7v7 Passing League Official Rules

1. Field Dimensions:

A. Field Length- 40 yards (8U ONLY plays on a 30 yard field)

B. End Zone- 10 yards deep

2. Starting the game:

A. All games will begin and end on the designated timekeeper's instructions. He/She will also announce the time remaining at the 10, 5, and 2 minute marks.

B. Visitors will have first possession and wear light colors.

C. Visitors (team wearing white/light color), will always align their team on the right sideline facing the end zone, while the home team will always align their team on the left sideline facing the end zone.

D. Ball is always placed in the center of hash mark when at the 40-yard line.

3. Scoring:

A. Six (6) points for a touchdown

B. One (1) point for PAT from 3 yard line

C. Two (2) points PAT from 10 yard line (interception on PAT is dead ball).

D. Two (2) points for Defensive Stop on downs / 3 Points for interception (no runbacks) plus possession.

E. In the event an interception occurs on 4th down, the defense will only receive 3 points. The 2 point for the stop will not be awarded in this instance.

F. Official score is kept by field referee and game manager.

4. Game Times:

A. All games will be Twenty (20) minute running clock

B. One timeout per team per game – (30 seconds)

C. The clock will operate by normal football rules during the final minute.

D. The game clock will stop after all scores-the PAT will be an untimed down.

E. The white hat will blow the ball in play to start the next possession.

F. The game clock will not stop after an interception or change of possession on downs.

G. Sacks in the last minute stops the clock.

H. No overtime games will be played during warm-up games. Games ending in a tie, will count as a tie.

5. Moving the ball:

A. Possession always begins at the 40 yard line. (8U ONLY starts on the 30 yard line)

B. Offenses always move in the same direction.

C. One first down is possible per series, achieved when reaching the 20-yard line. (8U ONLY first down is the 15 yard line)

D. Play begins when the ball is snapped to the QB.

E. There are no running plays allowed; everyone is eligible to receive a pass except the center. Double passes are not allowed. (EXCEPTIONS 8U ONLY allowed 1 running play per 4 downs. Must be a handoff and the QB can not run)

F. Each team will have 25 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be a loss of down.

G. There are no double passes or reverse passes.

H. There is no rushing the quarterback or crossing the line of scrimmage, until after a pass is thrown.

I. The QB has 4 seconds to release the ball, or it is blown dead, returning to the line of scrimmage for the next down.

J. Once the offensive team scores, possession changes. If the defense prevents the offense from achieving a first down, possession will also change.

K. The ball carrier is down when touched by one hand by a defender, and the ball is spotted at the spot of forward progress.

L. There are no fumbles: the ball is dead when it touches the ground. Ball is spotted at last forward progress of the ball carrier. A muffled snap is not a fumble/dead ball and the 4-second rule still applies.

6. **Special Rules:**

A. No blocking. A blocking or holding penalty is -5 yards from spot of the foul and loss of down

B. Receiver/Ball carrier is legally down when touched below the neck with one or both hands. (Unnecessary or excessive force such as shoving or pushing will be penalized by automatic first down and 5 yards. Players will be ejected if they are unsportsmanlike or flagrant.)

C. Illegal motion -5 yards repeat down.

C. Normal substitution rules apply. Extra players must be off the field at the break of the huddle (offensive or defensive subs cannot watch from behind the huddle).

D. Defensive Pass Interference will be a 15 yard penalty. If the penalty is marked beyond the first down marker, then it will be a first down.

E. Responsibility to avoid contact is with the Offense at the line of scrimmage. The defense is allowed one bump at the line to deter the players route, but must release. There is a 5 yard penalty for any chucking unnecessary bumping or grabbing after the initial jam or release from the line of scrimmage.

F. 10 yard penalty for offensive pass interference. If the offensive team is on the 40 yard line, the penalty will result in a loss of down.

G. Offensive team is responsible for retrieving the ball after the play and returning it to the referee. Clock does not stop and any delay by offense in retrieving the ball will result in a delay of game penalty of 5 yards from the succeeding spot.

H. Teams are required to have a center. They are responsible for repositioning the referee's bean bag at the line of scrimmage. The centers are not eligible receivers.

I. The ball MUST be snapped from the ground.

J. Taunting and "trash talking" are not allowed and are punished with a 5 yard penalty. Players can be ejected if they are flagrant.

K. Fighting: The player(s) involved will be ejected from the game as well as the tournament. If a team fight occurs, the teams involved will be ejected from the tournament.

L. If an offensive penalty occurs when the enforcement spot is the 40 yard line, the penalty yardage would move the first down marker (the 20 yd line) the amount of the yardage associated with the infraction.

Ex. If the offense is charged with illegal procedure and the LOS was the 40 yd line, the penalty will be assessed by moving the first down marker (the 20 yd line) to the 15 yd line and repeat the down. If the foul is determined to be fragrant and the LOS is 40 yd line, the enforcement would move the ball half the distant to the goal line which would place the first down marker on the 10 yard line.

OT rule:

1. Coin flip will determine who gets the ball.
2. Ball will start on the 20 yard line. Each team will get 4 downs to score.
3. On the 2nd OT, each team will play with the penetration rule.
4. Each team must go for 2 on the extra point.
5. INT can end the game in OT.

7. Team Members:

A. There is a maximum of 24 players per team.

B. All players must wear mouthpieces, and bring helmets.

C. Each team will use its own ball during offensive possessions. Balls must be:

i. Standard size High School for 15U

ii. TDY for rising 12U and 8th graders

iii. TDJ footballs for 9U-12U

iv. Pee Wee for 8U

8. Officials:

A. Referee.

B. Timekeeper: a designated official to keep the 4 second clock.

9. Coaches:

A. 1 Offensive coach can be on the field, behind the huddle.

B. 1 Defensive coach can be on sideline or in back of the endzone.

C. All team coaches will wear an identifying tag/shirt for clarification purposes. A team may not have more than four coaches on the sideline during tournament play.