

Spring 2010 Tournament Format (U10 and U14)

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 multiple 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. Besides the adjustments below, the 5on5 Rules are not changed.

Rotation Changes

- Rotation order can be changed prior to the start of the tournament. You must submit your final roster no later than Sunday June 13th. I would prefer you provide it to me prior the end of your game on Saturday June 12th. You will use games 1 – 3 for the tournament. If you make it to the Championship game, you can change your rotation for the game on June 26th.

If you do not supply me the rotation by Wednesday June 16th you will not be eligible to play in the Tournament.

Timing and Overtime

- Games are played to 20 minutes continuous 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. The player removed from the field is no longer eligible to return to that game.
- 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

- Head to head competition
- Total points allowed during tournament play (less is better)
- Point differential (total points scored – total points allowed)
- Coin toss

3 or more teams tied for one place

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