

# Kevin Labayen Memorial 2015 Rules

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Some key rules for the tournament. They are expanded in more detail throughout the document.

- 1) Sportsmanship is of the utmost importance
- 2) There is NO contact in these games. This includes blocking on the line, blocking downfield, bumping of receivers, etc. There is NO contact.
- 3) There are NO running plays. The QB may not run the ball **unless rushed by the Defense**, and there are NO handoffs. There are no passes behind the Line of Scrimmage. The ONLY way to advance the football is via a forward pass that travels beyond the line of scrimmage, **or QB running with the ball after Defense crosses the line.**

## Sportsmanship

This is a charity event with the primary focus being on having a good time and raising money for a worthy cause. There is no room for poor sportsmanship or fighting of any kind. Bad sportsmanship infractions include any type of trash talking to the other team, taunting, arguing with the officials, any type of unnecessary physical contact (pushing, shoving, unnecessarily rough push, block, tackle), or anything else that in the officials' determination constitutes unsportsmanlike behavior. The penalties for Unsportsmanlike conduct escalate with each offense. Your unsportsmanlike penalties follow your team from game to game. They do not reset to 0 after a game is completed.

- 1st offense – 10 yard penalty (or half dist. To goal) from spot of ball. Official notifies captain and team that the entire team will lose game if another problem.
- 2nd offense – Loss of game—Official notifies team and committee that team will be ejected if there is another offense.
- 3rd offense –ENTIRE TEAM ejected from tournament. The whole team will be penalized for the behavior of any of their players. It is up to the team to police their own players if they have someone that is causing a problem.
- An individual player or team may be immediately ejected for any gross misbehavior in the judgment of the official (i.e. fighting).

These warnings “carry over” from game to game. After your team’s 3<sup>rd</sup> of the day (not 3<sup>rd</sup> in one game), you are gone.

## FORMAT-

**This section will be adjusted based upon the number of participating teams.**

There are 12 teams participating. We will organize into 4 divisions of 3. Everyone plays round robin games against the teams in your division (2 games per team).

After 2 games the top team from each division will be given a bye into the second round of the playoffs. The remaining 8 teams will be seeded based upon their record and tiebreakers. Tie breaks will be determined first by head to head results, then by total Points Against, then by a coin flip.

After the first round of the playoffs, winning teams will advance to play the 4 division winners, and the 4 losers will go home (having played 3 games). Tournament will continue from that point as 8 team single elimination tournament.

### **Forfeits**

- If a team is ejected, they are gone from the tournament and all previous games played are forfeited (and the team will not be allowed back to the tournament)

### **Seeding For Playoffs**

- Seeding will be determined by best record and Points Against
- We will not have tie games due to the overtime format listed
- Tie records will be broken via:
  - Head to Head results
  - If there is a **three way or more tie** the top team will be determined via the lowest total points allowed (NOT POINTS SCORED)
  - **If equal points** scored, seeding will be determined by a coin toss.

## **RULE 1 THE FIELD**

### **SECTION 1:**

Dimensions - The game shall be played upon a rectangular field approximately 60 yards in length and 25- Yards in width, with 8 yard end zones.

### **SECTION 2:**

Marking - First down markers are positioned at the mid field yard line. First downs are achieved by crossing the marker.

### **SECTION 3:**

Players' area - Players must position on the sideline and should not interfere with the game.

SECTION 4: - A player is out of bounds when any part of his person touches anything on or outside a boundary line.

## **RULE 2 THE BALL**

### **SECTION 1:**

Each team must provide either an NFL or NCAA regulation size ball fully inflated. The *referee shall be the sole judge* as to whether all balls offered for play comply with these Specifications.

## **RULE 3 FLAG BELTS**

#### SECTION 1:

Players may utilize their own flags as long as they abide by the guidelines below. Inspections will be made. Extra flags are provided the tournament organizers.

#### SECTION 2:

All players are required to wear a flag belt and must have a minimum of two flags placed on hips

#### SECTION 3:

Game jerseys cannot cover flag belts. Jerseys must either be tucked in pants, or 2 inches above flag belt.

### RULE 4

#### BLOCKING

##### SECTION 1:

No blocking or interference at any time during the game. Once the ball is caught beyond the line of scrimmage all offensive players must stop. If the ball is intercepted then all defensive must stop. Any player continuing to play will draw an illegal contact penalty.

### RULE 5

#### TACKLING AND RUNNING

##### SECTION 1:

Tackling - Tackling a ball carrier is illegal, as is aggressively shoving or pushing the ball carrier to the ground or out of bounds. A legal tackle is defined as pulling off the ball carriers flag without impeding his forward movement. Incidental contact does not constitute a penalty against the offense or defense.

##### SECTION 2:

Flag shielding - A ball carrier cannot shield his flags from the opponent with his free hand when attempting to allude tacklers. Penalty is 10 yards from spot of foul and loss of down.

##### SECTION 3:

Stiff arming - Stiff arming is illegal and will draw a flag shielding penalty.

##### SECTION 4:

If Ball carrier inadvertently losses his flag belt or flags, single hand touching of the ball carrier will constitute a legal tackle (or any type of contact). If the player is not wearing a flag belt then the player is automatically down at the spot of touching the ball.

##### SECTION 5:

If Ball carrier inadvertently falls to the ground is down at that spot and may not get up an advance.

**SECTION 6:**

Fumbles - There are no fumbles. When the ball carrier losses control of the ball and it touches the ground the play is ruled dead and the ball is spotted at the point it touched the ground as long as the spot is at or behind the ball carriers forward progress. The ball cannot be fumbled and caught by the opposing team to result in a turnover.

#### SECTION 7:

Diving and jumping - Ball carriers may not dive or jump in an effort to gain extra yardage. Diving and jumping is defined as a player clearly leaving both feet in an aggressive attempt to gain extra yards. Ball will be spotted at the spot of the jump or dive.

#### SECTION 8:

Ball Stripping - Illegal and will result in a five yard penalty enforced at the spot of the infraction. Players must go for the flag and not the ball that is in player possession.

### RULE 6

#### GAME TIMING

##### SECTION 1:

Length of the game - The length of the game is 25 minutes running time with no clock stoppage

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##### SECTION 2:

Starting Each Game - In the presence of both team captains, the referee shall toss a coin at the center of the field. The toss shall be called by the captain of the visiting team. The winner of the toss must choose one of the two privileges.

A) Take the ball

B) Which end to defend.

##### SECTION 3:

Time outs – There are no timeouts, however, the referee may add up to 7 minutes of injury time to account for time where a player was injured. The referee shall notify the teams when injury time is being added.

##### SECTION 4:

Time between plays - The offensive team has 30 seconds in which to snap the ball once the referee has spotted the ball after the previous play has been ruled dead. It shall be the responsibility of the offensive team to retrieve the ball and hand it to the referee after each play. The referee will indicate by signaling to the offensive team when 10 seconds remain on the 30 second clock.

## RULE 7 PLAYERS

### SECTION 1:

The game is to be played by two teams of six players each. Less than 5 is a forfeit. More than six players on the field is illegal, while less than five players is illegal.

### SECTION 2:

At the coin toss, each team must designate its captain. The Captain acts as the sole representative of their team in all communications with the officials. (No other players may question the officials)

## RULE 8 GENERAL GAME PLAY

### SECTION 1:

The offensive team takes possession of the ball at its 10-yard line and has four (4) plays to cross midfield. Once a team crosses midfield, it has four (4) plays to score a touchdown. If the offense fails to score or cross mid field, the ball changes possession at that spot. On 4<sup>th</sup> down the offense team may give up the ball (kick) the other team takes over on its 10-yard line.

### SECTION 2:

All possession changes, except interceptions, start on the offense's 10-yard line. Unless a team elects to go for it on 4<sup>th</sup> down.

### SECTION 3 OFFENSE

A) RUNNING-There are no running plays

### SECTION 1:

The quarterback cannot run with the ball **unless rushed by the Defense**.

### SECTION 2:

1. There are no handoffs or laterals anywhere on the field.
2. There are no forward or backward passes that take place behind the line of scrimmage.

### SECTION 3:

Absolutely NO laterals or pitches of any kind beyond the line of scrimmage.

### B) RECEIVING

### SECTION 1:

1. All players (except the QB) are eligible to receive passes
2. As in the NFL, only one player is allowed in motion at a time.
3. A player must have at least one foot inbounds when making a reception. No part of his body maybe touching on or outside a boundary line to complete a pass.

4. Spinning is allowed, but players cannot leave their feet to avoid a defensive player (no diving).
5. The ball is spotted where the ball carrier's hips are when the flag is pulled, not where the ball is.
6. If the ball carrier falls down the ball becomes dead and the play is over

## C) PASSING

### SECTION 1:

1. All passes must be forward and received beyond the line of scrimmage.
2. Shovel passes are allowed but must be received beyond the line of scrimmage.
3. The quarterback has a seven-second "pass clock." If a pass is not thrown within the seven seconds, play is dead, loss of down, ball at previous Line of Scrimmage.
3. Interceptions change the possession of the ball at the point of interception. Interceptions are the only changes of possession that do not start on the 10-yard line
4. During an interception return no defensive players may block or run interference. Only the player making the interception can return the ball.

## RULE 9

### EXTRA POINTS

#### SECTION 1:

Extra point –

1 point from the 5 yard line (no run).

Defense can return an intercepted extra point for 2 points.

#### SECTION 2:

Penalties-

1. In the result of a penalty against the defending team during the extra point the play will automatically result in 1 point.
2. If there is a penalty against the intercepted team during the run back the play will result in 2 points.

## RULE 10

### OFFENSIVE FORMATION

#### SECTION 1:

Line of scrimmage - Offensive team must have at least three players on the line of scrimmage.

#### SECTION 2:

Eligible receivers - All players, including the center, are eligible to run down field and catch passes. Receivers can all line up on one side-there does not have to be a balanced wide receiver set, however at least three players must be on the line of scrimmage prior to the snap.

#### SECTION 3:

The ball must be snapped between the legs, not off to one side, to start every play.

#### SECTION 4:

Motion - Only one player can be in motion at the snap of the ball and must be running parallel to the line of scrimmage. Please note that more than one player can initially go into motion (shift), but only one at the snap of the ball.

#### SECTION 5:

A bad snap from center - The Quarterback has one chance or one bounce to recover the ball cleanly if it falls in front of him. If the ball goes over his head the ball is dead at the spot it touches the ground. 7

### RULE 11

#### DEFENSE & DEFENSIVE FORMATION

##### SECTION 1:

Rushing the quarterback-

1 All defensive players may rush the passer when the referee count reaches 4. Any number of players can rush the quarterback. Players not rushing the quarterback may defend on the line of scrimmage. If a player rushes before the referee 4 count they are deemed Off-Sides.

##### SECTION 2:

Formation - Defensive team can line up in any formation they choose.

##### SECTION 3:

Bump and run – Bumping the receivers is not allow. There is NO contact.

### RULE 12

#### SCORING

##### SECTION 1:

Touchdowns = 6 points

Safety = 2 points

##### SECTION 2:

Extra points - From 5 yd line = 1 points

Defense return extra point for a score = 2 points

##### SECTION 3:

Overtime

- Coin Toss (or higher seed in playoffs) will decide if they want the ball first or second.
- During the first 3 game round robin format: Each Team will have 1 offensive Play from the 5 yard line to score a touchdown. If the team scores then they have the extra point for 1 point. If the score is tied after each team's possession then a 2nd overtime will be played. In second overtime the opposite team gets the ball first and it alternates for each round thereafter.

- During the Playoffs: Each Team will have a 3 down series starting at the 10 yard line to score a touchdown. If the team scores then they have the extra point for 1 point. If the score is tied after each team's possession then a 2nd overtime will be played. . In second overtime the opposite team gets the ball first and it alternates for each round thereafter.

## RULE 13

### Omissions

#### SECTION 1:

Rules not covered in the official rules and regulations book will be judged by the officials.

Commissioner has final say on all rulings and that is the final authority.

## RULE 14

### Penalties

All penalties will be called by the officials.

#### Defense:

**Offsides/Illegal Rushing: 5 yards and replay down.**

Illegal equipment: automatic first down

Interference: loss of ten from the line of scrimmage

Illegal contact: (holding, blocking, etc.) 5 yards from spot of foul and automatic first down

Illegal flag pull (before receiver has ball) automatic first down spot of foul

Unsportsmanlike penalty: See sportsmanship section

#### Offense:

Illegal motion: (more than one person moving, false start, etc.) loss of down

Illegal forward pass (pass received behind line of scrimmage) loss of down

Illegal equipment: loss of down

Offensive pass interference (illegal pick play, pushing off/away defender) loss of ten yards from line of scrimmage and Loss of Down

Flag guarding/Stiff Arming/ Ball Stripping: 5 yards from spot of foul and loss of down

Delay of game: Clock stops, loss of down

Unsportsmanlike penalty: See Sportsmanship section