



OFFICIAL RULES FOR CLAY PANTHER FOOTBALL FESTIVAL

TIME:

All game will be 25 minutes in length with a running clock. A central time keeper will be designated. All games will begin and end on this persons instructions. He will also announce the time remaining at the 10, 5 and 2 minute mark.

In case of injury the timekeeper may stop the clock at their discretion. If that occurs the injured player must leave the field for one play. The game clock will then be adjusted to make up for the loss of time due to stoppage in play.

In addition to the game clock there will also be a 30 second play clock.

FIELD:

The playing field will be 40 yards in length plus a 10 yard end zone.

PLAY:

Coin flip will determine who starts on offense.

Each team will have 7 players on the field at all times. There may be a center to snap but he may NOT go out for a pass.

Play begins when the center snaps the ball. Play ends with a ONE hand touch below the neck.

The game cannot end on a defensive penalty unless the offense declines it.

Substitutions are allowed and all regular substitution rules apply.

RULES OF THE GAME:

All coaches will coach and call plays from the sideline unless a timeout is called. Timeout's will stop the play clock but not the game clock. Each team has 1 timeout per game(1 minute) Coaches are allowed on the field during the TO.

All possessions will start at the 40 yard line no matter where the defense stops the offense.

NO running plays allowed.

Everyone is eligible to receive passes except the center.

QB has 6 seconds to release the ball or it's blown dead, returning to the line of scrimmage for the next play.

There is no rushing the QB or crossing the line of scrimmage until the ball is thrown.

Double passes are allowed but the first pass has to be backward and the second must be released prior to the 6 second limit. If the defense touches the second passer prior to release, the ball will be dead at the spot of the one hand touch.

Offense will have 4 downs to get from the 40 yard line to the 20 yard line resulting in a first and goal from the 20. They will then have 4 downs to score.

No fumbles. The ball is dead as soon as it touches the ground.

Any player that fall with possession of the ball is down on the spot.

SCORING:

Touchdown = 6pts

PAT's: passing from 5 yard line = 1 pt passing from the 10 yard line = 2 pts

Defensive stop on downs = 3 pts

Interception = 6 pts(Once interception is secured, it is a dead ball and the intercepting team will put it in play at the 40 yard line)

NO kicking game.

PENALTIES:

OFFENSE

1. Blocking or holding – 10 yd penalty from LOS repeat the down
2. Illegal motion – 5 yd penalty, repeat the down.
3. Pass interference – 10 yd penalty, loss of down.
4. Delay of game – 5 yd penalty (inside 2 minute warning – 2 delay of games will result in a turnover)
5. Unsportsmanlike conduct – (player or coach)- 10 yard penalty, loss of down, possible ejection(referee discretion)

DEFENSE

1. Tackling or holding – 10 yard penalty from LOS, repeat down unless penalty results in a 1st down
2. Off sides – 5 yard penalty, repeat down
3. Pass interference – 10 yard penalty, repeat down
4. Illegal rushing – 5 yard penalty, repeat down
5. Unsportsmanlike – 10 yard penalty, repeat down, possible ejection.

*NOTE: Any flagrant foul can result in disqualification from the game, tournament, etc.

OVERTIME: A tie breaker will occur in tournament games only.

Flip of the coin to determine 1st possession. Each team will get one play from the 10 yard line until tie is broken. Alternating possessions. There are no defensive points in overtime.