



MHBYF 7 on 7 PASSING LEAGUE RULES

TEAMS:

Teams consist of 7-10 players together with 1 coach.

TIME:

All games will be 25 minutes in length with a running clock with 25 second play clock. The Referee will declare when the clock is under 2 minutes. In case of injury the clock will stop at the discretion of the Referee, if that occurs the player must leave for at least one play. The Referee will keep the official score and time on the field.

FIELD:

The playing field will be 40 yards in length, plus a 10-yard end zone.

POSSESSION OF THE BALL:

All possessions start at the 40-yard line. No matter where the defense stops the offense, they take over at the 40-yard line.

PLAY:

Each team will have 7 players on the field at all times. There will be no center, but rather an extra receiver who will be one of the three offensive players on the line of scrimmage.

Play begins when: The ball is snapped to the quarterback. A play in progress at the final whistle is completed. The game cannot end on a defensive penalty, unless the offense declines it.

Play ends with: One hand touch below the neck.

Substitution: Regular substitution rules apply.

No running plays allowed: Everyone is eligible to receive passes.

Passing: The Quarterback has 5 seconds to release the ball for 5/6th grade and 4 seconds for 7th/8th grade, or it is blown dead, returning to the line of scrimmage for the next down. There is no rushing the Quarterback or crossing the line of scrimmage, until after a pass is thrown.

Downs: Only one first down per series is possible, achieved when reaching the 20-yard line within 4 downs.

SCORING:

Touchdown scores 6 points

1 extra point by passing from the 10-yard line

2 extra points by passing from the 15-yard line

Interception scores 3 points, plus possession at the 40-yard line

Interception returned for Touchdown 6 points

No fumbles, the ball is dead if it touches the ground. A muffed snap is NOT a fumble/dead ball.

PENALTIES:

This is a non-contact game, and any flagrant contact is cause for immediate ejection. As always, any unsportsman like conduct is also cause for ejection. The Referees decision is final on all plays, there will be no tolerance for arguing, and only a coach may ask for a rule clarification. Coaches control profanity. Coaches are expected to eliminate profanity on their team.

OFFENSE:

Blocking or Holding: line of scrimmage, loss of down

False Start/Illegal Motion: line of scrimmage, loss of down

Offensive Pass Interference: line of scrimmage, loss of down

Delay of Game: line of scrimmage, loss of down

Un-sportsman/Unnecessary Roughness: 15 yards, loss of down

DEFENSE:

Tackling or Holding: 10 yards from line of scrimmage, repeat down

Offsides: 5 yards from line of scrimmage, repeat down

Pass Interference: 15 yards from line of scrimmage, first down

Illegal Rushing: 10 yards from line of scrimmage, repeat down

Un-sportsman/Unnecessary Roughness: 15 yards, first down

BLOOD RULE:

If and when an official observes that a player is bleeding, has an open wound, or has an excessive amount of blood on his or her uniform, the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the open wound is covered, and excessively bloody uniform is changed.

OVERTIME:

A tiebreaker will occur, with a flip of a coin to determine possession. The teams will each have 4 plays to score from the 20-yard line, until the tie is broken. There is no defensive scoring in overtime.