

2016 FIPB High School Football Challenge

Passing Tournament Rules and Procedures

1. Teams need to be in the right place, on time, and ready to go 5 minutes before the scheduled start of your game.
2. The tournament is designed to simulate real game situations as much as possible. Participants are to stay away from a “pass league” offense and defense. With that in mind, adhere to the spirit of the following procedures:
 - A. Home team (listed H on score card) will start the game on **offense**. Games will have two 15-minute running halves, with NO half time, only switch of possession.
 - B. There will be a 30 second play clock. If the ball is not “snapped” within the 30 seconds, it results in the loss of that down.
 - C. There are NO time-outs or stop clock situations.
 - D. Each team’s offensive possession begins at the 40-yard line.
 - E. 1st downs are achieved at the 20 and 10 yard lines.
 - F. Each team is allotted four downs to make a first down or touchdown. Failure to do so results in loss of possession.
 - G. The QB must release the ball before the timer or whistle sounds (3.5 seconds). Officials will error on the side of the QB.
 - H. Each team must be set at the snap of the ball. Motion plays are allowed.
 - I. No passes are allowed to be completed at or behind the line of scrimmage. (Results in loss of down)
 - J. No receiver can be released into the pattern inside the tackle box.
 - K. A player will be considered “down” when touched by a defender with two hands. Officials will error on the side of the defensive touch.
 - L. Interceptions and fumbles will be dead at the point of occurrence. There will be a change of possession ONLY on interceptions.
 - M. Infractions will be called for Pass Interference, Encroachment, Unnecessary Roughness, Illegal Formations, and Unsportsmanlike Conduct. Penalties on the offense result in the loss of down, while penalties on the defense result in the ball being placed at the point of the infraction. (Pass interference in the end zone results in the ball being placed at the two-yard line)
 - N. The ball can put into play either by the QB taking the ball off a tee himself or by a designated player from the offensive team snapping the ball. If a tee is used, the offense is responsible to move the tee to the new line of scrimmage after all complete passes.
 - O. Only coaches are allowed on the field during play. Substitutes and remaining players must be on the side line.

SCORING

TOUCHDOWN	= 6 POINTS
INTERCEPTION	= 3 POINTS
DEFENSIVE STOPS	= 1 POINT

POOL PLAY STANDINGS TIE BREAKER RULES

1. Team with the most interceptions (averaged over total games played)
2. Team with the most points (averaged over total games played)

OVERTIME RULES

Coin flip to determine who gets first choice.

- A. Ball starts on the 20, offense has 4 plays to score. Both teams get a try.
- B. **IF TIED**, then both teams start on the 10 and get 3 downs to score - flip flop rotation.
- C. **IF TIED**, then both teams start on the 10 and get 2 downs to score - flip flop rotation.
- D. **IF TIED**, then both teams start on the 10 and get 1 down to score – repeats until there is a winner.