



TOURNAMENT RULES

McMaster University – Thursday May 2nd, 2019

****The purpose of this tournament is to promote the the passing game and help with the development of all skill positions. The rules will encourage a fast pace of play in order to maximize the number of plays in each game.**

SHOOTOUT FORMAT:

- Games will be officiated by current Marauder players with a Referee-in-Chief on each field.**
- THERE IS TO BE NO PURPOSEFUL CONTACT OF ANY KIND.**
- Each game will follow a shootout format similar to the CFL Overtime Style of play.**
- Games will be 40 minutes running time. A coin toss will determine who starts on Offence/Defence.**
- There will be no time for pre-game warmups – have your team ready!**
- Each possession will start at the 40 yard line. (There will be games at both ends of each field)**
- There are NO special teams. Any turnover on downs or interception will begin a new series.**
- ANY FUMBLE WILL BE CONSIDERED A DEAD BALL.**
- There is NO BLOCKING. Players may not move to block but can become a stationary ‘Pick’.**

OFFENCE:

- 6 eligible receivers including the Center.**
- 3 downs to make 10 yards – working to score a Touchdown.**
- From the shotgun snap, Quarterbacks will have 4 seconds to throw or it will be considered a sack and ball will be placed where the QB was standing. (4 second count begins on the snap).**
 - No sack can bring the ball beyond the 40 Yardline (result would simply be a loss of down).**
- Quarterbacks cannot run – This is a PASSING tournament (No handoffs but laterals are allowed).**
- Quarterbacks that are throwing on the run (rollout) will be able to continue the roll ‘downhill’ to throw.**
- Only the center must be on the line of scrimmage, all receivers have free motion.**
- Offensive players cannot dive to advance the ball. (Safety)**
- Deliberate Offensive Pass Interference will result in a turnover.**
- If your QB throws a lateral to another player, the original QB may not enter the play. The 4 count is done and the new player is now live to throw or run.**

DEFENCE:

- Teams will defend with 6 defenders (No Rusher).**
- Defence is trying to prevent a first down – and scoring.**

-Interceptions cannot be returned but are worth 2 points. A change of possession results and a new series begins at the 40 Yardline.

-Defensive Pass Interference fouls will be called.

SCORING:

-Touchdowns are worth 6 points.

-Convert plays will follow each touchdown:

-1 pt convert from the 5 yardline.

-2 pt convert from the 10 yardline.

-Defensive Interceptions are worth 2 points and result in change of possession.

-Converts can be intercepted but no points will be awarded.

OVERTIME:

-No games will end in a tie.

-Each team will try 3 converts (alternating). A coin toss will determine who plays offence to start OT.

-You may choose to go for 1 (5 yardline) or 2 (10 yardline).

-Team that is ahead after the three sets of converts is the winner. If the game is still tied, alternating Sudden Death converts will decide a winner.

PENALTIES:

-The shootout format rules above will govern gameplay.

-SAFETY is our PRIORITY. Any player who is comprising safety will be warned and then removed.

-For penalties (Pass Interference, Off-sides, Rough-play penalties, etc) and applications we will refer to the G.H.T.F.A. RULEBOOK:

<http://www.ghfta.org/downloads/2009TFOTouchFootballRuleandCaseBookEnglish.pdf>



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