



PASSING DOWN ELITE 7ON7 RULES

1. FIELD LENGTH:

A. 50 total yards (40 yards with a 10 yard end zone).

2. STARTING EACH GAME:

A. A coin toss will determine possession of the ball in pool play starting on the +40 yard line with a choice of hash mark. In tournament play, the team with higher-seed starts with possession.

B. A horn or whistle will begin each game.

C. Each pool play game will last 20 minutes, running time. Each playoff game will last 25 minutes, running time.

D. A team no show is an automatic forfeit.

E. If a team doesn't arrive within 5 mins of the start of the match, the late arriving team must forfeit the match regardless of the outcome.

F. The PA announcer will declare when the clock goes under two minutes.

G. The clock will not stop for anything.

H. A horn or whistle will end each game.

I. A team will be refunded \$100 if plays less than 3 pool plays games because an opposing team did not show.

3. MOVING THE BALL:

A. Offense always starts on +40 yard line with a choice of hash mark after any change of possession. Offenses can ask officials to place the ball on either hash or in between after every play.

B. Offense has three downs to gain a first down. First down markers will be at the +25 and +10 yard lines.

C. Once inside the +10 yard line, the offense has three downs to score a touchdown.

D. For the conversion after a touchdown, the offense can choose to go for 1 or 2 points. A 1 point conversion is from the +5 yard line, and a 2 point conversion is from the +10 yard line. The offense may have a choice of hash mark for ball placement.

E. The offensive team may run the ball on any down. Runs must be outside the guard box (approximately 1-yd off the tee). Runs that are allowed are: Dives, Draw, Jet Sweep, Stretch, and Toss. There are no toss passes or reverses allowed. The QB is not eligible to run with the football beyond the line of scrimmage.

F. Defensive players cannot cross the line on a play until the quarterback hands the ball off to a running back. (i.e no blitzing)

G. Offense can use any formation to move the ball with 1 quarterback and 5 eligible receivers. Offensive players can not be lined up within 3 yards of the snap counter (tackle box) on the line of scrimmage. A 7th player may only be a center to snap the ball.

4. COACHING YOUR TEAM:

A. There will be one offensive coach allowed on the field at any time.

B. The coach must be positioned behind the offensive huddle.

C. Coaches are not allowed to challenge any official ruling.

D. Remaining team coaches can work from the sideline.

E. No defensive coaches are allowed on the field.

5. SPECIAL RULES:

A. No blocking.

B. Blocking will result in the ball being returned to the spot of the foul.

C. Ball carrier is legally down when touched below the neck with one hand. A defender cannot leave his feet to make a tag. Runner will still be able to run if defender's feet are off the ground.

D. Fumbles (including snap) are dead balls at the spot with the last team in control retaining possession at the spot.

E. Each team will have 25 seconds to put the ball into play.

F. The offensive team is responsible for retrieving and returning the ball to the official. The clock does not stop and any delay by the offense in retrieving and returning the ball to the official will result in a delay of game and a loss of down.

G. Defensive pass interference or defensive holding will result in an automatic 1st down

and the ball will advance to the next 1st down field marker. If defensive pass interference or holding is committed within the 10 yard line, the ball will advance to the 5 yard line with an automatic 1st down.

H. Offensive pass interference will result in a return to the previous spot plus a loss of down.

I. Quarterback is allowed 4 seconds to throw the ball. Game official will stop the play if 4 seconds is surpassed.

J. An interception is a change of possession with the intercepting team gaining possession at the +40 yard line. The result of an interception is also 6 points for the defense only if the player who intercepts the ball returns it back to the 40 yard line untouched by an offensive player. The intercepting team that scores 6 points on the return will also retain possession of the ball at the +40 yard line. Interceptions in the end zone are not allowed to be returned for 6 points, as it will only result in a touchback with the intercepting team gaining possession at the +40 yard line.

K. Offensive player cannot dive to advance the ball.

6. FINAL MINUTE

A. If the losing team is at the +10 yard line or closer within the final minute of the game and is within 8 points of the winning team, the game will continue beyond the game clock.

B. The losing team can have as many as 3 untimed downs to score a touchdown. The game will end if a touchdown is not scored.

C. An untimed extra point will be attempted only if it affects the outcome of the game.

7. TIEBREAKER

A. Games that end 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 offense or defense.

B. Each team will have one snap from the +40 yard line with a choice of hash mark.

C. The team who progresses the ball furthest down the field, whether by completing a pass or by a run, will be declared the winner.

D. An offensive penalty is a loss of down. A defensive penalty will be marked off based on the foul. (e.g. defensive pass interference will advance the ball to +25 yard line). If the advancement due to penalty yardage exceeds the ball progression of the other team, the offense still must run an offensive play with positive yardage to win the tiebreaker.

E. If progress is equal, the tiebreaker will be repeated with the team that lost the initial coin toss making the choice to play offense or defense.

- F. The format will be repeated until a winner is declared.
- G. The tie breaking format will be used in all pool play and playoff games*.
- H. Winning the tiebreaker counts as a win in the standings and a 1 point advantage in the scoring column.

8. OVERTIME* (semifinal and championship)

- A. If the game is tied after regulation time, semifinal and championship games will play extra periods until a winner is declared. There will be a coin toss at the conclusion of the regulation with the home team calling the toss. The winner will choose to be on offense or defense.
- B. Each team will have a possession with two snaps from the +10 yard line with a choice of hash mark. Teams must score a touchdown to win. After a touchdown, the scoring team has the option of a 1 point or 2 point conversion. Note: regulation game scoring rules still apply (i.e. interceptions returned to the 40-yard line).
- C. Defensive penalties will result in half the distance to the goal and an extra down. Offensive penalties result in a loss of down.
- D. If the score remains tied, a second overtime will commence with the team that lost the initial coin toss making the choice to play offense or defense. If the score remains tied after 2 overtimes, the away team will call the coin toss to start the third overtime.

9. POINT VALUES

- A. Offensive touchdown = 6 points
- B. Extra point from +5 yard line = 1 point
- C. Extra point from the +10 yard line = 2 points
- D. Tiebreaker victory = 1 point
- E. Defensive pass interception returned untouched to the 40-yard line = 6 points
- F. Forfeit win = 1 point

10. PLAYOFF BRACKET

Teams will be seeded according to their pool play win percentage, point differential, points scored and head-to-head results.

11. CHAMPIONSHIP GAME (High School division only)

- A. High School Championship game is a 30-minute game played on 80-yard field (70 yards with a 10 yard end zone).
- B. Offense starts on -30 with a choice of hash mark after any change of possession.
- C. Offense has 3 downs to gain a first down. First down markers will be at the -45, +40, +25, and +10 yard lines.

D. In the final two minutes, the game clock will stop for first downs, penalties, incomplete passes and when players go out of bounds. The game clock will commence on the snap of the ball. Final Minute Rule (see No. 6) does not apply in the championship game.

12. CODE OF CONDUCT

A. Players, coaches, spectators and parents are to conduct themselves in a manner that demonstrates good sportsmanship and respect to other players, coaches, officials and spectators. Passing Down reserves the absolute right to eject any player, coach, spectator and parent from the tournament for failure to abide by its code of conduct.

B. Any player that fights will be disqualified. If any team is involved in two fights in a tournament, the team may be disqualified without refund.

C. Any team that is found to have competed with players older than age/grade division will be automatically disqualified without refund from the tournament.

D. 12U division players must be 12 years or younger on the day of the tournament. 14U division players must be 14 years or younger on the day of the tournament. High School division players must be in 11th grade or lower, regardless of age.

E. Organizations with multiple teams in a single event shall not taxi players between teams. If teams are found to use 1 or more players on multiple teams with video evidence, said teams involved will be disqualified without refund. However, organizations with youth, junior and high school teams competing may allow players to play up a division in the same tournament (i.e 12U may compete in 14U division game and 14U may compete in HS division game.)

F. Only competing coaches may inform a tournament official if they suspect a player is competing out of division. Coaches must present video evidence of the player in question competing out of division. A tournament official may ask competing coaches to validate the age/grade of any player at any time during the tournament. Coaches must provide age/grade verification if asked by a tournament official. Acceptable age verifications documents are a copy of valid US or foreign birth certificate, a valid US or foreign passport, valid permanent resident card, copy of official school transcript, online student portal, valid school ID with birthdate, or any verification sports ID with birthdate. Acceptable grade verification documents are a valid school ID with grade, online student portal or any verification sports ID with grade. If a coach cannot provide age/grade verification for a player when asked, the player will be disqualified from the tournament. Furthermore, the player's team may be subject to disqualification from the tournament.