

SPRING GRIDIRON SHOWDOWN TOURNAMENT RULES

CLOCK:

- Each game is made up of four - eight-minute quarters
- Time Out: Two 45-second timeouts per half, per team.
- We use a modified running "tournament" clock.
- The clock will stop for the following:
 - After conversion attempt - Starts when ball is set for play
 - Timeout - Starts when Referee blows whistle
 - Injury - Starts when Referee blows whistle .
- Last two minutes of the 4th Quarter the clock will run by "regulation" high school rules. (Ex: clock will stop If play runs out of bounds, incomplete pass, turnover,ect). Exception to this rule below.
- If a team is up by 14 points or more with 3 minutes left in the 4th quarter, then the clock will run until the game has ended. The winning team cannot use any timeouts during the final 3 minutes.

Note: A modified clock is used to fit in all the games and stay on schedule.

PRE-GAME:

There will be no coin toss at the start of each game. The away team will have the ball. Each team will be home once and away once each game day.

RANKINGS:

After the first 6 games, the top 4 teams with the best record will play semi-finals and championship in week 4. Everyone else is playing consolation games.

If teams have the same record then the tiebreaker will be as follow:

- 1) Head-to-head record
- 2) Points given up
- 3) In the rare case that two teams have the same exact everything, a coin flip will take place for seeding.

OVERTIME:

No overtime except for the semifinals and championship games.

HALFTIME::

Will be adjusted to the schedule. It may be between 3-5 minutes.

EXTRA POINT: Set at the 3-yard line and will be 2 points for a pass, run or kick

7U DIVISION:

- Skill player's max weight is 80lbs
- Unlimited line weight
- NO KICKING OF ANY KIND
- Punts are walked off 25 yards by officials
- Ball starts play at each half and after each score at the 30-yard line
- Teams can have no more than 7 players on the defensive line, and no player over the center
- Players inside the tackle box need to have their hand in the dirt
- LB's must be at least three yards off the ball, they can blitz but must be from three yards deep as the ball is snapped
- DB's must be at least four yards off the ball unless there is a wr to their side, they can blitz but must be from four yards deep
- One coach per team is allowed on the field

9U DIVISION:

- Skill player max weight is 100lbs
- Unlimited line weight
- NO COACH ALLOWED ON FIELD
- No kicking of any kind
- Punts are walked off 25 yards by officials
- Ball starts play at the 30 yard line to begin each half and after scores
- Teams can have no more than 7 players on the defensive line, and **can line up over the center**
- Players on the defensive line and in the tackle box, must have their hands in the dirt.
- LB's must be at least three yards off the ball, they can blitz but must from three yards deep as the ball is snapped
- DB's must be at least four yards off the ball unless there is a wr on their side, they can blitz but must from four yards deep

11U DIVISION:

- Skill player max weight is 135lbs.
- Unlimited line weight
- This age has all live kicks (just like high school)
- Point after try is the same rules as high school
- LB's must be at least three yards off the ball, they can blitz but must from three yards deep as the ball is snapped
- Defensive linemen inside the tackle box must have their hand in the dirt
- DB's must be at least four yards off the ball unless there is a wr to their side, they can blitz but must from four yards deep
- Outside of what rules are mentioned this age division is played under high school rules

13 & UNDER DIVISION :

- Unlimited weight for all positions
- Outside of what rules are mentioned this age division is played under high school rules