



TOURNAMENT RULES

SECTION A: TEAMS / PLAYERS

1. Maximum of 30 players per team.
2. Age Divisions: High School (HS) (18U), 15U, 14U, 12U, 10U, 8u, Girls HS
3. Seniors are eligible to play as long as they have not signed Name, Image, and Likeness (NIL). Once a senior signs NIL, they are ineligible. Any team caught playing with an ineligible player will be disqualified.
4. The cut-off age date for each age division is **January 1st**. Whatever age the player is on, January 1st is the age that player is eligible for the entire season.
5. All players have to be age verified and possess a valid Zorts Player Card to compete at any Championship7v7 Sanctioned Event (This may or may not apply to Affiliate Events as they operate under their guidelines).
6. A player can only participate on one team per tournament. When the player is checked in and verified for the event, the player is only eligible to play on that specified team.
7. Maximum of 4 coaches allowed on the sideline during the game. All coaches must be approved and have a wristband on at all times.
8. All players will wear their registered team uniforms – Jerseys must have numbers.
9. Players are permitted to wear standard football cleats with plastic or rubber spikes.
10. Players **MAY NOT** wear jewelry or hats during gameplay (Exception - quarterback (QB) can wear a hat instead of a helmet but would be ineligible to pursue defender in case of interception. See penalty section below.)
11. Softshell helmets and mouthpieces are mandatory and must be worn during play. Helmets must be fully fastened during play and mouthpieces in, or the player can be removed from the field until he complies. Non-Compliance **WILL** result in loss of down or play. Note: QBs are not mandated to wear a helmet. However, if the QB does not have a helmet on, they **CANNOT** pursue a defender who intercepted the ball. If the QB throws an interception and the QB has no helmet, or a non-strapped helmet, and pursues the defender, it will be an automatic touchdown for the defense.

Note: **Any player that has signed their National Letter of Intent (NLI) is disqualified from participating in Championship 7v7 tournaments.**

SECTION B: COACHES

1. Each team is permitted a **MAXIMUM** of 4 coaches on the sideline during the game. **NON-Approved** coaches or other persons will not be allowed on the sideline.
2. Coaches must know and adhere to the Championship7v7 Rules, have all registration, releases, and associated paperwork correctly filled out and turned in at the appropriate times. It is the coach's responsibility to know all of his players and ages.
3. The 4 coaches have free gate entry at the event & will be given a wristband which must be worn for the entire event.
4. One offensive coach is allowed on the field and in the huddle with players but must be a **MINIMUM** of 5 yards behind the QB before the ball is snapped so he does not interfere with gameplay or the referee.
5. Defensive coaches are not allowed on the field at any time.
6. Coaches are responsible for knowing all rules and educating their players on the rules & conduct.
7. Head coaches are responsible for maintaining their sideline.
8. Any coach, player, or person (spectator) that is overly aggressive, threatens, or uses physical force towards referee, staff member, coach, player, or spectator will be disqualified from event, removed from the event venue, and not be allowed to return. Note: TruXposur & Championship7v7 reserves the right to review the incident and allow the return of the coach / player the following day.

SECTION C: OFFICIALS

1. Each game will have a minimum of (2) officials. There will be a head referee/field judge and a back judge.
2. The head referee/field judge will keep the 4-second clock, and the back judge will keep game time.
3. The head referee will keep score, sign card, and turn into field manager after each game.
4. A field manager will assist the crowd, players, coach, and the referees. The field manager **DOES NOT** have the authority to overturn a referee judgment call but is there with the rules to provide clarity if there is a rules question.
5. The referees and field managers should always keep the games flowing and clean as per rules.

SECTION D: SCORING

The head referee will keep the official score

1. 0 Points for a turnover on a point after touchdown (PAT) – It is a dead ball
2. 1 Point for a PAT from the 3-yard line.
3. 2 Points for a PAT from the 10-yard line
4. 2 Points for a defensive stop on downs
5. 2 Points for a safety
6. 3 Points for interception
7. 3 points for interception are not added to the 6 if returned for a score
8. 6 Points for interception return for touchdown (TD)
9. 6 Points for a touchdown

Note: Points for a defensive stop and interception are NOT added together

SECTION E: GAME TIMES / OVERTIME

1. All games are 25-minute running clock.
2. There is no overtime in pool play
3. Teams must be ready to start games on time. If a team is not ready to start or not there when the referee is ready, the referee will start the game clock and award the present team 2 points. If the team is not present after 5 minutes have elapsed, the referee will call the game a forfeit, and the present team will receive 6 points. The present team will win the forfeited game 8-0.
4. No overtime during Pool Play.
5. In the Championship Game there will be (2) 15-minute halves with a (5) minute halftime.

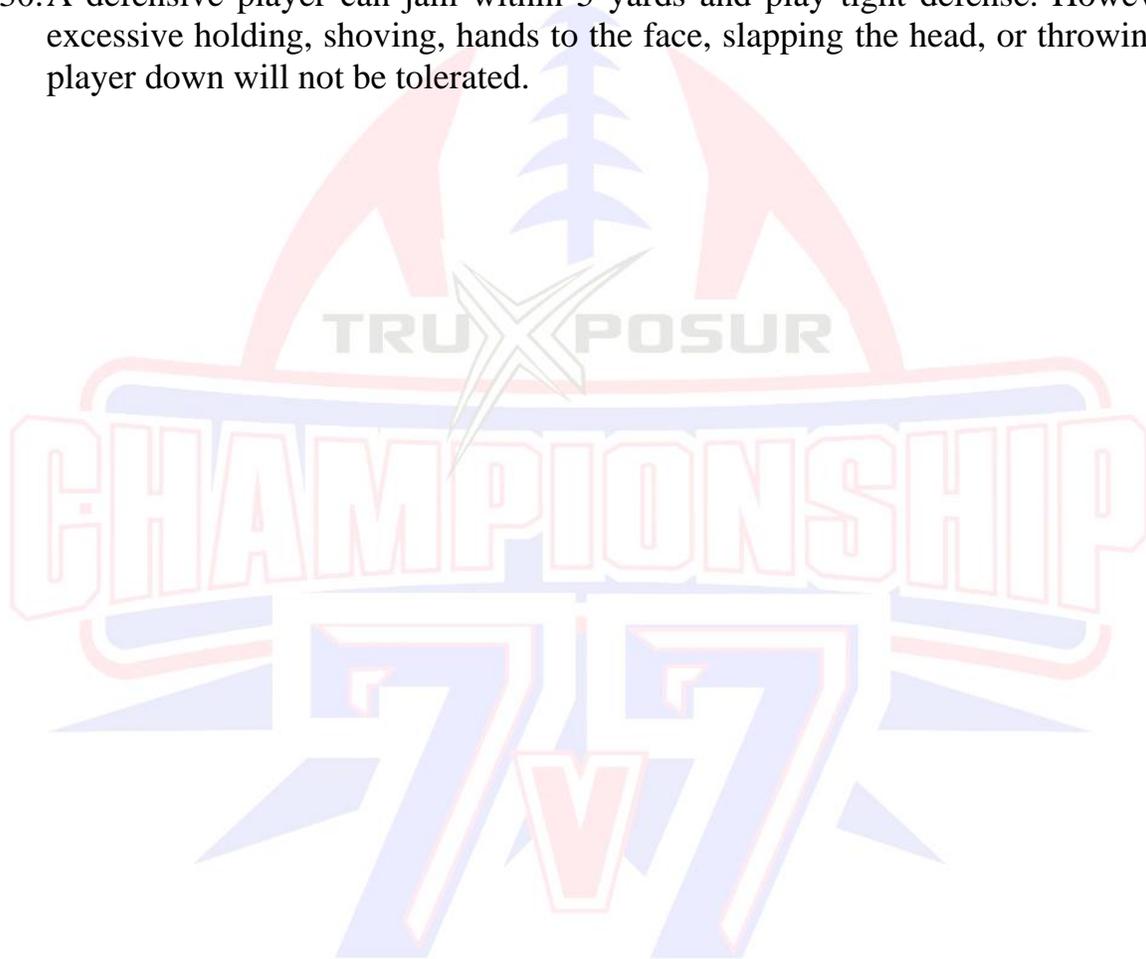
SECTION F: BRACKET PLAY

1. There is 1 (30 second) timeout per team during the 25-minute game.
2. The higher seeded team will choose offense or defense on 1st OT
3. Each team will have 3 plays from the 10-yard line to score.
4. In the 2nd overtime, the choice of offense or defense goes to the lower seed.
5. Each team will have 3 plays from the 10-yard line to score.
6. If after the 2nd overtime the teams are still tied, each team will get 1 play from the 40, and the team that produces the most yardage from this play will win.
7. In the 3rd OT The higher seed will choose to play offense or defense first.
8. Each team is awarded 1 timeout (30 seconds) during overtime. (Not 1 per overtime).
9. Overtime periods are not timed.

SECTION G: GAME PLAY

1. The field will be 40-50 yards in length with 10 yards deep end zone
2. The ball size for High School & 15U division is official Collegiate/High School
3. The ball size for 14u is Youth
4. The ball size for 12u & 10u is Junior
5. Ball size for 8u is PeeWee
6. Play begins on the 40 and right hash. The 25- & 10-yard lines are the first down lines.
7. There are no 4 downs. The offense has 3 plays to gain a 1st down at the following lines (25 & 10) to gain and a touchdown at the goal line. (3 downs in all zones)
8. Pool Play – Teams will flip for the choice of starting on offense or defense.
9. Bracket Play – Higher seed gets choice of starting on offense or defense.
10. The ball will always start on the right hash on the 40-yard line.
11. The ball will be spotted on the closest hash or side where play was stopped.
12. The ball will be placed in the middle of the field for the PAT attempt.
13. The center/QB will be responsible for setting the ball at the line of scrimmage. The center is not an eligible receiver but can tag a defender that has made an interception (The center must have mouthpiece and helmet (strapped) to be an eligible participant.)
14. QB must take a direct snap from center or QB Tee from the 40 (shotgun snap from the 40-yard line is NOT allowed).
15. All offensive formations must be legal sets and respect the tackle box (3 yards).
16. There must be at least 1 wide receiver (WR) on each side of the center on the line of scrimmage.
17. Pick Plays are NOT allowed.
18. No Kicking or Punting.
19. No Blitzing.
20. The QB cannot run with the ball.
21. No Handoffs.
22. No Blocking.
23. The receiver/Ball carrier is legally down when touched below the neck with one or two hands. (Excessive force or shoving will not be tolerated and penalized with an automatic first down and 5 yards. A player can be ejected from the game if ruled Unsportsmanlike or Flagrant.)
24. Fumbles are dead balls at the spot, with the last team retaining possession. A fumbled snap is not a dead ball, but the 4 second remains in effect.
25. The QB is allowed 4.0 seconds to throw the ball. Time starts on the snap of the ball and stops on the QBs' release. If the release is under 4.0 seconds, the play stands, but if the release is at or after 4.0 seconds, the play is no good.

26. The referee can blow a play dead before the ball's release if the 4.0 clock is reached.
27. Interceptions can be returned.
28. If the defense scores on an interception, their offense will come on the field to attempt the extra point. The team that threw the interception will get the ball on offense at the 40.
29. The offense player is not allowed to shove a defensive player to create separation. Hand fighting is tolerated as per the referee's judgment.
30. A defensive player can jam within 5 yards and play tight defense. However, excessive holding, shoving, hands to the face, slapping the head, or throwing a player down will not be tolerated.



SECTION H: PENALTIES

Note: No penalty may be assessed more than the 40-yard line. If a penalty would move the offense behind the 40-yard line, the offensive team will be charged with a loss of down.

PART A: OFFENSE

#	Infraction	Penalty
1.	Blocking	Blocking is not allowed and will result in loss of down and return to the previous spot.
2.	Delay of Game Note: The offense will have 25 seconds to snap the ball once it has been marked for play. The offensive team is responsible for retrieving and returning the ball to the previous spot or the new line of scrimmage.	5-yard penalty repeat down
3.	Excessive Celebration	Not allowed and will be a 15-yard penalty. If this occurs during PAT, the extra point will not count, and 15 yards will be assessed towards your defense.
4.	False Start	5-yard penalty repeat down
5.	Illegal Formation	5-yard penalty repeat down
6.	Illegal Motion Note: The player going forward before ball is snapped	5-yard penalty repeat down
7.	Illegal Participation Note: Having extra players on the field.	5-yard penalty repeat down
8.	Illegal Shift Note: Multiple players moving at the same time and not set before the ball is snapped.	5-yard penalty repeat down
9.	Pass Interference	Return to previous spot and loss of down.
10.	Penalty on Point After Touchdown (PAT)	Penalty on PAT will be assessed, and the down is repeated.
11.	Unsportsmanlike or Unnecessary Roughness	15-yard penalty Note: Half the distance to the goal if yards to give are not available.

PART B: DEFENSE

#	Infraction	Penalty
1.	Dead Ball Penalty (any)	Any dead ball penalty on the defense that occurs after a change of possession will result in a loss of down for that's team offense when they begin their ensuing possession.
2.	Defensive Contact	Responsibility to avoid contact is with the defense. The defense is allowed an initial 5-yard disruption and then must cover without making illegal contact. Excessive or prolonged contact after 5 yards will result in a "tack on" penalty of 5 yards at the end of the play.
3.	Defensive Holding	5-yard penalty repeat down
4.	Defensive Pass Interference	15-yard penalty & 1st. Note: If pass interference occurs in the End Zone it will result in a 1st down, and the ball will be placed on the 1-yard line.
5.	Excessive Celebration	Will not be tolerated and will result in a 15-yard penalty Note: Any dead ball penalty on the defense that occurs after a change of possession will result in a loss of down for that's team offense when they begin their ensuing possession.
6.	Face Guarding	Face Guarding is allowed.
7.	Illegal Participation Note: Extra players on the field	5-yard penalty
8.	Off-sides	5-yard penalty
9.	Penalty on Point After Touchdown (PAT)	Penalty on PAT will be assessed, and the down is repeated.
10.	Unsportsmanlike or Unnecessary Roughness	15-yard penalty Note: Half the distance to the goal if yards to give are not available.

SECTION I: TIEBREAKERS

If teams are tied at the end of Pool Play, the tie-breaker order is as follows:

1. Pool Play Record
2. Point Differential
3. Points Scored
4. Head-To-Head
5. Coin Flip

SECTION J: APPEALS

1. If during a game a coach disagrees with an official's judgment call, they MAY NOT dispute that call with the referee as it is a judgment call.
2. If a coach disagrees with a rule's interpretation during gameplay, they MAY REQUEST the referee stop the game clock to discuss and determine the Rule issue with referee and field manager.
3. If a coach disagrees with the eligibility of a player(s) and wants to challenge the following protocol takes place in this specified order: As soon as a team notices a potential ineligible player, they notify the referee and field manager. That player has to immediately report to the field manager for verification while the game continues. If the player is found to be ineligible, then the game is automatically ended, and the team that has the ineligible player loses by disqualification. If a player is found to be legal then he may return to play.
4. To dispute a game, the head coach must report all gameplay ruling discrepancies immediately after the end of the affected game to the head referee and field manager to be considered. REQUEST MAY BE GRANTED OR DENIED.
5. After all information is reviewed, any reversal or game-changing decisions will be made at the Tournament Directors' discretion.
6. Both teams involved in the dispute will be made aware of any changes.

SECTION K: CONDUCT /GUIDELINES / RESTRICTIONS

1. All coaches, players, and Spectators are expected to conduct themselves positively and refrain from unsportsmanlike actions.
2. All coaches, players & spectators - Fighting, Verbal Abuse, and/or Threats will **NOT** be tolerated and result in disqualification & removal from event. The Tournament Director will determine the length of the suspension.
3. No taunting or excessive foul language.
4. **Teams are responsible for cleaning their trash on their sideline.**
5. No vandalism of venue property.

6. Weapons, drugs, alcohol, smoking, and chewing tobacco products are **PROHIBITED** at our events.
7. No electronic communication with the Offensive coach while on the field from another coach, player, or spectator will be allowed.
- 8. Boomboxes, speakers, or other amplified music devices are PROHIBITED.**
9. Other Restrictions as per venues will be noted in information sent out to teams before the event.

Note: TruXposur, LLC, Championship7v7 & Venue Operator reserves the right to have anyone that is deemed belligerent or dangerous removed from the event

SECTION L: RAINOUT POLICY FOR SANCTIONED EVENTS:

1. If the event is canceled or rained out before the event start, full refunds will be given, or a credit (entry) into another one of our Sanctioned events will be processed.
2. Once Pool Games begin on Saturday, there will be no full refunds. We will continue to play games as long as it is safe. We may go into rain delays and adjust times.
3. If there is a weather delay during Pool Play and play resumes, but your team left without getting instructions from Tournament Director, your Games will be forfeited.
4. If Bracket Play gets rained out, teams will be ranked according to overall wins (follow tie-breaker rule after that). Top 4 seeded teams qualify for Nationals, 1st place will receive a trophy and be awarded a bid to Nationals.

Note: AFFILIATE EVENTS WILL CONTROL THEIR REFUND POLICY