



Spring 2011

Tournament Format (U10 and U13)

It is tournament time! Just a reminder, this is still about the kids, sportsmanship and fun. Let's not get caught up in the winning and losing aspect of the tournament over these core principles we have been working on during the season.

We will have two referees during each game for the tournament. Since this is the tournament, games will be called closer than the regular season.

Only one coach will be allowed on the playing field at a time in the U10 division.

The rules below are the NFL tournament rules with a couple of minor adjustments. These games are very fast and exciting. Beside the adjustments below, the 5 on 5 Rules are not changed.

Rotation Changes

- Rotation order can be changed prior to the start of the tournament. **You must submit your final rotation no later than June 1st. You will use rotation format for games 1 – 3 for the tournament. If you make it to the championship game, you can change your rotation for the game on June 11th.**

Timing and Overtime

- Games are played to 20 minutes (two 10-minute halves) running time unless one team gains a 28 point advantage, which will then end the game.
- Clock stops only for timeouts with the exception of the last 30 seconds of the game.
- During the last 30 seconds of the game, the clock will stop; with an incomplete pass, out of bounds or change of possession. The clock will begin again after the official spots the ball and blows the whistle.
- Games will be played with two 10-minute halves. Quarters will not be recognized.
- Halftime is two minutes long.
- 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 enforced.
- Each team has one 30-second time out per half.
- Officials can stop the clock at their discretion.
- In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play.
- In the event the game is tied at the end of 20 minutes. The result of the game remains a tie. Overtime will only be played in the championship game.

Tournament Tie-Breakers

2 teams tied for one place (order in which decided)

1. Head to head competition
2. Point differential (total points scored – total points allowed)
3. Coin toss

3 or more teams tied for one place

1. Total points allowed during tournament play (less is better)
2. Point differential (total points scored – total points allowed)
3. Total Points Scored
4. Team name draw by the official



5 ON 5
FOOTBALL
LEAGUE

Spring 2011

Championship Format (U10 and U13)

The championship game will be played in a similar style to our regular season game.

We will have two referees during the championship game.

Only one coach will be allowed on the playing field at a time in the U10 division.

Rotation Changes

- The rotation can be changed specifically for this game. **Please provide the rotation no later than June 8th, otherwise, your rotation that was set for the season will be used.**

Timing and Overtime

- Games are played to 40 minutes running time. Clock stops only for timeouts with the exception of the last 30 seconds of the half AND the game.
- During the last 30 seconds of the half and game, the clock will stop; with an incomplete pass, out of bounds or change of possession. The clock will begin again after the official spots the ball and blows the whistle.
- Games will be played with four 10-minute quarters.
- Halftime is five minutes long.
- 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 enforced.
- Each team has one 30-second and one 60-second time out per half.
- Officials can stop the clock at their discretion.
- In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play.

Tie-Breaker Format

If the score is tied, an Overtime Period will be used to determine a winner. Overtime format is as follows:

- Each team gets one series of up to six plays (possibly more pending penalty enforcement) starting from the team's 5 yard line.
 - First possession choice goes to winner of regulation coin toss.
 - There is no Sudden Death, each team gets a minimum of one possession.
- All regulation period rules and penalties are in effect.
- There are no time outs.
- Each team will be scored based on yardage gained or points scored:

Yardage gained – Each team will be given one complete series to drive the field as far as they can. The yardage gained will be noted by the official. The team with the most yards gained wins. If both teams scored touchdowns and complete the same amount of points in conversions, the process is repeated.

- In the case of an interception by Team B, the last point of possession is measured from the end of play after the interception.
- If Team B intercepts the ball and returns it for a touchdown, or if Team B returns the ball inside Team A's five yard line. Team B wins.
- Scoring – Same as regulation. The team with the highest score wins.
- Change of Possession

Change of possession takes place when Team A's forward progress is halted on downs or a touchdown or when the ball is intercepted by Team B. Team B takes possession on its 5 yard line unless the ball is intercepted.

- Scoring teams can go for 1 or 2 point PAT