result in a loss of down for that team's offense when they begin their ensuing possession.
v. Responsibility to avoid contact is with the defense. The defense is allowed an INITIAL disruption, and then must cover. Excessive or prolonged contact will result in a "tack on" penalty at the end of the play (5-yard penalty).

7. Appeals

(a) No judgement call will be reviewed or discussed.
(b) If during game play a coach disagrees with a rule's interpretation, they may stop the game to clarify with the officials and field manager.
(c) For consideration, the coach must report all game play ruling discrepancies to the Field Manager no more than 20 minutes after that game has ended. Any reversal or game-changing decisions will be made at the Field Manager's discretion.
(d) FSG staff WILL NOT overturn a referee's in game call.

(e) Only protest in reference to rule interpretation shall be heard by the FSG staff.

8. Additional Game Format Rules

(a) Pool Play

(b) Bracket Play - Higher seed gets choice of offense/defense for opening possession.

(c) Each team is allowed one blitz per game. There is no limit to the number of players that can blitz.

i. You can blitz at any point on the field, except when the offense is on the 40 yard line.

1) If a defense blitzes at the 40 yard line, this will be declared an illegal blitz and a 5 yard penalty and automatic first down. The defense will lose their blitz.

ii. If the defense blitz, there is no 4 second count rule. The QB can scramble but can not run past the line of scrimmage.

iii. Every offensive play must start from the tee or be snapped from the ground if no tee is available.

iv. If there is an offensive penalty on the play, the defense can accept the penalty and retain their blitz. If they accept the play, they will not be allowed to do another blitz.

v. If there is a defensive penalty, the defense loses their blitz

(d) There shall be no run plays.

(e) All passes must be thrown forward. A pass caught behind the line of scrimmage must be advanced by that receiver past the line of scrimmage in the final minute or the clock stops. Laterals are not allowed.

(f) The results for all plays count. If the offense scores as time expires, they are allowed to try the extra point if they are trailing by 2 points or less after the score. If there is a turnover on downs, or interception as time expires, the defense will receive their appropriate points.

(g) Hand-offs in the backfield are not allowed.

(h) All offensive formations must be legal sets. Receivers' alignment should respect the tackle box. Running backs must be lined up at least 4 yards behind the line of scrimmage.

(i) No blocking.

(j) No taunting or "trash talking." (See Code of Conduct for penalty).

(k) Fighting: Can result in the team being removed from the tournament and no refund provided.

9. Appeals/Roster Request

(a) Appeals are not permitted during pool play games, all questions and interpretations may be brought up to a field monitor for any explanation needed

(b) In playoffs, teams must use their timeout to appeal a rule interpretation or penalty enforcement. If the appeal is successful, then timeout will be rewarded back. If the appeal is not successful, then the timeout will not be rewarded back

(c) In playoffs, field monitor can stop clock in game and discuss referees' ruling with them at their discretion

(d) All appeals and roster protests must come from coaches, not players

(e) Requests for roster protests are allowed at any time. Coaches must notify officials and the field monitor before or during the game. Coaches are limited to protesting 1-3 players. The game will continue without interruption as tournament staff officials review the rosters. If the protest is successful, the opposing team will forfeit the game with a score of 20-0. If the protest is unsuccessful, the game will be recorded as is. Roster protests requested after the game will not be permitted