

### **Ute Conference General Rules**

1. A player can only be on 1 roster per tournament.
2. Each team will have 7 players on the field at a time. The offense must use someone to snap the ball if in SHOTGUN. (NOT REQUIRED to snap if not in gun, but QB must drop) No RUNNING PLAYS ALLOWED. No Laterals to a teammate after the throw. Double Pass is allowed.
3. Only 5 players allowed to go out for a pass. Center is ineligible.
4. There is no blitzing. All seven defenders must drop.
5. The offense has 4 seconds to get rid of the ball. A sack will be the same as an incomplete pass. Time is held on a stopwatch.
6. The game will be one hand touch; all the defense must do is touch the ball carrier with one hand to make the stop. The ball is down where the offensive player is tagged. (Any fumble also downed where the fumble occurs)
7. The offense has 25 seconds to huddle, call a play, and snap the ball from the time the ball is spotted.
8. All defensive players not in the game must be on the sideline. The offensive team may have one coach in the huddle. No coaches are allowed in the defensive secondary.
9. Each game will last 25 minutes, running clock.
10. TOURNAMENT ONLY: Overtime — Each team will s t a r t at the 5-yard line and have 1 play to score. If you score you can go for one or two points. Process continues until you have a winner. Game over on an interception.
11. It is the responsibility of each coach to practice good sportsmanship and enforce it with his own players.

### **Ute Conference Game Rules**

1. The offense will start each possession at the 35 yard line.
2. Each time a pass is completed the ball is moved to the spot where he is downed.
3. The offense can earn one first down by getting to the 15-yard line. They have 4 downs to get to the 15 yard line and another 4 downs to score.
4. The offense will get 6 points for a touchdown. After a touchdown, the offense can choose to have the ball placed at the 3-yard line for a 1point conversion or the 7-yard line for a 2 point conversion. Ball placed in the middle of field.
5. If the offense turns the ball over on downs, or interception, the other team will take over and start the next possession at the 35 yard line. (Fumble = Dead Ball spot)
6. An interception is worth 3 points.
7. Defensive pass interference will result in a first down for the offense at the spot of the foul.
8. Defensive pass interference in the endzone will result in a first down at the 3 -yard line. PI on extra point play will be ½ distance to goal and repeat down.
9. No contact or re-routing of receivers is allowed within 5 yards, and beyond 5 yards, re-routing or disrupting crossing routes is prohibited. Any foul within or beyond 5 yards will be deemed "Illegal use of hands," with the offense choosing either the play's result or a 5-yard penalty from the previous spot and a replayed down.
10. There is no blocking down the field by the offense. This will result in a penalty and will be the same as an incomplete pass. Offensive pass interference is a penalty. Any offensive penalty is loss of down, move ball back to original spot.
11. False start penalty is a loss of down.