

# Emerald Cup Passing Tournament Rules

## Game Management

- Each game will be a 30-minute running clock. Every effort will be made to keep the pace of the game at a competitive level, especially between plays.
- Offensive players will be down when touched by a defensive player with one hand.
- Overly aggressive tags or play may constitute ejection from that game by the official.
- Any fumble will be immediately down at the spot and retained by the offensive team.
- No blocking or screens are allowed. The referee may bring back any ball to the spot of the infraction.
- Defensive pass interference or defensive holding will be called. These infractions will be penalized by an automatic first down and a down played over, respectively.
- Offensive pass interference will be a loss of down.
- Inappropriate language can be cause for elimination from a game.
- All passing league participants must use a mouth guard.

## Ball Positioning

1. All starting possessions will begin at the 40-yard line.
2. Each team will have three downs to gain 15 yards for a new set of downs.
3. Each time an offensive player is downed, the ball will be marked at the point of contact, and unless the ball crosses a line then the ball will be moved back to the line for a new set of downs.
4. If the ball is downed inside the 10-yard line, the ball will be moved back to the 10 and four downs will be given to the offensive team.
5. Interceptions will be a turnover and the defensive team will get the ball at the 40-yard line.

## Scoring

Points will be awarded for the following plays:

1. Touchdowns will be worth 7 points.
2. After a touchdown the offensive team has two decisions
  - a. The offensive team can choose to do nothing and take the score of seven, or
  - b. Move back to the five-yard line and attempt a one-play conversion for another point (Score of 8), if missed they will lose a point (Score of 6).
3. Interceptions will be worth:
  - a. Seven points if the ball is returned past the 40-yard line and the offense will get the ball back.
  - b. Three points if the defensive player is touched before the 40-yard line and the defensive team will then change to offense starting at the 40-yard line.

## Ties

In the event of a tie at the end of regulation both teams will re-flip a coin to get a winner.

1. The winner will have the choice to be on offense or defense from the 10 yard line. Each team will have an opportunity to score in four downs.
2. If there is still a tie after both teams had a possession the process will be repeated. The team that had the choice the first time switching to the other team.
3. If there is still a tie after a second overtime the teams will re flip and each team must try for “two” after each touchdown until a winner is decided. Always switching choice in the second session if still tied.

The purpose of this passing league is to get your players on a competitive field, allow you to coach them to get better, and to have fun. We all want to win and be successful; however, there are other lessons that can be learned at an event like this. It is requested that coaches compete, but remember why you are here. Please address any problems with the officials after the game and most of all stay positive with your players, your opponent, the people watching, and those officiating. We will do our best to give you every opportunity for your team to be successful. Have fun!