

5-ON-5 FOOTBALL “FUN”DRAISER TOURNAMENT

RULES AND REGULATIONS

1. All players must be respectful of all officials, coaches, opposing players, spectators and teammates or **they and possibly their entire team will be ejected from the tournament. ONLY TEAM CAPTAINS ARE ALLOWED TO DISCUSS A CALL WITH THE OFFICIALS. These sportsmanship rules will be STRICTLY ENFORCED.**
2. Teams must have a minimum of five (5) players and a maximum of eight (8) players.. Teams should be prepared to play up to six (6) games; two (2) pool play and four (4) playoff games. Team rosters must be consistent throughout the tournament; no substitutions will be permitted.
3. All games will be played on the turf at Ridge High School.
4. Given the tight schedule, teams MUST be ready to play at their scheduled time.
5. Games consist of two (2) twelve (12) minute halves with a six (6) minute half time and if needed a five (5) minute overtime period. The tournament director can modify times as needed.
6. Games will start with a coin toss.
7. Pool play games may end in a tie. Tie breakers for seeding purposes: 1) Head to Head; 2) Points Allowed; 3) Point Differential; 4) Coin Toss.
8. The designated team captain will be responsible for their team. This includes coordination, substitutions and all actions and conduct by each of their team’s players.
9. Game Play:
 - a. The ball must be snapped by the center.
 - b. At the start of each half, after a score and on a turnover on downs; the ball will be placed on the five (5) yard line. The offense has four (4) downs to get the ball to mid-field for a first down and then four (4) downs to score. If they fail to get a first down or score, the ball is turned over and the opposing offense starts on their five (5) yard line.
 - c. The Quarterback can run only after a five (5) second (“5 Mississippi”) count; however no running plays are allowed within the fifteen (15) yard Red Zone.
 - d. A reception is defined as per NCAA rules. A player must have one (1) foot in play and maintain possession through the entire catch.
 - e. A player is ruled down and therefore the play is dead if: a) either of their flags is pulled or , b) something other than a hand or foot touches the ground or c) if their flags are missing or obstructed, the spot where a defender touches the player at the sole discretion of the officials.
 - f. Interceptions are taken over at the point of the catch or at five (5) yard line in the case of an interception in the end zone. The play is immediately dead.
 - g. Fumbles are immediately dead with no chance of recovery. The play is immediately dead with the ball being placed at the spot of the fumble. The only exception is a fumbled snap. If a fumbled snap is routinely recovered by the offense, the play can resume at the discretion of the officials. For example, if a low snap bounces to the quarterback. There will be no diving to recover a fumble. Any fumbled snap that is not routinely recoverable is dead.
 - h. A thirty (30) second play clock will be enforced at the judgment of the officials.
 - i. Procedure calls (illegal procedure, illegal shifts, off sides, encroachment, etc..) will result in the play being called dead and a 5 yard penalty.
 - j. Scoring: six (6) points for a touchdown, one (1) point for an extra point. There is no kicking for field goals or extra points.

THIS TOURNEY’S GOAL IS TO HAVE FUN WHILE RAISING MONEY FOR RSF.

All registration packets are due by November 23, 2019. Team space is limited to 16 in the post high school division (no high school, middle school or grammar school players please).

TEAMS WILL BE ACCPETED ON A FIRST-PAID, SPACE AVAILABLE BASIS.

GAME SCHEDULES WILL BE CONFIRMED TO TEAM CAPTAIN’S EMAIL- TEAM CAPTAIN IS THEN RESPONSIBLE TO COMMUNICATE ALL INFO TO THEIR RESPECTIVE TEAM PLAYERS. CHECK EMAIL OFTEN FOR TIMING UPDATES