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### Southwest Elite 7 ON 7 Showcase RULES:

- 7 defenders and 6 offensive players (may NOT line up 8 and drop one before snap). Teams can use a center, if in shotgun, teams may use an extra player to snap. The center is never eligible.
- All players must wear a helmet.
- Each possession starts on the 40 yard line – going in.
- First downs are made by crossing the 25 yard line and the 10 yard line.
- 3 downs to make a first down, even inside the 10 yard line.
- PAT snaps are at the 5 yard line, offensive choice of hash. 2 point conversions will be from the 10 yard line with choice of hash.
- 4 seconds to get pass off; tournament staff will keep time. It will be loss of down and treated as a sack if not thrown in time. Clock stops on a sack in the final 1:00.
  - **NOTE: All passes must be forward passes. No laterals or the play will be treated as a sack. Swing passes are allowed as long as they are forward passes. If a swing pass does not result in positive yardage, the clock will stop under 1:00.**
- The 4 second clock starts on snap of ball. The timer will notify sack after the play is dead.
- Possession changes are PAT attempt, failure to make a first down, or turnover.
- **Games are 21 minutes long.** The clock runs continuous during the 1<sup>st</sup> 20 minutes and stops according to federation rules during the final 1:00. **There will be no overtime in pool play.**
- In overtime, each team will get a PAT attempt (1-pt or 2-pt). The order will be determined by a coin toss. Winner gets to choose for first overtime and is alternated for each subsequent overtime. Beginning with the 3<sup>rd</sup> overtime, all attempts will be from the 10-yard line.
- Each team gets 1 timeout per game.
- All offensive formations must be legal sets.
- 25 seconds to get the play off.
- One hand touch anywhere.
- No running plays allowed.
- No double passes or shuffle passes.
- No coaches on the field, coach from the sidelines.

### SCORING

- Touchdown – 6 points
- Interception – 3 points (no points for INT on PAT) In the event an INT is thrown on a sack, the defense is awarded the points for INT.
- Turnover on downs – 2 points.
- PAT – 1 point from the 5 yard line. 2 points from the 10 yard line.

## **PENALTIES**

- Defensive pass interference – 5 yards from the original line of scrimmage; Automatic 1<sup>st</sup> Down or half the distance.
- Offensive pass interference – 5 yard penalty and loss of down (ball will not be moved beyond 40 yard line)
- Defensive holding – 5 yards from original line of scrimmage; Replay the down
- Illegal procedure (offense) – 5 yard penalty
- Defensive off sides – 5 yard penalty
- Delay of game - loss of down and clock stops in the final 1:00
- Fighting/Unsportsmanlike conduct (**INDIVIDUAL PLAYER**)
  - 1<sup>st</sup> offense - ejection from the game
  - 2<sup>nd</sup> offense – ejection from the tournament
- Fighting/Unsportsmanlike conduct (**TEAM**)
  - If ANY player leaves the sideline to participate in an on-field fight, the **ENTIRE TEAM WILL BE EJECTED FROM THE TOURNAMENT**
- Personal Foul
  - Offense – loss of down and 5 yards from original line of scrimmage
  - Defense – 1<sup>st</sup> down and 5 yards from original line of scrimmage
- Offense cannot be penalized behind the 40 yard line.
- In the event there is a defensive holding and a sack on the same play, the defense will be penalized according to the above and the sack will be ignored.
- In the event there is a defensive pass interference and a sack on the same play, the penalty is waved and the sack stands.
- In the event that a sack and interception happen on the same play, the interception stands.

## **SEEDING, TOURNAMENT, TIEBREAKERS**

- Teams will be broken into 3 pools of 9 teams each.
- Teams will be seeded based on their pool play standings.
- Records which are tied after pool play will be broken as follows:
  1. Head to Head
  2. Margin of victory (13 points per game max)
  3. Overall fewest points allowed
  4. Most points scored overall
  5. Flip a coin
- Tournament is DOUBLE elimination format.