**OREGON 7’S (MODIFIED 7V7 RULES)**

**Field Dimensions:**

Field Length will be 50 yards. 40 yard playing field with a 10 yard end zone.

**Starting Each Game:**

1.  Coin Toss. The toss of coin will take place within two minutes of scheduled start time of game. The toss will be called by the team captain (Ref's Discretion) before the coin is flipped. Winning team will begin possession of the ball on the +40 yard line with their choice of hash.

2. A whistle will begin each game. Clock will start on the initial snap and will not stop.

3. Each game last 20 minutes with running clock (Overtime in Pool Play).

4. Official will declare when the clock is under 2 minutes.

5. There are NO Timeouts in Tournament Play.

6. A whistle will end each game.

7. The Oregon 7’s staff will keep the official score and time on the field for each game.

8. Mouth pieces & Cleats (NO METAL CLEATS) must be worn at all times by all players. If a player does not have either they cannot participate until they do.  Soft Helmets are required for this Tournament series. Due to Covid-19 restrictions, masks will be worn at all times, unless you can safely practice social distancing.

**Moving the Ball:**

1. Offense always starts on +40 yard line with their choice of the hash. After any change of possession. Maximum of 5 eligible receivers on every offensive play.

2. All snaps at the +40 yard line must be off the QB-TEE (No Shotgun). Upon gaining a yard or more QB may take a shotgun off QB-TEE. In Shotgun, only players can snap the ball to the QB. No coaches can snap.

3. Offense has three (3) downs to gain a first down. First down markers will be at the 25, and 10 yard lines.

4. Once inside the 10 yard line, the offense has 3 downs to score a touchdown.

5. The first person to control the football off of the QB-Tee is the QB. The QB is never eligible to run.

6. The offense may run the ball as many times as they want on any down during the game. The QB is allowed to make only one exchange (ex. Pass, handoff or toss). No toss passes, reverses or hook and ladder.

7. Defensive players cannot cross the line of scrimmage on a running play until the quarterback hands the ball off to the RB. If he does that is considered a blitz.

8. Quarterback can NEVER run the ball.

9. A conversion after a touchdown, the offense can choose to go for 2 points. (TD is 7 points, if going for 2 points TD is 6 points).

10. 2 point conversion if from the 10 yard line. Offense chooses hash for ball placement.

**Coaching your Team:**

1. There will be one offensive coach allowed on the field at any time.

2. The coach must be positioned behind the offensive huddle.

3. Coaches are not allowed to challenge any official ruling.

4. Remaining team coaches can work from the sidelines.

5. NO defensive coaches allowed on the field.

6. Coaches will be given 1 sideline warning during play. Second warning will result in a 10 yard penalty or half the distance to the goal. Third warning will result in coach’s ejection.

7. There is NO Bump and Run Coverage in the 5th/6th Division at all.

**Special Rules:**

1. NO blocking.

2. Face guarding is allowed.

3. Blocking will result in a loss of down, return to previous spot.

4. Ball carrier is legally down when his/her flag is pulled. A defender may not leave his/her feet to make a stop.

5. Fumbles (Including snap) are dead balls at the spot with the last team in control retaining possession at the spot.

6. Offensive team will have 25 seconds to put the ball into play. Delay of game is a loss of down.

7. The offensive team is responsible for retrieving and returning the ball to the official. The clock does not stop, and any delay of the offense in retrieving and returning the ball to the official will result in delay of game.

8. Defensive pass interference or defensive holding will result in a first down at the spot of the foul. If foul occurs in end zone, it will be brought out to the 5 yard line with an automatic 1st down.

9. Offensive pass interference will result in a return to the previous spot plus a loss of down.

10. QB is allowed 4.0 seconds to throw the ball. Referees will stop play if 4.0 seconds is surpassed. Only when the defense blitzes the 4.0 second clock is not in play meaning the QB can avoid the rush for as many seconds as needed but he is still not allowed to run pass the line of scrimmage.

11. The defense is allowed one (1) blitz in the entire game (including overtime) meaning if you don’t blitz during the 20 minute game it carries over to overtime but if you used your blitz in the 20 minute game you do not have a blitz for overtime.

12. All interceptions (except on PATs) will be LIVE and rewarded 2pts to total score. No blocking allowed on intercepting team. If an interception is returned back to the 40yd line, it is a TD and awarded 7 points. If a Pick Six occurs, it will only count as 7 points, unless scoring team elects to try for 2 points.

13. Excessive celebration is not allowed and will not be tolerated. If a team clears the sideline to celebrate a touchdown and delay the game they will be penalized 15 yards on defense on the next opponent’s offensive drive/possession. If on an extra point they team will be penalized 15 yards on defense.

14. A game cannot end on a defensive penalty. If this occurs, the offense will have an untimed down if time has expired.

15. Fighting will not be tolerated. If a player throws a punch, he is ejected immediately and can NOT return to the game/tournament that day. If players are involved in pushing or shoving they will be ejected immediately from the game and cannot return. If a team’s bench clears, resulting in a fight, both of the teams are ejected, resulting in a forfeit. The referee has the right to throw out any player, players, or team out of the game. The Oregon 7’s staff has the right in extreme cases to throw out players, fans and teams out of the tournament. And they will have to leave the complex immediately. A referee can also give a 15 yard un-sportsman penalty.

16. Each team is allowed one (1) blitz per game. After the team blitz’s, the referee will kick over the sideline cone. If a team blitz’s more than one time in a game, they will be penalized 15 yards, un-sportsmanlike conduct.

17. Ball carriers may NOT; flag guard, leave their feet to avoid a defender, stiff-arm or physically prevent a defender to pull his/her flag.

**Tie Breaker:**

1.Any game that ends in a tie will go to a tiebreaker. There will be a coin toss at the beginning of the tiebreaker with the home team calling the toss. The winner will choose to be on either offense or defense.

2. Each team will have 1 snap from the 40 yard line, choice of hash.

3. The team with the deepest completion will be declared the winner of the tiebreaker and will add 1 point to the final score.

4. If there is no completion, or the deepest completion is equal, the tiebreaker will be repeated with the team that lost the initial coin toss making the choice to either take offense or defense.

5. This format will be repeated until there is a clear winner is declared.

6. This tiebreaker format will be used in all games

POINT VALUES:

1. Offensive touchdown 7 = points. (6 Points if going for 2)

2. Extra point from the +10 = 2 points.

3. Tiebreaker victory = 1 point.

Pool WINNER WILL BE DETERMINED BY:

1. Record

2. Head to head Competition.

3. Total points scored.

4. Point differential total score minus total give up.

**SHOOT-OUT BRACKET FORMAT:**

1. Top 2 teams will advance to playoff. Pool #1 will play Pool #2 and vice versa. Winner of each game will play for championship. Loser of each will play for 3rd place.

2. All teams will play minimum of 3 games during event.

**BRACKET WINNER WILL BE DETERMINED BY:** Head to head Competition.

**AT LARGE TEAM WILL BE DETERMINED BY:**

1. Record first. Total Points Scored next. Point Differential last.

|  |  |
| --- | --- |
| **PENALTIES:** | |
| ***Offensive Penalties*** | ***Assessed Result*** |
| False start/Illegal motion | Line of Scrimmage Loss of Down |
| Delay of Game | Line of Scrimmage Loss of Down |
| Blocking, Flag Guarding | Line of Scrimmage Loss of Down |
| Fumbles | Dead Ball (offense retains possession at the spot) |
| Pass Interference | Line of Scrimmage Loss of Down |
| Unnecessary Roughness | 15 Yards – LOS Loss of Down |
| Illegal Play | 5 Yards Loss of Down |
| Unsportsmanlike Conduct | 15 Yards Loss of Down |
|  | |
| ***Defensive Penalties*** | ***Assessed Result*** |
| Encroachment/ Neutral zone | 5 yards Repeat Down |
| Holding | Offense FD Spot Foul & 1st Down |
| Pass Interference | Offense FD Spot Foul & 1st Down |
| Unnecessary Roughness | 15 Yards Line of Scrimmage |
| Illegal Play | 5 yards First Down |
| Unsportsmanlike Conduct | 15 Yards First Down |

**REGISTRATION:**

1. Team must be fully registered and paid for before they take the field. Make checks or Money Orders out to: IBC- Island Boy Camp.
2. Oregon 7’s waiver must be filled out, signed and dated before ANY player can participate
3. All players must provide proof of their grade level. We are not U-15, U-14 and so on. The 3 divisions are 5th/6th Grade, 7th/8th Grade and High School. Acceptable proof includes (but isn’t limited to); Parent/Student Vue (online), Current Report Card, Current progress report, Home School Report, Current School ID card, etc. Younger players may play ‘UP’ but no one, under any circumstances, can play ‘DOWN’.