

## General Rules:

- 3 games guaranteed for each team. These games are for seeding. Top 2 teams advance to championship game based off record, head to head matchup and point differential
- Group stage games: First team to 21 points or whoever is winning after 30 minutes (time runs non stop, only in the championship game is time unlimited)
  - Ties are allowed
- Conversions after a touchdown:
  - 1 point conversions are attempted from the 5-yard line
  - 2-point conversions are attempted from the 10-yard line.
  - Runs and blitzes are not allowed on extra points
- Whoever has ball second gets unlimited time on their final possession ONLY if they get the ball with time remaining on the clock and they have a chance to tie/win (excluding the championship game where the 1st seed has the advantage to have ball first)

## Offense:

- QB has to hike from his knee from shotgun position (3+ yards back)
- No O-line required but you can have as many as you like who are also eligible receivers
- 1 RB/WR run allowed per set of downs
- 1 QB run allowed before the 1st down/midfield as long as he runs up to “4 Mississippi” meaning once you hear 5, the QB is ineligible to run, QB can score a touchdown though.
  - No QB run allowed after getting a first down (except if the defense blitzes, then the QB can run)
- Offense has to let the defense set up on every 1st down, 4th down and extra point.
- Everyone on offense has to be set before snapping.
- College football rules: Whenever a player falls he’s down even if not touched, only 1 foot in bounds needed, etc.

## Defense:

- A defensive player has to say “1 Mississippi- 7” out loud at a normal pace, if you forget to count you need to start from 1 Mississippi. After 7 the play is dead. After 4 Mississippi the QB can no longer run.
- One blitz per set of downs: Meaning at least one person has to clearly yell out “BLITZ!” anytime after the snap of the ball (meaning they can delay it) and as many defenders can cross the line of scrimmage to attack the QB. If the QB dodges the blitz he can run or he has unlimited time to throw before he gets tackled (as long as he stays behind the line of scrimmage).
- Defender can make contact with the receiver only before 5 yards but no holding
- Safety: Defensive team gets 2 points and the ball at mid-field
- Pass interference:
  - Non obvious: Redo play
  - Obvious pass interference: 15 yard penalty and automatic 1st down (college rule)

## Tackling:

- No intentionally tackling below the knees especially when facing opponent directly

- No tackling with head down/spearing, no tripping
- No horse collar tackle (yanking shirt/hoodie from the back of the neck)
- If the person being tackled isn't moving forward for 3 seconds the play is dead
- If the offensive player calls "down" when he's being tackled the play is dead on that spot.

## Seeding/Bracket:

### **4 team tournament:** 3 games guaranteed

- 24/28/32 people- 4 teams of 6-8
- Every team plays each other at least once in the group stage
- After 3 games comes seeding: Ranks are based off of record, head to head match up, and then point differential.

### Championship:

- 1 v 2 seed
- 1st seed gets ball first
- Game 21 straight (no time limit)

### **6 team tournament:** 3 games guaranteed

- 36/42/48 people – 6 teams of 6-8
- Rd 1: Teams are randomly assigned to played against each other
- Rd 2:
  - Top seeds after game 1 play each other
  - Lower seeds play each other
  - Avoid repeats, if necessary put the next available seed to play a team so everyone has a chance to play different teams
- Rd 3: ELIMINATION
  - Seeding: based off record & point differential of seeds 1-4
  - 5 v 6 seeds play for 5th and 6th place (they are out of championship chances)
  - Ideally:
    - 1 v 4
    - 2 v 3
  - Except if these teams played each other already then put the next available seed to play each other unless it's 1st seed vs 2nd.
    - Ex: If 1st seed already played the 4 seed then they will play the 3 seed but they can't play the 2nd seed. Ex:
      - 1 v 3, 2 v 4
- **Championship game:** Winners of Rd 3 between 1-4 seeds play each other
  - Game 21 straight (no time limit)
  - #1 seed gets ball first (their advantage for having the best record and point difference) and #2 seed does NOT get a final chance to tie/win even though they get ball second.