



TN GRIDIRON
SCOUTING

GRIDIRON 7V7 LEAGUE

2020 RULE BOOK



Field Dimensions:

Field Length will be 50 yards. 40 yard playing field with a 10 yard end zone.

Starting Each Game:

1. Coin Toss/PaperRockScissor. The toss of coin will take place within two minutes of scheduled start time of game. The toss will be called by the team captain (Ref's Discretion) before the coin is flipped. Winning team will begin possession of the ball on the +40 yard line with their choice of hash.
2. A whistle will begin each game.
3. Each game last 25 minutes with running clock. Overtime if needed.
4. Official will declare when the clock is under 2 minutes
5. The clock never stops.
6. A whistle will end each game.
7. The referees will keep the official score and time on the field for each game. (2 refs per game)
8. Padded Helmets and Mouth pieces must be worn at all times by all players except the QB. If a player does not have either they cannot participate until they do.

Moving the Ball:

1. Offense always starts on +40 yard line with their choice of the hash. After any change of possession.
2. All snaps at the +40 yard line must be off the QB-TEE (No Shotgun). Upon gaining a yard or more QB may take a shotgun off QB-TEE.
3. Offense has three (3) downs to gain a first down. First down markers will be at the 25, and 10 yard lines.
4. Once inside the 10 yard line, the offense has 3 downs to score a touchdown.
5. The first person to control the football off of the QB-Tee is the QB. The QB is never eligible to run.
6. The QB is allowed to make one exchange. No hand offs, toss passes, or reverses.
7. Defense can not blitz.
8. Quarterback can NEVER run the ball.
9. A conversion after a touchdown, the offense can choose to go for 1 or 2 points. (TD is 6 points)
10. 1 point conversion is from the 3 yard line. Offense chooses hash for ball placement.
11. 2 point conversion is from the 10 yard line. Offense chooses hash for ball placement.

Coaching your Team:

1. There will be one offensive coach allowed on the field at any time.
2. The coach must be positioned behind the Quarterback prior to the play.
3. Coaches are not allowed to challenge any official ruling.
4. Remaining team coaches can work from the sidelines.

5. NO defensive coaches are allowed on the field.
6. Coaches will be given one sideline warning during play. Second warning will result in a 10 yard penalty or half the distance to the goal. Third warning will result in coaches ejection.

Special Rules:

1. NO blocking.
2. Blocking will result in a loss of down, return to previous spot.
3. Ball carrier is legally down when touched below the neck with one hand. A defender may leave his feet to make a tag.
4. Fumbles (Including snap) are dead balls at the spot with the last team in control retaining possession at the spot. A fumbled snap will be a loss of down and spotted at the previous spot.
5. Offensive team will have 25 seconds to put the ball into play. Delay of game is a loss of down.
6. The offensive team is responsible for retrieving and returning the ball to the official. The clock does not stop, and any delay of the offense in retrieving and returning the ball to the official will result in delay of game. (Loss of Down)
7. Defensive pass interference or defensive holding will result in a first down at the spot of the foul.
8. Offensive pass interference will result in a return to the previous spot and a loss of down.
9. QB is allowed 4.0 seconds to throw the ball (**12U/10U 5.0 sec**). QB Tee will buzz at 4.0 seconds. If there is a malfunction of the QB Tee, Referees will stop play if 4.0 seconds is surpassed.
10. An interception will result in an immediate stoppage of play and a change of possession with the interception team gaining possession at the 40 yard line. (3 Pts for Interception)
11. **Excessive celebration or taunting your opponent is not allowed and will not be tolerated.** If a team clears the sideline to celebrate a touchdown and delay the game they will be penalized 15 yards on defense on the next opponents offensive drive/possession. If on a extra point the team will be penalized 15 yards on the following possession.
12. A game cannot end on a defensive penalty. If this occurs, the offense will have an untimed down if time has expired.
13. **Suspensions and Forfeits:** Fighting will not be tolerated. If a player throws a punch, he is ejected immediately from the game and the remainder of the weekend. They will also be suspended for the following weekend of league or tournament play. Second offense, player is suspended from league till following season. If players are involved in pushing or shoving they will be ejected immediately from the game. They can return the following game. A second offense, player is ejected immediately and given a 3 game suspension. If a team bench clears, resulting in a fight, teams can be ejected, resulting in a forfeit. The referee has the right to throw out any player, players, coach, or team out of the game under their own discretion. The Gridiron staff has the right, in extreme cases, to terminate players and teams from the league. And they will have to leave the complex immediately. A referee also give a 15 yard unsportsmanlike penalty.
14. ALL Players must be within the age group of the team they are participating on. Any program caught playing older kids in the lower age groups will be suspended for the remainder of the weekend and the following two weekends. Second offense, suspension for remainder of the season.

Over Time:

1. Any game that ends in a tie will go to a tiebreaker. There will be a coin toss at the beginning of the tiebreaker with the home team calling the toss. The winner will choose to be on either offense or

defense.

2. Each team will have one snap from the 40 yard line, choice of hash.
3. The team with the longest completion will be declared the winner of the tiebreaker and will add 1 point to the final score.
4. If there is no completion, or the deepest completion is equal, the tiebreaker will be repeated with the team that lost the initial coin toss making the choice to either take offense or defense.
5. This format will be repeated until there is a clear winner declared.
6. This tiebreaker format will be used in all games.
7. If there is a defensive penalty, those yards are counted as positive yards and added to the next play

BRACKET SEEDING WILL BE DETERMINED BY:

1. League Record vs Gridiron League Teams. (Non League Games Do Not Count Against You)
2. Head to head competition in League Play.
3. Total points scored.
4. Point differential total score minus total given up.

POINT VALUES:

1. Offensive touchdown = 6 pts
2. Extra point from the 3 yard line = 1 pt
3. Extra point from the 10 yard line = 2 pts
4. Defensive Stop = 2 pts
5. Defensive Interception = 3 pts
6. Tiebreaker Victory = 1 point

PENALTIES:

Offensive Penalties Assessed Result

- False start/Illegal motion - Line of Scrimmage - Loss of Down
- Delay of Game - Line of Scrimmage - Loss of Down
- Blocking - Line of Scrimmage - Loss of Down
- Fumbles - Dead Ball (offense retains possession at the spot)
- Pass Interference Offensive - Line of Scrimmage - Loss of Down
- Unnecessary Roughness Offensive - 15 Yards LOS Loss of Down
- Illegal Play - 5 Yards Loss of Down
- Unsportsman on Offense - 15 Yards Loss of Down

Defense Penalties Assessed Result

- Encroachment/ Neutral zone - 5 yards Repeat Down
- Holding Defensive - Spot Foul & 1st Down
- Pass Interference Defensive - Spot Foul & 1st Down
- Unnecessary Roughness Defensive - 15 Yards Line of Scrimmage
- Unsportsman Defensive - 15 Yards First Down

PLEASE HELP US KEEP OUR FIELDS CLEAN; EACH TEAM IS RESPONSIBLE FOR CLEAN UP OF WATER BOTTLES AND TRASH ON THEIR OWN SIDELINES. THANK YOU!!!