

OFFICIAL Northwest 7on7 TOURNAMENT SERIES RULES

Field Dimensions:

Field Length will be 50 yards. 40 yard playing field with a 10-yard end zone.

Starting Each Game:

1. A coin toss will start the game with the home team getting the call. Winner of the coin toss will determine who will begin possession of the ball on the +40-yard line with their choice of hash.
2. A whistle will begin each game.
3. Each game lasts 25 minutes with a running clock (NO Overtime in Pool Play).
4. Official will declare when the clock is under 2 minutes
5. The clock never stops.
6. A whistle will end each game.
7. The referees will keep the official score and time on the field for each game.
8. Soft Helmets and mouthpieces must be always worn by all players except the QB. If a player does not have either they cannot participate until they do.

Moving the Ball:

1. Offense always starts on +40-yard line with their choice of hash. After any change of possession.
2. All snaps at the +40-yard line must be off the QB-TEE (No Shotgun). Upon gaining a yard or more QB may take a shotgun off QB-TEE.
3. Offense has three (3) downs to gain a first down. First down markers will be at the 25-, and 10-yard lines.
4. Once inside the 10-yard line, the offense has 3 downs to score a touchdown.
5. A conversion after a touchdown, the offense can choose to go for 1 or 2 points.
6. 1 point conversion = Take the points
7. 2-point conversion if from the 10-yard line. Offense chooses hash for ball placement.

Coaching your Team:

1. There will be one offensive coach allowed on the field at any time.
2. The coach must be positioned behind the offensive huddle.
3. Coaches are not allowed to challenge any official ruling.
4. Remaining team coaches can work from the sidelines.
5. NO defensive coaches allowed on the field.
6. Coaches will be given 1 sideline warning during play. Second warning will result in a 10-yard penalty or half the distance to the goal. Third warning will result in coaches ejection.

Special Rules:

1. NO blocking.
2. Face guarding is allowed
3. Blocking will result in a loss of down, return to previous spot.
4. The ball carrier is legally down when touched below the neck with one hand. A defender cannot leave his feet to make a tag.
5. Fumbles (Including snap) are dead balls at the spot with the last team in control retaining possession at the spot.
6. The offensive team will have 25 seconds to put the ball into play. Delay of game is a loss of down.
7. The offensive team is responsible for retrieving and returning the ball to the official. The clock does not stop, and any delay of the offense in retrieving and returning the ball to the official will result in delay of game.
8. Defensive pass interference or defensive holding will result in an automatic first down and the ball will be moved to the next first down marker/ Or half the distance to the goal line if a penalty happens inside the 10-yard line. Offensive pass interference will result in a return to the previous spot plus a loss of down.
9. The QB is allowed 4.0 seconds to throw the ball. Referees will stop play if 4.0 seconds are surpassed.
10. There will be NO blitzing!!!! If you Blitz, it will result in an automatic first down and a 10-yard penalty

11. There are NO RUN plays on offense. If you run it will result in a loss of down.
12. An interception will result in 3 points and a turnover on downs and the ball on the 40-yard line.
13. Excessive celebration is not allowed and will not be tolerated. If a team clears the sideline to celebrate a touchdown and delay the game they will be penalized 15 yards on defense and will forfeit attempting their extra point. If on an extra point the team will be penalized 15 yards on defense and the extra point will not count.
14. A game cannot end with a defensive penalty. If this occurs, the offense will have an untimed down if time has expired.
15. If the game clock expires after a touchdown the scoring team will have a chance to have one untimed down to go for their extra point conversion
16. High school rules will be adhered to regarding redirecting receiver's hands are acceptable, no full body redirections are allowed.
17. All passes must be passed the line of scrimmage, nothing behind the line is permitted

Fighting will not be tolerated.

If a player throws a punch, he is ejected immediately and can NOT return to the game. If players are involved in pushing or shoving, they will be ejected immediately from the game and cannot return. If a team's bench clears, resulting in a fight, both of the teams are ejected, resulting in a forfeit. The referee has the right to throw out any player, players, or team out of the game. The NW7v7 staff has the right in extreme cases to throw out players and teams out of the tournament. And they will have to leave the complex immediately. (Please refer to the NW7v7 Code of Conduct as other rules apply) A referee can also give a 15-yard unsportsmanlike penalty.

Tie Breaker (BRACKET PLAY ONLY)

1. Any game that ends in a tie will go to a tiebreaker. There will be a coin toss at the beginning of the tiebreaker with the home team calling the toss. The winner will choose to be on either offense or defense.
2. Each team will have 1 snap from the 40-yard line, choice of hash.
3. The team with the deepest completion will be declared the winner of the tiebreaker and will add 1 point to the final score.

4. 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.

5. If there is a defensive pass interference the offense will get their 15-yard penalty but must still complete a pass. If a pass is completed, then the yardage will be added to the 15-yard penalty. If the offense does not complete a pass, then they will not get any yards from the penalty.

6. This format will be repeated until there is a clear winner declared.

7. This tiebreaker format will be used only for Bracket Play games

Championship Game Rules:

1. The clock will stop at the 2 minute mark for 30 seconds 2-minute warning timeout. The game will then be played with regulated HS time. With the clock stopping on incompletions, and out of bounds.

2. Overtime: Each team will have 2 chances to score from the 10-yard line. If moved into a 2nd overtime, you must go for a 2-point conversion after the 1st OT. If going into a 3rd overtime each team will have one chance to score from the 1-yard line until you have a winner.

SHOOT-OUT BRACKET FORMAT:

1. All teams will be seeded in the bracket based on Day 1 win/loss and day 1 schedule.

2. All teams will play a minimum of 4 games during the event. BRACKET WINNER WILL BE DETERMINED BY: 1.

Head-to-head Competition.

AT LARGE TEAM WILL BE DETERMINED BY:

1. Record.

2. Total points scored.

3. Point differential total score minus total give up.

POINT VALUES:

1. Offensive touchdown 6 = points

2. Interception +3 points and the ball on the 40yd line

3. Extra point take it = 1 point.
4. Extra point from the +10 = 2 points.
5. Tiebreaker victory = 1 point.

PENALTIES:

Offensive Penalties

False start/Illegal motion Delay of Game

Blocking

Fumbles

Assessed

Line of Scrimmage

Line of Scrimmage

Line of Scrimmage

Dead Ball (offense retains possession at the spot)

Result

Loss of Down Loss of Down Loss of Down

Pass Interference Unnecessary Roughness Illegal Play Un-sportsman

Defense Penalties

Encroachment/ Neutral zone Holding

Pass Interference Unnecessary Roughness Illegal Play

Un-sportsman

Line of Scrimmage 15 Yards – LOS

5 Yards 15 Yards

Assessed

5 yards Offense FD Offense FD 15 Yards

5 yards 15 Yards

Loss of Down Loss of Down Loss of Down

Loss of Down

Result

TARGETING/ TACKLING/ HITTING A DEFENSELESS PLAYER: THIS WILL RESULT TO EJECTION FROM TOURNAMENT!

Pre-tournament registration musts:

You must have your roster for each team submitted by Wednesday before the tournament to ensure hosts can set up brackets and organize the scheduling. All grades must adhere to this.

Coaches for 3 & 4 grade can have a coach on the field for offense and defense. Only these grades are permitted to do this.

5 on 5 RULES & FORMAT

- ROCK PAPER SCISSORS BY TEAM CAPTAINS DETERMINES WHO WILL START ON OFFENSE AND DEFENSE
- TABLE SCOREBOARD WILL KEEP OFFICIAL SCORE
- NO BULLRUSHING
- NO SLAMMING PLAYERS TO THE GROUND AND LANDING ON THEM WITH ALL BODY WEIGHT
- FIELD SUPERVISOR WILL OVERSEE PLAY AND CONFIRM CALLS AND RULES
- A REFEREE WILL BE PRESENT AND COUNTING TO 4 FOR EVERY PLAY
- REFEREE WILL INFORM SCORE KEEPER OF POINTS SCORED
- QB BAG WILL BE SET 5 YARDS DIRECTLY BEHIND THE CENTER
- OFFENSIVE COACH IS RESPONSIBLE FOR RESETTING THE QB BAG
- COACHES ARE NOT ALLOWED TO CHALLENGE ANY RULING
- **ABSOLUTELY NO FIGHTING. IF A PLAYER THROWS A PUNCH, HE IS EJECTED IMMEDIATELY AND CAN NOT RETURN TO THE CURRENT TOURNAMENT. BOTH TEAMS WILL BE DISQUALIFIED FROM THE TOURNAMENT IF THERE IS A "BENCH CLEARING" FIGHT**

GAME FORMAT

- EACH GAME WILL CONSIST OF 3 ROUNDS
- 1ST ROUND EACH TEAM WILL GET 10 REPS ON OFFENSE AND 10 REPS ON DEFENSE
- 1ST ROUND IF OFFENSE MAKES A STOP 1PT. WILL BE AWARDED
- 1ST ROUND IF DEFENSE MAKES A SACK 1PT. WILL BE AWARDED
- 2ND ROUND WILL BE SAME AS THE FIRST ROUND
- 3RD ROUND WILL BE THE "MONEY ROUND" EACH TEAM WILL GET 10 REPS ON OFFENSE AND DEFENSE
- THE MONEY ROUND EACH STOP AND EACH SACK IS WORTH 2 PTS.
- 1ST ROUND THE OFFENSE WILL START WITH LEFT TACKLE AND REP ACROSS TO RIGHT TACKLE. THEN START WITH THE RIGHT TACKLE AND REP BACK ACROSS TO LEFT TACKLE FOR A TOTAL OF 10 OFFENSIVE REPS. TEAMS WILL THEN FLIP SIDES AND REPEAT SO EACH TEAM GETS 10 REPS ON OFFENSE AND 10 REPS ON

DEFENSE. REPEAT PROCESS FOR THE “MONEY ROUND” WITH EACH POINT SCORED BEING WORTH TWO.

- IF A GAME RESULTS IN A TIE. THE OFFENSE WILL CHOOSE 1 PLAYER AND DEFENSE CHOOSES ONE PLAYER FOR A HEAD-TO-HEAD TO BATTLE 1 REP ON OFFENSE AND 1 ON DEFENSE.
- ONLY 1 OFFENSE LINEMAN VS 1 DEFENSIVE LINEMAN WILL GO AT ONE TIME. ALL OTHER OFFENSIVE LINEMAN MUST IN A 2 POINT STANCE WITH A 2 FOOT SPACING.
- EACH REP WILL BEGIN WITH THE OFFENSIVE LINEMANS FIRST MOVEMENT. THE REFEREE WILL BEGIN COUNTING THE 4 SECONDS
- EACH ATHLETE MAY CHOOSE THEIR CHOICE OF STANCE
- SEEDING FOR CHAMPIONSHIP ROUND WILL BE AWARDED BY WIN/LOSS RECORD. IF TIED THEN TOTAL POINTS SCORED. IF STILL TIED THEN COIN FLIP WILL DETERMINE SEED

PENALTIES

- ABSOLUTELY NO HANDS TO THE FACE OFFENSE OR DEFENSE. 1ST WARNING WILL RESULT IN A REPLAY OF REP. 2ND OFFENSE WILL RESULT IN 1 POINT TO OPPONET OR 2 POINTS IN THE MONEY ROUND AND MOVE TO THE NEXT REP.
- 1ST WARNING BULL RUSHING WILL RESULT IN A REPLAY OF REP. 2ND OFFENSE WILL RESULT IN 1 POINT TO THE OFFENSE OR 2 POINTS IN MONEY ROUND AND MOVE TO NEXT REP
- IF AN OFFENSIVE PLAY SLAMS WITH ALL BODY WEIGHT WILL RESULT IN A WARNING TO TEAM. 2ND OFFENSE AND 1 POINT WILL BE AWARDED TO DEFENSE OR 2 POINTS IN MONEY ROUND

LETS BATTLE IN THE TRENCHES BOYS!!!