



7 ON 7 STATE CHAMPIONSHIP/ELITE SHOWCASE WEEKEND

NYSHSFCA, along with the US Army and Marines, is proud to bring to NYS the 7 on 7 State Championship and Combine Weekend at Ithaca College on July 14-15, 2018.

➤ 7 on 7 State Championship – July 14 and 15:

- 48 teams will compete in two divisions (24 in each division) and each day
- 24 teams -Large School Division (Class A & AA)/24 –Small School (Class B, C & D)
- Large School Division on Saturday – July 14 – 10 am - Registration – 11 am - Start
- Small School Division on Sunday – July 15 – 11 am Registration – 12 pm – Start
- 3 Large Teams and 3 Small Teams per section – if more apply a lottery will occur
- Send attached form to your Section Rep with a \$200 deposit (fully refunded day of event)
- All registration forms must be into your Section Rep with the deposit by March 30th
- Bring water and game supplies
- Trainers will be provided
- ALL GAMES WILL BE ON GRASS FIELDS
- NO HELMETS – BUT PLAYERS MUST HAVE MOUTHPIECES

➤ Elite Skills Showcase – July 15:

- Players qualifying from the NYSHSFCA Regional Combines
- Regional Combines will consist of specific tests in order to qualify
- See your Section Reps for Regional Combine information
- Showcase will include position specific skills coached by College Coaches
- Showcase will begin at 9 a.m. at Ithaca College
- There is no cost to the players who qualify
- Players must participate in the Regional Combines to qualify
- Players qualifying will receive a personal invite from the NYSHSFCA
- SHOWCASE WILL BE ON GRASS FIELDS – BRING CLEATS

7 ON 7 NYS CHAMPIONSHIP – REGISTRATION FORM

SCHOOL NAME: _____

CLASSIFICATION: _____

COACHES NAME: _____

EMAIL: _____

COACHES PHONE: _____

\$200 DEPOSIT: CHECK CASH

Send to your NYSHSFCA Representative – contact information - NYSHSFCA website under “Officers”

NYSHSFCA - 7 on 7 Rules

1. FIELDLENGTH: 50 Total Yards – 40 Yards with a 10 Yard End Zone
2. STARTING EACH GAME:
The designated home team (2ND on schedule) begin possession on the +40 yard line-choice of hash
 - A. A horn will begin each game – each game last 40 minutes – running time-clock will only stop for 1 timeout
 - B. Official will declare when the clock goes under two minutes – a horn will end each game
 - C. 7 Players Only in the Huddle
 - D. Each Team will have “1” Timeout (1 minute)
3. MOVING THE BALL:
 - A. Offense starts on +40 choice of hash after change of possession
 - B. Offense has 3 downs to gain a first down. First down markers will be at the +25 and +10 yard lines
 - C. Once inside the +10, the offense has 3 downs to score a TD
 - D. For the conversion-offense can choose-1 or 2 pts. 2 pt-5 yd line-offense has choice of hash
4. COACHING YOUR TEAM
 - A. 1 off/1def coach allowed on the field-must be positioned behind the offensive huddle
 - B. Coaches are not allowed to challenge any official ruling-REMAINING COACHES CAN WORK FROM SIDELINE
5. SPECIAL RULES (Mouth Pieces Required-NO HELMETS):
 - A. **NO BLOCKING–WILL RESULT IN LOSS OF DOWN-RETURN TO PREVIOUS SPOT**
 - B. Center must snap the ball when in Shotgun
 - C. Ball carrier is down when touched below the neck w/1 hand-defender cannot leave his feet to make a tag
 - D. Fumbles=dead balls at the spot w/last team in control retaining possession (AT SNAP REMOVED)
 - E. Each team will have 25 seconds to put the ball into play. Delay of game is loss of down.
 - F. Defenders no closer than 3 Yards to the LOS (Press Coverage is allowed)
 - G. Offensive team is responsible for retrieving & returning the ball to the official. Any delay from offense will result in delay of game – loss of down with exception of 1 timeout per team
 - H. Defensive pass interference or defensive holding will result in a 1st down at the spot of the foul.
 - I. Offensive pass interference will result in a return to the previous spot plus a loss of down.
 - J. QB is allowed 4.0 seconds to throw. ONE- ONE THOUSAND. TWO- ONE THOUSAND..THREE- ONE THOUSAND..FOUR- ONE THOUSAND! – Referees will stop play if 4.0 seconds is surpassed
 - K. An interception will result in an immediate stoppage of play and change of possession w/the team having possession at the +40 yd
6. TIE BREAKER
 - A. Any game that ends in a tie will go to a tie-breaker. There will be a coin toss at the beginning of the tie breaker with the home team calling the toss. The winner will choose to be on offense or defense.
 - B. Each team will have one snap from the +40 yard line choice of hash.
 - C. The team with the deepest completion will be declared the winner of the tie breaker.
 - D. If there is no completion or the deepest completion is equal the tie breaker will be repeated with the team that lost the initial coin toss making the choice to play offense or defense.
 - E. This format will be repeated until a winner is declared.
 - F. This tie breaking format will be used in all games including the quarterfinals, semifinals, and finals.
 - G. WINNING THE TIE BREAKER COUNTS AS A WIN IN THE STANDINGS and a 1 point advantage in the scoring column.

*****AFTER EACH GAME THE COACH OF THE WINNING TEAM IS RESPONSIBLE TO REPORT THE SCORE OF THE GAME TO THE NYSHSFCA COACH THAT IS CONTROLLING THAT BRACKET SITE*****

POINT VALUES

- A. Offensive touchdown=6 points.
- B. Extra point from =1 point.
- C. Extra point from the +5=2 points
- D. Tie Breaker victory= 1 point