



## TAMPA BAY BUCCANEERS YOUTH 7on7 CHAMPIONSHIP SERIES OFFICIAL RULES

### Article I

#### FIELD DIMENSIONS & EQUIPMENT

1. Field length - 40 yards
2. Field width - 160 feet
3. End zones – 10 yards in depth
4. Football sizes
  - a. Prep division-High regulation football
  - b. Sophomore & Junior divisions- Junior size football

### Article II

#### GAME LENGTH

1. Games are twenty-five (25) minutes in length. The entire game will be twenty-five minutes of a running clock. Clock will stop ONLY when a timeout is called.
2. Clock will stop for injuries.
3. Overtime ONLY occurs in bracket play.
  - a. If overtime is required, play will start at the 10 yard line. Each team will be given 3 plays to score in EACH overtime period.
  - b. On the 3rd overtime session ALL EXTRA POINT ATTEMPTS MUST BE 2point attempts.
  - c. One timeout will be awarded in each overtime session.
  - d. Overtime is NOT timed.

### Article III

#### SCORING

1. Six (6) points for touchdown
2. One (1) point for a PAT from the 3 yard line
3. Two (2) points for PAT from the 10 yard line
4. Two (2) points for turnover on downs
5. Three (3) points for interception-**No returns or runbacks**

**Note:** Ball is dead after an interception

**Note:** No defensive points can be scored on PAT



#### **Article IV**

### **TEAM ROSTERS & UNIFORMS**

1. Each team must submit an official roster
2. Each team can have a maximum of fifteen (24) players and three (4) coaches
3. All players **MUST** have **BLACK** shorts or shorts which are designed as a part of the uniform
4. Each team **MUST** have the same color uniform top
5. Each team **MUST** have a light and dark uniform top
6. Players are required to wear plastic or rubber cleats. **METAL** cleats are not permitted.
7. Concussion designed cushion headgear are allowed

Note: Uniforms don't need to have a number

#### **Article V**

### **OFFICIALS**

1. Each game will have a minimum of two (2) officials.
2. Each game will have a scoring and timekeeper table
3. Field manager will maintain order on his/her field

#### **Article VI**

### **RULES**

1. The offense **MUST** gain at least 15 yards in 3 or less plays or the defense will be rewarded a turnover on downs (2 points). No fourth downs, 3 downs in ALL ZONES
  - a. Zones are 40-25, 25-10 and 10-endzone
2. Only one (1) 30-second timeout per game
3. All passes **MUST** be thrown forward beyond the line of scrimmage. A pass or lateral that occurs behind the line of scrimmage, must be advanced by the receiver. Laterals are allowed beyond the line of scrimmage.
4. Players must wear a mouth piece
5. No blocking
6. There are **NO HANDOFFS** in the backfield
7. No running by quarterback
8. Receiver/Ball carrier is down once touched by one or two hands
9. Fumbles are dead balls at the spot of the dropped stamp
10. Each team will have **ONLY** 30 seconds to snap the ball or will result in a delay of game
11. QB is allowed 4.0 seconds to throw the ball, if not it will result in a sack
12. Defense can only receive one form of scoring (larger value will be accessed to score)
13. There are **NO FOURTH DOWNS**



14. 7 players are on offense and defense, however on offense the center is one of the seven and ISN'T eligible to receive a pass.
15. A muffed snap is NOT ruled a fumble/dead ball PLAY WILL CONTINUE.
16. Ball is always placed on the right hash mark. Offense can place on any hash mark once a competition occurs.
17. All formations must be legal sets. Receiver alignment MUST respect the tackle box.
18. Teams aren't required to use center, unless in shot-gun then center is required.



## **Article VII PENALTIES**

1. Offense
  - a. Off-sides = Loss of down (5 yard penalty)
  - b. Delay of Game = Loss of down (5 yard penalty)
  - c. Pass interference = Loss of down (5 yard penalty)
  - d. If defensive holding happens on the same play of a sack. The defensive holding will be applied and the sack will be voided
  - e. If offensive player doesn't retrieve the ball, a delay of game will be assessed
  
2. Defense
  - a. Off-sides = Loss of down (5 yard penalty)
  - b. Defensive holding = Loss of down (5 yard penalty)
  - c. Pass interference = will be a spot foul
  - d. Illegal contact = 5 yard penalty

## **Article VIII GAME FORMAT**

1. Pool Play
2. Bracket Play
3. Tie Breaker
  - a. Head to Head
  - b. 3 way tie
    - i. Head to Head
    - ii. Points Allowed
    - iii. Points Scored
- iv. Coin Flip

## **Article IX APPEALS**

1. If during a game a coach or player disagrees with an official's call, they may not dispute that call with the official at that point.
2. If during a game a coach or player disagrees with a rules interpretation, they may stop the game to determine with the officials and the field manager.
3. For consideration, the coach must report all game play ruling discrepancies to the field manager, within 15 minutes after completion of the game. Any reversal or game-changing decisions will be made at field manager's discretion.



## **Article X**

### **Rosters**

1. Each team can have a maximum of 24 players.
2. Maximum of four (4) coaches per team.
3. Prep division all players must be under the age of 19.
4. Players can only play on one roster, in a tournament.
5. Each team must provide Premier Sports with a copy of EACH PLAYERS birth certificate.