**3nd Annual Tully 7 on 7 Tournament**

**Class B-C-D-NFF**

**August 2nd 2014**

Coach Keysor and the Tully community would like to invite you to our 7-on-7 tournament. The purpose of this Tournament is to generate excitement around football in Central New York for the smaller schools, while also helping to prepare our student-athletes for the upcoming seasons. With the season only a week away, it is a good time to get teams together. All teams that participate will enjoy the setup and flexibility to focus on coaching and improvement.

This will be a non-contact event as we will be playing touch football. All players and three coaches per team will receive lunch as part of the registration fee.

**PRICE & REGISTRATION**

Cost is $200 per team (up to 20 players). If you are interested and have questions please contact Scott Kennedy at 315-378-7367 or [scottknn@gmail.com](mailto:scottknn@gmail.com).

Each team must complete a Team Registration form and Mail payment check to Scott Kennedy.

Check Payable to: Tully 1st and 10

Mail forms to:

Tully 1st and 10 club   
P.O BOX 402

TULLY, NY 13159

**The Player Liability Form** must be completed by the athlete and their parent/guardian and submitted by the coach on the morning of the tournament.

**WHAT TO BRING**

Arrive dressed in workout gear. Teams will be required to bring matching team jerseys with numbers on them & a mouthpiece (Feel free to bring two colors of jerseys due to potential color conflicts). Games will take place on natural grass. (On Practice Fields and Game Field)

Very little shade is provided on these fields.

Water will be available for players & coaches at each game field. **The concession stand will be open for food & drink all day at your expense.**

**MEDICAL CARE**

There will be a certified trainer available at all times.

**Tournament Time Lines**

Verbal or Written Intent to Participate Due July 21st

Registration Payment July 26th

Registration (Tully High School Athletic Wing) 9:00 – 9:30 am

Coaches & Officials Meeting 9:30 – 9:45 am  
Games

Round 1 10-10:30 Round 4 12:30-1:00

Round 2 10:45-11:15 Round 5 1:15-1:45

Round 3 11:30-12:00 Break for Playoff Seeding

Lunch 30 Minutes Playoffs Begin (# of Rounds determined by # of entrees)

**If you have questions please contact Scott Kennedy at 315-378-7367 or** [**scottknn@gmail.com**](mailto:scottknn@gmail.com)**.**

# Clock

* All games will be 30 minutes in length with a running clock. A central timekeeper will be designated. All games will begin and end on this persons instructions. He will also announce the time remaining at the 10, 4, and 2-minute mark.
* In case of injury, the player(s) must leave the field for one play.
* There will be a 30 second play clock in effect.

# Setup

# The playing field will be 40 yards in length plus a 10-yard end zone.

# All possessions start at the 40-yardline. No matter where the defense stops the offense, they take over at the 40-yard line.

# PLAY

# Coin Flip to see who starts on offense.

# Each team will have 7 players on the field at all times. There must be a center to snap but he may NOT go out for a pass. (A Coach may also be the center if needed)

# Play begins when the ball is snapped to the quarterback. Plays end with a **ONE**-hand touch below the neck. The game cannot end on a defensive penalty, unless the offense declines it. Substituting players is permitted and all regular substitution rules apply.

# No Huddle may only be used in final 4 minutes of games.

Rules

* Coaches may be on the field; however, all coaches must stand behind the offense during the play.
* Offense is responsible for obtaining their football and getting to back to the next LOS. This will not delay the play clock, as once the play is over the clock begins.
* **Running-** 
  + No Running Plays
* **Passing**-
  + The QB has 4 seconds to release the ball before it’s blown dead as a sack, returning to the LOS for the next down.
  + There is no rushing the QB
  + The ball may only remain behind the LOS for 4 Seconds regardless of who has possession.
  + Offense will have 4 downs to get from the 40 yd line to the 20 yd line, resulting in a 1st & goal from inside the 20.
  + Everyone is eligible to receive passes except the center. (Still respect proper alignments)
  + No fumbles, the ball is dead if it hits the ground. (Except on a snap, QB may pick up, but clock 4 second continues to run.)
  + Player that falls down with possession is down at the spot.
  + No blocking or screening of players to keep a player from being tagged at any time,

**SCORING**

* Touchdown = 6 points
* PAT’s:
  + Passing from the 5 yard line = 1 Point
  + Passing from the 10 yard line = 2 points
* Defensive stop on downs = 3 points
* Defensive Sack (QB does not release the pass prior to 4 seconds) = 1 point
* Interception = 3 points (Play is dead once intercepted.- No Returns)

**Penalties**

**GENERAL PENALTIES:**

* **The ball may never be moved back farther than the 40 yd. line. (IE. Offense is at the 35 yd line and they commit a holding foul. The ball will only be moved back to the 40 even though it’s a 10 yd penalty). If the offense commits any foul while being on the 40 yd line that requires either a 10 yard penalty or a loss of downs, they will only lose a down.**
* Unsportsmanlike (player or coach) - 10 yard penalty, loss of down, possible ejection (referee discretion)

**\*NOTE: Any flagrant foul will result in disqualification from game and tournament.**

**OFFENSIVE PENALTIES:**

* Blocking, holding, or shielding - 10-yard penalty from line of scrimmage, repeat the down.
* Illegal motion - 5-yard penalty, repeat down.
* Pass Interference - 10-yard penalty, loss of down.
* Delay of game - 5-yard penalty, repeat down
  + **NOTE:** inside of 4 min. warning – 2 delays of games in same drive will result in a turnover to opponent.

**DEFENSIVE PENALTIES:**

* Tackling or Holding - 10-yard penalty from line of scrimmage, repeat down unless penalty results in a first down.
* Off sides - 5-yard penalty, repeat down unless penalty results in a first down.
* Pass Interference - 10-yard penalty, repeat down unless penalty results in a first down.

**OVERTIME:**

A tiebreaker will occur, with the flip of a coin to determine possession. Each team will get **ONE** play from the 10 yd line to score-alternating possessions until the tie is broken. Each team will have the same number of opportunities. There are no defensive points in overtime!