



**2007 Planet3Games Winter Nationals
FOOTBALL TOURNAMENT RULES
DECEMBER 27 - DECEMBER 30, 2007
RULES AND REGULATIONS**

This tournament will be using the National Federation of High School Rules, unless superseded by this document.

AGE REQUIREMENTS

1. The age cut-off date for all divisions is May 1, 2007.
2. For the 14U Division, each player must be 14 years old or under as of the cut-off date.
3. For the 12U Division, each player must be 12 years old or under as of the cut-off date.
4. For the 10U Division, each player must be 10 years old or under as of the cut-off date.
5. For the 8U Division, each player must be 8 years old or under as of the cut-off date.
6. Players may "play up" a bracket with approval from the Planet3Games Committee.
7. A player may only move up one age group due to reasonable circumstances.
8. If a player moves up one age group there must be a written consent to the Tournament Committee from the Head Coach and the parents regarding the circumstances.
9. A certified copy of each player's birth certificate bearing the seal of the issuing office of the state of the birth is required. Passports, Military ID cards, certified adoption papers, certified wallet certificates issued by a state or commonwealth are also acceptable.

PLAYER CERTIFICATION

1. Planet3Games will maintain a certified record of each team's players and coaches. This record is the certified roster.
2. Each team is restricted to the players and coaches that are listed on the certified roster for the entire Tournament.
3. Each team's Head Coach is responsible for submitting their team's certified roster to the Planet3Games Committee during team registration.
4. The official roster forms will include the player's full name, jersey number, weight, and date of birth.
5. Teams found playing players not registered on the certified roster in any division will be suspended from the competition. The games that have been played will be forfeited and their opponents declared the winner.

PLAYER WEIGH-IN

1. All teams will be weighed in during the registration process.
2. During the weigh in process, players must wear their assigned game jerseys.
3. After the weigh-in, all players will be photographed in their assigned game jerseys.
4. Those who do not make the initial weigh-in will not be eligible until a Planet3Games Committee member has cleared them.
5. Weight requirements for each division is as follows:

Age Division	Maximum Weight	Ball Carrier Weight
14U	No restriction	Unlimited
12U	No restriction	150 Pounds
10U	150 Pounds	125 Pounds
8U	120 Pounds	100 Pounds

6. Restricted Players - Any player over the ball carrier weight, but does not exceed the maximum weight restriction in each division.
7. Restricted Players will be identified by wearing an identifying sticker on the helmet (Provided by the Tournament committee at registration)
8. The restricted player can only play between the tackles on the line of scrimmage during offensive play.

REGISTRATION PROCESS

1. Registration begins 1.5 hours prior to the team's first scheduled game time. For example, if you are scheduled to play at 8:30AM, you must register at 7:00AM.
2. Registration will be held at the same field where your team will play.
3. Each team will line up in the same order as their roster with their associated division wearing their game jersey.
4. A Planet3Games Official will inspect & verify each player on the team's roster, their birth certificate, and the Tournament Waiver.
5. Officials will weigh in each player and record the weight in the registration book.
6. Tournament officials will place the appropriate armband on the left arm of each player. These identification bands are to remain on throughout the Tournament. Lost or damaged bands may be replaced after the player is re-certified.

REQUIRED EQUIPMENT

1. Players in all divisions beginning with physical contact in practice sessions shall wear the following items. Any additional equipment must be approved by the Planet3Games Committee.

- Helmet – Only helmets bearing the NOCSAE Seal of Certification may be worn.
- Shoulder Pads
- Football Pants
- Hip and Butt Pads
- Thigh Pads
- Knee Pads Numbered Jersey
- Mouth Guard =Keeper straps are required
- Shoes: Sneakers or detachable or non=detachable molded rubber cleats are permitted.
- Metal cleats are prohibited.
- Eyeglasses- Must be approved construction with non-shattering glass or contact lenses.
- Rubber Balls will not be allowed unless authorized by the Planet3Games Committee.

2. Each team will provide their own footballs, as per the following:

- 8U K-2 Wilson (Regulation Ball) or equivalent
- 10U TDJ Wilson (Regulation Ball) or K2
- 12U TDY Wilson (Regulation Ball) or equivalent
- 14U TDY Wilson (Regulation Ball) or equivalent

COACHING REQUIREMENTS

1. The team's coaching staff is in complete charge of the team whenever the team is together on the practice or playing field, traveling as a group to and from practice sessions and games, or together for any team function.
2. At all times, the team is under the ultimate direction and responsibility of the head coach.
3. All other coaches are assistants.
4. Head Coaches shall be held liable for all team activities on the playing field, which includes the conduct of each player, assistant coaches, their parents, & fans.
5. Head Coaches must be at least 18 years of age.
6. A team may have a maximum of four assistant coaches.
7. Each team may be allowed and are encouraged to include one medical assistant.
8. All coaches are required to abide by the rules established by Planet3Games.

CONDUCT OF PLAYERS, COACHES, AND SPECTATORS

1. If a player is ejected from a ball game he or she will be required to sit out the rest of the game and the next ball game.
2. If a coach is ejected from a ball game he or she will be required to sit out the rest of the game. If ejected in the 4th Quarter the coach will sit out the next ball game. Any further ejections and that coach will be subject to dismissal from the Tournament.
3. Profanity from the coaches, players, parents, or fans will not be tolerated. Violators will be evicted from the premises.
4. Fighting results in automatic suspension from the game.
5. No player may be in the bench area in uniform unless that player is eligible to participate in that game.
6. There may not be more than six people on the field in the coach's box at one time. Those people are: Head coach, four assistants, and one medical personnel.
7. Excessive abuse by any spectator will result in eviction from the premises.
8. At no time is any coach to physically jerk a player by the body, equipment or face mask even if the player is the son or daughter of the coach.
9. Any person arrested at any Planet3Games event will be restrained from all events for the term of the Tournament.
10. No pets are allowed at any Tournament event. The only exception will be official service animals for the handicapped.
11. No coolers may be brought into any of the Tournament facilities, except for the player's refreshment coolers.
12. Any use of an intoxicant or illegal drugs is strictly prohibited at any organized function of Planet3Games. Use will result in automatic suspension from the Tournament indefinitely.
13. No Smoking in or around Tournament fields. Smokers must step out of stadiums to designated smoking areas.

GAME PROCEDURE

1. The game is to be governed by the National Federation of High School Rules with Planet3Games having the highest authority.
2. All games will consist of four quarters.
3. Only Planet3Games can cancel a game due to weather. In the case of inclement weather, all games will be called on the field.
4. A team must have at least 11 certified players on their roster.
5. Players must play wearing the jersey they are registered in. Switching of jerseys/numbers is strictly prohibited. The only exception is if the jersey is damaged or lost. In any case, the player must be re-certified.
6. Teams must be at their designated playing field at least thirty minutes before the schedule kickoff time.
7. If after fifteen minutes past the official start of the game, a team is not on the field with at least eleven certified players and one registered coach a delay of game penalty will be enforced. If the team does not have at least eleven certified and one registered coach on the field twenty minutes after the official start of the game, that team will lose the game by forfeiture.
8. The Home team must furnish three people for the chains and down markers.
9. If a team walks off the field after the official start of the game, that team will lose the game by forfeiture.
10. There will be a visual check of each player before each Tournament game.
11. Only the Head Coach can consult with field officials during the game being played.
12. A Planet3Games Tournament representative will be present at all fields to assist the teams and coaches.
13. No more than four Assistant coaches are allowed on the sideline.
14. The team will be allowed a medic, Cheer coach, and assistant.
15. All teams kick off from the 40 yard line except for the 8U. 8U do not kick off.
16. If one team is ahead of the other by twenty-four or more points there will be a continuous running clock.

17. Upon completion of each game, teams will cross the field greeting each other in fellowship displaying good sportsmanship.

18. Championship teams will be awarded trophies in each division upon completion of Tournament.

TIE BALL GAMES

1. In the event of a tie ball game at the end of regulation play, each team will have an offensive series with the ball placed on the 10 yard line.

2. The team with the highest score after each team has had the ball will be declare the winner.

3. Although each team is given four downs, the ball will go over to the defensive team if the defensive team intercepts the ball or recovers a fumble.

TIME OUTS

1. A team shall be permitted (3) time outs per half .

2. Per team allotted time outs does not include officials' time-outs.

BLOCKING AND TACKLING RESTRICTIONS

1. No chop blocking shall be permitted.

2. No face tackling shall be permitted.

3. No spearing techniques shall be permitted.

OFFENSIVE AND DEFENSIVE LINE PLAY

1. Players in an offensive scrimmage formation must take set positions as offensive linemen before the snap.
2. Must be in 3- point or 4-point stance at the snap.
3. If in a tight end position, must not be separated by more than one yard from the closest teammate who is also on the line. Violation of this rule is an illegal position foul. Penalty: 5 yards.
4. Players on the offensive line of scrimmage from tackle to tackle are ineligible pass receivers at the snap. Violation(s) of this rule may be illegal position, ineligible receiver down field, or offensive pass interference. Penalties are identical to those of National Federation.
5. Players in defensive scrimmage formation are required to be on the defensive line of scrimmage, as defined by National Federation rules (within 1 yard), at the snap. Violation of this rule is an illegal defensive position foul at the snap. Penalty: 5 yards.
6. Whenever a live ball is possessed by any restricted player, the ball becomes dead at the spot of possession and the game official(s) shall sound their whistle(s) to stop play. Team possession and the number of the next down shall be determined by National Federation rules which would normally be applied when the ball becomes dead.
7. Defensive lineman from tackle to tackle must be in either a three or four point stance when ball is snapped. Continued violations by either team will result in more severe penalties as determined by punts, interceptions, or fumbles.
8. A restricted player will retain the ball at the point it is caught, touched, or recovered.

GAME PROTESTS

1. Only protests involving the eligibility of a player will be considered.
2. Only Head Coach may file a game protest with Planet3Games Committee.

DIVISIONAL RULES 8 AND UNDER

1. Age: 8 years old and under, as of May 1st 2007
2. Weight 120 (MAX) Any player over the weight of 95 pounds can not advance the ball
3. Field Length: 100 yds
4. Game Time: 4 eight minute quarters. Game can not exceed 90 minutes.
5. Half time: 8 minutes
6. Game Ball: K-2 Wilson or equivalent
7. No kick off.
8. Punting – Move ball thirty yards forward unless ball is within the 30 yard line then ball is moved $\frac{1}{2}$ the distance of the goal line.
9. Scoring: Six points for a Touchdown, 1 point for Extra Point run in, 2 points for Extra Point on a forward pass
10. Middle linebackers must line up two yards from the point of the football. Crossing this barrier before ball is snapped will result in a 5 yard penalty.

DIVISIONAL RULES 10 AND UNDER

1. Age: 10 years old and under, as of May 1st, 2007.
2. Weight: 145 lbs (MAX) Any player over the weight of 95 pounds can not advance the ball
3. Field Length: 100 yards
4. Game Time: 4 eight minute quarters. Game cannot exceed 90 minutes.
5. Half time: 8 minutes
6. Game Ball: TDJ Wilson or K2 Ball
7. Live kick off from the 40 yard line
8. Punting 30 yard assessment on punts $\frac{1}{2}$ the distance to the goal inside the 30 yard line optional.
9. No punt rush
10. Scoring: Six points for a Touchdown, 1 point for Extra Point conversion run or pass.
11. Middle linebackers must line up two yards from the point of the football. Crossing this barrier before ball is snapped will result in a 5 yard penalty.

DIVISIONAL RULES 12 AND UNDER

1. Age: 12 years old and under, as of May 1st, 2007.
2. Weight: Unlimited Maximum Weight. Any player over the weight of 150 pounds can not advance the ball
3. Field Length: 100 yards
4. Game Time: 4 eight-minute quarters. Game cannot exceed 90 minutes.
5. Half time: 8 minutes
6. Game Ball: TDY Wilson or equivalent
7. Live kick off from the 40 yard line
8. Punting – All Kicking game is live.
9. Scoring: Six points for a Touchdown, 1 point for Extra Point conversion run or pass, two points for Extra Point Field Goal

DIVISIONAL RULES 14 AND UNDER

1. Age: 14 years old and under, as of May 1st, 2007.
2. Weight: Unlimited Maximum Weight. Any player over the weight of 150 pounds can not advance the ball
3. Field Length: 100 yards
4. Game Time: 4 eight-minute quarters. Game cannot exceed 90 minutes.
5. Half time: 8 minutes
6. Game Ball: TDY Wilson or equivalent
7. Live kick off from the 40 yard line
8. Punting – All Kicking game is live.
9. Scoring: Six points for a Touchdown, 1 point for Extra Point conversion run or pass, two points for Extra Point Field Goal

MORE INFORMATION

For more information please contact the tournament coordinator at football@planet3games.com.