



SW ELITE 7 ON 7 RULES

- 7 defenders and 6 offensive players, snap must be taken from QB tee. If you choose, another player can snap the ball from the QB tee to the quarterback.
- Each possession starts on the 40 yd. 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 yd. line.
- PAT snaps are at the 5 yd. line, offensive choice of hash. **NO 2 POINT CONVERSIONS ALLOWED IN POOL PLAY.** 2 point conversions will be from the 10 yd. line with choice of hash, only allowed in tournament play (if chosen).
- 4 seconds to get pass off, timer is on QB Tee. It will be loss of down and treated as a sack if not thrown in time.
 - **NOTE: ALL PASSES MUST ADVANCE BEYOND THE LINE OF SCRIMMAGE OR PLAY WILL BE TREATED AS A SACK.**
- 4 seconds starts on snap of ball and buzzer will notify when time is up.
- Possession changes after PAT attempt, failure to make a first down, or turnover.
- Games are 22 minutes with a running clock. **THERE WILL BE NO OVERTIME IN POOL PLAY.**
- Overtime in tournament play consists of 3 plays from the 10 yd. line. Each team has an attempt to score in each overtime period. Starting with the 3rd and subsequent overtimes, all PAT's must be 2 point attempts from the 10 yd. line. Overtime periods are not timed.
- 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)
 - Turnover on downs – 2 points
 - PAT – 1 point (may opt for 2 in OT)



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- Penalties
 - Defensive pass interference – Automatic first down and 5 yards from original line of scrimmage
 - Offense pass interference – Previous spot and loss of down
 - Defensive holding – Automatic first down and 5 yards from original line of scrimmage
 - Illegal procedure (offense) – Loss of down
 - Defensive off-sides – 5 yd. penalty
 - Delay of game – Loss of down
 - Fighting/Unsportsmanlike conduct (**INDIVIDUAL PLAYER**)
 - 1st Offense – ejection from game
 - 2nd Offense – ejection from 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 yds. from original line of scrimmage
 - Defense – 1st down and 5 yds. from original line of scrimmage
 - 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.
 - Seeding, Tournament and Tie-Breakers
 - Team will be broken in to 3 pools of 8 teams each.
 - Teams will be seeded 1 thru 24 for the tournament according to overall records from pool play.
 - Records which are tied after pool play will be broken as follows:
 - 1. Head-to Head
 - 2. Overall fewest points allowed
 - 3. Most points scored overall
 - 4. Fewest points allowed in pool
 - 5. Most points scored in pool
 - 6. Flip a coin
 - Tournament is single elimination