



FCCJC MID-STATES TOURNAMENT OF CHAMPIONS & SUPER SATURDAY

PLEASE READ THIS ENTIRE PACKAGE AS IT CONTAINS INFORMATION THAT WILL ANSWER QUESTIONS YOU MAY HAVE REGARDING RULES FOR YOUR DIVISION.

Park Rules

Molded cleats are required and limited to ½ inch rubber tip only. Removable cleats are prohibited. Park rules prohibit glass containers, aluminum cans, alcoholic beverages, pets, skateboards, scooters (motorized and non motorized), roller blades, or any other wheeled vehicle not medically prescribed. A courtesy cart is available to take those who need help to their assigned fields. Please let the gate attendant know if you need help.

Gate Fee

Daily admission will be \$3 (ages 12 and over). A weekend pass can be purchased for \$5. At check-in, each coach will receive 6 field passes and 6 weekend passes for your coaches. **Field passes must be worn by the coaches to be on the field.**

“Souper Bowl”

Non-perishable food items will be collected and counted at the time of team weigh-in. The team donating the most items (counted item by item) will be named the "Souper" Bowl Team of 2008. A team trophy will be awarded to the winners and the team will be invited to participate in the 2009 Mid-States Tournament at no charge. All food collected will be donated to the Johnson County food pantry.

Charlie Middien

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Weigh-In and Division Requirements

Non-FCCJC teams must weigh in all players on their roster prior to competing in their first game of the tournament. Only FCCJC teams that retain the same roster as used in the 2008 regular season will be exempt from weigh-in. Please arrive 90 minutes prior to your first game, line up your team in alphabetical order, and make sure players have proof of grade and birth certificate, or FCCJC player card, and helmet. The players can weigh-in in any attire they choose whether full uniform, partial uniform or stripped down to their shorts. We will have a private area to weigh any player who needs to strip down to weigh in. For teams traveling in Friday, a room has been secured on Friday from 6-8 pm at the Radisson-Lenexa to weigh in players.

This tournament is a “grade-based” competition ... divisions are established by grades. A player cannot exceed the oldest age listed below as of September 1, 2008 in that grade ... but he must first be in the appropriate grade to be eligible. Teams having players who exceed the age limitations for that grade or are in a higher grade may play up one grade.

| Grade | Age | Maximum Ball Carrier |
|--------------|------------------|---------------------------------|
| 2nd..... | 7-8 yrs..... | 80 lbs |
| 3rd | 8-9 yrs..... | 91 lbs |
| 4th..... | 9-10 yrs..... | 110 lbs |
| 5th..... | 10-11 yrs..... | 120 lbs |
| 6th..... | 11-12 yrs..... | 135 lbs |
| 7th..... | 12-13 yrs..... | 150 lbs |
| 8th..... | 13-14 yrs..... | 170 lbs |
| Open..... | 15 & under | n/a |

The tournament allows for any weight to compete but does restrict the offensive ball carrying positions to the weights listed above. If a player exceeds the ball carrying weight they are restricted to playing the offensive line only while on offense, tight end to tight end, and will be identified by a sticker placed on their helmet. All restricted players are ineligible to receive a pass, take a handoff, or advance the ball in any fashion as a part of an offensive play. If a restricted player recovers a fumble or inadvertently receives a pass on offense, the play is dead at the point of ball control. There is no restriction to advancing the ball on the defensive team in any division. Any defensive player who legally takes possession of the ball can advance the ball through the end of the play. Restricted players may not return kicks or punts. They can be the punter, but must kick once they have received the snap from the center or pass the ball at, or very near, the point where they received the snap from the center. They cannot run the football as part of a diversion or fake punt.

DIVISION SPECIFIC RULES AND REGULATIONS

All games for this tournament are played under rules adopted by the National Federation of State High School Associations (NFHS). The following divisions have rules that vary from the standard and those are listed below:

7-8 YRS (2ND GRADE) AND 8-9 YRS (3RD GRADE)

Two coaches in 2nd grade division and one coach in 3rd grade division are allowed on the field during play. Each coach must be 10 yards back from the deepest player. This means when the ball is set, the line is set, and the quarterback is ready to begin his cadence. Once the quarterback is under center, neither offensive nor defensive coaches may signal or verbalize instructions to their players.

Extra points are two points for a successful run, pass or kick.

A punt is a declared play, and the ball is set 30 yards down the field not to be placed inside the opponent's 20-yard line. Once declared, the officials carry out the play. The clock does not run during this time.

The ball is placed at the receiving team's 25-yard line to simulate any kickoff.

Defensive Restrictions

- The defensive team may only have five players lined up within three yards of the line of scrimmage. Non-linemen may not BLITZ. The non-lineman may not cross the line of scrimmage until the ball moves outside the tight end. Penalty shall be 10 yards for violation of this rule.
- No defensive player shall line up over the center; however, a defensive player(s) may line up in the center-guard gaps.

The maximum penalty on a major infraction shall be 10 yards on an 80-yard field. **(new)**

9-10 YEARS (4TH GRADE)

One coach on the field, regulated as stated above for 3rd grade.

To punt, the kicking team must declare a punt, take the snap, retreat a minimum 5 yards and kick; there is no live rush. Play becomes live once the ball is kicked; no player may cross the line of scrimmage prior to the ball being kicked. Player exceeding the ball carrying weight may not return punts but can field them as a fair catch only. There can be no quick kicks; the punt must be declared and must be kicked within the tackles.

The ball is placed at the 25-yard line on an 80-yard field and the 30-yard line on a 100-yard field to simulate any kickoff.

Extra points are two points for a successful run, pass or kick.

10-11 YEARS (5TH GRADE) AND ABOVE

One coach is allowed on the field of play with the 5th grade teams, regulated as stated above for 3rd grades. No coaches are allowed on the field during any 6th through 8th grade games.

Extra points for 5th and 6th grades are two points for a successful run, pass or kick. For 7th and 8th grades, extra points will be one point for a successful run or pass, and two points for a successful kick.

Other than the coach on the field in 5th grade and the extra points, NFHS rules apply to these divisions.

GAME CLOCK

All games will be 32 minutes in length – four, 8-minute quarters. Half-time will be 10 minutes, which will include a 3-minute warm-up period prior to the start of the second half.

GAME BALLS

Game balls shall be Youth/Intermediate size for grades 7 and 8; Junior size for grades 4 and 6, and Pee Wee size for grades 2 and 3. Each ball shall be presented to the game officials and opposing coach prior to the game. The home team shall be responsible for supplying an appropriate game ball. However, the visiting team may choose to utilize their own game ball when on offense.

AWARDS

Super Saturday

- All players receive a participation medal.

Mid-States Tournament of Champions

- Champion and Runner-Up teams receive individual and team trophies.
- All other players receive a participation medal.

OVERTIME PROCEDURE

Tie games will be decided based on NFHS overtime procedures. Beginning with the third overtime possession in grades 7 and 8, each team is required to go for a two-point conversion (i.e., must kick).

TIE BREAKER PROCEDURE FOR ROUND-ROBIN FORMATS

If at the end of all games, a round-robin bracket has two or more teams tied by record, the following procedure will be used to determine which team advances to the next round.

First Criteria – fewest points allowed in all games total, then head-to-head competition if only two teams remained tied.

Second Criteria – most points scored in all games total, then head-to-head competition if only two teams remained tied.

Third Criteria – coin toss between all parties tied. If three teams are tied, each head coach will flip a coin and the odd result advances. If all three are the same result, there will be a re-flip until the winner is determined. All coins must be the same, for example: three quarters. If two teams are tied, one coin will be flipped, one time to determine the team that advances. A drawing will be held to determine the team that calls the coin toss. Two pieces of paper will be placed in a hat, one with an X and one without. The team that draws the paper marked with the X will call the toss.

SPORTSMANSHIP

Each head coach is responsible for the actions of their assistant coaches, players and fans. If the coach on the field in 2nd through 5th grade is flagged for unsportsmanlike conduct while on the field as a coach, he is no longer allowed to coach from the field for the remainder of the game. There is a “no tolerance” rule for unsportsmanlike conduct. Any flagrant unsportsmanlike act may result in an expulsion from the tournament and Heritage Park at any time. Coaches, fans and players who are ejected are suspended from further participation in the tournament, and are not allowed re-entry into the park. There are no appeals.

If you have a clarification concerning a call made by an official, you may, in a civil manner ask the referee for clarification of the rule applied by the official. You can only question rule interpretations, not judgment calls. Once the official has explained their position, if further clarification is necessary, you may ask for a member of the tournament committee and the Officials Coordinator to come to your field and settle the matter. Each field is equipped with a radio at the scoreboard to facilitate this procedure. All decisions by the tournament committee and Officials Coordinator are final and not subject to appeal.

The goal of the tournament committee is to provide each team with a competitive environment for enjoying the game of football. We will not tolerate any actions deemed inappropriate, such as foul language, verbal abuse, physical abuse, or actions demeaning the intent of youth sports. We want to provide a safe and fun environment for enjoying the game and participating in it.

10/15/08