

We are looking forward to Thursday, July 29th for the Middle School 7v7 Tournament. All games are played at Kinnett Stadium. There are two fields, two games, going on at the same time. The stadium will open at noon.

Below are some details for the tournament:

Parking / Spectators

All parking will be on the home side of the stadium. You can enter through North Stadium Drive or South Stadium Drive. All buses will park near the wood line on South Stadium Drive.

There is no fee for spectators. All spectators and team members will enter the stadium through the main ticket gate. Spectators should remain in the stands to watch the games.

GAME SCHEDULE

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| Field A - POOL A | | | | Field B - POOL B | | | |
|------------------|----------------------------------|----|---------------|------------------|---------------|----|---------------|
| 1:30 | Fort | vs | Richards | 1:30 | Aaron Cohn | vs | Eddy |
| 2:00 | Rothschild | vs | Blackmon Road | 2:00 | Midland | vs | East Columbus |
| 2:30 | Richards | vs | Blackmon Road | 2:30 | Eddy | vs | East Columbus |
| 3:00 | Rothschild | vs | Fort | 3:00 | Midland | vs | Aaron Cohn |
| 3:30 | Richards | vs | Rothschild | 3:30 | Eddy | vs | Midland |
| 4:00 | Blackmon Road | vs | Fort | 4:00 | East Columbus | vs | Aaron Cohn |
| 4:45 | Tournament Game 1 | | | | | | |
| | <i>G1 - Field A - A1 vs B4</i> | | | | | | |
| | <i>G2 - Field B - B1 vs A4</i> | | | | | | |
| 5:15 | Tournament Game 2 | | | | | | |
| | <i>G3 - Field A - A2 vs B3</i> | | | | | | |
| | <i>G4 - Field B - B2 vs A3</i> | | | | | | |
| 5:45 | Semifinals | | | | | | |
| | <i>Field A - Winner G1 vs G4</i> | | | | | | |
| | <i>Field B - Winner G2 vs G3</i> | | | | | | |
| 6:15 | Finals | | | | | | |

If teams would like to set up tents for their teams, they may set them up in the grass areas, but not in the bleachers.

Hydration

There will be water stations set up at every bench area. We will have some cups on hand for teams to use, but we encourage the girls to bring their own bottles if possible. We will have water and Gatorade available throughout the day.

Rules

1. Game time will be 20 minutes running clock.
2. Each team will have 7 players on the field at ALL times.
 - a. The offense must have a center – if you did not bring one, use an extra player or coach.
 - b. Defensive teams may have 8 players on the field; however one player must take a knee as soon as the ball is snapped.
3. Each possession will begin on the 40 yard line – going in. No matter where the series ends, the opposing team will take over at the 40 yard line.
 - a. Possession changes after PAT attempt, failure to make a first down, or a turnover.
 - i. An interception is a turnover, the ball is dead and a new series begins at the 40 yard line.
 - b. Pool Play games will use a coin flip to determine choice of offense or defense.
 - c. In Tournament games, the higher seeded team will have the choice of offense or defense
4. Each offense will have 25 seconds to get the play off.
5. The play begins when the ball is snapped to the QB.
6. The QB has 4 seconds to get the pass off. The Head Official will blow the play dead if a Sack occurs.
 - a. It will be a loss of down if not thrown within the 4 second timeframe.
 - b. If the QB fumbles the snap, he still has 4 seconds to get the pass off.
 - c. All other fumbles are down at the spot of the fumble (this is not a turnover, but a dead ball).
7. First downs are made by crossing the 20 yard line.
 - a. An offensive series is 4 downs. Must get a first down or score with the four downs or turnover occurs.
8. PAT snaps are at the 5-yard line, offensive choice of hash
9. Offensive Rules
 - a. NO running plays
 - b. NO double passes
 - c. ALL formations must be legal sets
 - d. 1 offensive coach may be in the huddle to give the play, but cannot give direction to the QB during the play.
 - e. Screen, shuffle, and bubble passes are legal and there is no penalty for not getting back to the LOS.
10. A player is down when he is touched with one hand by a defender.
11. Penalties:
 - a. OFFENSE
 - i. Blocking/Holding – 10 yards from spot of foul and loss of down
 - ii. Illegal Motion/Illegal Set – 5 yards from LOS (or result of play if declined)
 - iii. Offensive Pass Interference – 10 yards from LOS And loss of down
 - iv. Delay of Game – 5 yards and loss of down, any Delay of Game in the last two minutes of the game will result in a turnover

- v. False Start – dead ball foul- 5 yards from LOS
- vi. No penalty or loss of yardage play will move the LOS behind the 40 yard line (starting position)

b. DEFENSE

- i. Holding – 10 yards from LOS and automatic 1st down
- ii. Off sides – 5 yards and replay the down
- iii. Defensive Pass Interference – 10 yards from LOS and automatic 1st down

c. PERSONAL FOULS

- i. Offense – 10 yards and loss of down
- ii. Defense – 10 yards and automatic 1st down
- iii. Flagrant/Unsportsmanlike Conduct
 - 1. 1st Offense – Ejected from Game
 - 2. 2nd Offense – Ejected from tournament
 - 3. If a player leaves the sideline to fight, the entire team will be ejected from the tournament

d. If there is a Sack and Defensive penalty on the same play, the sack will be ignored.

e. The officials will have the FINAL say on ALL plays. There will be no arguing of calls.

12. Scoring:

a. OFFENSE

- i. Touchdown = 6 points
- ii. PAT = 1 point

b. DEFENSE

- i. Turnover on Downs = 2 points
- ii. Interception = 3 points

c. If an Interception occurs on a PAT, the play will result in ZERO points.

13. Overtime

- a. All overtime will be played by each team receiving one play from the 5 yard line.
- b. We will have a coin flip at the beginning to set the order. At the end of the first period, if the score is still tied we will flip the order and continue until the tie is broken.