



# **FORT DALE ACADEMY 7 ON 7 INVITATIONAL**

SPONSORED BY THE FELLOWSHIP OF CHRISTIAN ATHLETES

## **SCHEDULE**

8:30 AM - COACHES MEETING

8:45 AM - WELCOME AND PRAYER

9:00 AM - 10:30 AM - POOL PLAY

12:00 PM - 1:30 PM - LUNCH AND SPEAKERS

11:00 - 12:00, 1:30 - 3:30 - TOURNAMENT PLAY (DOUBLE ELIMINATION)

## **POOL PLAY**

### **RED POOL (FIELD 1)**

9:00 - FDA vs. SUA

9:30 - SUA vs. EDGEWOOD

10:00 - EDGEWOOD vs. FDA

### **BLUE POOL (FIELD 2)**

9:00 - VALIANT vs. CHAMBERS

9:30 - JACKSON vs. VALIANT

10:00 - CHAMBERS vs. JACKSON

### **TOURNAMENT**

GAME 1(FIELD 1) - Red #2 vs. Blue #3 - 11:00

GAME 2 (FIELD 2) - Blue #2 vs. Red #3 - 11:00

GAME 3 (FIELD 1) - Blue #1 vs. Winner of Game 1 - 11:30

GAME 4 (FIELD 2) - Red #1 vs. Winner of Game 2 - 11:30

GAME 5 (FIELD 1) - Loser Game 2 vs. Loser Game 3 - 1:30

GAME 6 (FIELD 2) - Loser Game 1 vs. Loser Game 4 - 1:30

GAME 7 (FIELD 1) - Winner Game 3 vs. Winner Game 4 - 2:00

GAME 8 (FIELD 2) - Winner Game 5 vs. Winner Game 6 - 2:00

GAME 9 (FIELD 1) - Loser Game 7 vs. Winner Game 8 - 2:30

GAME 10 (FIELD 2) - Winner Game 7 vs. Winner Game 9 - 3:00

GAME 11 (IF NECESSARY - FIELD 2) - 3:30

### **GAME RULES**

1. All players must wear helmets.
2. \$50 per team to help offset the cost of officials.
3. Coin flip will determine O/D during pool play. Higher seed will have the choice during tournament play.
4. Games are 20 minutes. Clock will run the first 19 minutes but will stop according to the rules in the final minute. No overtime in pool play.
5. Only 7 defenders allowed (If you're an odd front defense with 4 backers and 4 db's you must drop one before the snap). NO 2 MAN DEFENSE ALLOWED. 6 offensive players (must use a center or extra player to snap).
6. Each possession starts at the 40 yard line. First downs are at the 25 and 10 yard lines. 3 downs to make a first down or touchdown inside the 10.
7. 1 point PAT will be from the 5 yard line (offense's choice of hash). 2 point PAT will be from the 10 yard line.
8. 4 seconds to get the throw off. Clock starts on the snap. The clock will stop once the pass has been thrown. If 4.01 or greater the play will be called back. The clock will be stopped on sacks inside of 1:00.
9. 1 timeout per team per game. 1 additional timeout in overtime.
10. 25 play clock.
11. One-hand touch anywhere.
12. No running plays, double passes, or shuffle passes.

### **OVERTIME**

Consist of 3 plays from the 10 yard line. Each team has an attempt to score in each overtime period. Starting with the 3rd overtime, all PAT's must be 2 point conversions. OT is not timed.

### **SCORING**

Touchdown - 6 points

Interception - 3 points

Turnover on Downs (Defensive Stop) - 2 points

PAT - 1 point from 5 yard line, 2 points from 10 yard line

### **PENALTIES**

Defensive PI - 5 yard from original LOS, Automatic 1st down

Offensive PI - Previous spot, Loss of down

Defensive Holding - 5 yards from original LOS, Automatic 1st down. If defensive holding occurs and the play resulted in a sack the sack will be ignored and the holding penalty enforced.

Illegal Procedure (Offense) - Loss of down

Defensive off-sides - 5 yard penalty

Delay of game - Loss of down and clock stops in final minute

Fighting/Unsportsmanlike Conduct - 1st offense = ejection from game. 2nd 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 LOS. Defense - 5 yard from original LOS, Automatic 1st down.

### **SEEDING, TOURNAMENT, AND TIE-BREAKERS**

- Teams are in two 3 team pools, 2 games for each team during pool play
- Teams will be seeded for tournament according to overall records from pool play
- Records which are tied after pool play will be broken as follows:
  - Head to Head
  - Fewest Points Allowed
  - Most Points Scored
  - Flip of coin