



## 2017 RULES

### 1. FIELD DIMENSIONS

- A. Field Length -- 45 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. Each tournament site will have a designated central time keeper. All games will begin and end on this person's instructions. They will also announce the time remaining at the 10, 5, 2, 1 minute, and 30 sec marks.
- B. Visitors will have first possession and wear white (top team in bracket or first team listed will be the visitor). The home team will have first possession in the 2nd half and wear a dark color (bottom team in bracket or 2nd team listed will be the home team). **NO TEAM WILL BE ALLOWED TO PARTICIPATE WITHOUT SHIRTS!** Team sidelines must be on opposite sides of the field. Visitors (wearing white) will line up on the right side of the field when facing the end zone. Home (wearing dark) will line up on the left side of the field when facing the end zone.
- C. No T-shirts will be worn. Under Armour style or basketball style sleeveless shirts are permitted, in addition to jerseys. Tag Playmakers tournaments require all teams to have uniformed shirts with numbers on the back.
- D. Players are permitted to wear standard football cleats with plastic or rubber spikes. **NO METAL SPIKES ARE ALLOWED!**
- E. Ball always placed on right hash mark when at the 45-yard line.
- F. Each team will use the standard size high school football.

G. Referee will announce score before each offensive possession begins.

### **3. MOVING THE BALL**

A. No kicking/punting.

B. Field is marked at 15 yard intervals with cones. (3 first downs without a penalty would result in a TD).

C. Possession always begins at the 45 yard line at the right hash. No penalty will be assessed in excess of the 45 yard line. If a penalty would move the offense beyond the 45 yard line, the offensive team shall be charged with a loss of down.

D. Offenses always move in the same direction.

E. NO PASSER MAY RUN WITH THE BALL. ALL PASSES MUST BE FORWARD. A pass caught behind the line must be forward. The only laterals that will be allowed will be laterals that occur AFTER the completion of a forward pass.

### **4. SPECIAL RULES**

A. No blocking. No screening when a ball has been intercepted. All defensive players must stop and allow the passing team's players unrestricted access to the player that intercepted the ball.

B. Receiver/Ball carrier is legally down when touched below the neck with both hands. (Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down and 5 yards. Player will be expelled 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 chaser rule remains in effect on muffed snaps.

D. Each team will have 15 seconds to snap the ball once it has been marked ready for play; delay of game will be a 5 yard penalty.

E. The QB is allowed 4.0 seconds on 1<sup>st</sup> and 2<sup>nd</sup> down to throw the ball. The timekeeper starts the count on the snap of the ball from center and stops the count at 4.0 seconds.

### **5. CHASER (RUSHER)**

- Chasers will only rush on 3<sup>rd</sup> downs outside of Red Zone.
- Chasers will rush 3<sup>rd</sup> and 4<sup>th</sup> down in Red Zone.
- Chaser will not rush until 2 full seconds have passed.

- Chaser is an 8<sup>th</sup> man on defense & checks in with field judge

### **ADDITIONAL RULES:**

1. If release by QB is under 4.0 seconds, the play goes on for downs 1 and 2.
2. If the timekeeper sees that the QB's release has exceeded 4.0 seconds during downs 1 and 2, he waits until the play is over (the play is not blown dead), then brings the ball back to the original line of scrimmage with loss of down. (The timekeeper will be an official or Playmakers Field Judge).
3. 2 Playmakers field judges - placed on the 50 yard-line to keep score, stats, and ensure proper rule enforcement and player control.
4. If Chaser touches QB down prior to his release of the football, the play is blown dead, and ref then brings the ball back to the original line of scrimmage with loss of down.
5. Defensive Pass Interference will be a spot foul (1st down at the spot). An additional point is awarded to the offense if spot foul is beyond a first down marker.
6. Responsibility to avoid contact is with the defense. Some hand positioning will be allowed. However, there will be NO chucking, or deliberate bumping. These actions will result in a "tack on" penalty at the end of the play (5-yard penalty).
7. Offensive pass interference is the same as NCAA rules.
8. Interceptions will result in an automatic one point for the team and a turnover on downs. Interceptions may not be returned, and defensive players may not block anyone subsequent to an interception.
9. 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 REFEREE will result in a delay of game and will be a 5-yard penalty from the succeeding spot.
10. The offensive center is not an eligible receiver (teams must have a center). The ball may be snapped between the center's legs or sideways by the center.
11. The center will be responsible for setting or re-positioning the Referee's bean bag at the line of scrimmage.
12. No taunting or "trash talking." (5-yard penalty & expulsion if flagrant or repeated).
13. The offense must gain at least 15 yards in the first 3 or less plays or the defense takes over. (There is no kicking). Four down territory occurs only after offense proceeds to or inside the 15-yard line cone (third quadrant/Red Zone).

## **(Red) Zone:**

- Within this zone (15 yard space in front of endzone) Chaser rushes the quarterback on 3<sup>rd</sup> and 4<sup>th</sup> down- with a 2 second delay.
- The "Red Zone" is an extremely important part of quarterbacks learning to manage a game. Coaches will appreciate the added pressure and emphasis on this area.

14. The Defense earns two points for a defensive stop within the Red Zone. An interception in the Red Zone will result in a total of three points for the defense (2 points for stop in Red Zone and 1 point for interception).

15. 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 qualifying tournaments.

16. Any dead ball foul on a play that results in the defense getting the ball and it is unable to be penalized back to the 50 yard-line will result in a loss of down penalty. The defense - not the offense - would be starting play with 2<sup>nd</sup> down.

## **SCORING:**

6 points for TD, 1 point for PAT from 10 yard line, 2 point PAT from 15 yard line, 1 point for every offensive first down, 1 point for interception(interception on PAT is dead ball), 2 points for defense stop in Red Zone. An interception in the Red Zone will result in a total of three points for the defense (2 points for stop in Red Zone and 1 point for interception). Official score is kept by and game managers.

## **OVERTIME RULES**

After coin flip to determine first possession, teams will alternate 4 down series from the 15-yard line. A winner is determined when one team scores during its possession and the other does not. If a second overtime period is necessary, each team must then go for two points on the conversion attempts.

## **TIME**

A. 10-minute halves (continuous clock for each half--see: "starting the game").

B. No time outs. (EXCEPTION: Injuries. All games on the Field will halt until player(s) can be removed as soon as safety dictates).

1. 5-minute halftime/10 minutes between games.

2. Playmakers tournaments require that all games start/end at the same time. If a team(s) is(are) late and cannot start when the tournament officially starts, they will begin play with whatever time is left on the tournament clock. (Not to exceed 5 minutes of 1st half. Forfeit will occur after 5 minutes of the 1st half) IT IS

IMPERATIVE TO KEEP TO THE TOURNAMENT TIME SCHEDULE. Teams must be on site and ready to play when scheduled). Injury time outs may reduce the amount of time between halves and/or between games to maintain the game schedules.

## **SQUAD MEMBERS/TOURNAMENT FEES**

A. Players: Maximum of approximately 20 players per team. We recommend a minimum of 10 players per team.

B. No Refund of Tournament Fees.

C. Squad members must be from the same High School.

## **OFFICIALS:**

(2) - Referee/2 Field Managers for all games

## **COACHES-FATHERS**

A. No high school coach may serve as a coach or stand with the team on the sideline (applies to some states/please ignore in states which do not prohibit this). All team coaches will wear team apparel for clarification purposes. A team may not have more than 4 coaches on the sidelines.

B. Each team must have a coach accompany it to any/all events to serve as a School Administrator on duty for their particular team(s). No high school coaches are allowed on the sidelines during a game. High school coaches must watch games from the end zones. This individual is responsible for the ACTION OF THOSE REPRESENTING HIS SCHOOL!

## **TIEBREAKER RULES**

A. If two teams are tied at the end 3 overtimes, the first tiebreaker shall be # of first downs, if teams are tied in first downs, then a winner is determined by defensive stops in the Red Zone.

**Penalties:** Defense pass interference = Automatic first down and spot foul. Offense pass interference = Previous spot and loss of down. Defensive holding = Automatic first down and 5 yards from original line of scrimmage. Illegal procedure (offense) = Loss of down. Defensive off-sides = 5 yard penalty. **Delay of game = Loss of down. Fighting / unsportsmanlike conduct (INDIVIDUAL PLAYER): 1st offense = ejection from game. 2nd offense = ejection from tournament. Fighting / unsportsmanlike conduct (TEAM): if any player leaves the sideline to participate in an on-field fight, the ENTIRE TEAM WILL BE EJECTED FROM THE**

**TOURNAMENT.** Personal Foul: Offense = loss of down and 5 yards from original line of scrimmage. Defense = 1st down and 5 yards from original line of scrimmage. In the event there is defensive holding and a sack on the same play, the defense will be penalized according to the above and the sack will be ignored.

**\*\*\*\*INCLEMENT WEATHER POLICY\*\*\*\***

If there is inclement weather on the day of the tournament, Playmakers will evaluate the conditions to determine if the Tournament will be held as scheduled. Playmakers will reserve the right to reschedule or cancel the tournament if the inclement weather makes it unsafe or unplayable for players and spectators. In general, a tournament will be played if there is light to moderate rain, with no thunder or lightning. If there is inclement weather on the day of the tournament, contact Playmakers for updates. If a tournament is cancelled or rescheduled, Playmakers will apply all fees paid towards the reschedule date for event.