



## Mid State All Star Tournament

### **2025 TOURNAMENT RULES OF PLAY**

#### **I. AGE & GRADE ELIGIBILITY AND PLAYER DOCUMENTATION REQUIREMENTS**

##### Age & Grade Eligibility

The following is a breakdown for age and grade per each division: Players must be in the grade that they are playing in. An example of what **will not be allowed** is: A player who meets the age requirements, but who is in a grade above. Example: Johnny was not 10yrs old prior to Aug 1<sup>st</sup>. However Johnny is in the 4<sup>th</sup> grade currently. Johnny cannot play in the 3<sup>rd</sup> Grade Minor tournament. He must play in the Minor 4<sup>th</sup> grade tournament.

**2<sup>nd</sup> Grade:** Must be in 1<sup>st</sup> or 2<sup>nd</sup> grade **and** not be 9 years of age prior to July 1, 2025.

**3<sup>rd</sup> Grade:** Must be in 2<sup>nd</sup> or 3<sup>rd</sup> grade **and** not be 10 years of age prior to July 1, 2025

**4<sup>th</sup> Grade:** Must be in either 3<sup>rd</sup> or 4<sup>th</sup> grade **and** not be 11 years of age prior to July 1, 2025

**5<sup>th</sup> Grade:** Must be in 4<sup>th</sup> or 5<sup>th</sup> grade **and** not be 12 years of age prior to July 1, 2025

**6<sup>th</sup> Grade:** Must be in 5<sup>th</sup> or 6<sup>th</sup> Grade, **and** not be 13 years of age prior to July 1, 2025

##### Player Documentation Requirements

1. Age Verification: Every player must have a copy of a **birth certificate** to verify age.
2. Grade Verification: The team must be able to verify the grade that the athlete is in. This can be done in two ways:
  - a. A report card showing the boy's name and grade in school. (Could be last year's report card)
  - b. A grade verification sheet with school information, name, and grade. (skyward)

The purpose of these documents is to verify that each player is playing in the correct grade bracket.

**Team Roster Requirement-** There will be an official team roster sheet that must be completed before the team shows up to weigh in. This roster should include:

- Player Name
- Jersey Number
- Birth Date
- Grade
- Open spot for Weigh-In Information

**Check In Requirements-** Team Roster, Birth Certificate and Grade Verification document must be provided prior to checking in or **Upon Check In** prior to first game. **All players must be weighed in prior to teams 1<sup>st</sup> scheduled game.** Note: otherwise they are not able to play in any games of the tournament. Weigh in times will be available entire week leading up to tournament.

### Other Player and Team Eligibility Requirements

- This tournament is designed for all-star teams made up from recreational leagues. Once a player is on a team roster he may not play for any other team in the tournament. The following types of teams are not permitted to play in the Mid State All Star tournament. IEFA Teams (Or any player that has played on an IEFA team this year), FBU roster players are also ineligible. Teams that have played together all year may enter the tournament in 6<sup>th</sup> grade Big (**Only**)
- In most cases, any team that has played together the entire year is not allowed to play in the tournament. (The Board/Tournament Director reserves the right to review this on a case by case basis)
- In order for a player to play on a particular team, he must have played in the league that he is representing the entire year.
- After weigh in, players cannot be added to your roster. If a player does not get weighed in and plays, that team may be disqualified for all future games

**THERE WILL BE NO EXCEPTIONS TO THE TEAM ROSTER AND DOCUMENTATION REQUIREMENTS**

### **Divisions:**

**2<sup>nd</sup>**

**3<sup>rd</sup>**

**4<sup>th</sup>**

**5<sup>th</sup>**

**6<sup>th</sup> A**

**6<sup>th</sup> Big**

## II. WEIGHT

The following is a break down for running weight, striper weights, and maximum weights per division.

Players will be weighed in by an official of the tournament prior to their first game.

**\*\*\*You are not required to be weighed in wearing your equipment.\*\*\*  
**\*\*\*All players must weigh in for tournament\*\*\*****

Division	Maximum Running Weight	SingleStriper Weight	DoubleStriper Weight	Maximum Weight
2 <sup>nd</sup> Grade	75lb	75.01 to135lb	N/A	N/A
3 <sup>rd</sup> Grade	90lb	90.01 to120lb	N/A	N/A
4 <sup>th</sup> Grade	100lb	100.01 to130lb	130.01lb and up	N/A
5 <sup>th</sup> Grade	115lb	115.01 to145lb	145.01lbandUp	N/A
6 <sup>th</sup> Grade	125lb	125.01 to150lb	150.01lbandUp	N/A

Helmet Striping Requirements-All players exceeding the ball carrying weight at the official weigh-in shall have their helmets marked with a tape stripe four inches long, front and back of helmet. Tape shall be of a distinctive contrasting color so as to be readily identifiable by the game official and to distinguish them.

### Single Striper:

- a. OFFENSE -A single striper is not eligible to receive handoff or pass from behind line of scrimmage, they may play in a receiver position.  
A single striper may play a tight end, catch the ball and advance. They may **NOT** play or start in the backfield.
- b. DEFENSE –A single striper may play ANY defensive position. In the event possession is gained by a player over the ball carrying weight, he may advance the ball.

### Double Striper:

- a. OFFENSE -A double striper is not eligible to carry or receive the football at any time. A double striper may only play in the offensive center, guard or tackle positions. A double striper must ALWAYS be covered up by an offensive player.
- b. DEFENSE –A double striper MAY play defensive line, must be in 3 or 4pt stance

Players over ball carrying weight **ARE** allowed to kick, punt, and hold for PAT's and field goals.

**A TEAM WITH A SINGLE OR DOUBLE STRIPER WHO IS DETERMINED TO BE PLAYING IN AN INELIGIBLE POSITION WILL BE PENALIZED 5 YARDS BY THE OFFICIALS**

**FAILURE TO PROPERLY STRIPE A PLAYER (NO STRIPES ON HELMET) SHALL RESULT IN FORFEIT OF THEGAME(PPOOLPLAYGAME) OR DISQUALIFICATION FROM THE TOURNAMENT(BRACKETPLAYGAME).**

### III. FIELD OF PLAY

1. All games will be played on a 100yard field. The ball will be placed on the 40yard line for all kickoffs.
2. The President, Vice President, Tournament Director, Director of Operations, or Director of Field Maintenance, may rule the playing field “unsuitable for play–hazardous to the safety of playing personnel”. Games will be rescheduled.
3. Only Rostered players and coaches may be on the sidelines and must stay between the two twenty (20) yard lines. A maximum of four (**4**) coaches/adults may be on the designated sideline at any given time of the competition of the teams. Only the Head Coach or an Assistant Coach shall be allowed on the field of play. The Field Referee and/or the Officer of the Day will issue a single warning for violation of this rule. A fifteen (15) yard penalty will be assessed to the violating team for next and each subsequent infraction. Coaches have gentleman rule for any movement past the 50.
4. Parents and non- players will not be permitted in neutral zone (players sideline and behind end zones) during play.
5. The tournament director does have the option of scheduling a team or teams to play a maximum of 2 games in one day, due to scheduling conflicts or weather. If two games are scheduled for any team, there must be at least 75 minutes in between games.
6. We reserve the right to change game times or add games to any day of the week if schedule or weather conditions dictate. Locations may vary as well due to weather conditions.

### IV. TOURNAMENTPLAY

1. Except for specified rules, all games will be played in accordance with the Indiana High School Athletic Association (IHSAA) rules.
2. Each quarter will be eight (8) minutes long with a maximum of ten (10) minutes between halves. The clock will be operated in accordance with IHSAA rules.
3. Mercy Rule: There shall be running clock after an 18+ point lead, once below 18pts, clock will resume as usual.
3. Games will be played with a minimum of 2 officials present. Most games will be played with 3 officials. If only one (1) official is available for scheduled games, an appointed Board member, or like representative agreed upon by both coaches, will act as the second official.
4. Each team is allowed 4 timeouts total per game. Max of three (3) time-outs per half, excluding official time-outs for injuries.  
Any player injured during a play causing an official's time-out must sit out for at least the next play. A player continuously injured will upon the decision of the Officer of the Day and an observing Board member is required to immediately discontinue play. If an injury requires medical treatment, a licensed medical doctor's release will be required before the player will be allowed to return to participation.

5. Coaches On the Field

- For 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Grade – **One** coach may be **on the field** to assist in calling plays and alignment of players. Once the offensive and defensive huddles are broken, the coaches **on the field** will give **NO FURTHER INSTRUCTIONS**. Penalty of ten (10) yards each and every infraction will be assessed. Sideline coaches **are** allowed to give instruction after the huddle is broken.
- 5<sup>th</sup> & 6<sup>th</sup> Grade Coaches **are NOT** allowed on the field to call plays. They may only go out on the field during time outs. They are allowed to give instruction from the sideline.

6. Punt Rule

- A fourth (4<sup>th</sup>) down punt rule will be enforced. Prior to the snap of the ball, the referee and defensive team must be notified of the punt. The punting team may elect to snap the ball or to have the punter hold the ball prior to the Referee's whistle.
- If the punting team elects to snap the ball, the defense may rush and the punting team may punt or execute a run or pass play to attempt a first down.
- If the punting team elects NOT to snap the ball. The punter will hold the ball until the referee's whistle. The punter will have five (5) seconds to punt the ball. The punting team's players may NOT advance down field **until the ball has been kicked**.
- The defensive team may not rush the ball and must keep eight players within five (5) Yards of the line of scrimmage until the ball is kicked.
- If the ball is not kicked within five (5) seconds of the referee's whistle or an offensive player crosses the line of scrimmage before the ball is kicked, a five (5) yard penalty will be assessed to the offensive team and the down will be replayed.

7. Punters, kickers, and holders may exceed the ball carrying weight but advancement of the ball by either a run or a pass by such a punter or kicker is not allowed per Section II of the Rules of Play.

8. A score for an extra point conversion after a touchdown will be awarded in the following manner:

- If the ball is placed on the three (3) yard line, one (1) point will be awarded for the advancement of the ball over the goal line;
- If the ball is placed on the five (5) yard line, two (2) points will be awarded for advancement of the ball over the goal line.
- If the ball is placed on the three (3) yard line and spotted on the ten (10) yard line, two (2) points will be awarded for a kick through the uprights.

9. Field Goal or PAT Kicking Rule

- On any attempted field goal or extra point kick, the offensive team will have five(5) seconds to kick the ball. The holder must spot the ball directly behind the center.
- In the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> Grade divisions the defensive unit will not be allowed to rush and the offensive team will not be allowed to snap the ball. If the ball is not kicked in five (5) seconds, the ball will be blown dead and loss of possession will occur. If the field goal attempt is unsuccessful, the ball will be brought out to the 20-yardline. If the line of scrimmage is outside the 20-yardline and the field goal attempt is unsuccessful, the ball will be brought back to the original line of scrimmage.
- In the 5<sup>th</sup> and 6<sup>th</sup> Grade divisions, if a team **does not snap** the ball, (a) the ball will be placed next to the holder, (b) the referee will blow the whistle, at which point the ball may be picked up by the holder and the defense may rush the kicker.
- In the 5<sup>th</sup> and 6<sup>th</sup> Grade divisions, if a team **elects to snap** the ball for an extra point, the defense may rush the ball. If a snap is elected, the offense may attempt a run or pass for two extra points.
- In the 5<sup>th</sup> and 6<sup>th</sup> Grade divisions, if you choose to kick the ball for 2 points, **without snapping the ball** and the ball does not get kicked (e.g. fumbled, etc.). The play is dead. **NO POINTS**

10. OVERTIME-(Note: Pool Play games CAN end in a tie) during playoff games: A game tied at the end of regulation will continue under the overtime format. At the end of regulation time, a two (2) minute official's time out will be called. During this time out, team captains will meet with the officials for a coin flip to determine which team will have possession. The overtime periods will be in accordance with the IHSAA rules. If after the first overtime period, the score remains tied, a second overtime period will be played. All games will be played until there is a winner

11. Recording Devices:

Video Recording may be done by one of the four coaches that are allowed on sidelines. Otherwise it must be done by parent sideline. NO Drones will be allowed at the complex.

**V. CODE OF CONDUCT- PARTICIPANTS**

1. Each player and coach will conduct themselves in a sportsmanlike manner at all times.
2. Fighting on the field will cause the player or players to be expelled from the current game **and the next game as well.**
3. Swearing or arguing by a participant will not be tolerated at any time. The referee or coach may request the individual to leave the field and a fifteen (15) yard penalty may be assessed. The Board of Directors for possible additional action will review a situation of a player or coach being removed from the game.
4. Any coach or player that is ejected from a game for unsportsmanlike conduct other than Fighting as defined in itemV.2.above, will also be suspended from the team's next game.
5. There will be no electronic communication equipment on the field allowed for communicating between coaches and/or players, parents and coaches. This includes the use of cell phones.
6. No Heaters (Gas,propane,etc) outside of handwarmer packets are allowed at the fields.

vi. **CODE OF CONDUCT– PARENTS**

1. Parents and non-players are not permitted to enter the neutral zone as marked along the sidelines and end zones.
2. Swearing, physical or verbal abuse by a parent will not be tolerated at any time. The referee, coach or Officer of the Day may request the individual to leave the field and a fifteen(15)yard penalty may be assessed.
3. Physical violence or verbal abuse by non-participants toward anyone will not be tolerated and the offender will be asked not to participate or attend games.
4. ***No airhorns will be allowed at the facility.***
5. ***Noisemakers or any device that is disruptive to the offense play calling will not be allowed, after the huddle has broken.***
6. **No Pets are allowed on the grounds. Approved Service animals only**
7. Tobacco products and vaping is prohibited on tournament grounds.
8. No Firearms allowed on premises.

## SPECIFIC 2<sup>nd</sup> Grade Tournament Rules

The following rules have been designed to provide a safe and fair playing environment for the 2<sup>nd</sup> grade teams. Any rules not specifically defined below will follow the rules for 3<sup>rd</sup>-6<sup>th</sup> Grade teams defined above.

1. KICKOFFRULE– There will be NO kickoff for 2<sup>nd</sup> Grade. The ball will be placed on the 35yd line at the beginning of each half and after all touchdowns.
2. PUNTRULE- There will be NO punt in 2nd Grade. Rather, there will be a 20yd walk off rule. The offensive coach must declare that the offensive team intends to punt. In no case, may the ball be placed inside the 20yard line on a declared punt. For example, if the offensive team has the ball on the defending team’s 25yard line and elects to punt– the ball would be placed on the 20 yard line (not the 5 yard line). .
3. SAFETYRULE-In the event a safety occurs in 2nd Grade, the ball shall be placed on nearest 45yd line(i.e. the 45 yard line of the defending team).
4. OFFENSE
  - Regular play book
  - NO QB runs up A gap unless there is a shotgun snap
4. DEFENSIVEALIGNMENTRULES:
  - NO noseguard allowed on defense on ANY down, including Goal line or 4<sup>th</sup>down situations.
  - Interior Defensive Linemen (excluding Defensive Ends) must line up in a 3 or4 point stance position (i.e. they may not be standing)
  - Interior Defensive Linemen must align HEAD UP on the offensive guards and/or tackles, as applicable. There will be NO lining up in “A”, “B” or “C” gaps EXCEPT on 4<sup>th</sup>down or Goalline situation (inside 10yd line). Defensive players may “shoot” the gaps upon the snap of the ball in all situations.
  - Defensive Ends may line up either Head Up or in an Outside Shade position.
  - Linebackers must line up behind the defensive line and give 1 yard of daylight. They may go upon the snap of the ball, but cannot “walk up” into a gap prior to the snap.

GOALLINE/4<sup>th</sup>DOWN RULE– Interior defensive lineman may line up in the gaps (“A”, “B”, “C” gap) in a goalline (inside the 10 yd line)or 4<sup>th</sup> down situation. There is still NO nose guard permitted