

Harding University 7 on 7 Camp Searcy, AR



June 12-13, 2009

Teams from Arkansas,
Texas, Louisiana,
Tennessee, Missouri,
Mississippi, Kentucky,
and Oklahoma

5 states last year!



*Work on your passing game vs. other quality opponents from different states.

*Get your kids exposure to a college campus, dorm life, and NCAA Division II Football Coaches!

* "Round Robin" play on Friday afternoon

* Seeded tournament Friday night/Saturday morning

* Lots of Football

* Free to spectators

* This year **adding JUNIOR HIGH & JV Schedule**



The cost is \$265 per team

If your team is staying overnight and you want us to take care of arrangements, there will also be a charge of \$15 per athlete. This fee will also include one free room per team for coaches. We will be staying on campus in one of the dorms. Fee includes bed and breakfast.

Equipment

Teams must provide their own footballs. Players must bring their grass cleats, similar jerseys or t-shirts (2 different ones), and helmet with mouthpiece (if your state allows helmets).



Competition Rules:

1. Teams may use seven (7) defenders and six (6) offensive players, plus a center. In Gun, use an extra player or coach to snap if you do not have a center.
2. Each possession begins on the +40 yard line. Winner of coin toss will have choice of possession to begin game.
3. First downs are made by crossing +25 and +10 yard lines.
4. Teams get three (3) downs to make a first down, even inside the +10 yard line.
5. QB has four (4) seconds to get pass off, or it will be a loss of down and the ball will be placed at the original line of scrimmage. If the ball leaves after 4 seconds, it cannot be completed to an offensive player, but it can be intercepted.
6. The four-second clock starts on the quarterback's first step or the snap of the ball in Gun.
7. Possession changes after a PAT try, failure to make a first down, or a turnover.
8. Games are two (2) 15 minute halves with a continuous running clock.
9. **All games will start on time.** There will be five (5) minute half-times and ten (10) minutes between games, but these segments will be shortened if needed to make sure the next games start on time.
10. 1 timeout per team per game. 1 minute long. If your team calls a timeout before time expires, there will be one more play.
11. All offensive formations must be legal sets.
12. The team has 25 seconds to get each play off.
(Penalty = Loss of down).
13. Substitutions are free.
14. Games are one-hand touch, anywhere. After a catch, there is no downfield blocking.
15. No running plays are allowed. No laterals after reception. Ball is dead when it hits the ground (no fumbles).
16. Scoring: Touchdown = 6 points
PAT = 1 point from 3 yard line OR
2 points from 10 yard line
(offense can select hash)
Defensive Scores: Turnover by INT (including PAT-attempt) **or** turnover on downs = 2 points (no runbacks after INT). Does not count as a "turnover on downs" if it is the last play of the half or game.
18. Pass Interference:
Defense: Automatic first down at the spot. If occurring in the end zone, ball is placed at the one yard line.
Offense: 5 yard penalty and loss of down (no team shall be backed up past the 40 yard line)
19. Helmets will be worn by all teams if their state allows. Teams playing opponents from states not allowing helmets will not wear helmets for that game.
20. **Each team should bring two (2) different colors of jerseys or t-shirts** in case of playing against a team with the same colors. Home team will have choice of jersey.
21. Any unnecessary roughness or unsportsmanlike conduct will result in a warning and a 10 yard penalty. A second offense will result in a 10 yard penalty and player ejection.
22. Overtime: **NO OVERTIME** in Pool Play. In Tournament, alternating possessions for PAT (3 or 10 yard line). Winner of coin flip gets choice of possession. 1st offense chooses their spot. Second team has the option of spots.



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Compete at VARSITY, JV, or JUNIOR HIGH Level!

