

## 2019 Jr. Freshman Superbowl Tournament Rules

### Coin Flip to start Games

### Game Rules

1. Games shall be administered by three (3) officials each
2. Officials will keep time and score on the field for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Round Games, which are all HALF FIELD games. 4<sup>th</sup> Round Championship and Consolation Games will be played separately on the full fields and the time and score will be kept on scoreboard clock.
3. **Check in at 9:00 a.m. Mandatory coaches meeting at 9:30 a.m.** Each team must send a representative to go over the rules and any last-minute questions.
4. Games shall be played as follows for each round
  - **1<sup>st</sup> Round** - Start time 10:00 a.m.
    - ✓ Four (4) quarters of ten (10) minutes each with a 10-minute halftime with a fifteen (15) minute break between the 1<sup>st</sup> and 2<sup>nd</sup> Rounds.
  - **2<sup>nd</sup> Round** - Start time 11:05 a.m.
    - ✓ Four (4) quarters of ten (10) minutes each with a 10-minute halftime with a fifteen (15) minute break between the 2<sup>nd</sup> and 3<sup>rd</sup> Rounds.
  - **3<sup>rd</sup> Round** - Start time 12:10 p.m.
    - ✓ Four (4) quarters of ten (10) minutes each with a 10-minute halftime with a fifteen (15) minute break between the 3<sup>rd</sup> and 4<sup>th</sup> Rounds.
  - **4<sup>th</sup> Round - 3<sup>rd</sup> Place Game- AUXILLIARY FULL FIELD** - Start time 1:15 p.m.
    - ✓ Four (4) quarters of twelve (12) minutes each with a 10-minute halftime.
  - **4<sup>th</sup> Round - Championship Game- MAIN FULL FIELD** - Start time 1:15 p.m.
    - ✓ Four (4) quarters of twelve (12) minutes each with a 10-minute halftime.
  - For Half-Field games:
    - The teams will start at the 40-yard line.
    - Any turnover (interceptions, fumbles etc.): the play is dead and the recovering team shall start on the 40-yard line.
    - Turnover on downs will start at the 40-yard line.

### Overtime Rules

- Coin Toss to decide who will receive the ball.
- One (1) - Five (5) minute quarter will be played until a winner is declared
- The Ball will be placed at the 10-yard line. No 1<sup>st</sup> downs in overtime.
- The first team to score in overtime wins the game.

### Weigh-ins

- Teams that will participate in the 1<sup>st</sup> Round Games will weigh in at 9:15 a.m.
- Remaining teams that do not play until the 2<sup>nd</sup> Round Games will weigh in at 10:15 a.m.
- All teams will weigh-in only one (1) time during the day.

### Minimum Play Rules

- All players must play at least four (4) plays per half during all games.

### Clock

- Each team shall have 45 seconds to execute a play. If the play doesn't go off, the flag is thrown and it's a loss of down at the spot of the ball

### Score

- Touchdown - six (6) points
- Extra Point - one (1) point Run or Pass, two (2) points kick

### Awards

- All participants will receive a medal
- Champions and runners-up will receive 1 team trophy

Cost    TBD

### Volunteers

- **We are asking all participant teams to bring volunteers to work the chain gang. We will rotate chain gang workers per half.**  
***-i.e. Plymouth vs. Macomb. Plymouth chain gang will work the 1st half and Macomb chain gang will work the 2<sup>nd</sup> half.***