



RARE AIR SPRING SHOOTOUT 7v7 Rules

1. Field Dimensions/Specs

- a. 40 yards in length – 40, 25 & 10 are the first down lines
- b. Regulation football field width
- c. 10 yards deep in End Zone
- d. Field hash marks are of high school dimensions

a. Players

- i. Each team has a maximum of 24 players. Players will not be accepted into the event as individuals. All players must be a part of a team.
- ii. Teams are not required to utilize an offensive center.
 1. If utilizing one, the offensive center is not an eligible receiver.
 2. The center will be responsible for setting or re-positioning the football at the line of scrimmage. If no center, the QB will be responsible.
- iii. Boys Only
- iv. Age Requirements - Every player must produce a copy of their original birth certificate before participating in a Rare Air 7v7 Event.
 1. 18U,15U, 14U, 13U, 12U, 11U, 10U Divisions:
 1. 18U Players must be 18 years of age or under as of 1/1/2022
 - a. Players that turn 19 on or before 1/1/2022 are ineligible for the 18U Division
 2. 15U Players must be 15 years of age or under as of 1/1/2022
 - a. Players that turn 16 on or before 1/1/2022 are ineligible for the 15U Division
 3. 14U Players must be 14 years of age or under as of 1/1/2022.
 - a. Players that turn 15 on or before 1/1/2022 are ineligible for 14U
 4. 13U Players must be 13 years of age or under as of 1/1/2022.
 - a. Players that turn 14 on or before 1/1/2022 are ineligible for 13U
 5. 12U Players must be 12 years of age or under as of 1/1/2022.
 - a. Players that turn 13 on or before 1/1/2022 are ineligible for 12U
 6. 11U Payers must be 11 years of age or under as of 1/1/2022.
 - a. Players that turn 12 on or before 1/1/2022 are ineligible for 11U
 7. 10U Players must be 10 years of age or under as of 1/1/2022.
 - a. Players that turn 11 on or before 1/1/2022 are ineligible for 10U.

b. Coaches

- i. Each team has a maximum of 4 coaches. Coaches will be allowed on the sidelines only during games.
- ii. One offensive coach may be in the huddle with players between plays but when the huddle breaks the coach must move outside the hash on the side of his team bench so as to not interfere with the operation of the official or game play.
- iii. Defensive coaches are not allowed on the field at any time.
- iv. Each team will be granted 4 coaches entry bands at the time of check in.

3. Officials

- a. Each game will have a minimum of two (2) officials. Positions are Referee/Field Judge and Back Judge.
- b. Each game will have a scorekeeper/timekeeper.
- c. Field manager – Event must have one for every two 7v7 fields to assist with crowd, player, coach, and referee control on/around the game fields.

4. Game Times

- a. Teams must be onsite and ready to start on time. If a team is late or cannot start on time, the game clock will begin and whatever time is left on the clock will be where the game starts. The team that is late will begin on defense. If a team is late by 10 minutes or more they will forfeit the game and winning team will get a 7 point victory.
- b. Games are played with an Twenty (25) minute running clock. Bracket play games are Twenty-five (25) minutes, the last minute will be played as regulation football game with clock stoppages per regulation NFHS football rules. During the last minute, all completions must be advanced past the line of scrimmage, otherwise the clock will stop. Sacks in the last two minutes stop the clock as well



RARE AIR SPRING SHOOTOUT 7v7 Rules

- c. 1 timeout per team (30 sec) – during tournament bracket play only
- d. Overtime: During tournament will happen in Pool Play and Bracket Play
 - i. First offensive team in overtime periods during pool play will be determined by a coin flip. From the second overtime on, teams will alternate offensive / defensive first possession until a winner is decided.
 - ii. If overtime is required, teams will alternate three (3) plays from the ten-yard line. Each team has an attempt to score in each overtime period.
 - iii. Starting with the 2nd and subsequent overtimes, each team will get one (1) play from the five-yard line.
 - iv. Overtime periods are not timed.
 - v. No additional timeouts will be awarded during overtime in either pool or bracket play.

5. Scoring

- a. Six (6) points for a touchdown
- b. One (1) point for a PAT from 3 yard line
- c. Two (2) points for a PAT from 10 yard line
- d. Two (2) Points for Defensive Stop on downs
- e. Three (3) Points for Interception (no runbacks or “pick 6” for safety reasons)
- f. Turnover on a PAT is dead ball (including INT)
- g. Official scores will be kept by field referee and sideline scorekeeper.

6. Penalties

- a. Offense
 - i. Off-sides = Loss of Down
 - ii. Delay of Game = Loss of Down
 - 1. Each team will have 25 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be assessed.
 - iii. Pass interference = 5-yard penalty and Loss of Down
 - iv. No penalty may be assessed in excess of the 40 yard line. If a penalty would move the offense beyond the 40 yard line, the offensive team shall be charged with a loss of down.
 - v. If the referee sees that the clock has exceeded 4.0 seconds, the play is blown dead. The ball should be returned to the original line of scrimmage with loss of down. If the QB proceeds to throw the ball after the play has been blown dead, a penalty for offensive delay of game will be assessed.
 - vi. 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.
 - vii. If defensive holding occurs on the same play as a sack, the defense will be penalized and the sack is void.
- b. Defense
 - i. Off-sides = 5-yard penalty
 - ii. Defensive Holding = 5-yard penalty
 - iii. Defensive Pass Interference will be a spot foul (1st down at the spot).
 - 1. If Defensive Pass Interference occurs in the end zone, it will result in a 1st down at the 1-yard line.
 - iv. Any dead ball penalty on the defense AFTER a change of possession would result in a loss of down for that team’s offense when they begin their ensuing possession.
 - v. Responsibility to avoid contact is with the defense. The defense is allowed an INITIAL disruption, and then must cover. Excessive or prolonged contact will result in a “tack on” penalty at the end of the play (5-yard penalty).

7. Turnovers/Dead balls

- a. 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 first down and 5 yards. Player can be expelled if ruled unsportsmanlike & flagrant).
- b. Fumbles that hit the ground 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.
- c. The QB is allowed 4.0 seconds to throw the ball. Time starts on the snap of the ball and stops as soon as the QB releases the ball. If release is under 4.0 seconds, the play continues. Play is blown dead after 4.0 seconds.
- d. Interceptions may not be returned – 3 points are awarded on interception. Points for defensive stop and interception are not “added together”. One or the other ends a possession with defensive points.



RARE AIR SPRING SHOOTOUT 7v7 Rules

- e. The offense must gain at least 15 yards in the first 3 or less plays or the defense takes over. No 4th downs. (3) downs in all zones.

8. Appeals

- a. If during game play a coach or player disagrees with an official's judgment call, they may not dispute that call with the official at that time.
- b. If during game play a coach or player disagrees with a rules interpretation, they may stop the game to determine with the officials and field manager
- c. For consideration, the coach must report all game play ruling discrepancies to the Field Manager no more than 20 minutes after that game has ended. Any reversal or game-changing decisions will be made at the Field Manager's discretion.

9. Additional Game Format Rules

- a. Pool Play – Coin toss will determine team to choose offense or defense first.
- b. Bracket Play - Higher seed gets choice of offense/defense for opening possession
- c. No kicking or punting
- d. No passer may run with the ball.
- e. All passes must be thrown forward. A pass caught behind the line of scrimmage must be advanced by that receiver past the line of scrimmage in the final minute or the clock stops. No laterals will be allowed after completion of the original pass.
- f. Hand offs in the backfield are not allowed.
- g. All offensive formations must be legal sets. Receivers' alignment should respect the tackle box.
- h. No blocking.
- i. No taunting or "trash talking." (See Code of Conduct for penalty).
- j. Fighting: Fighting will not be tolerated. Fighting at the player, coach, or fan level will result in an immediate stoppage of the game and the decision to proceed with the field manager.

10. Tiebreakers

- a. If two teams are tied at the end of pool play games, teams will play overtime to decide winner. See overtime rule.
- b. If three or more teams are tied at the end of pool play, the following criteria will be used to determine winners:
 - i. Head-to-head records
 - ii. Point differential
 - iii. Points Allowed

Appendix: Rare Air 7v7 Tournaments

Uniforms

- a. All teams are required to wear the designated tournament uniform, if provided. If not, teams may wear their own uniforms.
- b. Players are permitted to wear standard football cleats with plastic or rubber spikes. No metal spikes are allowed.

Helmets

- a. Soft shell helmets are recommended but not required for play.
- b. Mouth pieces will be required by all teams in Rare Air Academy 7v7 tournaments