

Offense-Defense Sports



April 2022

Youth Team Tournament Rules and Guidelines

309 Bush Drive
Myrtle Beach, SC 29579
Email: info@o-d.com
Ph: 843-903-1888



1. **Tournament General Info**

April 8, 2022

- A. No team's registration is confirmed for tournament seeding until full payment is received.
- B. The O-D tournament is an open play tournament with an elimination bracket. Team will be slotted by O-D staff upon registration for play and seeded for elimination based on win-loss.
- C. Format will consist of teams playing two opponents in their pool for best record that will lead to bracket elimination play.
- D. All teams are guaranteed 3 games minimum, depending on wins and losses however a team could play more games.
- E. Final rosters should be submitted 3-days prior to start of tournament, to be scheduled for play.
- F. All eligible players will be issued and must wear an O-D certified armband throughout the entire tournament. One replacement band will be issued if previous band is destroyed and **returned** for the replacement, however additional bands or band replacement without previous issues are \$5 per player. A player without a band could be eliminated from team play until re-verified.
- G. Teams are required to have an official certified team roster (marked at book check) on-hand at each game, two copies will be provided following book check during team check-in.
- H. Game play schedule will be released on Wednesday prior to the weekend tournament start date.
- I. Referee will make any needed on demand decision on the field to ensure all published rules are followed. Any team challenges shall be brought to the head referee by the team head coach for an on field call decision along with the field site coordinator. That ruling decision is final!
- J. No post-game protests will be accepted and in game protested decision ruling on-field by officials and verified by site coordinator is considered final.
- K. Every team must dress a minimum of 11 players in accordance with National Football Federation rules to start. If a team has 10 players or less, it will be an automatic forfeit, however once the game starts a team may finish with 10 players.

2. **Players Age Breakdown and Required Footballs:**

- A. 7U/8U Division *Can't Turn 8/9 Before August 31st Ball Sz- Pee Wee Wilson K2, Nike, Baden
- B. 9U/10U Division *Can't Turn 10/11 Before August 31st Ball Sz- Junior Wilson, Nike, Baden
- C. 11U/12U Division *Can't Turn 12/13 Before August 31st Ball Sz- Youth Wilson, Nike, Baden
- D. 13U/14U Division *Can't Turn 14/15 Before August 31st Ball Sz- Youth Wilson, Nike, Baden

**If your standard league age cutoff date conflicts with tournament set cutoff date, please present the league rules with conflicting dates for review and possible waiver approval ASAP.

A maximum of five players will be provided approval for play under these guidelines for a single team.

3. Team Book CERTIFICATION

- A. Teams must provide completed rosters to O-D 3-days prior to event start. Each player on the roster must be present at book check and have in their possession an original birth certificate, passport, state ID, school ID w/photo or military ID, for player verification during check-in.
- B. All teams must be certified by O-D Staff...and band applied to arms of athletes and coaches.
 - i. The Head Coach will be provided a roster marked as certified or approved... Each Head Coach is to pre-check team with field staff at least 30 minutes prior to game start. If a player loses his armband, he must be re-certified by O-D Staff before allowed to enter game.
 - ii. A copy of the certified roster will be kept at the scorers table during the game and team book must be quickly accessible if needed for further verification at anytime during game.
 - iii. One person from each team will be designated as the individual allowed to challenge a player's eligibility by approaching the table during the game:
 - Provide jersey number of player in question; may have up to two players at once.
 - The designated individual from both teams will be present for verification efforts.
 - The game will not be stopped for verification challenges, play will continue unless true verification can not be obtained and the player is removed from field.
 - A team will be awarded two challenges per game, however the first challenge must be won to utilize the second challenge.
 - There will be NO challenges allowed in the last two minutes of the game, however the O-D staff and officiating crew reserves the right to have a player verified at anytime.
- C. Each team will be assigned a time slot for check-in and must allow 45-minutes for their team to be cleared and certified for play.
- D. There will be a coaches meeting at a designated time during or following the book check:
 - i. The time and location of meeting will be provided to team contact following registration.
 - ii. Rules, schedule and expectations will be discussed and all questions will be answered...
 - iii. Please provide any concerns and suggestions for improvements.

4. Game Rules, Format and Certification

- A. All games will be played in accordance to rules and guidelines of the NFHS, except where augmented by an O-D rule in this document.
- B. Game play will be on a half field from the 40-yard line going into the end-zone with two games being played at the same time on a single field.
 - i. Games will be played in 2-Half of play at 15-minute each with a 3-minute break between each half. The play will be a standard 4-down series to obtain a first down or score with a change of possession for stops or turnovers.
 - ii. During play when the result of the play places the spot of the ball back beyond the 40-yard line, the play will be treated as a sack and the ball reset at the 40-yard line for play. At NO time will the ball be spotted beyond the 40-yard line for play.

- iii. The game clock and play clock will start on the spotting of the ball for play by the official except in the last two minutes of each half, where the NFHS rules will be in play and the game clock will stop on dead balls and start on the snap.
 - iv. A 25-second play clock will be in effect to keep the game moving. The first violation of the play clock during each half will result in a 5-yard penalty and a lost of down, however the subsequent violations will result in a change of possession.
- C. During the game, one offensive coach at all age group levels will be allowed on the field in huddle with the teams for coaching and corrective play purposes. However, the 8 and under groups may have an offensive and defensive coach on the field at all time.
 - i. When the huddle breaks the coach must move behind the field of play outside the hash to his team side to prevent interference with operation of the officials or game play.
 - ii. Player will be rotated into the game from the sideline and should not be allowed to gather on the field behind the field of play.
 - iii. We cannot reiterate enough or make the point that this is “JUST-A-GAME” for the kids and not a National Championship for a coaches resume. By allowing the coaches on the field, we expect that this opportunity will be used for educational and teaching of the game during a live game environment.
 - iv. Please help to keep the game both educational and fun...
- D. Each team should be ready to play 30-minutes prior to their scheduled start times without any advanced warning. If games end early the schedule will stay up to 30-minutes early.
 - i. During halftime next game players will complete any book checks or player verification's, start their warm-up process and be ready for play at the conclusion of the preceding game.
- E. Absolutely NO communications devices are to be used to communicate with players on the field or coaches on the sidelines from the box or stands to assist in the coaching scheme.!!!
- F. The interior lineman players must be in a three or four point stance at the snap of the ball.
- G. Game brackets will be published to reflect all game start times and start time is forfeit time unless alternate arrangements have been made with tournament officials.
- H. All teams should be at their designated playing field at least forty-five (45) minutes prior to the scheduled kickoff time. The coin flip will take place during this time.
- I. If a game goes beyond the established time slot for play the next game scheduled will begin play IMMEDIATELY following that game.
- J. At no time will an assistant coach, parent or any player challenge the call of a referee. Only one warning from the referee will be given, should it continue they will be banded from the field of play for the remainder of the game and could lead to team being disqualified.
- K. If a team walks off the field for any reason during play they will lose by forfeiture.
- L. Only the Event Staff Director can cancel a game due to inclement weather.
- M. Special Teams Play – There will be NO special teams play during the O-D tournament.
 - i. With the elimination of special teams play, the defensive team will be allowed to score.
- N. At the conclusion of pool play, teams will be seeded for single game elimination play. Utilizing

the same play format until the semi-final and final championship games where the games will be on full fields.

5. Game Clock Time

- A. Games will be played in 2-Half of play at 15-minute each.
- B. A 25-second play clock will be in effect to keep the game moving.
- C. Each team will be awarded one (1) 30-seconds time-out per half.
- D. There will be a 3-minute break for halftime.
- E. The game clock will be governed by the O-D Staff and field assigned officials.
- F. The field referee will keep time if control of on-field clock is not available.
- G. The game clock will start when down markers are in place and ball is set and ready for play.
- H. During the last 2-minutes of each half, NFHS regulation clock will be in effect and start on snap of ball following any dead ball situation.

6. Scoring

- A. Offense
 - i. 6-Pts = Touchdown
 - ii. 2-Pts = PAT Conversion by Pass
 - iii. 1-Pt = PAT Conversion by Run
- B. Defense
 - i. 3-Pts = Interception or Fumble Recovery
 - ii. 2-Pts = Turnover on Downs
 - iii. 1-Pts = PAT Conversion Stopped
- C. If a team is winning by 24 or more points with 10-minutes of game play or any time thereafter, the game will be played with a running clock, this includes time-outs during the last 2-minute of regulation time. The policy will only change if the score is cut to a 12-points or less difference.
 - i. This rule is very necessary in order to have some degree of scoring control in games that are not matched in talent, size or experience.
 - ii. It is O-D's desire and highly encouraged, that winning coaches take all necessary steps available to control the high level of scoring in unmatched game.
- D. All interceptions and fumbles will result in a dead ball situation and can NOT be advanced for yardage, the defense will be awarded points as listed above.

7. Overtime Procedure

- A. Head Coaches will participate in an overtime coin toss where winner of the coin toss will decide either to go on offense or defense to start the overtime play.
- B. Overtime play will only occur during bracket play.
 - i. In overtime, teams will alternate one (1) play each from the 3-yard line. Each team will get an attempt to score in each overtime period.
 - ii. Starting with the 3rd and subsequent overtime rotation, the ball will be placed at the 1-yard line and each team will get an attempt until a winner can be declared.
 - iii. Should an interception occurs the 3-points will be awarded and winner will be declared.

- iv. Overtime periods are not timed.
- v. Each team is awarded one timeout during overtime period.

8. Team Tournament Standings Tie Breaker Rules

- A. If two teams are tied at the end of seed play, the tiebreaker is head-to-head records.
- B. If three or more teams are tied at the end of pool play, the following criteria will be used to determine winners:
 - i. Head-to-Head Records: This rule will only be used if only two teams are tied. If there are three teams tied (even if they all played each other), this tie breaker will be ignored.
 - When the two teams have played each other the standings of the head-to-head competition will be the deciding factor, however if that ruling still results in a tie due to multiple games played and a split in win-loss then the ruling would be the points differential of the multiple games in the head-to-head competition.
 - ii. Point Differential: The differential tie breaker determines the total difference between a teams score versus their opponents. The largest differential wins the tie breaker.
 - iii. Points Allowed: The total of a teams opponents score. The smallest total wins the tie breaker.
 - iv. Points Scored: The total of a teams score. The higher total wins the tie breaker.
 - v. Coin flip: Old faithful, the flip of a coin will be conducted by game officials and the call of heads or tails will declare a winner and that team will advance.
- C. When this tie breaker is used with multiple pools within a division, it is to be understood that all first place teams in their respective pools will be ranked higher within the division then second place teams in the pools.

9. Tournament Conduct and Respect of the Game

- A. Offense-Defense holds the final decision on all matters not covered above.
- B. Please respect the officials at all times, should you have a situation you would like to discuss concerning a particular individual, we have site coordinators assigned to each location that should be your first point of contact. However they do not have the power to change an officials decision.
- C. If your approach is civilized the officials may explain their call and provide a degree of compassion, however NO call are expected to be overturned just because you had a complaint.
- D. Use these moments as teachable moments for the athletes on your team helping to promote good sportsmanship and great life experiences.
- E. We've instructed our officiating staff to treat coaches with respect and they have expectations of the same in return.
- F. Offense-Defense has a very low tolerance for poor behavior and will not entertain any communications when bad language, temperament or gestures are being used to get your point across.
- G. When situations of this nature are experienced we have NO difficulty in recommending that any fan, player, or coach be ejected from the tournament grounds...

- H. If a player or coach is ejected by an official for ANY reason, they will be disqualified for the remainder of the game and possibly the entire tournament, no matter their official position on that team. i.e. Head Coach etc. AND NO REFUNDS WILL BE ISSUED!!!
 - i. The ejection of a player will be for one complete game; so if a player is ejected at any point during the first half of a game they will not be able to participate for the remainder of that game and the first half of the next game.
 - ii. Should a player be ejected twice during a tournament they will be ejected from all tournament play during the remainder of the event.
 - I. Make sure you read thoroughly and discuss the rules with team prior to tournament!!!
 - i. Communicate with parents and onsite guest to ensure game play procedure and score formatting is explained in detail to prevent frustrations or confusion due to lack of understandings.
10. This document replaces previous guidelines dated September 1, 2021 and the “Youth Team Tournament Play” Game Procedures dated March 10, 2022.
11. Should you have any questions or suggestions that need clarifying or would make the process of play better please submit in writing to Offense-Defense at info@o-d.com. We're looking to make an impact on the game and feels that the change being implemented through this style of play will do just that and make the game more exciting for all taking part. Look forward to seeing everyone on the gridiron...

Attachments:
Tournament Team Roster

Offense-Defense Sports
www.o-d.com
info@o-d.com
Ph: 843-903-1888



Tournament Team Roster



Team Name / City, ST: _____

Date: _____

Players

	First Name	Last Name	D.O.B	Parent Name	Parent Phone #	Email Address
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						

Coaches

	First Name	Last Name	D/O/B	Phone #	E-Mail Address
1					
2					
3					
4					
5					

Note: Please complete this form and return to Offense-Defense Sports following event registration, at least 7-days prior to tournament start date.

Submitted By: _____

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O-D Certified: _____