



DR7 2024 RULES

I. TEAMS

- 1. Maximum of 25 Players per Team.**
- 2. AGE DIVISIONS: 18U, 15U, 14U, 12U, 10U, 8U.**
- 3. SENIORS are allowed but cannot turn 19 before JANUARY 1st.**
- 4. The age cutoff date for each age division is January 1st. The player will be allowed to play in the division based on their age on January 1st.**
- 5. All players must have an ACTIVE player's card from Grit Network app to be eligible for events.**
- 6. Maximum of 3 coaches per roster - 1 Paid sideline access band Team Managers Extra Coaches, Club Admins & Team Photographers WILL NOT receive a coach's band.**
- 7. Players are eligible to play up in higher age divisions, if they check-in in younger age first**
- 8. Players are NOT eligible to play down (Ex. A 13-Year-Old can play 15u but cannot play 12u)**
- 9. Players CANNOT play on a different team of the same age group within the same event**
- 10. All Players will be issued a wristband indicating their age division. Wristbands must be worn the entire weekend. If a player loses his wristband there will be a \$5 charge to replace it.**
- 10. In the event that a player's wristband is damaged or removed prior to their scheduled gameplay, the player WILL NOT be allowed to play or be on the sideline. The player will have to return to check-in to be issued a new wristband.**
- 11. If the player's wristband is removed or damaged during scheduled game play the player may finish the game but must return to check-in to receive a new wristband before the start of their next game.**
- 12. No players will be allowed to play or be on the sideline without a valid wristband**
- 13. Players will be issued the same wristband as they received upon initial check-in. Players must be in a "checked-in" status and WILL NOT be able to request a wristband for a new team or age division for any reason.**
- 14. All players must wear their own team's uniform and jersey must have numbers - Players with the same numbers CANNOT be on the field at the same time.**
- 15. Players are permitted to wear standard football cleats with plastic or rubber spikes. NO Metal spikes are allowed at any time.**
- 16. Mouthpieces ARE MANDATORY and must be always worn during gameplay. (QB's must be wearing a mouthpiece to tag after throwing an interception) If a player is caught without a mouthpiece, he/she will be removed from the field of play immediately and cannot return until compliant.**
- 17. Teams will be given 1 Mouthpiece Warning, any violation after will result in a penalty**

18. Players are HIGHLY RECOMMENDED to wear helmets during gameplay.

19. Helmets must be fully strapped if worn.

Note: QB's are not mandated to wear a mouthpiece. However, if a QB does not have a mouthpiece in at the time He/She throws an interception, the QB will not be able to pursue the defender. Doing so will result in an automatic TD for the Defense

II. COACHES

1. Each team is permitted to have a maximum of 3 Coaches on the sideline during the game.

2. Coaches must have built their profile and make sure all players have their profile within the new GRIT Network app.

3. The 3 Coaches have free gate entry at the event & will be given a wristband which must be worn for the entire event.

4. One Offensive Coach is allowed on the field and in the huddle with players, but must be a minimum of 5 yards behind the Quarterback before the ball is snapped so he does not interfere with game play or Referee.

5. Defensive Coaches are not allowed on the field at any time.

6. Coaches are responsible for knowing all the rules and educating their players on the rules & conduct.

7. Coaches are responsible for maintaining their sideline.

8. Any Coach, Player or Person that is overly aggressive, threatens or uses physical force towards Referee, Staff Member, Coaches, Players, or Spectator will be removed from the event venue and will not be allowed to return. DR7 reserves the right to review the incident. and allow the return of Coach / Person the following day.

III. OFFICIALS

1. Each game will have a minimum of (2) officials. There will be a Head Referee/ Field Judge and a Back Judge.

2. The Head Referee will keep the 4 second clock, 40/25 second clock and official game time, On the GRIT Network App.

3. The score will be kept in the GRIT Network App.. Sign cards will be turned into Field Manager after each game.

4. A Field Manager will be on-site to assist with the crowd, player, coach, and referee

5. The Officials and Field Managers will always keep the games flowing and clean.

IV. SCORING

1. 6 Points for a touchdown

2. 1 Point for a PAT from the 3-yard line.

3. 2 Points for a PAT from 10-yard line

4. 2 Points for a Defensive Stop on downs

5. 2 Points for a Safety

6. 3 Points for Interception

7. 6 Points for Interception Return for TD

a. Points for a defensive stop and interception are NOT added together.

b. 3 points for interception are not added to the 6 if returned for score.

c. After an interception the player who intercepted the pass is the only player who may run during the return. In the case where teammates run with the interceptor, officials will blow the play dead for blocking and award 3 points for the interception.

8. 0 Points for turnover on a PAT – It is dead ball

9. Official score will be kept by Head Referee, score will display on the GRIT Network App

V. GAME TIMES

1. All games feature 25-minute running clocks, except The Championship games, which consist of two 15-minute halves with a 5-minute halftime, tracked in the New GRIT Network app.

2. No overtime occurs in pool play.

3. Teams must start games on time. If a team is unprepared or absent, the Referee starts the clock, awarding the present team 2 points after 5 minutes, after 10 minutes forfeit is declared, granting the present team 6 points and an 8-0 victory.

4. Teams receive one timeout during bracket play only.

5. Overtime is exclusive to Bracket Play.

6. In the first overtime, the higher-seeded team chooses offense or defense, with each team having 3 plays from the 10-yard line to score.

7. In the second overtime, the choice shifts to the lower seed, maintaining the 3 plays from the 10-yard line.

8. If still tied after two overtimes, each team gets one play from the 40-yard line, and the team with the most yardage wins. In the third overtime, the higher seed decides on offense or defense first.

9. Each team is awarded one 30-second timeout during overtime, not one per overtime.

10. Overtime periods are not timed.

Play Clock Regulation:

40-Second Play Clock

The 40-second play clock starts as soon as the ball is declared dead by the official. If the snap does not occur before the play clock expires, it results in a loss of down.

25-Second Play Clock

After every touchdown or change of possession, the 25-second play clock starts when the official spots the ball and signals readiness by blowing the whistle. If the snap does not occur before the play clock expires, the penalty is a loss of down.

Note:* If this violation occurs during an extra point try, it results in a loss of down with no opportunity to complete the try.

An official, predetermined before the game, will provide a signal by raising one arm straight up, indicating 10 seconds remaining on the clock. The same official will extend their arm to the side to signify 5 seconds remaining on the play clock.

All offensive penalties lead to a loss of down.

Overtime Protocol:

In the event of a tie after regulation, an overtime period will follow NCAA rules. The higher-seeded team in the matchup chooses between offense and defense to start the overtime.

****First Overtime: ****

- Each team has one possession, with an interception ending the game and declaring the intercepting team the winner.**
- After a score in the first overtime, the scoring team decides between a one-point conversion from the three-yard line or a two-point conversion from the ten-yard line.**
- No points are awarded for a turnover on downs during any overtime period.**

****Second Overtime: ****

- If the tie persists after the first overtime, a second overtime occurs.**
- Teams alternate possessions, applying rules from the first overtime period.**
- Following a touchdown, a mandatory two-point conversion attempt from the ten-yard line is required.**

****Third Overtime: ****

- If the score remains tied after the second overtime, a third overtime is played.**
- Each team has one offensive play from the 40-yard line. The team with the most yards wins.**
- An interception during this phase concludes the game, with the intercepting team declared the winner.**
- The higher-seeded team chooses offense or defense to start the third overtime**

IV. GAME PLAY

- 1. Field will be 40-50 yards in length with 10-yard-deep End Zone**
- 2. Play begins on the 40-yard line. 25 & 10 are the first down lines.**
- 3. There are no 4 downs. Offense has 3 plays to gain a 1st down at the following lines to gain. (25 & 10) and a Touchdown at the Goal Line. (3 Downs in All Zones)**
- 4. Pool Play – Teams will flip for choice of starting on offense or defense.**
- 5. Bracket Play – Higher seed gets choice of starting on offense or defense.**
- 6. Ball will always start on the 40-yard line.**
- 7. Ball will be spotted on the closest hash or side where play was stopped.**
- 8. Ball will be placed in the middle of the field for PAT attempts.**
- 9. The Center/QB will be responsible for setting the ball at line of scrimmage. The Center is not an eligible receiver, but can tag a defender that has made an interception (Center must have mouthpiece and helmet (strapped) to be an eligible participant)**

10. QB must take a direct snap from Center or QB Tee from the 40 (shotgun snap from the 40-yard line is not allowed)

11. All offensive formations must be legal sets and respect the tackle box (3 yards).

12. There must be a WR on each side of the ball that is on the line.

13. No Kicking or Punting.

14. No Blitzing.

15. Quarterback cannot run with the ball.

16. No Handoffs.

17. No Blocking.

18. Receiver/Ball carrier is legally down when touched below the neck with one or

Two hands. (Excessive force or shoving will not be tolerated and will be penalized with automatic first down and 5 yards. A player can be ejected. from the game if ruled Unsportsmanlike or Flagrant)

19. Fumbles are dead balls at the spot with the last team retaining possession. A fumbled snap is not a dead ball, but the 4 second remains in effect.

20. The Quarterback is allowed 4.0 seconds to throw the ball. Time starts on the snap of the ball and stops on the Quarterbacks release. If the release is under 4.0 seconds the play stands, but if the release is after 4.0 seconds the play is no good.

21. Interceptions can be returned for a TD.

22. If the defense scores on an interception their Offense will then come on the field to attempt the extra point. The team that threw the interception will then get the ball on Offense at the 40.

23. The Offensive player is not allowed to shove a Defensive player to create separation. Hand fighting is tolerated as per Referee's judgment.

24. Defensive players are allowed to jam within 5 yards and play tight defense. However, excessive holding, shoving, hands to the face, slapping head or throwing a player down will not be tolerated.

25. Penalty Occur as Clock Expires

Offense Penalty - Loss of Down. Game Over!

Defense Penalty - Game cannot end on Defensive Penalty. If Offense accepts the penalty, they will be awarded one untimed down, required to run a play.

VII. BALL SIZE:

ALL TEAMS NEED TO BRING A MINIMUM OF 2 BALLS FOR EACH CORRESPONDING DIVISION OR MORE AND NEED TO BE A LEGAL-SIZE BALL. IF FOUND WITH AN ILLEGAL SIZE BALL

- 1. Ball Size for High School & 15u Division is official Collegiate/High School**
- 2. Ball Size for 14u is Youth**
- 3. Ball Size for 12u and 10u is Junior**
- 4. Ball Size for 8u is Pee Wee**

VIII. PENALTIES

OFFENSE:

No penalty may be assessed more than the 40-yard line. If a penalty would move the Offense beyond the 40-yard line, the Offensive team will only be charged with a loss of down.

1. Off-sides = Loss of Down

2. False Start = Loss of Down

3. Illegal Formation = Loss of Down

4. Illegal Shift = Loss of Down

5. Illegal Motion = Loss of Down

6. Delay of Game = Loss of Down

a. Offense will have 25 seconds to snap the ball once it has been marked for play and blown live. The offensive team is responsible for retrieving and returning the ball to the previous spot or the new line of scrimmage.

7. Blocking is not allowed and will result in loss of down and return to previous spot.

8. Pass Interference - Loss of Down, Ball returned to the original line of scrimmage.

(Receivers cannot shove defenders to create space)

9. Unsportsmanlike or Unnecessary Roughness = 15-yard Penalty

10. Excessive Celebration - Team running on the field that interrupts the flow of the game. Taunting other players or teams will result in a 15-yard Penalty. If this occurs during extra point attempt the extra point will not count and 15 yards will be assessed towards your Defense.

***** While we encourage celebrations, We DO NOT tolerate taunting. Keep it fun, and keep it quick. Do Not unnecessarily delay the game. Resulting in doing so will result in a penalty. If during the celebration your players cross the other teams hash you till be penalized for taunting *****

***** Bald Head/Head Tap Rule: A bald Head or Head tap after a catch over an opponent will result in an Unsportsmanlike penalty against the player committing the foul. Bald Head/Head Tap is defined by gathering around a player in a group or individually with hands waving over top of the head or touching the opponents head after a catch or touchdown. This includes touching or throwing football at an opponent's head.**

***** Two (UNS) penalties will result in an ejection from that game.**

DEFENSE:

1. Off-sides = 5-yard penalty

2. Defensive Holding = 5-yard penalty & repeat down

3. Face Guarding is allowed.

4. Defensive Pass Interference - 10-yard penalty from the original line of scrimmage & automatic first down. If the original spot is at the 15 yard line or beyond and a DPI foul occurs, the penalty will be half the distance from the original spot and an automatic first down.

5. Illegal Participation (Extra men on the field) Live Ball foul = 5-yard Penalty & automatic first down

6. Unsportsmanlike or Unnecessary Roughness - 15-yard Penalty

7. Excessive Celebration - Will not be tolerated and will result in 15-yard penalty

8. Any dead ball penalty on the defense that occurs after a change of possession will result in a loss of down for that team's offense when they begin their ensuing possession.

9. It's the defensive player's responsibility to avoid contact. The defense is allowed initial disruption within 5 yards, then must cover. Excessive or contact after 5 yards could result in a penalty of 5 yards, and repeat down, or anything excessive could be deemed DPI and can be up to a 10-yard penalty, with automatic first down.

VIII. TIEBREAKERS

If teams are tied at the end of Pool Play the tiebreaker order is as follows

- 1. Pool Play Record**
- 2. Point Differential**
- 3. Points Allowed**
- 5. Points Scored**
- 6. Head To Head**
- 7. Coin Flip**

IX. Mercy Rule

If a team establishes a lead of 25 points or more after 20 minutes of elapsed game time, the game will promptly conclude, with the leading team declared the victor.

***If the trailing team has possession of the ball at the 20-minute mark, they will be given one opportunity to score.**

***If the trailing team fails to score on that possession, the game will conclude, and the team in the lead will be officially declared the winner.**

X. APPEALS

1. If during a game a Coach disagrees with an official's judgment call, they MAY NOT dispute that call with the Referee as it is a judgment call.

2. If during game play a Coach disagrees with a rule interpretation, they MAY REQUEST to use their timeout and have the Referee stop the game clock to discuss and determine Rule issue with Referee and Field Manager.

3. Players Eligibility appeal -To challenge player's eligibility will cost the challenging team a \$100 deposit, that will be returned if the challenging team wins challenge.

4. To dispute a game the Head Coach must report all game play ruling discrepancies immediately after the end of the affected game to the Head Referee and Field Manager to be considered. REQUEST MAY BE GRANTED OR DENIED.

5. Any reversal or game-changing decisions will be made at the discretion of the Directors after all the information is reviewed.

6. Coaches of both teams involved in the dispute will be made aware of any changes.

XI. CONDUCT

1. All Coaches and Players are expected to conduct themselves in a positive manner and refrain from unsportsmanlike actions.

2. Fighting, Verbal Abuse, and/or Threats will not be tolerated and will result in removal from Event. Length of suspension will be determined by the Tournament Director.

3. No taunting or excessive foul language.

4. Teams are responsible for cleaning their trash on their sideline after every game.

5. No vandalism of venue property.

6. Weapons, drugs, alcohol, smoking and chewing tobacco products are PROHIBITED at venues

7. No electronic communication with the Offensive Coach while on the field from another coach, Player or Spectator will be allowed.

XII. RAIN OUT POLICY FOR SANCTIONED EVENTS:

1. Once Pool Games begin on Saturday there will be no full refunds on entry fees.

Please see the following scenarios below:

2. If there is a rainout prior to Bracket Play or during Pool Play we will process prorated refunds.

3. If there is a weather delay during Pool Play and play resumes, but your team left your Games will be forfeited, and no refund will be given.

4. If Bracket Play begins and then gets rained out there will be no refunds, top 4 seeded teams qualify for Nationals (there will be no paid bid awarded), trophy goes to top seed.

NOTE: AFFILIATE EVENTS WILL CONTROL THEIR OWN REFUND POLICY