

# PLAAYNation Tournament RULES

Team Registration and Check-in: All teams are required to check in at the main tournament check-in half hour prior to the team's first scheduled game. Failure to check in will result in automatic disqualification (without a refund of the fee) from the tournament. Games not played will be classified as "Forfeits".

Medical release forms and signed PLAAY liability waivers will be required for all players at initial check-in. Teams will be required to keep medical releases on hand at all times.

Refunds: There will be no refunds given after the stated application deadline. Prior to the application deadline, refunds will be made less any administrative fees that have been incurred.

Rosters: Teams may register a maximum of twelve (12) players ages 6 thru 14. Must show proof of age.

The Tournament Director has the final say on the determination of safety and suitability of each player's equipment, including the wearing of a hard brace and/or hard cast. Mouthguards are mandatory for all players. No spikes or metal cleats are allowed.

After the start of a match, it will be the decision of the referee whether or not playing conditions are safe.

## **6 v 6 Flag Game Format**

- Each team will play a minimum of 3 games. Preliminary Games can end in a tie. Finals games tied after regulation will be played out.
- Field is 25-30 yards wide and 50 yards long, including the 5 yard end zones.
- Games are 6 players v 6 players
- Two 20 minute running clock halves (*2 minute break at half*)
- Each possession starts at the 5 yard line after scores, turnover on downs and/or halftime.
- 30 second play clock (*45 second play clock for K-2nd Grade Division*)
- The offensive team has three downs to get a first down at mid-field, then 4 downs to score once they have crossed mid-field.
- All players are eligible!
- **NO RUSHING THE QUARTERBACK!** Unless the QB fakes a handoff which will trigger a defensive player to cross the LOS and rush the QB.

## **ALL Scoring**

- Touchdowns = 6 points
- Extra Point (5 yard line) = 1 pt
- Extra Point (10 yard line) = 2 pts
- Safety = 2 pts

## **1st-2nd Grade Division Rules**

- UNLIMITED Runs
- 45 second play clock
- NO direct QB runs
- ONE Coach is allowed on the field for both offense and defense
- Can run extra points

### **3rd-4th Grade Division Rules**

- 30 second play clock
- ONE run per entire offensive possession
- NO direct QB runs
- NO runs 5yds from the End Zone; YES, you can have running plays 5yds from Mid-Field
- NO runs on extra points
- ONE Coach is allowed on the field for both offense and defense

### **5th-6th and 7th-8th Grade Division Rules**

- 30 second play clock
- NO RUNS
- NO Coach allowed on the field

### **Basic Rules**

- Coin flip determines choice of possession or direction (winning team can elect to defer to the 2nd half)
- The Tournament Director has the final say on the determination of safety and suitability of each player's equipment, including the wearing of a hard brace and/or hard cast. Mouthguards are mandatory for all players. No spikes or metal cleats are allowed.
- After the start of a match, it will be the decision of the referee whether or not playing conditions are safe.

**1st-4<sup>th</sup> Grade Run Game Rules** - *A play will be considered a run play, when the ball carrier crosses the line of scrimmage, or if a player takes a hand-off from the quarterback and does not cross the line of scrimmage in the allotted time. A play in which a player takes a hand-off from the quarterback, and then throws a forward pass will be considered a pass play, and not count as a team's run play.*

#### **The play is dead when the following occurs to the ball carrier:**

- Flag is pulled
- Runner's knee touches the ground
- Runner steps out of bounds
- Runner loses their flag then the opposing team must touch them down. The play is not over if a player's flag falls of. The player must be touched.
- Runner dives, jumps or leaps; ball is spotted where the runner left his feet.
- The ball carrier can spin to avoid their flag being pulled but cannot flag guard
- No fumbles (*a fumbled, or stripped ball is dead and placed at the spot of the fumble with the offensive team retaining possession*)

#### **1st-8th Grade Pass Game Rules**

- The Offense has to throw the ball within:
  - 1st – 2nd Grade – 6 seconds
  - 3rd-8th Grade – 4 seconds
- The sack count starts 1 second after the snap of the ball no matter what the offensive play is attempted.
- Forward pass can be underhand or overhand as long as it is beyond the LOS.

- If the QB does not release the ball before time expires, the result of the play is a sack and the ball stays at the LOS.
- There are NO forward passes behind the LOS. This is a 5 yard penalty and loss of down.
- NO RUSHING THE QUARTERBACK!
- If **any part** of the QB's foot steps OVER the LOS while attempting the pass, the penalty will be an illegal forward pass.
- 1st-4th Grade, the QB can HAND or PITCH the ball off to another player and they can throw the ball within the allotted time. If/When the QB hands or pitches or throws a backward pass to another player, this alerts the defense that they CAN cross the LOS to pull the flag of the player with the ball.
- All grade levels have the option to throw a backward pass for a double pass play. This alerts the defense that they CAN cross the LOS to pull the flag of the player with the ball.
- 5th-8th grade can never take a hand off nor run the ball across the line of scrimmage on a backwards pass.

### Basic Rules

- Coin flip determines choice of possession or direction (winning team can elect to defer to the 2nd half).
- The clock will only stop for time-outs and injuries (*it does not stop for incomplete passes, out of bounds, change of possession*).
- The clock will also stop in the **final 1 minute of the game** on incompletions, out of bounds, change of possession, sacks, kneel downs and penalties. If it's an offensive penalty the clock will start on the official unless dead ball foul.
- TWO 30-second timeouts per half.
- At any point in the game, if a timeout is called after a touchdown, **the clock will not start until the play after the conversion attempt.**
- Teams switch sides at halftime.
- If there is a bad snap, the ball is dead and placed at the LOS. There is NO loss of yardage.
- Center cannot take a handoff from the QB.
- Ball is placed where a flag is pulled (player's hips), not where the ball is when the flag is pulled.
- A receiver must have one foot in bounds when making a reception.
- Laterals are allowed but if the ball hits the ground, the ball is spotted at that yard mark.
- Absolutely no tackling or blocking (stationary pick is allowed but player cannot move).

### Special Alert Rules

- Defensive players can cross the line of scrimmage when a handoff, fake handoff (with or without a ball carrier present) or backward pass has occurred. This Deception Rule is applied to define the integrity of the LOS and development of the passing game for both offense and defense. This rule applies to all divisions. The application of the deception rule is a judgement call by the referee. These calls will not be over turned once made.
- Interceptions can be returned for a TD, if intercepting team's flag is pulled before the end zone then possession will begin where the defender is flagged.
- Extra point interceptions cannot be returned.
- Only one player can be in motion at a time.

- 3 Players must be on the Line of Scrimmage or Illegal Formation; The Center counts as 1 player on the LOS.
- Games cannot end on a defensive penalty.
- All snaps must start on the ground.
- 1st-2<sup>nd</sup>, the snap does not have to be between the center's legs. 1st-2<sup>nd</sup> can use side-saddle snaps but the snap must go to the player directly behind the center.
- 3<sup>rd</sup>-8<sup>th</sup>, the snap must be between the legs.
- **No impeding the flag puller, intentional or unintentional**

### **Mercy Rules**

- If a team is up by 30 or more, the winning team has 2 downs to get a first down and 2 downs to score, until that point difference is trimmed below 30 points. Regular game rules apply.
- The team down by 30 gets the ball at 10 yd line going in, with 4 downs to score.
- This will continue until the losing team get under 30.
- Games that enter the mercy rule may end early.

### **Overtime Format**

- Overtime period will take place with each team receiving a possession.
- Coin flip determines choice of 1st or 2nd possession.
- Possession begins at the 10 yard line going in (both teams will go in the same direction)
- Teams will have 2 down to score from the 10 Yard line.
- If a touchdown is scored, a team can elect to go for a 1 or 2 point conversion.
- If the defense intercepts the ball, it is a change of possession starting at the 10 yard line unless the defense returns it for a TD. The game could be over if the intercepting team was ahead in points in the OT prior to playing defense, or if intercepting team returns it for a TD on the 1st possession per OT.
- Teams alternate first possession each overtime period.
- If tied after 3 OTs, each team will each get 1 down to score from the 10 yard line.

### **OFFENSE PENALTIES:**

**Offensive Pass Interference** – 10 yard penalty and replay the down

**Illegal motion (2 men in motion)** – 5 yard penalty and replay the down

**Illegal Formation** – 5 yard penalty and replay the down

**Illegal Run** – 5 yard penalty and loss of down

**False Start** – 5 yard penalty, replay the down

**Illegal Forward Pass** – 5 yard penalty and loss of down (QB steps over the LOS or QB throws a forward pass behind the LOS)

**Blocking** – ball is placed at the spot of the foul and loss of down

**Leaping** – ball is placed at the spot of the foul and loss of down

**Flag Guarding (including stiff arms)** – 5 yard penalty from the spot of the foul and loss of down

**Unsportsmanlike conduct** – 15 yard penalty (*possible ejection*)

**Delay of Game** – clock is stopped and a 5 yard penalty

No Intentionally Grounding Penalty

### **DEFENSIVE PENALTIES:**

**Defensive Pass Interference** - 10 yard penalty and replay down unless it's an offensive catch; Offense decides. *1st down can occur depending on the yardage.*

**Illegal Contact (holding, jams, etc.)** – 5 yard penalty and replay down unless it's an offensive catch; Offense decides. *1st can occur depending on the yardage.*

**Defensive Holding while pulling flag** – 5 yard penalty added to the end of the play and replay down. *1st down can occur depending on the yardage.*

**Illegal Flag Pull (before player has ball)** – 5 yard penalty and replay down. *1st down can occur depending on the yardage.*

**Off-sides** – 5 yard penalty and replay down. *1st down can occur depending on the yardage.*

**Illegal Rushing (before a hand-off has occurred)** – 5 yard penalty and replay the down; offense decides depending on the result of the play. *1st down can occur depending on the yardage.*

**Inadvertent tackle** – 5 yard penalty added to the end of the play and replay down.

**Inadvertent tackle From Behind w/clear path to end zone** – Automatic Touchdown

**Unsportsmanlike conduct** – 15 yard penalty and automatic 1st down (*possible ejection*)

*Defensive Penalties inside the 10 yard line will result in half the distance to the Goalline if applicable.*

## CONDUCT

- All players, coaches and spectators will be expected to demonstrate good Sportsmanlike conduct.
- Coaches have total responsibility for the conduct of their Player's, substitutes, friends and spectators at all times. Inappropriate conduct by your team's spectators can jeopardize your coach and/or team. If a referee terminates a game due to misconduct of players or spectators, the offending team will forfeit. The offending player, spectator or team may be banned from further participation in the tournament.
- At no time is there to be any alcoholic beverages at the tournament sites.
- Pets are not allowed on any of the fields.
- This is a smoke-free environment; no smoking is allowed at any of the fields.
- After each game, please pick up the trash on your sideline and place it in one of the provided receptacles.
- Please help us keep the games on time by immediately collecting your things and clearing your sideline after your game. This will allow the next team to move into position and prepare for the start of their game.
- If playing a game on an artificial turf field, shade devices (umbrellas, pop-ups) that must be anchored into the ground cannot be used as it will damage the turf. In addition, no food, gum or sunflower seeds are allowed on the turf playing surfaces.
- You are expected to abide by 4S Sports Park (SD County Parks & Rec) COVID RULES, and STATE REQUIREMENTS.

Thank you in advance for your cooperation!