

NW Battle For The Crown 7ON7 RULES

1. FIELD LENGTH:

- A. 50 total yards (40 yards with a 10 yard end zone).

2. STARTING EACH GAME:

- A. Coin toss or will determine possession of the ball in pool play starting on the +40 yard line. in tournament play, the team with higher-seed starts with possession.
- B. A horn or whistle will begin each game.
- C. Each pool play game will last 20 minutes, running time. Each playoff/elimination game will last 25 minutes, running time.
- D. PA announcer will declare when the clock goes under two minutes.
- E. The clock will not stop for anything.
- F. A horn or whistle will end each game.

3. MOVING THE BALL:

- A. Offense always starts on +40 yard line with a choice of hash mark after any change of possession.
- B. Offense has three downs to gain a first down. First down markers will be at the +25 and +10 yard lines.
- C. Once inside the +10 yard line, the offense has three downs to score a touchdown.
- D. For the conversion after a touchdown, the offense can choose to take the automatic 1 or go 2 points from the +10 yard line. The offense may have a choice of hash mark for ball placement.
- E. The offensive team may run the ball on any down. Runs that are allowed are: Dives, Draw, Jet Sweep, Stretch, and Toss. There are no toss passes or reverses allowed. The QB is not eligible to run with the football beyond the line of scrimmage.
- F. Defensive players cannot cross the line on a run play until the quarterback hands the ball off to the running back.
- G. Offense can use any formation to move the ball with 1 quarterback and 5 eligible receivers. Offensive players can not be lined up within 3 yards of the snap counter (tackle box) on the line of scrimmage. A 7th player may only be a center to snap the ball.
- H. The first person to touch the ball is declared the QB.

4. COACHING YOUR TEAM:

- A. There will be one offensive coach allowed on the field at any time.
- B. The coach must be positioned behind the offensive huddle.
- C. Coaches are not allowed to challenge any official ruling.
- D. Remaining team coaches can work from the sideline.
- E. No defensive coaches are allowed on the field.

5. SPECIAL RULES:

- A. No blocking.
- B. Blocking will result in the ball being returned to the spot of the foul.
- C. Ball carrier is legally down when touched below the neck with one hand. A defender cannot leave his feet to make a tag. Runner will still be able to run if defender's feet are off the ground.
- D. Fumbles (including snap) are dead balls at the spot with the last team in control retaining possession at the spot.
- E. Each team will have 25 seconds to put the ball into play.
- F. The offensive team is responsible for retrieving and returning the ball to the official. The clock does not stop and any delay by the offense in retrieving and returning the ball to the official will result in a delay of game and a loss of down.
- G. Defensive pass interference or defensive holding will result in an automatic 1st down and the ball will advance to the next 1st down field marker. If defensive pass interference or holding

is committed within the 10 yard line, the ball will advance to the 5 yard line with an automatic 1st down.

H. Offensive pass interference will result in a return to the previous spot plus a loss of down.

I. Quarterback is allowed 4 seconds to throw the ball. Game official will stop the play if 4 seconds is surpassed.

J. An interception is a change of possession with the intercepting team gaining possession at the +40 yard line. The team that intercepted the ball is also awarded 3 points.

K. Offensive player cannot dive to advance the ball.

L. One blitz allowed per game. (No blitzing in overtime)

6. FINAL MINUTE

A. If the losing team is at the +10 yard line or closer within the final minute of the game and is within 8 points of the winning team, the game will continue beyond the game clock.

B. The losing team can complete their drive and the game will end if a touchdown is not scored.

C. An untimed extra point will be attempted only if it affects the outcome of the game.

7. OVERTIME/TIEBREAKER

A. Games that end 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 offense or defense.

B. Each team will have one snap from the +40 yard line with a choice of hash mark.

C. The team who progresses the ball furthest down the field will be declared the winner. (No runs allowed, no blitzes allowed in overtime).

D. An offensive penalty is a loss of down. A defensive penalty will be marked off based on the foul. (e.g. defensive pass interference will advance the ball to +25 yard line). If the advancement due to penalty yardage exceeds the ball progression of the other team, the offense still must run an offensive play with positive yardage to win the tiebreaker.

E. If progress is equal, the tiebreaker will be repeated with the team that lost the initial coin toss making the choice to play offense or defense.

F. The format will be repeated until a winner is declared.

G. The tie breaking format will be used in all pool play and playoff games.

H. Winning the tiebreaker counts as a win in the standings and a 1 point advantage in the scoring column.

9. POINT VALUES

A. Offensive touchdown = 6 points

B. Extra point (automatic) = 1 point

C. Extra point from the +10 yard line = 2 points

D. Tiebreaker victory = 1 point

E. Defensive pass interception = 3 points

10. PLAYOFF BRACKET

Teams will be seeded according to their pool play win percentage, head-to-head results, point differential, and points scored.

12. CODE OF CONDUCT

A. Players, coaches, spectators and parents are to conduct themselves in a manner that demonstrates good sportsmanship and respect to other players, coaches, officials and spectators. Passing Down reserves the absolute right to eject any player, coach, spectator and parent from the tournament for failure to abide by its code of conduct.

- B. Any player that fights will be disqualified. If any team is involved in two fights in a tournament the team will be disqualified without refund.
- C. Any team that is found to have competed with current high school 12th grade players or older players in their division will be automatically disqualified without refund from the tournament.
- D. Organizations with multiple teams in a single event shall not taxi players between teams. If teams are found to use 1 or more players on multiple teams, said teams involved will be disqualified without refund. However, current 8th graders (rising freshman) are allowed to play up in high school division in same tournament.