



TOURNAMENT RULE BOOK

A. TEAMS

1. MAXIMUM OF 16 PLAYERS PER TEAM.
2. AGE DIVISIONS: HIGH SCHOOL (18U, 15U, 14U, 12U, 10U, 9U, 8U, 7U
3. SENIORS ALLOWED(CAN NOT BE 19 BEFORE JAN 1
4. THE AGE CUTOFF DATE FOR EACH AGE DIVISION IS JANUARY 1. THE PLAYER WILL BE ALLOWED TO PLAY IN THE AGE BRACKET, BASED ON THEIR AGE ON JANUARY 1
5. PLAYERS IN THE 14U, 12U, 10U MUST PRESENT A COPY OF THEIR ORIGINAL BIRTH CERTIFICATE OR STATE ID TO VERIFY AGE.
6. MAXIMUM OF 4 COACHES ALLOWED ON THE SIDELINE DURING THE GAME.
7. PLAYERS ARE ELIGIBLE TO PLAY UP TO HIGHER AGE DIVISIONS.
8. PLAYERS ARE NOT ELIGIBLE TO PLAY DOWN AGE DIVISIONS. (EX: A 13-YEAR-OLD CAN PLAY UP BUT A 13-YEAR-OLD CANNOT PLAY 12U.
9. ALL PLAYERS WILL BE ISSUED A WRISTBAND INDICATING THEIR AGE DIVISION WHICH MUST BE WORN FOR THE ENTIRE EVENT, IF A PLAYER DOES NOT HAVE THE ORIGINAL BAND, THERE WILL BE A \$5 CHARGE FOR A NEW BAND.
10. IN THE EVENT THAT A PLAYER'S WRISTBAND IS REMOVED OR DAMAGED PRIOR TO THEIR SCHEDULED GAME PLAY. THE PLAYER WILL NOT BE ALLOWED TO PLAY OR BE ON THE COMPETITION FIELD. THE PLAYER WILL HAVE TO RETURN TO CHECK-IN TO BE ISSUED ANOTHER WRISTBAND
11. IF THE PLAYER'S WRISTBAND IS REMOVED OR DAMAGED DURING GAME PLAY AND THE PLAYER HAS ALREADY BEEN PREVIOUSLY VERIFIED AT THE START OF THEIR GAME. THE PLAYER CAN CONTINUE PLAYING THE REMAINDER OF THE GAME.
12. HOWEVER, ONCE THE CURRENT GAME IS OVER, THE PLAYER MUST RETURN TO CHECK-IN TO RETRIEVE ANOTHER WRISTBAND PRIOR TO THEIR NEXT COMPETITION
13. WITHOUT A VALID WRISTBAND THE PLAYER WILL NOT BE ALLOWED TO PLAY OR BE ON THE COMPETITION FIELD FOR THE NEXT GAME.
14. PLAYERS WILL BE ISSUED THE SAME WRISTBAND AS THEY RECEIVED UPON INITIAL CHECK-IN. THE PLAYER WILL HAVE TO BE IN A "CHECKED-IN™ STATUS AND WILL NOT BE ABLE TO REQUEST A WRISTBAND FOR A NEW TEAM OR AGE DIVISION FOR ANY REASON.
15. ALL PLAYERS WILL WEAR THEIR OWN TEAM UNIFORMS - JERSEYS MUST HAVE NUMBERS.

16. PLAYERS ARE PERMITTED TO WEAR STANDARD FOOTBALL CLEATS WITH PLASTIC OR RUBBER SPIKES.
17. PLAYERS ARE HIGHLY RECOMMENDED TO WEAR HELMETS DURING GAME PLAY (TO PURSUE DEFENDER IN CASE AN INTERCEPTION QB IS MANDATORY TO WEAR A MOUTHPIECE).
18. SOFT SHELL HELMETS ARE HIGHLY RECOMMENDED, MOUTHPIECES ARE MANDATORY AND MUST BE WORN AT ALL TIMES DURING PLAY FOR SAFETY.
19. HELMETS MUST BE FULLY STRAPPED IF WORN AND MOUTHPIECES NEED TO BE IN DURING LIVE COMPETITION. IF NOT, THE PLAYER WILL BE REMOVED FROM THE FIELD UNTIL HE/ SHE IS COMPLIANT, NON-COMPLIANCE CAN RESULT IN LOSS OF DOWN OR PLAY.

NOTE: QBS ARE NOT MANDATED TO WEAR A MOUTHPIECE. HOWEVER, IF QB DOES NOT WEAR A MOUTHPIECE HE/SHE CANNOT PURSUE A DEFENDER THAT HAS INTERCEPTED THE BALL. IF A QB HAS NO MOUTHPIECE OR A NON-STRAPPED HELMET AND MAKES A TAG ON A DEFENDER, THE DEFENDER WILL BE GRANTED AN AUTOMATIC TOUCHDOWN FOR THE DEFENSE.

B. COACHES

1. EACH TEAM IS PERMITTED A MAXIMUM OF 4 COACHES ON THE SIDELINE DURING THE GAME.
2. THE 4 COACHES HAVE FREE GATE ENTRY AT THE EVENT & WILL BE GIVEN A WRISTBAND WHICH MUST BE WORN FOR THE ENTIRE EVENT.
3. ONE OFFENSIVE COACH IS ALLOWED ON THE FIELD AND IN THE HUDDLE WITH PLAYERS, BUT MUST BE A MINIMUM OF 5 YARDS BEHIND THE QUARTERBACK BEFORE THE BALL IS SNAPPED SO HE DOES NOT INTERFERE WITH GAME PLAY OR REFEREE.
4. DEFENSIVE COACHES ARE NOT ALLOWED ON THE FIELD AT ANY TIME.
5. COACHES ARE RESPONSIBLE FOR KNOWING ALL AND EDUCATING THEIR PLAYERS ON THE RULES & CONDUCT.
6. COACHES ARE RESPONSIBLE FOR MAINTAINING THEIR SIDELINE.
7. ANY COACH, PLAYER OR PERSON THAT IS OVERLY AGGRESSIVE, THREATENS OR USES PHYSICAL FORCE TOWARDS REFEREE, STAFF MEMBER, COACHES, PLAYERS OR SPECTATOR WILL BE REMOVED FROM THE EVENT VENUE AND WILL NOT BE ALLOWED TO RETURN. FAIRFIELD SUPERIORS RESERVES THE RIGHT TO REVIEW THE INCIDENT AND ALLOW THE RETURN OF COACH/PERSON THE FOLLOWING DAY.

C. \$100 RULE

1. AT THE START OF A GAME. DURING AND BEFORE THE START OF THE NEXT GAME OF THE SUSPECTED TEAM. A COACH MAY DISPUTE THE ELIGIBILITY OF ANY PLAYER
2. THE CONTESTING COACH WILL HAVE TO PAY A DEPOSIT OF \$100 TO DISPUTE THE ELIGIBILITY OF THAT PLAYER
3. IF THE PLAYER IS DEEMED INELIGIBLE. I.E. DUE TO A PLAYER PLAYING IN THE WRONG AGE DIVISION. THE SUSPECTED PLAYER AND THE TEAM WILL BE DISQUALIFIED. THE CONTESTING COACH WILL BE REFUNDED THE \$100 DEPOSIT.
4. IF THE PLAYER IS VERIFIED AS ELIGIBLE. THE CONTESTING COACH WILL FORFEIT HIS/HER \$100 AND THE GAME WILL STAND AS CALLED.

D. OFFICIALS

1. EACH GAME WILL HAVE A MINIMUM OF (2) OFFICIALS. THERE WILL BE A HEAD REFEREE/ FIELD JUDGE AND A BACK JUDGE.
2. THE HEAD REFEREE WILL KEEP SCORE. SIGN CARDS AND TURN INTO FIELD MANAGER AFTER EACH GAME.
3. A FIELD MANAGER WILL BE ON-SITE TO ASSIST WITH THE CROWD, PLAYER, COACH, AND REFEREE.
4. THE OFFICIALS AND FIELD MANAGERS WILL ALWAYS KEEP THE GAMES FLOWING AND CLEAN AT ALL TIMES.

E. SCORING

1. 6 POINTS FOR A TOUCHDOWN
 2. 1 POINT FOR A PAT FROM THE 3-YARD LINE.
 3. 2 POINTS FOR A PAT FROM 10-YARD LINE
 4. 2 POINTS FOR A DEFENSIVE STOP ON DOWNS
 5. 2 POINTS FOR A SAFETY
 6. 3 POINTS FOR INTERCEPTION
 7. 6 POINTS FOR INTERCEPTION RETURN FOR TD
- A. POINTS FOR A DEFENSIVE STOP AND INTERCEPTION ARE NOT ADDED TOGETHER
- B. 3 POINTS FOR INTERCEPTION ARE NOT ADDED TO THE 6 POINTS IF RETURNED FOR SCORE
8. 0 POINTS FOR TURNOVER ON A PAT - IT IS DEAD BALL
 9. OFFICIAL SCORE WILL BE KEPT BY HEAD REFEREE

F. GAME TIMES

1. ALL GAMES ARE 25 MIN RUNNING CLOCK, EXCEPT FOR THE CHAMPIONSHIP GAMES WHICH WILL BE 2 - 15 MIN HALVES WITH A 5 MINUTE HALFTIME THAT WILL BE TRACKED.
2. PRIOR TO EACH CHAMPIONSHIP GAME, FIELD MANAGERS WILL REVIEW THE CHAMPIONSHIP GAME RULES WITH BOTH TEAMS.
3. PLAYER VERIFICATION WILL BE DONE FOR EACH PLAYER FROM EACH TEAM TO ENSURE PROPER ELIGIBILITY.
4. ALL OTHER FAIRFIELD SUPERIORS RULES FOR TEAMS, COACHES AND GAMEPLAY WILL APPLY.
5. THERE IS NO OVERTIME IN POOL PLAY.
6. TEAMS MUST BE READY TO START GAMES ON TIME. IF THE TEAM IS NOT READY TO START OR NOT THERE AT THE GAMES ORIGINAL SET TIME, THE REFEREE WILL START THE GAME CLOCK AND AWARD THE PRESENT TEAM 2 POINTS. IF THE TEAM IS NOT THERE AFTER 5 MINUTES HAS ELAPSED THE REFEREE WILL CALL THE GAME A FORFEIT AND THE PRESENT TEAM WILL RECEIVE 6 POINTS. PRESENT TEAM WILL WIN THE FORFEITED GAME 8-0.
7. TEAMS WILL RECEIVE ONE TIMEOUT DURING BRACKET PLAY ONLY.

G. OVERTIME - DELEGATED TO BRACKET PLAY ONLY.

1. HIGHER SEEDED TEAM WILL CHOOSE OFFENSE OR DEFENSE IN 1ST OVERTIME
 - A. EACH TEAM WILL HAVE 3 PLAYS FROM THE 10-YARD LINE TO SCORE.
2. SECOND OVERTIME THE CHOICE OF OFFENSE OR DEFENSE GOES TO THE LOWER SEED.
 - A. EACH TEAM WILL HAVE 3 PLAYS FROM THE 10-YARD LINE TO SCORE.
3. IF AFTER TWO OVERTIMES GAME IS STILL TIED, A COIN WILL BE FLIPPED, THE HIGHER SEED TEAM WILL CALL *HEADS OR TAILS*. THE TEAM THAT WINS THE COIN FLIP WILL BE ON OFFENSE AND GET ONE PLAY TO SCORE FROM THE 20. THE TEAM THAT SCORES FIRST WINS.
 - A. INTERCEPTION WINS THE GAME FOR DEFENSE
4. EACH TEAM IS AWARDED ONE (30 SECOND) TIMEOUT DURING OVERTIME (NOT ONE TIMEOUT PER OVERTIME PERIOD).

OVERTIME PERIODS ARE NOT TIMED, BUT THE OFFENSE WILL HAVE 25 SECONDS TO SNAP THE BALL ONCE IT HAS BEEN MARKED FOR PLAY AND BLOWN LIVE. OFFENSIVE TEAM IS RESPONSIBLE FOR RETRIEVING AND RETURNING THE BALL TO THE PREVIOUS SPOT OR THE NEW LINE OF SCRIMMAGE.

5. IF PLAY IS NOT RUN IN 25 SECONDS, THE PLAY IS DEAD, AND THE OPPOSING TEAM WILL BE AWARDED AN OFFENSIVE POSSESSION.

H. GAME PLAY

1. FIELD WILL BE 40-50 YARDS IN LENGTH WITH 10-YARD-DEEP END ZONE
2. PLAY BEGINS ON THE 40 YARD LINE. FIRST DOWN LINES ARE LOCATED AT THE 25 & 10 YARD LINE.
3. THERE ARE ONLY 4 DOWNS. OFFENSE HAS 3 PLAYS TO GAIN A 1ST DOWN AT THE FOLLOWING LINES TO GAIN (25 & 10) AND A TOUCHDOWN AT THE GOAL LINE. (3 DOWNS IN ALL ZONES)
4. POOL PLAY - TEAMS WILL FLIP FOR CHOICE OF STARTING ON OFFENSE OR DEFENSE.
5. BRACKET PLAY - HIGHER SEED GETS CHOICE OF STARTING ON OFFENSE OR DEFENSE.
6. BALL WILL ALWAYS START ON THE 40-YARD LINE.
7. BALL WILL BE SPOTED ON THE CLOSEST HASH OR SIDE WHERE PLAY WAS STOPPED.
8. BALL WILL BE PLACED IN THE MIDDLE OF THE FIELD FOR PAT ATTEMPTS.
9. THE CENTER / QB WILL BE RESPONSIBLE FOR SETTING THE BALL AT THE LINE OF SCRIMMAGE. THE CENTER IS NOT AN ELIGIBLE RECEIVER, BUT CAN TAG A DEFENDER THAT HAS MADE AN INTERCEPTION (CENTER MUST WEAR A MOUTH PIECE TO BE AN ELIGIBLE PARTICIPANT)
10. QB MUST TAKE A DIRECT SNAP FROM CENTER OR QB TEE FROM THE 40 (SHOTGUN SNAP FROM THE 40-YARD LINE IS NOT ALLOWED)
11. ALL OFFENSIVE FORMATIONS MUST BE LEGAL SETS AND RESPECT THE TACKLE BOX [3 YARDS].
12. THERE MUST BE A RECEIVER ON EACH SIDE OF THE BALL THAT IS ON THE LINE.
13. NO KICKING OR PUNTING.
14. NO BLITZING.
15. QUARTERBACK CANNOT RUN WITH THE BALL
16. NO HANDOFFS.
17. NO BLOCKING.

18. RECEIVER/BALL CARRIER IS LEGALY DOWN WHEN TOUCHED BELOW THE NECK WITH ONE OR TWO HANDS. (EXCESSIVE FORCE OR SHOVING WILL NOT BE TOLERATED AND WILL BE PENALIZED WITH AUTOMATIC FIRST DOWN AND 5 YARDS. A PLAYER CAN BE EJECTED FROM THE GAME IF RULED UNSPORTSMANLIKE OR FLAGRANT)
19. FUMBLES ARE DEAD BALLS AT THE SPOT WITH THE LAST TEAM RETAINING POSSESSION. A FUMBLED SNAP IS NOT A DEAD BALL, BUT THE 4 SECOND RULE REMAINS IN EFFECT.
20. THE QUARTERBACK IS ALLOWED 4.0 SECONDS TO THROW THE BALL . TIME STARTS ON THE SNAP OF THE BALL AND STOPS ON THE QUARTERBACKS RELEASE. IF THE RELEASE IS UNDER 4.0 SECONDS THE PLAY STANDS, BUT IF THE RELEASE IS AFTER 4.0 SECONDS THE PLAY IS NO GOOD.
21. INTERCEPTIONS CAN BE RETURNED.
22. IF THE DEFENSE SCORES ON AN INTERCEPTION THEIR OFFENSE WILL THEN COME ON THE FIELD TO ATTEMPT THE EXTRA POINT. THE TEAM THAT THREW THE INTERCEPTION WILL THEN GET THE BALL ON OFFENSE AT THE 40.
23. THE OFFENSIVE PLAYER IS NOT ALLOWED TO SHOVE A DEFENSIVE PLAYER TO CREATE SEPARATION. HAND FIGHTING IS TOLERATED AS PER REFEREES' JUDGMENT.
24. 24. DEFENSIVE PLAYERS ARE ALLOWED TO JAM WITHIN 5 YARDS AND PLAY TIGHT DEFENSE. HOWEVER, EXCESSIVE HOLDING, SHOVING, HANDS TO THE FACE, SLAPPING HEAD OR THROWING A PLAYER DOWN WILL NOT BE TOLERATED.

SECTIONS 2: BALL SIZE

ALL TEAMS NEED TO BRING A MINIMUM OF 2 BALLS FOR EACH CORRESPONDING DIVISION OR MORE AND NEED TO BE A LEGAL-SIZE BALL. IF FOUND WITH AN ILLEGAL SIZE BALL BEFORE GAME STARTS, TEAM WILL BE ASKED TO USE CORRECT BALL, IF ILLEGAL BALLS ARE FOUND DURING PLAY, TEAM WILL BE DISQUALIFIED FROM GAME AND OPPONENT WILL BE AWARDED A VICTORY (IF ALREADY WINNING WILL BE GIVEN AN ADDITIONAL 6 POINTS, IF LOSING WILL BE AWARDED 6 POINTS MORE THAN THE DISQUALIFIED OPPONENTS CURRENT SCORE).

1. BALL SIZE FOR HIGH SCHOOL & 15U DIVISION IS OFFICIAL COLLEGIATE / HIGH SCHOOL
2. BALL SIZE FOR 14U AND 13U IS YOUTH
3. BALL SIZE FOR 12U AND 10U IS JUNIOR
4. BALL SIZE FOR 8U IS PEE WEE

I. PENALTIES

TAUNTING/UNSPORTSMANLIKE CONDUCT PRIOR TO SCORING
(TOUCHDOWN OR PAT)

THE TOUCHDOWN WILL BE SCORED AND A 15 YARD PENALTY WILL BE ASSESSED. THE OFFENDED TEAM (OFFENSE OR DEFENSE) WILL HAVE THE OPTION TO

1. ENFORCE THE PENALTY ON THE EXTRA POINT TRY
2. CARRY IT TO THE NEXT TEAM POSSESSION ON THE 40-YARD LINE.
3. IF A PLAYER THROWS A PUNCH, HE/SHE IS EJECTED IMMEDIATELY AND CANNOT RETURN FOR THE TOURNAMENT. IF THE TEAM SIDELINE CLEARS AND IT RESULTS IN A FIGHT.
4. BOTH TEAMS WILL BE EJECTED AND CANNOT RETURN. IF A PLAYER WHO IS PUNCHED & RETALIATES BUT DOES NOT SWING BACK, WILL BE REQUIRED TO SIT OUT A SERIES. IF A PLAYER IS PUNCHED AND SWINGS BACK HE/SHE WILL BE EJECTED FOR THE GAME. EACH TEAM IS RESPONSIBLE FOR THEIR FANS, COACHES AND PLAYERS!

J. OFFENSE:

ONLY PENALTY MAY BE ASSESSED IN EXCESS OF THE 40-YARD LINE. IF PENALTY WOULD MOVE THE OFFENSE BEYOND THE 40-YARD LINE. THE OFFENSIVE TEAM WILL ONLY BE CHARGED WITH A LOSE OF DOWN.

1. OFF-SIDES = 5 YARD PENALTY REPEAT DOWN
2. FALSE START = 5 YARD PENALTY REPEAT DOWN
3. ILLEGAL FORMATION = 5 YARD PENALTY REPEAT DOWN
4. ILLEGAL SHIFT = 5 YARD PENALTY REPEAT DOWN
5. ILLEGAL MOTION = 5 YARD PENALTY REPEAT DOWN
6. DELAY OF GAME = 5 YARD PENALTY REPEAT DOWN
 - A. OFFENSE WILL HAVE 25 SECONDS TO SNAP THE BALL ONCE IT HAS BEEN MARKED FOR PLAY AND BLOWN LIVE. OFFENSIVE TEAM IS RESPONSIBLE FOR RETRIEVING AND RETURNING THE BALL TO THE PREVIOUS SPOT OR THE NEW LINE OF SCRIMMAGE.
7. BLOCKING IS NOT ALLOWED AND WILL RESULT IN LOSE OF DOWN AND RETURN TO PREVIOUS SPOT.
8. OFFENSIVE PASS INTERFERENCE - RETURN TO PREVIOUS SPOT AND LOSE OF DOWN.
[RECEIVERS CAN NOT SHOVE DEFENDERS TO CREATE SPACE]

NOTE:

IF THE PENALTY IS ON THE DEFENSE DURING A CHANGE OF POSSESSION, THE BALL WILL BE SPOTTED ON THE 40-YARD LINE. THE PENALTY WILL BE A LOSE OF DOWN BECAUSE A 15 YARDS PENALTY CANNOT BE ENFORCED BEYOND THE 40 YARD LINE.

ALTHOUGH FAIRFIELD SUPERIORS DESIRES PLAYERS TO HAVE A GREAT EXPERIENCE WHILE PARTICIPATING IN FAIRFIELD SUPERIORS EVENTS. PLAYERS SHOULD AND SHALL REFRAIN FROM ANY ACTION THAT, "PROVOKES ILL WILL OR ARE Demean NI G OT THE OP POSNI G TEAM, OT GAME OF FCI AI LS RO OT THE MI AGE FO THE GAME".

9. UNSPORTSMANLIKE OR UNNECESSARY ROUGHNESS = -15 YARD PENALTY

***WE ENCOURAGE CELEBRATIONS. HOWEVER, WE DO NOT TOLERATE TAUNTING. KEEP IT FUN AND KEEP IT QUCIK SO AS NOT TO UNNECESSARILY DELAY GAME PLAY. IF DURING A CELEBRATION YOUR PLAYERS PAST THE OTHER TEAMS' HASH, YOU WLIL BE PENALIZED FOR TAUNTING.

10. EXCESSIVE CELEBRATION - NOT ALLOWED AND WILL BE A 15-YARD PENALTY. IF THIS OCCURS DURING AN EXTRA POINT ATTEMPT, THE EXTRA POINT WILL NOT COUNT, AND 15 YARDS WILL BE ASSESSED TOWARDS YOUR DEFENSE.

EXCESSIVE CELEBRATION (AFTER A TD OR PAT)- COACHES OR PLAYERS LEAVING THEIR SIDELINE TO CELEBRATE WITH ON-FIELD TEAMMATES OR ON-FIELD PLAYERS, THROUGH THEIR ACTIONS ARE DELAYING GAME OFFICIALS FROM MAKING THE BALL READY-TO-PLAY, WILL BE ASSESSED A 15-YARD PENALTY.

K. DEFENSE:

1. OFF-SIDES = 5 YARD PENALTY
2. DEFENSIVE HOLDING = 5 YARD PENALTY & REPEAT DOWN
3. FACE GUARDING IS ALLOWED.
4. DEFENSIVE PASS INTERFERENCE = - 15 YARD PENALTY & 1ST DOWN , IF PASS INTERFERENCE OCCURS IN THE END ZONE IT WILL RESULT IN A 1ST DOWN AND THE BALL WILL BE PLACED ON THE 1 YARD LINE.
5. ILLEGAL PARTICIPATION (EXTRA MEN NO THE FIELD]= -15 YARD PENALTY LIVE BALL FOUL= 5 YARD PENALTY & AUTOMATIC FRIST DOWN
6. UNSPORTSMANLIKE OR UNNECESSARY ROUGHNESS -15 YARD PENALTY
7. EXCESSIVE CELEBRATION - WILL NOT BE TOLERATED AND WILL RESULT IN 15-YARD PENALTY
8. ANY DEAD BALL PENALTY ON THE DEFENSE THAT OCCURS AFTER A CHANGE OF POSSESSION WILL RESULT IN A LOSS OF DOWN FOR

THAT TEAMS' OFFENSE WHEN THEY BEGIN THEIR ENSUING POSSESSION.

9. ITS' THE DEFENSIVE PLAYERS' RESPONSIBILITY TO AVOID CONTACT. THE DEFENSE IS ALLOWED INITIAL DISRUPTION WITHIN 5 YARDS, THEN MUST COVER. EXCESSIVE OR CONTACT AFTER 5 YARDS COULD RESULT IN A PENALTY OF 5 YARDS, AND REPEAT DOWN, OR ANYTHING EXCESSIVE COULD BE DEEMED A DEFENSIVE PASS INTERFERENCE AND CAN BE UP TO A 15 YARD PENALTY, WITH AUTOMATIC FIRST DOWN.

L. TIEBREAKER

IF TEAMS ARE TIED AT THE END OF POOL PLAY, THE TIEBREAKER ORDER IS AS FOLLOWS

1. POOL PLAY RECORD
2. POINT DIFFERENTIAL
3. POINTS ALLOWED.
4. POINTS SCORED
5. HEAD-TO-HEAD
6. COIN FLIP

M. APPEALS

1. IF DURING A GAME A COACH DISAGREES WITH AN OFFICIALS' JUDGMENT CALL, THEY MAY NOT DISPUTE THAT CALL WITH THE REFEREE AS IT IS A JUDGMENT CALL.
2. IF DURING GAME PLAY A COACH DISAGREES WITH A RULES INTERPRETATION THEY MAY REQUEST THE REFEREE STOPS THE GAME CLOCK TO DISCUSS AND DETERMINE THE RULE ISSUE WITH THE REFEREE AND FIELD MANAGER.
3. TO DISPUTE A GAME THE HEAD COACH MUST REPORT ALL GAME PLAY RULING DISCREPANCIES IMMEDIATELY AFTER THE END OF THE AFFECTED GAME TO THE HEAD REFEREE AND FIELD MANAGER IN ORDER TO BE CONSIDERED. REQUEST MAY BE GRANTED OR DENIED.
4. ANY REVERSAL OR GAME CHANGING DECISIONS WILL BE MADE AT THE DISCRETION OF THE DIRECTORS AFTER ALL INFORMATION IS REVIEWED.
5. COACHES OF BOTH TEAMS INVOLVED IN THE DISPUTE WILL BE MADE AWARE OF ANY CHANGES

N. CONDUCT

1. ALL COACHES AND PLAYERS ARE EXPECTED TO CONDUCT THEMSELVES IN A POSITIVE MANNER AND REFRAIN FROM UNSPORTSMANLIKE ACTIONS.
2. FIGHTING, VERBAL ABUSE, AND/OR THREATS WILL NOT BE TOLERATED AND WILL RESULT IN REMOVAL FROM EVENT. LENGTH OF SUSPENSION WILL BE DETERMINED BY THE TOURNAMENT DIRECTOR.
3. NO TAUNTING OR EXCESSIVE FOUL LANGUAGE.
4. TEAMS ARE RESPONSIBLE FOR CLEANING THEIR TRASH ON THEIR SIDELINE AFTER EVERY GAME.
5. NO VANDALISM OF VENUE PROPERTY.
6. WEAPONS, DRUGS, ALCOHOL, SMOKING AND CHEWING TOBACCO PRODUCTS ARE PROHIBITED AT OUR EVENTS.
7. NO ELECTRONIC COMMUNICATION WITH THE OFFENSIVE COACH WHILE ON THE FIELD FROM ANOTHER COACH, PLAYER OR SPECTATOR WILL BE ALLOWED.

O. RAIN OUT POLICY FOR SANCTIONED EVENTS:

WE DO NOT OFFER REFUNDS ON TOURNAMENTS. WE DO HOWEVER, ALLOW YOUR REGISTRATION TO BE TRANSFERRED TO ANOTHER EVENT IN THE SAME TOURNAMENT SEASON. ALL SALES ARE FINAL!

RAIN OUT POLICY FOR SANCTIONED EVENTS:

1. ONCE POOL GAMES BEGIN THERE WILL BE NO FULL REFUNDS ON ENTRY FEES. PLEASE SEE THE FOLLOWING SCENARIOS BELOW:
2. IF THERE IS A RAIN-OUT PRIOR TO BRACKET PLAY OR DURING POOL PLAY WE WILL RESCHEDULE FOR THE FOLLOWING WEEKEND.
3. IF THERE IS A WEATHER DELAY DURING POOL PLAY AND PLAY RESUMES, BUT YOUR TEAM LEFT. YOUR GAMES WILL BE FORFEITED AND NO REFUND WILL BE GIVEN.
4. IF BRACKET PLAY BEGINS AND THEN GETS RAINED-OUT, THERE WILL BE NO REFUNDS, THE TOP FOUR SEEDS WILL BE RESCHEDULED TO PLAY IT OUT THE FOLLOWING WEEKEND. IF RESCHEDULING DOES NOT WORK FOR ANY REASON, TROPHY GOES TO TOP SEED.