

Northeast 7v7 Non-Contact Fall League Rules

GENERAL PROCEDURES & SAFETY RULES

1. Coaches, Players and Parents should review these rules prior to arrival.
2. Athletes should arrive wearing a face covering and bring a labeled water bottle. Gloves are optional.
3. Athletes should report to the registration table at least 10 minutes before EVERY game and will be directed to the warm-up area.
4. You will receive your team t-shirt week one.
5. Once the game ahead of you ends, the event staff will direct you to your sideline
6. When your game ends the event staff, will provide a place to meet for up to 5 minutes if requested.
7. Players and coaches of games completed will be asked to leave the stadium after the 5-minute period.

GENERAL POLICIES & EMERGENCY PROCEDURES

8. Officials will keep the score and you should as well, please check after every score.
9. Officials and/or the Director have final call on any discrepancies, rule violations or other situations that delay games or need interpretation. Every effort will be made to resolve these situations in a fair manner.
10. Player safety and behavior is critical to the league - See rules
11. The Athletic Trainer has the right to remove a player from the tournament if injured. Head injuries will likely be ruled out for the day and a call to the parents will be made.
12. Games will consist of two 24-minute halves of running time. The schedule dictates who gets the ball each half
13. No timeouts, Clock only stops for injured player on the field, the officials will keep make-up time and notify both teams to play through the final horn.
14. In case of weather delay or other emergency teams should seek cover and send a coach to the registration table for instruction when safe.
15. Games interrupted by weather are final if 24 minutes have been played, or one team decides not to resume or leaves.

TEAM & COACHING RULES

1. All Players MUST be REGISTERED and be WEARING the Northeast 7v7 League shirt to play.
2. No hats and only prescription glasses can be worn.
3. On Offense - only seven players and one coach can be in the offensive huddle.
4. On Defensive – only seven players can be on the field. No coach is allowed on the field or behind the goal line.
5. Coaching must come from the sideline and the coach's box is the 40 to the 15-yard line.
6. Offensive players can wait at the 40-yard line only when their team is defending a conversion. The offense must wait for the officials whistle before snapping the ball. The officials will require several seconds to align / reset play clock. You CANNOT wait at the 40 in any other situation.
7. No switching balls after an incomplete pass to gain an advantage over an opponent. Normal switches are allowed.
8. It is the responsibility of the offensive team to retrieve the ball or assist in retrieving the ball.

STARTING THE GAME

1. Teams will be assigned to opposite sidelines and cannot leave their sideline.
2. The game clock is controlled at the registration table. Games are started and finished by the officials whistle or air horn depending on location. Plays started before the final whistle or air horn count.
3. The team on Offense always move from the 40-yard line to the goal line.
4. All players, coaches and officials must wear a face covering.
5. The visiting team will start the game with the ball. The home team will start the second half with the ball.
6. If teams have the same color shirts the home team will wear pennies. (provided)

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MOVING THE BALL

1. The offense starts at the 40-yard line and has 3 downs to make a first down.
2. First downs can be picked up by moving the ball past 25-yard line, 10-yard line or by penalty.
3. The offense must use a legal formation. Motion and/or shifts are allowed.
4. The offense has 25 seconds to snap the ball once it is spotted and/or blown into play.
5. Once the ball is snapped you have 4 seconds to attempt a pass. Game officials have a 4 second timer!
6. A center must snap the ball. The center must be a PLAYER, is not illegible to catch the ball and cannot block.
7. The ball must be hiked by either a conventional or unconventionally method.
8. Running plays and double passes are not allowed but the ball can be lateraled.
9. The QB can pass the ball behind the LOS,
 - a. However, the defense cannot cross the LOS until a pass is released
 - b. If a player is tagged behind the LOS it becomes the new LOS. If this is **behind the 40-yard line the possession is OVER. No points are awarded.**
10. A play is over when a player is tagged with ONE HAND, A FLAG IS PULLED, the ball is fumbled (marked at the spot of the fumble), or the player runs out of bounds.
11. If the ball hits the ground or a player with possession of the ball is on the ground the down is over. No change of possession. This includes the SNAP.
12. The ball can be placed in the middle of the field or on the hash the previous play end on.
12. After a 1st down the ball is placed at the attained LOS.
13. The offense CAN NOT block. Blocking is when an offensive player extends his hands onto, leans into, or changes his path to intentionally impede a defensive player. Example – a player without the ball, running towards the goal line, changes course to impede a defender “*who can make a play on the ball*”. Penalty – Loss of down return to original LOS.
14. A player needs ONE foot or body part to touch inbounds to complete a catch.

SCORING

1. Six points for a touchdown. A Conversion **MUST BE** attempted in Pool play after **all scores** (defensive too). You can get ONE point for a successful conversion from the 5 yardline and TWO points if the conversion is successful from the 10 yardline. **The Defense CANNOT score on conversion attempts.**
2. The defense can only score if they advance an interception PAST the 40-yard line with no penalties
3. Games ending in a tie will play overtime to determine the winner. The winning team is awarded one extra point - so a 28-28 tie would have a final score of 29-28.

OVERTIME RULES

The team who started the game with the ball goes first. Each Team gets 2 downs from the 10-yard line, if touchdown is scored then PAT is attempted (1 pt. or 2 pt.), Play until a winner (alternate possessions if 2nd overtime) All rules apply.

EJECTION POLICY

- A. All ejections are final
- B. Any bench clearing incident will automatically end the game.
- C. An Official or Northeast 7v7 Representative can eject a player or coach for; swearing, taunting, unnecessary roughness, repeated verbal abuse to an official and fighting
- D. Any player or coach ejected must leave the sideline and is out for the remainder of the game.
- E. If a player or coach is ejected twice in the league season they are done for the season.

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PENALTIES -

Games cannot end on a penalty unless it is declined or will not change the result. Play 1 untimed down. Coaches or players may not challenge plays to delay the game. The officials/director can start the 25 second clock in such a situation or award the untimed down.

Offensive

All Offensive Penalties are a **Loss of Down** and return to pre-snap LOS.

1. Dead ball offensive penalties will be blown dead with loss of down – *False Start or Delay of Game*
2. Live plays with offensive penalties will continue. The Defense can decline and accept the play result.
Examples: *Blocking, Illegal formation or motion and Offensive Pass Interference*
3. Penalties on 3rd down end the possession.

Defensive

All Defensive Penalties result in yardage and/or down over, examples include.

1. **Illegal Contact** = Penalty is 5 yards and down over
 - a. Defensive players CANNOT collision, ram or disrupt an offensive player with their body or two hands after a receiver is 5 yards down field. One hand contact is allowed
2. **Offsides** = 5 yards penalty and down over.
3. **Delay of Game** = 5 yards and down over.
4. **Holding** = 10 yards and down over if not resulting in a first down.
5. **Hands to the face** = 10 yards and down over if not resulting in a first down.
6. **Pass Interference** = is a SPOT FOUL & Automatic 1st Down (PI in end zone - 1st down at the 3-yard line)
7. **Unnecessary Roughness or Unsportsmanlike Conduct** = 10 yards & an Automatic 1st Down *

Unnecessary Roughness & Unsportsmanlike Conduct – if excessive will also result in an ejection

Unsportsmanlike Conduct penalties will be treated as follows.

- A. If off setting both players are ejected for the game.
- B. Offensive – Loss of next down and possible ejection.
 - a. If after 3rd down or touchdown, the other team will start the next offensive drive at the 30
 - b. If the game is over or tied the other team will get 5 yards added to their overtime position.
- C. Defensive – 10 yards and Automatic 1st down and possible ejection.
 - a. If after a 3rd down or touchdown, your Offense will lose a down on the next series
 - b. If the game is over and tied the other team will get 5 yards added to their overtime position.

POINTS OF EMPHASIS – Less contact at the beginning and end of plays

Press Coverage – is not allowed, a defender must be 3-yards (6 feet) from an offensive player at the snap.

Defensive players must play the ball – if deemed excessive player ejection. - A defender must always play the BALL or concede a catch. A defender can challenge any pass but CANNOT **tackle, bring to the ground, play thru/or ram** a receiver to defend. **Roughing** (10 yards and automatic 1st down)

Defensive Player contact – if deemed excessive ejection - Defensive players can contact an offensive player with their hands only. Using a forearm, leg, shoulder, or other body part to strike an offensive player is not allowed.

Roughing (10 yards and automatic 1st down)