

2023 NELSON LORDS BOYS TOUCH FOOTBALL SHOOT-OUT

HOSTED BY THE



McMASTER
MARAUDERS

TOURNAMENT RULES

McMaster University – **WEDNESDAY APRIL 26TH, 2023**

****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.**

****Coaches may be on the field, HOWEVER, time in the huddle is limited to 30 seconds MAX to maximize game action!**

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 A PROPER 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 **7** 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.ghdfa.org/downloads/2009TFOTouchFootballRuleandCaseBookEnglish.pdf>



CONTACT: JEFF BROCK – NELSON HIGH SCHOOL
(O) 905-634-3268 (C) 289-440-1064
(Em) brockj@hdsb.ca