7v7 FOOTBALL DETAILS

AGE DIVISIONS
- 8 & Under: 6 – 8 years old.
- 10 & Under: 8 – 10 years old.
- 12 & Under: 10 – 12 years old.

DAYS OF PLAY
- MON/WED/SAT
- TUE/THU/SAT

SEASON
- Practice begins the week of Sept. 14th and will be held three times a week for the first two weeks on the days registered for.
- Games begin the week of September 28th and will be held during the week only with practices on Saturday.
- Season will last through before Thanksgiving depending on the weather our last game scheduled would be the week of Nov. 9th
- In the event of inclement weather the final week of the season will begin the week of Nov. 16th

LOCATION
- All practices and games will be held at Stephen C. Beachy Central Park, 1000 Krenek Tap Road

PRACTICE / GAME TIMES
- 8 & 10 & under will play at 6:30 and 7:30 p.m. during the week and practice anytime between 9 a.m. – 4 p.m. on Sat. (subject to change depending on number of teams)
- 12 & under will play at 7:30 and 8:30 p.m. during the week and practice anytime between 9 a.m. – 4 p.m. on Sat. (subject to change depending on number of teams)

UNIFORM/EQUIPMENT
- Teams will be provided reversible pennies that they will be responsible for throughout the season. Any lost or damaged jersey will be replaced by athletics staff.
- Each team will be provided with two footballs at the beginning of the season. It is their responsibility to sanitize the footballs before and after use. Lost or deflated footballs will be replaced with a limit of two more footballs per team.

SPECIAL REQUEST
- All teams will be created and picked by athletics staff. There will be no drafting of teams by coaches.
- Players will be allowed one carpool request. Each player must request each other and must be in the same division/days of play.
- WE CANNOT GUARANTEE ANY REQUEST
COACHING
• For those interested in volunteering to coach in our league MUST fill out a volunteer coach form: cstx.gov/sportsvolunteer
• All volunteers will be background checked and notified via email about filling out the form.
• Teams will be created by athletics staff based on the number of volunteer coaches.
• Parents may be asked to coach if there is a shortage of volunteer coaches.

SCHEDULES
• All schedules can be found online at teamsideline.com/collegestation under your division/days of play.
• Once season schedules have been made live online athletics staff will notify all coaches and parents via email. Any changes to the schedule due to weather or for any other reason will be communicated to coaches via email.

RAINOUTS
• When playing conditions are questionable call the rain out number at 979-764-3732 for the latest information or check Team Sideline. This recording is usually updated after 4:00 p.m. or in the event the weather changes throughout the day. You can also check our website at http://www.cstx.gov/fieldstatus for field status.
• Coaches will be notified via Team Sideline and email about make up games/practices.

QUESTIONS
• Your coach is the person to contact during the season.
• Bobbie Cantu – Athletics Supervisor, bcantu@cstx.gov, 979.764.3725
• Gene Ballew – Athletics & Tourism Manager, gballew@cstx.gov, 979.764.3424
7v7 FOOTBALL PLAYING RULES

PLAYING FIELD
- Length of field will be 30 yards with a 7 yard end zone
- Field width will be 35 yards
- Field will be divided into 3 zones of 10 yards each
- Players and coaches will be on the west side of the field
- All spectators will be on the east side of the field closest to highway

EQUIPMENT
- 8U will use the Pee Wee football
- 10U will use the Junior football
- 12 will use the Brown leather football
- Players will not be required to wear a softshell helmet, but it is encouraged as well as a mouth piece

PLAYERS BEHAVIOR
- Any verbal badgering of officials or derogatory language between, players, coaches, or fans may result in a disqualification and removal from the game

GAME TIME
- Games will be a continuous clock of two 20 minute halves. The clock will start when the ball is legally snapped. It will only stop for injury or timeouts
- If a game ends in a tie each team will get one play from the 2 point line to score alternating turns until there is a winner
- 5 minute half time for all divisions
- Forfeit will occur after 10 minutes of the 1st half

TIMEOUTS
- Each team will have 2 timeouts per half
- A timeout may be called by player and/or coach
- Each time-out will be one (1) minute in length
- Officials may call additional time-outs at their discretion
- During officials’ time-outs the clock stops

SCORING
- All touchdowns are 7 points
- A touchdown shall be scored when a player is legally in possession of the ball and the ball penetrates the vertical plan of the opponent’s goal line
- The 8U division will not have “Point After Touchdown” attempts
  - All scores will be 7 points
- Point After Touchdown:
  - 1 point – run or pass from the 3 yard line. Teams must declare before the official marks the ball ready for play
  - 2 point – run or pass from the 10 yard line. Teams must declare before the official marks the ball ready for play

Updated as of 8.7.20
STARTING THE GAME

- Visitors will have first possession and wear white/light color. The Home team will have first possession of the 2nd half and wear a dark color. Reversible jerseys will be provided for all teams.
- Ball is always placed in the center at the 30 yard line

MOVING THE BALL

- **8U division** - can hand or toss the ball behind the line of scrimmage for a run play. (No kicking/punting)
- **8U division** - defensive players cannot cross the line of scrimmage until the ball has left the quarterbacks hands
- **10U & 12U division** - will have pass plays only when on offensive. (No run plays or kicking/punting)
- All passes must be a forward pass
- Field is marked at 10 yard intervals. (3 first downs without a penalty would result in a touchdown)
- Possession always begins at the 30 yard line at center mark
- No penalty will be assessed in excess of the 30 yard line. On an unsuccessful or successful offensive play from the 30 yard line resulting in an offensive penalty: The ball will be returned to the 30 yard line and 1st down will become 2nd down; 2nd down will become 3rd down; and 3rd down will result in a turnover.
- Offenses always move in the same direction
- No “double passes” are allowed
- Once a forward pass has been thrown, a backward pass (lateral) is allowed
- Should a swing pass not cross the LOS and a defensive player tags the ball carrier behind the 30 yard line, it is a safety
- Snapper will position the ball within 3 seconds at the next scrimmage spot (Delay game if not set)

SPECIAL RULES

- No blocking
- Receiver/Ball carrier is legally down when touched with one or both hands. (Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down and 5 yards. Expulsion of a player(s) if ruled unsportsmanlike & flagrant)
- Fumbles are dead balls at the spot with the last team retaining possession. A muffed snap is not a fumble/dead ball. The 7.0 second count remains in effect on snaps
- Two delay of game penalties in the same possession results in a turnover
- Any offensive penalty on the extra point try results in a turnover
- The QB is allowed 7.0 seconds to throw the ball. The time starts on the snap of the ball from center and stops as soon as the QB releases the ball
- If release is 7.0 seconds or under, the play goes on
- If the official sees that the clock has exceeded 7.0 seconds, they wait until the play is over (the play is not blown dead), then brings the ball back to the original line of scrimmage with loss of down
- An interception on a ball thrown after 7 seconds does not count as an INT
- All penalties will be marked off on a 7 second count except for pass interference.
- Defensive Pass interference is the same as NCAA rules- automatic 1st down & spot foul up to 10 yards
- Responsibility to avoid contact is with the defense. There will be NO chucking, deliberate bumping, or grabbing. These actions will result in a spot foul and 5 yard penalty “tacked on” at the end of the play.
- Offensive pass interference is the same as NCAA rules (5 yard penalty)
- Interceptions may be returned (“no blocking” rule applies). If an interception is returned beyond the 30 yard line (the offensive origination point) it is a touchdown and point after attempt should ensue. The

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teammates of the person who intercepted the ball may trail the runner so as to be in position to take a backwards pass. They may not block for or screen for the runner

- Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot in a timely fashion. Failure to do so can result in a delay of game penalty
- The offensive center is an eligible receiver (teams must have a center). The ball must be snapped from the ground, does not have to be between legs
- The center will be responsible for setting or re-positioning the Referee’s marker at the line of scrimmage. On change of possession, the team moving to offense will ensure the marker gets to the new scrimmage line. (Centers on both teams responsible)
- The offense must gain at least 10 yards in the first 3 or less plays or the defense takes over. There is no kicking. Four down territory occurs only after offense proceeds to or inside the 10 yard line cone (third quadrant)
- Any dead ball foul on a play that results in the defense getting the ball and it is unable to be penalized back to the 30 yard line will result in a loss of down penalty. The defense, now the offense, would be starting play with 2nd down
- There will be an area referred to as the tackle box that extends 3 yards on both sides of the center and extending 3 yards deep into the backfield. No eligible receiver may align within the tackle box
- Only one player can be in motion on the offense at any given point. There is no limit to the number of players on the line of scrimmage
- All penalties will be 5 yards except pass interference which will be a spot foul up to 10 yards
- No diving will be allowed toward a first down marker or the end zone
- Penalty is 5 yards from the point the feet left the ground