

# 2019 Austin 7v7 Rulebook

## RULES OF PLAY

All rules are in accordance with the Texas High School football rules including penalties and penalty yards with all exceptions stated below.

### Rule exceptions for 5<sup>th</sup>- 9<sup>th</sup> Grade Divisions

**(NOTE, THERE ARE ADDITIONAL RULE EXCEPTIONS FOR 2<sup>ND</sup>- 4<sup>TH</sup> GRADE BELOW THIS SECTION):**

#### 1. FIELD DIMENSIONS

- A. Field Length -- 45 yards long
- B. Field Width -- Standard football field, 160 feet (60 feet to hash mark, 40 feet between)
- C. End Zone -- 10 yards deep

#### 2. STARTING THE GAME

- A. Each site will have a designated central time keeper. All games will begin and end on this person's instructions. They will also announce the time remaining at the 10, 5, and 2 minute marks.
- B. Visitors will have first possession and wear white (top team in bracket or first team listed will be the visitor). The home team will have first possession in the 2nd half and wear a dark color (bottom team in bracket or second team listed will be the home team). Teams must be on opposite sides of the field) NO TEAM WILL BE ALLOWED TO PARTICIPATE WITHOUT SHIRTS! Team sidelines must be on opposite sides of the field. Visitors (wearing white) will line up on the right side of the field when facing the end zone. Home (wearing dark) will line up on the left side of the field when facing the end zone.
- C. T-shirts, Under-Armour-type, personal jerseys or basketball-type sleeveless shirts are permitted. We recommend that all teams have shirts with numbers on the back.
- D. Players are permitted to wear standard football cleats with plastic or rubber spikes. NO METAL SPIKES ARE ALLOWED!
- E. Ball always placed on right hash mark when at the 45-yard line.
- F. Referee will announce the score before each offensive possession begins.
- G. Each team will use its own ball during offensive possessions.

3 <sup>rd</sup> Grade Division and below	Wilson K2
4 <sup>th</sup> & 5 <sup>th</sup> & 6 <sup>th</sup> Grade Division	Wilson TDJ
7 <sup>th</sup> & 8 <sup>th</sup> Grade Division	Wilson TDY

### 3. MOVING THE BALL

- A. No kicking/punting.
- B. Field is marked at 15 yard intervals with cones. (Three 1st downs without a penalty would result in a TD).
- C. Possession always begins at the 45 yard line at the right hash. NO PENALTY WILL BE ASSESSED IN EXCESS OF THE 45 YARD LINE. LOSS OF DOWN WILL BE ASSESSED INSTEAD.
  - a. *1st Down-incomplete pass and offensive penalty results in the next down being 2nd down.*
  - b. *2nd Down-incomplete pass and offensive penalty results in the next down being 3rd down.*
- D. Offenses always move in the same direction.
- E. NO PASSER MAY RUN WITH THE BALL. ALL PASSES MUST BE FORWARD. A pass caught behind the line must be forward. The only laterals that will be allowed will be laterals that occur after the completion of a forward pass.
- F. If a forward pass does not cross the LOS and before the 4.0 second count has expired, a defensive player tags the ball carrier behind the 45 yard line, the play is a SAFETY.

### 4. SPECIAL RULES

- A. No blocking.
- B. No run plays, including handoffs, pitches, tosses or laterals behind the line of scrimmage. The QB must pass the ball forward on all downs.
- C. Receiver/Ball carrier is legally down when touched below the neck with one or both hands. (Excessive force by shoving, pushing, or striking a blow will be penalized by automatic 1st down and 5 yards. Player will be expelled if ruled unsportsmanlike & flagrant).
- D. Fumbles are dead balls at the spot with the last team retaining possession. A muffed snap is NOT a fumble/dead ball. The 4.0 second count remains in effect on snaps.
- E. Each team will have 25 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be a 5-yard penalty. The point after attempt will be voided if you have a delay of game penalty. Defense will get the ball at the 45 yard line. The offense turns the ball over if they have two delay of game penalties in one offensive series. Please note, this rule is in place to avoid teams burning down the clock when leading. The rule will not be strictly enforced unless officials deem a team abusing time between plays.
- F. The QB is allowed 4.0 seconds to throw the ball. The Referee starts a stopwatch on the snap of the ball from center and stops the watch as soon as the QB releases the ball. If release occurs at or under 4.0 seconds, the play stands as is. If release occurs after 4.0 seconds, the play will not be blown dead, but will be treated as an incomplete pass at the conclusion of the play. All penalties will be marked off on a 4.0 second count

EXCEPT for pass interference. Turnovers DO NOT count if the QB clock expires (e.g. an interception DOES NOT count).

- G. Defensive players may not cross the line of scrimmage, unless a hand off to a Running Back/Ball Carrier occurs or a forward pass is completed. No blitzing or pass rushing.
- H. Defensive Pass Interference will be a spot foul (1st down at the spot). The penalty will be 15 yards if the foul occurs 15 or more yards past the original line of scrimmage (1st down).
- I. Responsibility to avoid contact is with the defense. There will be NO chucking, or deliberate bumping or grabbing. These actions will result in a "tack on" penalty at the end of the play (5-yard penalty).
- J. Offensive pass interference is a 15 yard penalty. The penalty will be a loss of down if 15 yards would take a team past the 45 yard line. Note, interceptions may be returned however, defensive players may not block anyone subsequent to an interception. If an interception is returned beyond the 45-yard line (the offensive origination point) it is a touchdown and point after attempt should ensue.
- K. Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot. Clock does not stop and any delay by offense in retrieving and returning the ball to the referee will result in a delay of game and will be a 5-yard penalty from the succeeding spot.
- L. The offensive center is not an eligible receiver (all teams must have a center – the center may be any player). The center is responsible for establishing the succeeding spot as designated by the referee.
- M. The center will be responsible for setting or re-positioning the Referee's bean bag at the line of scrimmage.
- N. No taunting or "trash talking." (5-yard penalty & expulsion if flagrant or repeated).
- O. The offense must gain at least 15 yards within three downs while the offense is in the first two thirds of the field (the first two 15 yard segments of the field) or the defense takes over. (There is no kicking). Once the team has entered the final third of the field (the third 15-yard segment of the field), the offense must score within the first four downs.
- P. Fighting: the player(s) involved will be ejected from the game and tournament. If a team fight occurs, the teams involved will be ejected from the tournament and denied participation in any/all state qualifying tournaments and the state tournament.
- Q. Any dead ball foul on a play that results in the defense getting the ball will result in a loss of down penalty, as the team cannot be penalized beyond the 45 yard line starting position. The defense - not the offense - would be starting play with 2nd down.
- R. For 6th grade divisions and below, one coach is allowed on the field for the team's offensive possession. The coach must remain behind all offensive players at all times. A coach is not allowed on the field if the team is playing up in the 7th grade division.
- S. Snapping of the ball by the center must be between the legs. The center may take one knee on the ground, but the ball must be snapped under his leg.
- T. There will be an area referred to as the tackle box extending 3 yards on both sides of the center and extending 2 yards deep into the backfield. No eligible receiver may align

within the tackle box ("Shotgun" is a legal formation for the RB).

## 5. SCORING

6 points for TD, 1 point for PAT from 3 yard line, 2 point PAT from 10 yard line. Interceptions returned to the 45 yd line, on the PAT attempt, will be worth 2 points. Official score is kept by field referee and game manager.

## 6. OVERTIME RULES

- A. During regular season games, there is no overtime. The games are recorded as a draw.
- B. For tournaments...
  - a. 1st Overtime
    - i. Coin flip determines first possession
    - ii. Each team gets a 4-down possession starting from the 15yd line.
    - iii. If they score, they can go for 1pt from the 3yd line or 2pts from the 10yd line.
  - b. 2nd Overtime
    - i. The team defending first in the 1st OT, gets possession to start the 2nd OT.
    - ii. Each team gets a second possession, starting 4th down from the 5yd line (one play to score). If they score, they **MUST** go for 2pts from the 10yd line.
    - iii. The 2nd OT rules are repeated until there is a winner.

## 7. TIME

- A. 25-minute halves (continuous clock for each half--see: "starting the game").
- B. No time outs. (EXCEPTION: Injuries. All games will halt until injured player(s) can be safely removed from the field).
  - a. 5-minute halftime/5 minutes between games (the between game time may be shortened if the tournament is running behind schedule).

## 8. Further Rule Exceptions for 2nd-4th Grade Divisions:

- A. FIELD DIMENSIONS
  - a. Field Length – 30 yds
  - b. Field Width – 24 yds (from sideline, two fields will run parallel into the end zone with a 5 yd buffer between them).
  - c. End Zone -- 10 yards deep
- B. MOVING THE BALL
  - a. Field is marked at 10 yard intervals with cones. (Three 1st downs without a penalty would result in a TD).
  - b. Possession always begins at the 30 yard line at the right hash.
- C. SPECIAL RULES

- a. **Teams must pass the ball on 1st and 2nd down.** For 3rd and 4th down, teams may run or pass. The QB may not run on any down.
- b. Each team will have 45 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be a 5-yard penalty. The point after attempt will be voided if you have a delay of game penalty. Defense will get the ball at the 30 yard line. Please note, this rule is in place to avoid teams burning down the clock when leading. The rule will not be strictly enforced unless officials deem a team abusing time between plays.
- c. The QB is allowed 6.0 seconds to throw the ball. The Referee starts a stopwatch on the snap of the ball from center and stops the watch as soon as the QB releases the ball. If release occurs at or under 6.0 seconds, the play stands as is. If release occurs after 6.0 seconds, the play will not be blown dead, but will be treated as an incomplete pass at the conclusion of the play. All penalties will be marked off on a 6.0 second count EXCEPT for pass interference. Turnovers DO NOT count if the QB clock expires (e.g. an interception DOES NOT count).