

## Air Raid Football Rules of the Game

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to Air Raid Event Staff.

### PRIOR TO THE GAME

Each team must have three (3) to seven (7) players on its roster who have registered their team by the predetermined entry deadline. Additions an/or changes to any roster must be approved by Air Raid Event Staff member and completed prior to the start of the teams first scheduled games. No substitutions are allowed after a team's first scheduled game has been played without the prior written consent of the "Air Raid" Event Staff. A player is allowed to participate for only one team (Co-Ed division excluded) for the duration of the tournament unless there is prior written consent of the Air Raid Event Staff.

All players must sign the score sheet before each game and designate the team's captain/spokesperson. THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES. All games must start with four players on each team unless a team with four players agrees to allowing the opposing team to play with only three players. If a team with at least four players does not allow the opposing team to play with three players, or if the opposing team has two or less players, that team will be penalized one point per minute after the designated start time up to 10 points. Game is forfeited after 10 minutes.

A coin toss determines first possession. The referee will conduct a "game of chance" to determine who will receive the initial choice for the game. The captain's choices are as followed and only one can be selected: - Play offense, - Play defense, - Choose what side of the field to defend. End of 1st half (13 minutes) possession changes and clock does not stop.

### THE GAME

The captain of the winning team should obtain the score sheet from the referee or court monitor and deliver this score sheet to the Master Scoreboard. THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE FOR THE TOURNAMENT. AFTER EACH GAME, EACH TEAM MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULE AND INFORMATION.

The offensive team takes possession of the ball at their 5-yard line and has three (3) plays to cross mid-field. Once a team crosses mid-field, they will have three (3) plays to score a touchdown. If the offensive team fails to cross mid-field or score, possession of the ball changes and the opposite team starts their drive from their 5-yard line. All possession changes except interceptions start on the offenses 5-yard line. Teams change sides after the (1st half) first 13 minutes, possession alternates for (2nd half) last 13 minutes and the clock does not stop (no quick snaps). Each time the ball is spotted a team has :30 seconds to snap the ball. Teams will receive one warning before a Delay of Game penalty is forced.

**Possession:** A coin toss determines first possession.

**Hiking:** The ball must be snapped between the legs to start play.

### ATTIRE

Cleats are allowed, except for metal spikes - inspections can and will be made by Air Raid Event Staff. Shirts must be tucked in shorts, pants, etc. All players must have/wear a protective mouthpiece. If you do not have a mouthpiece, there will be one available on-site for a fee. Clarification: If a receiver loses a flag during a play he/she is still eligible. As soon as they touch the ball, play is dead at that spot and the ball cannot be advanced. If the ball is caught in the end zone the play results in a touchdown.

### PLAYER CHANGES

All player changes must be made prior to your first scheduled games and must be approved by Air Raid Event Staff. No player changes will be accepted after your first scheduled game and player changes will not be accepted due to injury. Player changes may be made at the Master Scoreboard.

### PLAYERS/GAME SCHEDULES

Teams must field a minimum of three (3) players at all times. Teams consist of 4, 5, 6, and/or 7 players (4 on the field with either 0, 1, 2, and/or 3 substitutes). Coed teams must field two (2) female players at all times. If a team or teams are more than 10 minutes late for their scheduled games they will be forfeited. Air Raid Event Staff reserve the right to reduce, shorten, or reschedule games due to inclement weather or unforeseen circumstances. All players must carry I.D. or proof of age.

### SCORING

Games are played to 26 (twenty-six) minutes unless Mercy rule in effect. (Note: If a team scores a touchdown at the end of the game (when time expires) they will be allowed to go for their extra point (either 1 or 2) to either tie or win the game.) TD = 6 points, Extra Point = 1 (5 yards out); 2 (12 yards out), Safety = 2 points.

When a team leads by 25 or more points they will be declared the winner (Mercy Rule). On offense teams are allowed to use their own ball. The captain is the sole spokesperson for their team, not a spectator or coach (unless team captain is under 18 years of age). All forfeits are scored 14-0.

### TIME OUTS

Each team has one :60 second time out per game, in which the clock stops. Officials can stop the clock at their own discretion.

### RUSHING THE QB

All players that rush the passer must be a minimum of 7 yards from the line of scrimmage when the ball is snapped. Any number of players can rush the QB. The rusher does not have to line up with a clear path to the quarterback; but, if he/she does not, then the offensive player is not required to move out of the rusher's lane to the QB. Players not rushing the QB may defend on the line of scrimmage. Once the ball has been handed off the 7 yard rule is no longer in effect and all defenders are eligible to rush. A special marker, or the referee, will designate 7 yards from the line of scrimmage.

### RUNNING

The Quarterback CANNOT run the ball. Only direct hand-offs behind the line of scrimmage are legal - NO laterals or pitches of any kind. Offense may use multiple hand-offs. The player who takes the hand-off can throw the ball as long as he does not pass the line of scrimmage. "No Running Zones" are located 5 yards before midfield and 5 yards before the end zone in each offensive direction. "No Running Zones" are designed to avoid short yardage power running situations. Spinning is allowed but players cannot leave their feet to avoid a defensive player. The ball is spotted where the ball carriers belt is when the flag is pulled, not where the ball is. Ball & flags must break the plane for a 1st down and touchdown.

### PASSING

All passes must be forward and received beyond the line of scrimmage. Shovel passes are allowed but must be received beyond the line of scrimmage. QB has a 7 second "pass clock". If a pass is not thrown within the 7 seconds, play is dead, loss of down, ball returns to line of scrimmage. Once the ball is handed off the 7 second rule is no longer in effect. Interceptions change the possession of the ball at the point of interception. Interceptions can be run back. The ball comes out to the 5-yard line if the interception occurs in the end zone unless the player decides to run out of the end zone after the interception.

### RECEIVING

All players are eligible to receive passes (including the QB if the ball has been handed off behind the line of scrimmage). Only one player is allowed in motion at a time. Player must have at least one foot in bounds when making a catch. Pass may not be intentionally tipped in any direction to another teammate.

### DEAD BALLS

Play is ruled "DEAD" when: (1) Offensive player's flag is pulled; (2) Ball carrier steps out of bounds; (3) Touchdown is scored; (4) Ball carrier's knee, hand or the ball hits the ground; (5) Ball carrier's flag falls out; (6) Receivers flag falls out (play is dead at the point of the reception); (7) If the QB takes a snap without a flag, the ball is dead where he/she receives the snap. There are no fumbles. Ball is spotted where it hits the

ground, anytime the ball touches the ground it is dead.

### SPORTSMANSHIP/ROUGHING

If the field monitor or referee witnesses any acts of tackling, elbowing, cheap shots, blocking, or any unsportsman-like act, the game will be stopped and the player can be ejected from the game. Tournament director may decide to eject players from the tournament. **FOUL PLAY WILL NOT BE TOLERATED.** Trash talking is illegal. Official has right to determine language which is offensive. (Trash talk is that which may be offensive to official, opposing team, or spectators). Referee can eject players from the game for trash talking.

### OVERTIME

If the score is tied at the end of 26 minutes, teams move directly into overtime. (Note: If a team has just scored a touchdown, they will have the opportunity to make their extra point.) A coin toss will determine possession. Each team receives one (1) play from their own 5 yard line. All penalty rules apply in overtime. Negative yardage on a play is better than an interception, but not an incomplete pass. Defensive penalties may be accepted resulting in 10 yards and the option to run an additional play if necessary. Result of following play and the 10 yards from the penalty count towards the overall possession's yardage. A penalty on the offense is deemed as negative 10 yards and loss of down. The team gaining the most yardage on the one play is declared the winner and awarded one (1) additional point even if the result of the play is a touchdown.

### PENALTIES

All penalties will be called by the Referee and may be declined. All penalties are assessed from the original line of scrimmage except for fouls against the ball carrier or receiver.

**Defense:** Offsides; Interference; Illegal Contact (holding, bump and run, blocking, etc.); Illegal Flag Pull (before receiver has ball); Illegal Rushing (start rush from inside 7 yard marker); *All defensive penalties are 10 yards (from line of scrimmage) and automatic 1st down.*

**Offense:** Illegal Motion (more than 1 person moving, false start, motion, etc.); Illegal Forward Pass (pass received behind line of scrimmage); Offensive Pass Interference (illegal pick play, pushing off / away defender); Flag Guarding; Delay of Game - Clock will stop / 10 yards and loss of down; *All offensive penalties are 10 yards (from the line of scrimmage) and loss of down.*

Within 10 yards of goal, ball is placed 1/2 distance to the goal. Referees determine incidental contact which may result from normal run of play! Only the team captain may ask the referee questions about rule clarification and interpretations. Players cannot question judgment calls. Games cannot end on a defensive penalty, unless the offense declines it.

### DIVISIONAL TIE BREAKERS

2 teams tied for one place - whoever won in head to head competition. 3 teams tied for two places - point differential in head to head games - forfeits are worth 14 points. If a team forfeits a game and they are in a two or three way tie, they are automatically the lowest seed possible within the tied teams.

### OTHERS

1 and 2 point conversions do not count as timed plays with the last 2 minutes (2nd half) of the game. The clock starts back up on the referee's whistle. If a flag is pulled before the football leaves the QB's hand, the QB is down. Protests must be heard at the time of the potential infraction by an Air Raid representative or referee supervisor, not the on-field referees. Protests will not be up for judgement after the game is completed. If an age of a player is in question, a protest fee of \$50 must be paid to an Air Raid representative and must take place before the game in question begins by a member of the opposing team. If upheld, protest fee is refunded immediately. An Air Raid representative will make the final decision based on the information provided. If the player in question is illegal, their team will forfeit each game that the illegal player(s) have played in. However, if the protest takes place before a play-off game, the team will not have to forfeit any previous games. The illegal player(s) will be taken off the field for the remainder of the event.