



7 on 7 PASSING FOOTBALL NATIONAL CHAMPIONSHIP RULES

TEAMS: Teams consist of 10-14 players together with 1-3 adult coaches.

TIME: All games will be 30 minutes in length with a running clock.. There will be a 25-second play clock in effect. In case of injury the clock will stop at the discretion of the Referee, if that occurs the player must leave for at least one play.

FIELD: The playing field will be 40 yards in length, plus a 10 yard end zone.

POSSESSION OF THE BALL: All possessions start at the 40-yard line. No matter where the defense stops the offense, they take over at the 40-yard line.

PLAY: Each team will have 7 players on the field at all times. In the Varsity Division Only, there will be a center, which will be one of the three offensive players on the line of scrimmage. In all other divisions, there will be no center, but rather an extra receiver who will be one of the three offensive players on the line of scrimmage.

Play begins when: The ball is snapped to the quarterback (Varsity Division only) or when the Quarterback slaps the ball (all other divisions). A play in progress at the final whistle is completed. The game cannot end on a defensive penalty, unless the offense declines it.

Play ends with: One hand touch below the neck.

Substitution: Regular substitution rules apply.

No running plays allowed: Everyone (except the center in varsity divisions) is eligible to receive passes.

Passing: The Quarterback has 4 seconds to release the ball or it is blown dead, returning to the line of scrimmage for the next down. There is no rushing the Quarterback or crossing the line of scrimmage, until after a pass is thrown.

Double Pass: Double passing is allowed, but there must be one forward pass across the line of scrimmage within 4 seconds.

Downs: Only one first down per series is possible, achieved when reaching the 20-yard line within 4 downs.

SCORING: Touchdown scores 6 points

1 extra point by passing from the 10 yard line

2 extra points by passing from the 15 yard line

Interception scores 3 points, plus possession at the 40-yard line

Interception returned for Touchdown 6 points

No fumbles, the ball is dead if it touches the ground

PENALTIES: This is a non-contact game and any flagrant contact is cause for immediate ejection. As always any unsportsman like conduct is also cause for ejection. The Referees decision is final on all plays, there will be no tolerance for arguing, and only a coach may ask for a rule clarification. Coaches control profanity. Coaches are expected to eliminate profanity on their team.

BLOOD RULE: If and when an official observes that a player is bleeding, has an open wound, or has an excessive amount of blood on his or her uniform, the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the open wound is covered, and excessively bloody uniform is changed.

PROTEST: Protest must be made verbally with the tournament Official by the offended team at the time of play. A fee of \$100 cash (refunded if upheld) must accompany the protest. All decisions of the protest committee shall be final.

OFFENSE:

Blocking or Holding: 10 yards from line of scrimmage, loss of down, ejection for contact violation.

Illegal Motion: 5 yards

Offensive Pass Interference: 10 yards from line of scrimmage and loss of down

Delay of Game: clock stops, 10 yards from line of scrimmage and loss of down

DEFENSE:

Tackling or Holding: 10 yards from line of scrimmage, loss of down, ejection for contact violation.

Offsides: 5 yards from line of scrimmage, loss of down

Pass Interference: 10 yards from line of scrimmage, loss of down

Illegal Rushing: 10 yards from line of scrimmage, loss of down

Delay of Game: Clock stops, 10 yards from line of scrimmage

OVERTIME: A tiebreaker will occur, with a flip of a coin to determine possession. After a 2-minute break, the teams will each have 4 plays to score from the 20-yard line, until the tie is broken. There is no defensive scoring in overtime.