

8 Team Round Robin June 9 and 10

Rules for play

- The games are 25:00 long.
- The clock runs continuously during the 25 minutes
- 7 defenders (may not line up 8 & drop one before snap) and 6 offensive players (must use a center or extra player to snap = 7).
- Each possession starts on the 40-yard line – going in.
- First downs are made by crossing the 25-yard line and the 10-yard line.
- Three downs to make a first down; even inside the 10- yard line.
- 1-point PAT snaps are at the 5-yard line, offensive choice of hash.
- 2-point conversions will be from 10-yard line with choice of hash
- 4.0 seconds to get pass off. It will be a loss of down and treated as a sack if not thrown in time (4.01 or greater). The clock will be stopped on a sack in the final 2:00 of the game.
- NOTE: Passes may be thrown behind the line of scrimmage, but the receiver must advance beyond L.O.S. or play will be treated as a sack.
- NOTE: Due to field space, when the ball starts on the 40-yd line a sack or throw behind the LOS will be placed back on the 40-yd line with a loss of the down.
- The four (4) second clock starts on the snap of the ball. It will run until the ball is thrown. The official will check the clock once the ball is blown dead. He will then check the watch. Under the 4.00 threshold = a completion, 4.01+ = a sack.
- Possession changes after PAT attempt, failure to make a first down, or turnover.
- All offensive formations must be legal sets.
- Twenty-five seconds to get the play off.
- One-hand touch anywhere.

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- No running plays allowed.
- No double passes or shuffle passes.
- No coaches on the field, coach from the sidelines.
- Overtime consists of 3 plays from 25-yard line. Each team has an attempt to score in each overtime period.
- The team with the most yardage gained or touchdown and a 2-point conversion (see above for further clarification)
- Overtime periods are not timed.
- In overtime the offense has twenty-five seconds to get the play off.

This is an 8-Team round robin event. Each team will get a total of 8 games, (4 games on Monday and 3 games on Tuesday in round robin play. Each game is 25 minutes running time. Once round robin play is complete, each team will be seeded 1 through 8 and teams will be assigned a match-up. 1 vs. 2, 3 vs. 4, 5 vs. 6 and 7 vs. 8. In the case of a tied record, we will use the following to decide the higher seed.

1. Check the record of each team against the other teams that have tied. If one team has a better record, they will be declared the higher seed. If there is still at tie, move to step 2.

2. Tally up the point differential in each match against the other tied teams. The team that has the largest point differential will be declared the higher seed. If there is still at tie, move to step 3.

3. Use total points scored against the other tied teams. If there is still at tie, use total points scored against all teams.

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1. Rocky Mountain
2. Eagle
3. Boise
4. Bishop Kelly

5. Capital
6. Borah
7. Skyview
8. Timberline

June 9 at Rocky Mountain H.S.

5:30 FLD 1 EAGLE V. ROCKY

FLD 2 BOISE V. BISHOP KELLY

6:05 FLD 1 BISHOP KELLY V. EAGLE

FLD 2 ROCKY V. BOISE

6:35 MOVE SIGHTS FOR 6:55 GAME

6:55 FLD 1 CAPITAL V. ROCKY

FLD 2 BOISE V. SKYVIEW

7:35 FLD 1 BOISE V. CAPITAL

FLD 2 SKYVIEW V. ROCKY

June 9 at EAGLE H.S.

5:30 FLD 1 CAPITAL V. BORAH

FLD 2 SKYVIEW V. TIMBERLINE

6:05 FLD 1 CAPITAL V. SKYVIEW

FLD 2 TIMBERLINE V. BORAH

6:35 MOVE SIGHTS FOR 6:55 GAME

6:55 FLD 1 BORAH V. EAGLE

FLD 2 BISHOP KELLY V. TIMBERLINE

7:35 FLD 1 BORAH V. BISHOP KELLY

FLD 2 EAGLE V. TIMBERLINE

June 10 at Rocky Mountain H.S.

5:30 FLD 1 BISHOP KELLY V. CAPITAL

FLD 2 ROCKY V. TIMBERLINE

6:05 FLD 1 CAPITAL V. TIMBERLINE

FLD 2 BISHOP KELLY V. ROCKY

6:35 MOVE SIGHTS FOR 6:55 GAME

6:55 FLD 1 ROCKY V. BORAH

FLD 2 BOISE V. TIMBERLINE

7:25 MOVE SIGHTS FOR 7:55 GAME

7:55 FLD 1 1 vs. 2

FLD 2 3 vs. 4

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June 10 at EAGLE H.S.

5:30 FLD 1 EAGLE V. SKYVIEW

FLD 2 BOISE V. BORAH

6:05 FLD 1 BOISE V. EAGLE

FLD 2 BORAH V. SKYVIEW

6:35 **MOVE SIGHTS FOR 6:55 GAME**

6:55 FLD 1 EAGLE V. CAPITAL

FLD 2 BISHOP KELLY V. SKYVIW

7:25 **MOVE SIGHTS FOR 7:55 GAME**

7:55 FLD 1 5 vs. 6

FLD 2 7 vs. 8