

GENERAL

1. Offense will Start on the 40-yard line.
2. There will be a coin flip before each game for 1st possession during pool play.
3. To start bracket play, the higher seed will choose which team gets the ball first.
4. Player is down when he is touched with one hand below the neck and above the ankle.
5. QB will have 4 seconds to throw. Refs will 3-chop and the 4th chop is the whistle. The four second clock starts on the snap of the ball.
6. Each team will have one blitz per game (including overtime). The head referee will monitor this
7. Running by the offense is permitted.
8. There are NO untimed downs, with the exception of the extra point if a team scores a touchdown as the game time expires.
9. The field monitor can stop the clock at any time to address any rules verifications.

TEAMS, COACHES AND GAME MANAGERS

1. 24 player roster max per team. *Bands will not be issued for more than 24 players.*
2. Players must remain on their sideline during the game.
3. Please coaches will be responsible for their own sidelines, keeping players back during the game and cleaning up the trash after each game.
4. Maximum of three (3) coaches per team on the sideline and one (1) media person (with proper wristband).
5. **One Offensive Coach and no more than two players can be on the field (players must be on one knee) during play. 1st time is a warning 2nd time delay of game will be assessed, which is a loss of down. No defensive coaches can be on the field at any time.**
6. Offense cannot set up on the field until the opposing team reaches the 15-yard line. Penalty is delay of game and a loss of down.
7. Each game will have at least three (2-3) referees and 1 field monitor. Coaches will be responsible for signing the final game score sheet after each game.
8. The field monitors will be in charge of maintaining order during the game and ensuring these rules are enforced properly. The Head Official and/or field monitor will be responsible for yelling the score to both teams as points are awarded.
9. Organizations with **multiple teams in the same age group**: During check in, each player will be given a different color wrist band to represent their team. Once a team is eliminated from tournament play that disqualifies those players on the losing team from

further play during that day. Wristbands are not interchangeable among players. All players must have a wristband to be eligible to compete. This will be monitored by the field monitors and tournament staff. Any players/teams that are caught switching wristbands or competing without a wristband will be automatically eliminated from the tournament. *PLAYERS CANNOT PLAY ON MORE THAN ONE TEAM FOR THE ENTIRETY OF THE EVENT.*

PLAYER ELIGIBILITY

Every participant will be required to check in at the registration table. Please arrive an hour before game time to allow time for the registration process.

ALL team must have all players registered in Zorts in order to expedite the certification process. YOU MAY HAVE TO WAIT behind teams that completed this process properly.

Hard Count 7v7 events strive to ensure fair and equitable play. We will check to ensure all players meet the age requirements by division. Hard Count staff will banded each player during registration. **DO NOT REMOVE THE BAND OR RECERTIFICATION WILL BE REQUIRED, as well as a \$5 cost for the new band.**

CLASS OF 2023 PLAYERS ARE NOT ELIGIBLE TO COMPETE IN THE TOURNAMENT.
If found guilty of using 2023 players, both players and team will be eliminated immediately.

HS – Must have a picture ID along with a document demonstrating the player is in a class below 2023. **No graduating seniors can play.**

15u– Must be no older than 15 years of age on the final day of the event. Must be able to demonstrate age with picture ID. Examples include, any government issued ID, birth certificate along with a picture ID, etc.

14u– Must be no older than 14 years of age on the final day of the event. Must be able to demonstrate age with picture ID. Examples include, any government issued ID, birth certificate along with a picture ID, etc.

12u– Must be no older than 12 years of age on the final day of the event. Must be able to demonstrate age with picture ID. Examples include, any government issued ID, birth certificate along with a picture ID, etc.

10u– Must be no older than 10 years of age on the final day of the event. Must be able to demonstrate age with picture ID. Examples include, any government issued ID, birth certificate along with a picture ID, etc.

GAME TIMES AND LATE POLICY

1. Each game will last 24 minutes.
2. Running clock with no timeouts.
3. *Please arrive at least 30 mins before scheduled game time.*
4. Teams must be onsite and ready to start on time. Game clock will start at the original scheduled game time. Five minutes late, 7 points will be awarded to the team that is present on time and they will possess the ball first. Ten minutes late, the team will forfeit the game. A win by forfeit will result in a 7-0 final score.
5. Registration will not be a reason to hold up games.
6. *If a touchdown is scored and time runs out, the scoring team will be allowed an extra point attempt.*
7. The head official will keep the time and will be located by the offensive huddle. The head official will blow the whistle to start the clock.

OFFENSE

1. Offense will start on the 40 yard-line with the option of using either hash. First downs will be at the 25-yard line and 10-yard lines. Once the 1st down is achieved inside the 10-yard line you will have three (3) downs to score.
2. Offense has three (3) downs to gain a first down.
3. Each team must possess a center to snap the ball. If using a center, he is ineligible to catch a pass.
4. After a score, the offense can go for one (1) point at the 5-yard line or two (2) points at 10-yard line. The offense may place the ball either on the hash or the middle.
5. The offense is allowed one running play per game, tracked by the referees. **Any offensive player except the quarterback can run.** If the offense runs after already using their one run, it is a loss of down. All forms of runs and handoffs are permitted.
6. The 1st player to receive the ball from the center is considered the QB and can **NOT** run. The 2nd player to possess the ball is the runner and is not allowed to throw or lateral the ball.

7. NO BLOCKING – THIS WILL RESULT IN A 5-YARD PENALTY FROM THE PREVIOUS LINE OF SCRIMMAGE AND A LOSS OF DOWN.
8. Fumbled shot-gun snap is a dead ball (loss of down), and the ball will return to the original line of scrimmage. All fumbles are dead where they lay.
9. Offensive team is responsible for retrieving and returning the ball to the previous spot or the new line of scrimmage.
10. All offensive formations must be legal sets. Receivers' alignment should respect the tackle box.
11. All offensive substitutions must enter through the back of the offense.

SCORING

1. Six (6) points for a touchdown
2. One (1) point for a PAT from 5-yard line
3. Two (2) points for a PAT from 10-yard line
4. Two (2) points for a defensive stop
5. Three (3) Points for Interception (no runbacks or “pick six”)
6. Turnover on a PAT is dead ball (including interception) and no points will be given
7. If there is a defensive stop or an interception that occurs with no time on the clock, the defense will still be awarded two (2) points for the defensive stop and three (3) points for the interception.
8. **Official scores will be kept by the scorekeeper on the Field.**

OFFENSE PENALTIES

1. False Start = Loss of Down
2. Delay of Game = Loss of Down
3. Each team will have 25 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be assessed.
4. Offensive Pass Interference = 5-yard penalty and Loss of Down
5. If there is an offensive penalty at the 40 yard line, the Offensive team will just be penalized with a loss of down. (ex. 1st Down, Offensive Pass Interference penalty @ 40 yard line, next play will be 2nd down from the 40 yard line.
6. Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot. Clock does not stop and any delay by offense in retrieving and returning the ball will result in a delay of game and be a loss of down.
7. Dead Ball penalties on the Offense assessed after the play would result in a 15-yard penalty.
8. If a personal foul is assessed on a Touchdown to the offensive player, Offensive team will lose the next down which is the PAT. Ball goes to the Defense on the 40 yard line..

9. Back-to-Back delay of game penalties will result in change in a defensive stop and defense will be given 2 points
10. If the scoring team is assessed a dead ball penalty after a touchdown, they will forfeit their extra point opportunity.
11. If there is an Offensive penalty (false start, delay of game, offensive pass interference, etc...) when the defensive team blitzes, the defensive team will be awarded their blitz back if the penalty is accepted.

DEFENSIVE PENALTIES

1.
 1. Off-sides = 5-yard penalty
 2. Defensive Pass Interference = will be a spot foul (1st down at the spot).
 3. Defensive Holding = will be a spot foul (1st down at the spot).
 4. If Defensive Pass Interference occurs in the end zone, it will result in a 1st down at the one-yard line.
 5. Defensive Pass Interference on an extra point is half the distance for the same amount of points. Ex. Going for two (2) from the 10 yard line, pass interference occurs in the endzone – ball is moved to the 5 yard line and if converted offense is awarded two (2) pts.
 6. Any dead ball penalty on the defense AFTER a change of possession or TD would result in a loss of down for that team's offense when they begin their ensuing possession.
 7. Responsibility to avoid contact is with the **defense**.
 8. Dead Ball penalties on the defense assessed after the play would result in a 15-yard penalty, or half the distance to the goal from the spot of the ball and an automatic first down.
 9. Game CANNOT end on a defensive penalty!
 10. **Tackling or unnecessary roughness will be an unsportsmanlike penalty (No Warning). Resulting in a 15-yard Penalty and AUTOMATIC 1st Down, and subject to ejection of the player. Diving at the legs of an offensive player will be considered unnecessary roughness.**
 11. If there is a Defensive penalty that occurs when the defensive team blitzes (defensive holding, offside, etc.) the defensive team will lose their blitz for the remainder of the game. (Ex: Defensive team blitz, offensive team scores a TD. There is a defensive penalty on the play. The defense loses the blitz.)

Punting the Ball will result in a personal foul, if on a change of possession, the penalty will result in a loss of down and the ball placed on the 40yd line.

BLITZ

- 1) Each team has 1 blitz to be used during game play and/or during overtime
- 2) If a team blitzes, there will be NO 4 second count! QB can scramble but cannot run past the original line of scrimmage
- 3) The Blitz can be used at any part of the field, the blitzing team can blitz as many players as they choose.
- 4) If a team blitz's, and there is a Defensive penalty on the play the blitzing team will forfeit their blitz. If there is an offense penalty on the play, the blitzing team can accept the penalty, if the penalty is accepted the blitzing team will maintain their blitz.

TIE BREAKER/OVERTIME RULES

1. Any game that ends in a tie will result in Overtime.
2. The referee will select a team to call the coin toss in overtime, at his/her discretion.
3. The winner of the coin flip will select if they want to be 1st offense or defense.
4. The ball will be marked on the 10-yard line and NCAA overtime rules will apply. Each Team has three attempts at the end zone.
5. Only offensive scoring will count in overtime.
6. After the 1st overtime, both teams must go for two (2) points (spot ball @ 10-yard line) after a Touchdown.

**If a game goes into a 2nd overtime, the team that gets the ball 2nd in the 1st overtime will receive the ball 1st in the 2nd overtime. 3rd overtimes and the teams will switch again.*

OVER TIME PENALTIES

All regulation rules and penalties apply.

TOURNAMENT SEEDING

All teams will be seeded into the Day Two Tournament based on the win/loss record and points scored the day before in pool play.

FIGHTING WILL NOT BE TOLERATED

- If a player throws a punch, he is ejected immediately and cannot return for the tournament. If the team benches clear and it results in a fight both of the teams will be ejected and cannot return. IF A PLAYER WHO IS PUNCHED & RETALIATES BUT DOES NOT SWING BACK, WILL BE REQUIRED TO SIT OUT A SERIES. IF A PLAYER IS PUNCHED AND SWINGS BACK, HE WILL BE EJECTED FOR THE GAME. Each team is responsible for their fans, coaches and players!

CELEBRATIONS

We encourage celebrations. However, we do not tolerate taunting. Keep it fun and keep it quick so as not to unnecessarily delay game play. If during a celebration your players pass the other teams hash, you will be penalized for taunting.

BALLHEAD NOTE: Circling or touching players from the opposite team will result in a double taunting penalty plus two (2) points being awarded to the non-offending team. Second infraction may result in ejection at the discretion of the Field General.

EQUIPMENT REQUIREMENTS

**** Headgear and mouthguards are recommended but not required****