



**2013 GEORGIA  
INDEPENDENT  
7-ON-7  
TOURNAMENT**

**June 22, 2013**

# **Sprayberry High School**

<http://www.cobbk12.org/sprayberry/>

- **At least 6 games guaranteed**
- **First and Second Place Trophies**
- **Most Valuable Offensive and Defensive Player per team**
  - **Concessions Available**
  - **7 Georgia GFC Teams**

## *Georgia Independent 7 on 7 Passing Rules*

1. 7 defenders and 6 offensive players. If the QB comes out of center, he holds the ball himself and time will begin once the play takes place. If a shot gun is used, then an extra player or coach to snap if you do not have a center.
2. Each possession starts on the 40 yard line – going in.
3. First downs are made by crossing the 25 yard line and the 10 yard line.
4. 4 downs to make a first down; even inside the 10 yard line.
5. NO PAT in tournament play for this event. In the event of a tie at the end of regulation, then each team will get the ball at the 10 yard line and the opportunity to score (see # 9 for overtime rules).
6. The 4 second play clock starts on the snap. 4 seconds to get pass off. It will be treated as a **SACK** if not thrown within 4 seconds. **The clock will be stopped on a sack only in the final 1:00 of the game.**
7. Possession changes after a score, failure to make a first down, or turnover.
8. Games are **21** minutes long. The clock runs continuous during the 1st 20 minutes. Play stops according to rules, including incomplete passes, during the final 1:00.
9. Overtime in tournament play consists of 3 plays from 10 yard line. Each team has an attempt to score in each overtime period. Overtime periods are not timed.
10. One time-out per team per game. 1 additional time-out per overtime. The clock will stop during timeouts. Time-outs consist of 30 seconds each.
11. All offensive formations must be legal sets.
12. 25 seconds to get the next play off.
13. One-hand touch anywhere.
14. No running plays allowed.
15. No double passes or shuffle passes.
16. No coaches on the field. The offensive staff may remain 10 yards behind the offensive set and play.
17. Scoring:
  - Touchdown - 6 points
  - Interception - 3 points
  - Turnover on downs - 2 points
  - OT - 1 point
18. Penalties:
  - Defense pass interference = Automatic first down and 5 yards from original line of scrimmage.
  - Offense pass interference = Previous spot and loss of down.
  - Defensive holding = Automatic first down and 5 yards from original line of scrimmage.
  - Illegal procedure (offense) = Loss of down.
  - Defensive off-sides = 5 yard penalty.
  - **Delay of game = Loss of down and clock stops in final 1:00**

### Sportsmanship Penalties:

- **Fighting / unsportsmanlike conduct (INDIVIDUAL PLAYER): 1<sup>st</sup> offense = ejection from game. 2<sup>nd</sup> offense = ejection from tournament.**

- **Fighting / unsportsmanlike conduct (TEAM): if any player leaves the sideline to participate in an on-field fight, the ENTIRE TEAM WILL BE EJECTED FROM THE TOURNAMENT.**

- Personal Foul: Offense = loss of down and 5 yards from original line of scrimmage. Defense = 1st down and 5 yards from original line of scrimmage.

In the event there is defensive holding and a sack on the same play, the defense will be penalized according to the above and the sack will be ignored.

Tournament Brackets and game breakdowns will be determined based on the final team confirmations and brackets will be sent to the individual teams upon completion.