



OPEN 8-MAN FLAG FOOTBALL TOURNAMENT

1. **Purpose:** To disseminate information and instruction pertaining to Open Eight-Man Flag Football Tournaments.
2. **Eligible Teams / Players:** Open Island-wide.
3. **Team Size:** The team size will be limited to 20 players, plus a coach. A coach who participates as a player will count against the 20 player limit.
4. **Awards:** Team and individual awards will be given to 1st, 2nd, and 3rd place finishers.
5. **Tournament Rules:**
 - a. The United States Flag and Touch Football League (USFTL) rules will apply as modified by these by-laws or the Tournament Director.
 - b. Game time is forfeit time with those exceptions that are deemed necessary by the Tournament Director in order to meet any unforeseen contingencies.
 - c. All games will consist of two (20) minute halves with a running clock. The last two minutes of each half will be played with a stop/regulation clock. Halftime will be five minutes.
 - d. The field will be 80 yards in length with 10-yard end zones (total 100 yards) and 40 yards in width. The field of play will have four 20-yard zones of play. Zone lines will be marked at 20 yards from each goal line the center zone line will be 40 yards from each goal line. Team areas will be clearly marked and between the 20-yard lines.
 - e. The game will be played with eight players on the field with four out of the eight players on the line.
 - f. Goal posts will not be used. The kicking of field goals or extra points will not be allowed.
 - g. Free kicks (kickoffs) will occur from the kicking team's 20 yard line. The receiving team will line up behind the 40 yard line.

- h.** Tie games will be decided by the penetration rule. The team penetrating, or advancing the ball into their opponent's territory, after the completion of a series of eight plays, (four consecutive plays per team) shall be declared the winner, unless other scores have been made by either team during the overtime period. In case a touchdown is scored, play shall resume after the try for point by a scrimmage at the center of the field and the series shall be competed, unless that play was the last of the series.

 - (1) The ball will be placed on the 40-yard line at the start of the overtime and after each score.
 - (2) A coin toss at the start of the first overtime will determine the options in the overtime period. The home team captain will call the toss. If additional overtime periods are played, field captains will alternate choices.
 - (3) Each team will run four consecutive offensive plays, unless of a turnover.
 - (4) If a pass is intercepted, the defense may return the ball for yardage and possible score. If deflagged on the defensive side of the line of scrimmage, the ball will be placed back on the line of scrimmage, and the offense will continue with its remaining downs. If the defense returns the ball to the offensive side of the line of scrimmage, and is deflagged, the ball will be placed at the spot of deflag. If the defense scores, the ball shall be placed on the 40-yard line and the offense must score a touchdown on its remaining downs.
- i.** There will be no three or four point stances authorized. Individuals who are caught violating this rule will be charged with the appropriate penalty.
- j.** Scrimmage kicks must be announced in advance. Failure to make the appropriate announcement will result in the appropriate penalty.
- k.** In the case that a runner loses their flag either accidentally, inadvertently (not removed by grabbing or pulling), or on purpose the play continues. The deflagging reverts to a two handed touch of the runner between the shoulders and the knees.
- l.** MCCS does not furnish any uniform items other than jerseys.
- m.** Shorts with pockets are not authorized. Pockets that have been completely stitched or sewn shut will be at the discretion of the officials.
- n.** Shirts must be tucked in at all times.

- o. Shoes with metal cleats are the only type of footwear that will not be authorized to be worn by the participating players.
- p. Coaches are responsible for dissemination of all tournament information and are responsible for the conduct of their team, players, and spectators. Coaches are also responsible for getting the time of their next game from the Tournament Director. There will be no excuses for failure to be aware of your next game time.
- q. All teams must be at the field 30 minutes prior to the scheduled start time of their games.
- r. Coaches are responsible to ensure that prior to leaving the field, team areas are cleaned from all trash, i.e. cups and personal gear.
- s. Teams that fail to show for their first game will automatically be forfeited out of the remainder of the tournament, unless the Tournament Director is made aware of this prior to that team's first game.

6. Officials.

- a. During all games there will be three officials.
- b. Time and score will be kept on the field by the officials.
- c. Each team will provide one person to the game officials during different halves of the game for the management of the down marker.

7. Team Rosters. All team rosters must be turned in 30 minutes prior to their first game. Any team discovered to have played a game or is currently playing with an illegal player will forfeit out of the tournament from that point forward. It is the responsibility of teams to protest illegal players to the Tournament Director. Once a player's name appears on an official roster, he/she will not be authorized to play for another team at any time during the tournament.

8. Protest. The only protest that will be entertained will be for illegal players. All protest will be handled by the Tournament Director.

9. Alcohol: Alcohol is not permitted in the team/bench area, field of play or to be used by any player during their game. **THERE WILL BE NO GLASS CONTAINERS OF ANY TYPE PERMITTED.**

10. Smoking. Smoking is not permitted in the team/bench area, field of play or to be used by any player during their game. **THIS INCLUDES ANY E-CIGARETTE OR OTHER SMOKING RELATED PARAPHERNALIA.**

11. **Pets.** There shall be no pets of any kind allowed on any athletic field or within spectator seating.

12. **Ejection.** If a player or coach is ejected from the game, they must leave the playing area, to include the spectator area within a reasonable amount of time to be determined by the Tournament Director. The ejected player/coach will have to sit out the remainder of the game in progress as well as their next game. All ejections will be reviewed by the Tournament Director for further actions.

13. **Tournament Director.** The Tournament Director or MCCS representative will be responsible for the administration of the tournament and all aspects thereof. Any and all decisions are final.