



Tournament Information

Saturday, June 8, 2019

Bishop Gorman High School

5959 S. Hualapai Way

Las Vegas, NV 89148

Pool Play and Tournament All Day (Guaranteed 4 Games)

Blue League Pool play starts at 8:00AM

Blue League lunch break 10:55AM-Noon

Blue League Tournament play starts at 12:30PM

Orange League Pool play starts at 8:35AM

Orange League lunch break 11:25AM-12:25PM

Orange League Tournament play starts at 1:05PM

Blue vs. Orange Championship Game starts at 4:30PM (Tournament ends at 5:00PM)

Event registration is \$400.00 per team

\$100.00 Deposit to Reserve your spot in the Tournament

Make Checks payable to: **Bishop Gorman High School**



Rules: 7v7 Tournament @ Bishop Gorman High School

- 1) All games will start and end simultaneously with the officials keeping game time.
- 2) A coin toss before the horn will decide who starts with the ball. Games will be 30 minutes long and there will be a running clock.
- 3) No running plays allowed. On offense 5 players may release out on pass routes. On defense 8 players may be on the field, but one must take a knee at the snap. This allows teams to include a fourth Linebacker or an End. The players taking a knee must do so immediately following the snap.
- 4) 1 handed touch is considered a tackle.
- 5) To start the drive, the ball is placed on the 40-yard line and it is 1st and 20 from there. You then have four downs to cross the 20-yard line. If you fail to do so, the ball is turned over on downs. If you do cross the 20-yard line in 4 plays or less, you now are faced with getting into the end zone in the next four plays. It does not matter where you start inside of the 20-yard line; you will only get four plays to score.
- 6) Points are set up like a real football game. A touchdown is worth 6 points and you have the chance to get the 1-point conversion after TD.
- 7) QB has 4 seconds to throw the ball; the oral count will be as follows ("Thousand-One, Thousand-Two, Thousand-Three, Sack!!!"). If the ball has not left the QB's fingertips before the referee gets to what would be One-Thousand-Four the Referee will call "SACK," then the ball returns to the line of scrimmage. The referee behind the QB will make the call and his word is final and unarguable.
- 8) Interceptions by the defense result in a dead ball and an automatic change of possession. For safety reasons, the defender will not be allowed to return the interception. (2 points will be awarded for the interception)
- 9) All fumbles are ruled down on contact where the ball came out and there is no chance to advance a loose ball.
- 10) Defensive pass-interference before the 20-yard line will result in a 1st down at the 20-yard line. Any fouls once the offense has passed the 20-yard line will result in an automatic 1st down back at the line of scrimmage. Offensive pass interference results in loss of down with the ball back at the line of scrimmage. This leaves the game in the hands of the teams, not the referees.
- 11) No Double Passes.
- 12) All coaches are to stand behind the offense or on the sideline.
- 13) No more than 3 players may stand behind the offense with their coaches.
- 14) Each offensive is given 30 seconds to get the next play off.**
- 15) Only 1 Empty Set allowed per drive.
- 16) A tie game at the end of regulation results in an overtime period. In the overtime period, a coin flip will decide who has the ball first. Each offense will get **THREE** downs to score from the 20 yard line, with an extra-point attempt if needed. **You can go for 1 from 3 yards out or go for 2 from 10 yards out.** A failure to score in three downs leads to a turnover. The first team to end an overtime period ahead wins the game.
- 17) Seeding for single elimination tournament. Best record in pool play gets higher seed. If records are the same you go to points allowed. If still a tie we will flip a coin for higher seed.