

2018 AIR STRIKE

Passing Tournament

RULES

1. Each game will be 40 minutes running time with no half time or timeouts.
Overtime will be added on to regulation time if needed.
2. Games end when the clock ends – offenses do not get to finish drives after time has expired. Only tie games will continue with overtime rules.
3. A coin flip will determine choice of offense or defense to start the game.
4. Only **one offensive coach** per team (when on offense) and **one defensive coach** per team (when on defense) are allowed on the field. All other players and coaches must stay on their sideline. All substitutions must be made from the sideline. Before the snap of the ball the coach on the field must be behind the QB at least 10 yards from the LOS (if inside of the hashes) and 5 yards from the LOS (if outside of the hashes). **Coaches must stay out of the defensive secondary.**
5. The ball will always start on the 40 yard line to begin a new possession. This includes interceptions.
6. The offense has 30 seconds to put the ball in play once the ball has been set. If this does not occur, the offense will be penalized (5 yards and loss of down).
7. The offense has 3 downs to make a first down (15 yards or the 15 yard marker). The 15 yard markers will be set at the 25 and 10 yard lines. **Once inside the 10, the offense will have 4 downs to score.**
8. A draw may be run once per offensive series. However, a draw can't be run inside the 10 yard line. The ball must be run between the tackles. **QUARTERBACKS MAY NOT RUN THE BALL.**
9. Backs and receivers must release 3 yards outside of the center.
10. Offenses may have only 5 eligible receivers (4 -wide, 1 running back). 5 wide receiver sets will not be permitted, also known as "empty set". The QB must take the ball from an offensive center or have a simulated snap from a teammate.

11. The football must be thrown in **3.50 seconds**. In an attempt to discourage throwing interceptions, **ALL INTERCEPTIONS WILL COUNT**, even if thrown after 3.50 seconds. If the ball is not thrown at all, the ball will be placed 5 yards back from the previous LOS spot, simulating a sack (**There will also be loss of down!**)
12. All fumbles that hit the ground are dead at the spot where they hit, including C/Q exchange.
13. This is an elite seven-on-seven passing tournament. The eighth man on defense must be aligned, down on a knee, and on the line of scrimmage before the snap of the ball. He may not jam a releasing receiver.
14. Defenders may “jam” receivers once within 5 yards of the LOS. No hands on receivers after the initial contact.
15. A one-hand tag **BELOW THE SHOULDERS** simulates a tackle.
16. **All touchdowns are worth 6 points.**
17. **All Interceptions are worth 2 points.**
18. There are two options for points after touchdowns (PAT): For 1 point, the offense will snap the ball from the 3 yard line. For 2 points, the offense will snap the ball from the 10 yard line. Coaches can request which hash they would like the ball to be spotted on.
19. There is no blocking or tackling at any time. Blocking and tackling will be approached as a personal foul. Please refer to the penalty interpretations. **THROWING ELBOWS, DIPPING SHOULDERS INTO OPPONENTS, AND VIOLENT PUSHES WILL ALSO BE INCLUDED HERE AND PENALIZED THE SAME.**

PENALTY INTERPRETATIONS

OFFENSIVE PENALTIES

- **Delay of Game**
5 yards + loss of down
- **False Start, Illegal Motion, Illegal Formation**
5 yards + repeat down
- **Offensive Pass Interference**
10 yards from previous spot + repeat down (Defense can decline)
- **Blocking or Personal Foul (Elbows, Dipping Shoulders)**
*15 yards from previous spot + loss of down + warning to the player. The penalty will be the same for the second infraction, but the player will be **EJECTED FROM THE CURRENT GAME AND THE FOLLOWING GAME.***

DEFENSIVE PENALTIES

- **Off Sides**
5 Yards + repeat down
- **Defensive Pass Interference or Holding**
10 Yards + automatic first down
- **Defensive Pass Interference in the END ZONE WITH THE BALL OUTSIDE OF THE 10 YARD LINE**
10 yards + automatic first down
- **Defensive Pass Interference in the END ZONE WITH THE BALL INSIDE OF THE 10 YARD LINE**
Half the distance to the goal and automatic first down
- **Defensive Personal Foul (Tackling, Elbows, Violent Pushes)**
*15 yards from the spot where the personal foul occurred + automatic first down + warning to the player. The penalty will be the same for the second infraction, but the player will be **EJECTED FROM THE CURRENT GAME AND THE FOLLOWING GAME.***

*Any infraction inside of a yard line less than the penalty yardage will be marked half the distance to goal.

****OVERTIME RULES****

Each team will be given 3 plays from the 25 yard-line to advance the ball as far down the field as they can or score a touchdown. A cone on the sideline will mark the furthest advancement of the ball. A touchdown is the furthest advancement of the ball, so it ends the drive. If the first team scores in less than 3 plays, then the opponent must score in the equal number of plays or less. If an equal outcome results, a second overtime will be granted.

*****TIE BREAKERS FOR SEEDING*****

In the event that a pool group has 2 or 3 teams with the same amount of wins, or playoff seeding is questioned due to amount in wins being the same, there will be 3 levels of determination for seeding.

1. Head to Head winners are recognized as the superior seed.
2. The team who has allowed the least points is recognized as the superior seed.
3. A 3-way coin flip will occur (if needed) and the odd coin out is 1st seed. The remaining 2 flip the coin to determine 2nd and 3rd seed.
Or, a 2-way coin flip will occur and winner will be the 1 seed, and loser will be the 2nd seed.