

Edison Charger Football

Varsity Passing Tournament Rules and Regulations

Seeding Rules

Teams will be seeded after morning pool play to determine their bracket position for the afternoon playoffs. Seeding is based upon record in pool play first, then total point differential adding all pool game results together. If two teams have the same total point differential, then the team allowing fewest points will get the higher seeding between the two. If a tie still exists after taking fewest points allowed into account, a coin flip will determine the seeding for those two teams.

Tournament Play Rules and Regulations

1. All High School Football rules apply where they are needed. Pass interference is a 10 yard penalty and automatic first down.
2. One hand touch below the neck.
3. No Blocking.
4. All fumbles that touch the ground are dead.
5. Outside linebackers may contact the tight end one time within five yards of the LOS.
6. Play is limited to seven-on-seven. Any team with an eight-man front must put one man down on a knee BEFORE the ball is snapped (the man on the knee may change with motion). Failure to do so will result in the offense having a choice if keeping the results of the play or taking the play over. The eighth man may NOT jam any receiver.
7. The offense will receive 3.0 seconds to throw without a center and 3.5 seconds if a center is used.
8. There are no empties. Single backs can line up no wider than the tackle position. If the back goes out on a pass, he must release OUTSIDE the tackle position.
9. Coaches must stay out of the defensive secondary.
10. Any flagrant foul or flight may result in either player and/or team being disqualified.
11. Passes behind the line of scrimmage are allowed.
12. The first series will begin on the plus 40-yard line. You need to go 40 yards to score.
13. There is a 30 second count to run the play.
14. Each team is allowed two draws per game. No draws are allowed from the 20 yard line in.
15. You have three downs to get past the plus 20-yard line. Then the offense has four downs to score inside the 20 yard line.
16. If the defense stops the offense either by an interception or on downs, the defensive team then takes over on offense at the plus 40-yard line.
17. Interceptions may not be returned for touchdowns. Interceptions result in a change of possession only.
18. Touchdowns and PAT's are the only way to score. A touchdown is worth 6 points. A PAT from the 5 yard line is worth 1 point. A PAT from the 10 yard line is worth 2 points.
19. In the event of a tie score, each team will have four plays from the plus 20-yard line to score. CALIFORNIA OVERTIME (with no first owns).
20. There will be a 40 minute time limit on morning games (pool play) and a 30 minute time limit on afternoon games (bracket play). A game will continue past the game time limit if the offensive team has a chance to win or tie. The game continues until there is a score, turnover or loss of downs by the offensive team.
21. A sack (time to snap ball expired) results in a loss of 5 yards from the previous spot. A sack will over rule an interception.
22. If a penalty or sack occurs from the plus 4—yard line of scrimmage, the penalty or loss will be marked off the offensive teams next positive gain.