

2020 SVYFL 7 on 7 Rules

Field Dimensions:

Field Length will be 50 yards. 40 yard playing field with a 10 yard end zone.

Starting Each Game:

1. Coin Toss. The toss of coin will take place within two minutes of scheduled start time of game. The toss will be called by the team captain (Ref's Discretion) before the coin is flipped. Winning team will begin possession of the ball on the +40 yard line with their choice of hash.
2. A whistle will begin each game.
3. Each game last 25 minutes with running clock (Overtime in Pool Play). Each team will only be authorized 1 timeout per game.
4. Official will declare when the clock is under 2 minutes
5. The clock never stops.
6. A whistle will end each game.
7. The referees will keep the official score and time on the field for each game.
8. Soft Helmets and Mouth pieces must be worn at all times by all SVYFL Athletes. If a player does not have either they cannot participate until they do.

The Softshell Helmet is only optional for the QB and any invitational teams.

Moving the Ball:

1. Offense always starts on +40 yard line with their choice of the hash. After any change of possession.
2. All snaps at the +40 yard line must be off the QB-TEE (No Shotgun). Upon gaining a yard or more QB may take a shotgun off QB-TEE.
3. Offense has three (3) downs to gain a first down. First down markers will be at the 25, and 10 yard lines.
4. Once inside the 10 yard line, the offense has 3 downs to score a touchdown.
5. The first person to control the football off of the QB-Tee is the QB. The QB is never eligible to run.
6. The SVYFL passing league does not authorize any running plays however, short overhand passes behind the line of scrimmage are allowed to include the shovel pass. (No Handoffs or backwards underhand Pitches)
7. Defensive players cannot cross the line until there is an exchange from the QB to any eligible receiver. If he does that is considered a blitz.
8. Quarterback can NEVER run the ball.
9. A conversion after a touchdown, the offense can choose to go for 2 points. (TD is 7 points, factoring in a Free PAT), if going for 2 points the TD is worth 6 points based on foregoing the free PAT)
10. 2 point conversion is 1 attempt from the 10 yard line to cross the Goal line. Offense chooses hash for ball placement.

Coaching your Team:

1. There will be one offensive coach allowed on the field at any time.
2. The coach must be position behind the offensive huddle.

3. Coaches are not allowed to challenge any official ruling.
4. Remaining team coaches can work from the sidelines.
5. NO defensive coaches allowed on the field.
6. Coaches will be given 1 sideline warning during play. Second warning will result in a 10 yard penalty or half the distance to the goal. Third warning will result in coaches ejection.

Special Rules:

1. NO Blocking!
2. Face guarding is allowed
3. Blocking will result in a loss of down, return to previous spot.
4. Ball carrier is legally down when touched below the neck with one hand. A defender may leave his feet to make a tag.
5. Fumbles (Including snap) are dead balls at the spot of the ball with the last team in control retaining possession at the spot.
6. Play Clock: Offensive team will have 25 seconds to put the ball into play. Delay of game is a loss of down.
7. The offensive team is responsible for retrieving and returning the ball to the official. The clock does not stop, and any delay of the offense in retrieving and returning the ball to the official will result in delay of game penalty.
8. Defensive pass interference or defensive holding will result in a first down at the spot of the foul.
9. Offensive pass interference will result in a return to the previous spot plus a loss of down.
10. QB is allowed 4.0 seconds to throw the ball. Referees will stop play if 4.0 seconds is surpassed. Only when the defense blitzes the 4.0 second clock is not in play meaning the QB can avoid the rush for as many seconds as needed but he is still not allowed to run pass the line of scrimmage.
11. The defense is allowed one (1) blitz in the entire game (including overtime) meaning if you don't blitz during the 25 minute game it carries over to overtime but if you used your blitz in the 25 minute game you do not have a blitz for overtime.
12. An interception will result in an immediate stoppage of play and a change of possession with the interception team gaining possession at the 40 yard line.
13. Individual/Teammates on field minimal celebration is authorized. Excessive celebration (as determined by the opinion of the officials) is not allowed and will not be tolerated. If a team clears the sideline to celebrate a touchdown and delay the game they will be penalized 15 yards on defense on the next opponent's offensive drive/possession. If on an extra point they team will be penalized 15 yards on defense and the extra point will not count.
14. A game cannot end on a defensive penalty. If this occurs, the offense will have 1 untimed down if time has expired.
15. **Fighting will not be tolerated.** If a player throws a punch, he is ejected immediately and can NOT return to the game. If players are involved in pushing or shoving they will be ejected immediately from the game and cannot returned. If a team's bench clears, resulting in a fight, both of the teams are ejected, resulting in a forfeit. The referee has the right to throw out any player, players, or team out of the game. The SVYFL BOD has the right in any case to throw out players and teams due to misconduct and they will have to leave the complex immediately. A referee can also give a 15 yard un-sportsman penalty.

16. Each team is allowed one (1) blitz per game. After the team blitz's, the referee will kick over the sideline cone. If a team blitz's more than one time in a game, they will be penalized 15 yards, un-sportsman

17. Offensive formations should follow standard Football rules regarding men on line (7 required) and no receiver lined up inside the Tackle box (imagining there are 5 Down lineman)

Tie Breaker:

1. Any game that ends in a tie will go to a tiebreaker. There will be a coin toss at the beginning of the tiebreaker with the home team calling the toss. The winner will choose to be on either offense or defense.
2. Each team will have 1 snap from the 40 yard line, choice of hash.
3. The team with the deepest completion will be declared the winner of the tiebreaker and will add 1 point to the final score.
4. If there is no completion, or the deepest completion is equal, the tiebreaker will be repeated with the team that lost the initial coin toss making the choice to either take offense or defense.
5. This format will be repeated until there is a clear winner is declared.
6. This tiebreaker format will be used in all games

POST SEASON BRACKET FORMAT:

1. All teams will be seeded in the bracket based on season win/loss record.
2. All teams will play minimum of 4 games during event.

BRACKET SEED TIE WILL BE DETERMINED BY:

1. Head to head Competition.

POINT VALUES:

1. Offensive touchdown = 7 points. (6 Points if going for 2)
2. 2 Pt Conversion from the 10 yrd line = 2 points.
3. Interception= 3 Points
4. Defensive Stop = 2 Points
3. Tiebreaker victory = 1 point.

PENALTIES:

Offensive Penalties Assessed Result

False start/Illegal motion Line of Scrimmage Loss of Down

Delay of Game Line of Scrimmage Loss of Down

Blocking Line of Scrimmage Loss of Down

Fumbles Dead Ball (offense retains possession at the spot)

Pass Interference Line of Scrimmage Loss of Down

Unnecessary Roughness 15 Yards – LOS Loss of Down

Illegal Play 5 Yards Loss of Down

Un-sportsman 15 Yards Loss of Down

Defense Penalties Assessed Result

Encroachment/ Neutral zone 5 yards Repeat Down

Holding Offense FD Spot Foul & 1st Down

Pass Interference Offense FD Spot Foul & 1st Down

Unnecessary Roughness 15 Yards Line of Scrimmage

Illegal Play 5 yards First Down

Un-sportsman 15 Yards First Down

PLEASE HELP US KEEP OUR FIELDS CLEAN; EACH TEAM IS RESPONSIBLE FOR

CLEAN UP OF WATER BOTTLES AND TRASH ON THEIR OWN SIDELINES. THANK YOU!!!