

OFFICIAL RULES FOR 2014 CONNECTICUT GRIP IT & RIP IT



PASSING TOURNAMENT



TIME

All games will be 25 minutes in length with a running clock. A timekeeper will be designated per field. All games will begin on this person's instructions. He will announce the time remaining at the 10, 5, and 2-minute mark. In case of injury the timekeeper may stop the clock at their discretion. If that occurs the player(s) must leave the field and see the Trainer. **THE PLAYER CANNOT DETERMINE IF HE IS OKAY OR NOT, THAT IS UP TO THE TRAINER.**

In addition to the game clock, there will also be a STRICT 25 second play clock in effect. Offense teams will be given one warning and then each violation after will result in a loss of down.

FIELD

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

POSSESSION OF THE BALL- all possessions start at the 40-yardline. No matter where the defense stops the offense, they take over at the 40-yard line.

PLAY

Offenses can use a center to snap but may not go out for a pass. A snapping tee may be used instead of a center. If you use another skill player to snap, he must be on a knee.

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.

RULES OF THE GAME

NO coach is permitted to call plays in the huddle. Defensive coaches must call plays from the sideline.

No Time-Outs.

No running plays allowed.

Everyone is eligible to receive passes except the center.

RB's MAY NOT release through the tackle box and be targeted further than 10 yards down field!!!

Passing-The QB has 4 seconds to release the ball or it is blown dead, returning the ball to the original line of scrimmage for the next down.

There is no rushing the QB or crossing the line of scrimmage.

7 Defenders (may NOT line up 8 & drop one before the snap)

Double passes are allowed, but the first pass must be backwards.

Offense will have 4 downs to get from the 40 yard line to the 20 yard line, resulting in a first and goal from the 20 yard line.

No fumbles, the ball is dead if and when the ball hits the ground.

Player that falls down with possession is down at the spot. NFL Rules do not apply.

Interceptions = change possession.

SCORING

Touchdown = 6 points

Interception = 3 Points (No points for an INT on a PAT)

Turnover on Downs = 2 Points

PAT's:

Passing from the 5 yard line = 1 point, Passing from the 10 yard line = 2 points

OVERTIME:

Friday – 1 Play each from 5 – Coin Flip for Possession, repeat as necessary.

Playoffs: **Each team gets one possession starting from the 20 yard line. Coin Flip for possession. ALL extra points are from the 10 yard line. Repeat until winner is declared.**



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PENALTIES

OFFENSE

1. Blocking or holding - 10-yard penalty, loss of down.
2. Illegal motion – loss of down.
3. Pass Interference - 10-yard penalty, loss of down.
4. Unsportsmanlike (player or coach) - 10 yard penalty, loss of down, possible ejection (referee and Field Manager discretion)

DEFENSE

1. Tackling or Holding - 10-yard penalty, repeat down unless penalty results in a first down.
2. Pass Interference - 10-yard penalty, repeat down unless penalty results in a first down.
3. Unsportsmanlike (player or coach) - 10-yard penalty, repeat down, possible ejection (Referee & Field Manager discretion)

NOTE: Any flagrant foul can result in disqualification from game, tournament, etc.

Disqualifications from the Game & Tournament are the Referee's & Field Managers discretion.

***Any yelling/arguing at Sack Counters or Referees as coaches and you and your team will be automatically eliminated from the tournament including a three year ban from the tournament.**

