

SPADA BOWL I

Official Rules

ROSTERS: Rosters shall include the names of not more than 15 players. Roster additions, up to 15 players, must be made prior kickoff of the first game.

FORFEIT TIME: The first game has a 15-minute grace period to start the game. For all other games, the start time is also the forfeit time.

GAME TIMING: The game will consist of four 10-minute periods during Group Play. The game will consist of four 12-minute periods during Elimination Games. There will be a five-minute halftime. The clock will run except for long delays. Each team has sixty seconds to be lined-up for the ensuing play after a score, or they will be assessed a five yard **delay of game** penalty. Each team is allowed (2) one-minute timeouts per half. The clock stops at the last 2 minutes of the each half for all appropriate stoppage times.

ALCOHOLIC BEVERAGES: Beer will be for sale on site. It shall be the responsibility of the team captain to insure that there are no coolers or alcoholic beverages brought onto Harrybrooke Park grounds. This rule is strictly enforced and there will be no leniency. This will result in a forfeit against any team that breaks this rule. Alcohol must be consumed on the grounds. Please use garbage receptacles provided.

COIN TOSS: Team captains will join the referee at midfield for the coin toss. The white team will call the toss. The winning team will choose to either receive, defend a goal, or defer to the second half.

KICKOFF: A kickoff will start each half of regulation time. The free kick line for the kickoff is the ten yard line. The receiving team must have at least three players on their 20-yard line. A touchback will be placed at the 10-yard line. The ball may be returned from the end-zone. For kickoffs that go out-of-bounds, the ball will be placed at the receiving team's 19-yard line or where the ball went out. A grounded kick may be returned at the discretion of the officials.

YARDS AND DOWNS: A team will receive a new series of downs, if it moves the ball from one zone to another.

SCORING: A team scores SIX points when they score a touchdown and then be given the chance for extra points after that.

EXTRA POINTS: A team can go for one point from the 3-yard line or two points from the 10-yard line. This choice can not be changed if a penalty occurs.

AFTER SCORE: After a touchdown, the opposing team will take possession on their own 10 yard line. There are no kickoffs after scoring plays.

OVERTIME - GROUP ROUND: Sudden death overtime. A coin flip will decide who will get the first possession of overtime. The Green Team captain will call “heads” or “tails”. The first team to score wins the game.

OVERTIME - ELIMINATION ROUND: Kansas Playoff rules. Each team gets the ball at the 20-yard line to start their possession of each overtime period. Play will continue until one team has more points on an equal number of possessions. Teams must go for two points in the second overtime period.

PUNTS: A punt on fourth down must be announced. There must be at least three offensive and defensive players on the line at the snap. The defensive team can not cross the line. The offensive team can not cross the line until the ball is kicked. If a punt is not caught, it will be at the official’s discretion to allow the ball to be returned or blown dead. On an announced punt, the ball can be picked up and kicked if the snap hits the ground or is dropped by the kicker. Punts that reach the end zone can be returned if they are caught on the fly by the return team. Any punt that touches the ground in the end-zone becomes dead and is ruled a touchback.

SAFETY: The free kick line for a safety is the 10-yard line.

RULES AND PENALTIES: The league will be governed by Federation rules except for specific league rules. The Board of Directors and/or Tournament Commissioner reserves the right to make exceptions as it sees fit.

EXCEPTIONS:

1. The offensive team must have at least three men on the line of scrimmage at the snap.
2. **PASSING:** More than one forward pass may be thrown during a down as long as each pass is thrown from behind the line of scrimmage.
3. **TOUCHING:** A player is touched when he is tagged with one hand between the waist and shoulders. A touch to any part of a game jersey, even if it is below the waist, is a legal touch. A player may not leave his feet to make a tag, one foot must be in contact with the ground. Touching the ball, hand or arm is a legal tag. Any contact between offensive and defensive players, who have left the ground to make an attempt to catch a pass, is considered to be a touch. If a ball carrier jumps or ducks, then any touch is a tag. If a runner dives, the ball is dead from the spot that he left the ground. A player on the ground may make a legal tag.
4. A quarterback shall be considered tagged as long he still has possession of the ball even if his arm is in motion.
5. **BLOCKING:** No part of the blockers body, except his feet, shall be in contact with the ground during a block. Blocking on receivers down field may be considered a personal foul.
6. The offensive team has 30 seconds to snap the ball after it is ready for play.
7. All grounded fumbles are dead. (Exception: See sec. Punts). A backward fumble is dead where it hits the ground. A forward fumble is dead where the player fumbled the ball. A fumble caught in mid-air may be advanced.
8. **CENTER:** If the snap hits the ground, the ball is dead at that spot. (Exception: See sec. Punts). No defensive player can line up within 1 yard of

the center. No contact can be made with the center until he has stood up and started down field or has taken a blocking position. The center is allowed to pick up or move the ball unless he is simulating a snap.

9. There shall be no movement once the quarterback has started his snap count that simulates the start of a play.

10. **ROUGHING THE PASSER:** Is a 10 yard penalty and an automatic first down. If the pass is complete, the penalty is added onto the end of the play.

11. **INTENTIONAL GROUNDING:** The pass must be either past the line of scrimmage or is deemed catchable by an eligible receiver behind the line of scrimmage (The QB can not throw the ball at the lineman's legs while they are blocking to avoid a sack). The quarterback can ground the ball at the snap to stop the clock.

12. **PASS INTERFERENCE:** Pass interference is only on a catchable ball that has crossed the line of scrimmage. The penalty is ten yards. If on the defense it is automatic first down.

13. All major penalties and personal fouls are 10 yards.

14. **TEAM BENCH PENALTIES:** If a team is assessed two bench penalties for unsportsmanlike conduct, the game will be forfeited.

15. **UNSPORTSMANLIKE CONDUCT:** An official may eject any player from a game for unsportsmanlike conduct. Ejection is mandatory for a second episode of unsportsmanlike conduct in the same game. Upon ejection the player must leave the field of play (to include the team area) immediately or his/her team will forfeit the game. Any player that is ejected from a game by the referee will be suspended for the next game their team plays. If any player is ejected from two games during the tournament, he/she will not be allowed to play for the remainder of the tournament. Fighting of any kind will not be tolerated. Should a physical altercation of any type occur all parties shall be ejected from that game, and the following game, with the possibility that the suspension for fighting could be extended through the entire tournament. Inappropriate behavior is not tolerated. Any player who verbally or physically abuses or threatens a referee before,

during, or after a game shall be suspended for the rest of the tournament. There is no right of appeal.

16. GRANDSTANDING, TAUNTING & UNSPORTSMANLIKE

CONDUCT: Taunting, disrespectful celebrating, and other forms of bad sportsmanship will not be tolerated and will be considered unsportsmanlike conduct. An unsportsmanlike foul shall be called resulting in a 10-yard penalty. If the penalty occurs before a TD is scored, there will be no touchdown awarded and the ball will be placed at the 10-yard line. Players are allowed to celebrate in any manner, so long as it is not deemed to be taunting or disrespectful, and they must be back at the line of scrimmage within one minute or they will be assessed a Delay of Game penalty.

17. KICKOFFS: Teams are not allowed to kick the ball out of bounds on a kick-off. If a ball is kicked out of bounds, the ball will be marked at the receiving team's 19-yard line or where it goes out of bounds. There will not be any re-kicks.

18. DEFENSIVE HOLDING: A defensive holding penalty will constitute a five-yard penalty and a first down.

19. CHANGE OF POSSESSION: On the change of possession the ball must be given to the referee (the ball cannot be handed to a member of the opposing team). A 5-yard penalty will be given if this rule is not followed.

20. PERSONAL FOULS / UNNECESSARY ROUGHNESS: If a player receives three personal foul or unnecessary roughness penalties in a game, they will be ejected from that game and will be suspended for the next game. (Holding and block in the back are not considered personal fouls)

TOURNAMENT / STANDINGS FORMAT:

GROUP PLAY - each team will be randomly selected and added to a pool. This selection will occur at the captain's meeting prior to the tournament. Each team will face every other team in their group to determine final group standings.

ELIMINATION ROUNDS - depending on the number of teams, ____ teams will progress from Group Play to the Elimination rounds, which is a single

elimination tournament. All group winners will progress to the Elimination rounds, depending on number of teams, some runner ups may progress. If Group runner ups progress, and there is a tie in record, then the team who won the head-to-head match will advance. In the event multiple tiebreakers are needed, then point differential will be the next level. If it gets to needing another tiebreaker, then a coin flip will decide who will advance