



## **1. PLAYER REGISTRATION & WEIGH-IN:**

- a. Coaches are required to pre-register Team and Players Verified to be eligible to participate in ANY FCS Event 10 days prior to official registration the day before tournament play begins.
- b. All player information will be provided by the verification system. Teams are not allowed to add players after roster check-in, (ALL PLAYERS MUST BE ENTERED THE VERIFICATION SYSTEM). There are NO EXCEPTIONS to this rule.
- c. ALL Teams must have a State ID or Certified Birth Certificate with them for player check-in and during the games, for an FCS STAFF Member to verify the information entered into the VERIFICATION SYSTEM. There are NO EXCEPTIONS to this rule so do not ask. A player falsifying their age will be disqualified from FCS Tournaments FOREVER. If a coach knowingly tries to falsify a player's age, the whole team will be immediately disqualified from tournament play and no refund will be given.
- d. ALL teams are required to weigh in the day before the start of the tournament. There are absolutely NO EXCEPTIONS to this requirement. All weigh-ins are final!
- e. Players will not be allowed to use exercise or any artificial means to lose weight on the day of the tournament. The safety of the players is of paramount importance to the FCS Tournament Staff.
- f. Any coach encouraging a youth player to lose weight prior to weigh-in will be immediately disqualified as a coach and will not be allowed to participate in ANY FCS Tournament forever. The youth will also be immediately disqualified from FCS Tournaments forever. THERE ARE NO EXCEPTIONS TO THIS RULE!
- g. Each Player weighed-in must have his/her numerical Jersey in his possession. There are NO EXCEPTIONS.
- h. At the official weigh-in, Players will be given Bracelets or other Identification devices that must be worn or attached in a visible location of the body or uniform for the duration of the tournament.
- i. If a player loses their ID they must contact an FCS Coordinator to be re-identified before they can receive a new ID. The player will need to be accompanied by their coach and they will need their birth certificate for identification.

## **2. COACHES REQUIREMENTS**

- a. The Team's Head Coach will be responsible for their team and their Fans. The assistant coaching staff is also under the direction of the Head Coach.

- b. Head Coaches and (3) Assistant coaches must be a least 18 years of age.
- c. A team may have a maximum of (4) coaches. IF they have more than 4 Coaches, they may pay weekend pass and get a special wrist band to be on the sidelines. We ONLY allow coaches on sidelines, for the betterment of the game.
- d. All coaches will follow rules established by the Event Staff.
- e. Only the Head Coach will be allowed to converse with field officials during gameplay.
- f. Three (3) assistant coaches are allowed on the sideline during the game. The team may also have a medical staff member.

### **3. PROCEDURE**

The game is to be governed by [N.F.H.S. Rules & Regulations](#) with the Event Staff Rules having the highest authority.

- a. TWO GAME MINIMUM GUARANTEE! Each age division will consist of up to 8 teams and will be played in a true tournament modified single-elimination format with consolation games taking place. The two (2) teams with the best record will compete for the division championship. Please see “Sample 3 Game Brackets” at FCSBALL.com for a simplified example.
- b. Only the Event Staff Director can cancel a game due to inclement weather.
- c. Games start on GAME TIME. All teams are required to be at their designated playing field at least thirty (30) minutes prior to the scheduled kickoff time. The coin flip will take place on the sideline 15 minutes prior to gameplay. Teams will immediately begin play at the beginning of the hour at which their team is scheduled to play. If either team is not on the field and prepared to play they will be given a 10 minute grace period. If the same team is not prepared to play at 15 minutes past the hour the team will immediately lose the game by forfeiture.
- d. If a game goes beyond their time of playtime the next team scheduled will begin to play IMMEDIATELY after completion of the earlier game.
- e. The field referee will keep time and will make the final decision. At no time will a team challenge the referee. His decision is FINAL!
- f. Games will be scheduled so that no team will ever play back to back games during an FCS tournament.
- g. If a team walks off the field for any reason during play they will lose by forfeiture.
- h. At no time will a coach, assistant coach or any player challenge the call of a referee. If they do challenge they will get ONE warning from the referee. If they continue to challenge they will be immediately disqualified from the tournament and will be removed from the field of play. If they heckle or cause any problems off the field the team will be immediately disqualified from the tournament. The kids are here to have fun. Let’s just enjoy the game.

#### **4. TIE BALL GAMES**

- a. At the end of regulation play if there is a tie each team will have an offensive series with the ball placed on the 5-yard line. The team with the highest score after each team has had a scoring attempt will be declared the winner. (see scoring values below).
- b. If the defense intercepts the ball or recovers a fumble their offense immediately gets the ball on the 5-yard line. If their team has already scored as a result of going first in overtime the game will end giving them victory.
- c. If there is a tie after the first overtime series play will continue in the same manner until one team scores while the other fails.
- d. If there are field goal uprights a team may choose to attempt extra point conversions from the 5-yard line rather than running the ball. It's their choice. (see scoring values below).

Play will continue in this manner until a team wins.

#### Tie Breakers

1. Record
2. Head 2 Head
3. Defense Points Against
4. Plus / Minus Points
5. Points Scored

#### **5. GAME PROTEST**

- a. All protests will be brought to the FCS Field Staff Representative who will be present at each game. The FCS Staff Representative will listen to the head coach protest and will report the protest to the Tournament Director for resolution.
- b. The Tournament Director will give a final decision on the protest. At no time will a coach challenge the Tournament Director's decision or risk ejection from the tournament.

#### **6. CONDUCT OF PLAYERS, COACHES, AND SPECTATORS**

- a. If a player or coach is ejected from a game they will not coach or play for the remainder of the tournament and will not be allowed on the field for the rest of the tournament. NO EXCEPTIONS. We will not tolerate ANY player or coach misconduct, nor should we have to. This tournament series is for the kids to have fun. On average every team will see an occasional questionable call. Referees are not infallible. Give them a break.
- b. Profanity from either coaches or players will not be tolerated. Violators will be IMMEDIATELY EJECTED FROM THE TOURNAMENT.
- c. Any Player/Coach fighting will result in automatic EJECTION from the tournament.
- d. Excessive heckling by any spectator will result in their removal.

- e. We are an alcohol and drug-free tournament venue. Any use of these substances is strictly prohibited. Violators will be immediately removed from the tournament indefinitely and will not be able to participate in FCS Tournaments forever.
- f. At no time will a coach get physical with a player including using face masks to get attention, yanking the player, even if they are the coach's child. A coach will receive a warning on the first infraction. The second infraction will result in his ejection from the game. If he continues in this manner in the following game he will be permanently ejected from the tournament.
- g. Anyone arrested for disorderly conduct at any FCS Tournament event will not be allowed to attend any FCS Tournament event forever.
- h. Pets are NOT allowed at FCS Tournaments with the exception of seeing-eye dogs for the blind.
- i. Tobacco use is PROHIBITED on or near the field/Sideline at any FCS Tournament including cigarettes, cigars, pipes, chewing tobacco, etc.
- J. Sunflower Seeds use is PROHIBITED on or near the field/Sideline at any FCS Tournament.

## 7. REQUIRED EQUIPMENT

All teams will follow N.F.H.S. rules. STEEL CLEATS ARE NOT PERMITTED! Anyone caught wearing steel cleats will be immediately ejected from the tournament.

# FCS TOURNAMENT RULES

1. FCS Championship Series use The National Federation of High School Association rule book and will govern tournament play, with the following changes, exceptions, additions, clarifications, and emphasis.
2. Teams will render a handshake to the opposing team players at the end of the game to show good sportsmanship.
  - a. Time Outs A team shall be permitted (1) time-out per quarter not including official's timeouts.
  - b. Game Clock Rules Each game is made up of (4) four – (12) ten minute quarters. We use a modified clock except for the last minute of each half (runs regulation then). Clock stops on all scores and timeouts. We use the modified clock for efficiency so we can fit in all the games. Average game times run around an hour.
  - c. Game Officials - A minimum of (2-4) two-four licensed officials will be assigned to each game of each FCS game. An FCS Field Director will oversee each division and keep tournament play operating efficiently.
  - d. Age Cutoff Rule\*\*\*

FCS uses the same age cut-off for all tournament divisions. August 1st is the age cut-off for each age division. (Age example of the 10 & under: if your team is made up of kids 10 and younger w/ kids turning 11 after Aug. 1st, then you still compete in the 10u division). FCS understands that many leagues have DIFFERENT age cut-off rules and dates and FCS will work to accommodate your team as long as it is within our tournament rules. We do accept teams from GRADE oriented leagues (but there MUST be league proof). A Division example, if your team is made up of 9, 10 & 11-year-olds then you'll compete in the 11u division.

e. Harmful Activities - WE PLAY HEADS-UP FOOTBALL! THE SAFETY OF THE PLAYERS IS OF PARAMOUNT IMPORTANCE! WE REQUIRE COACHES TO REVIEW, UNDERSTAND AND ABIDE BY HEADS UP STANDARDS. IF TEAMS ARE CAUGHT TARGETING OR NOT PLAYING HEADS-UP PLAY YOU WILL BE DISQUALIFIED FROM ALL FCS TOURNAMENTS FOREVER!

Every coach will abide by N.F.H.S. rules on blocking and tackling including no chop blocking, face tackling or spearing techniques. Any player “intentionally” violating these rules will be immediately ejected from the game. The field referees will have the final call as they see it. There will be NO challenges to their call. The safety of the players is of paramount importance in ALL FCS TOURNAMENT GAMES. Questionable play WILL NOT be tolerated.

### 3. AGE DIVISIONS

The line weight for all ages is unlimited. We will pair teams up as fair as possible to start the tournament. However, your team may end up playing a team with a larger line during the tournament. If a skilled player is over the maximum weight for their division they may NOT play that position but can still play on the line on either side of the ball. They cannot at any time receive the ball. If the player recovers a fumble or intercepts a pass the ball is dead at that point and your team gains possession of the ball.

a. 8 & UNDER DIVISION: Skill player max weight is 110 lbs. - unlimited line weight. NO PUNTING OF ANY KIND. All punts are walked off 25 yards by officials. NO KICKOFFS - Ball starts play at the 30-yard line to begin each half and after each score. ONE COACH can be on the field during the game. Teams may elect to punt on 4th down or try for a first down.

b. 9 & UNDER DIVISION: Skill player max weight is 120 lbs. - unlimited line weight. NO PUNTING OF ANY KIND. All punts are walked off 25 yards by officials. NO KICKOFFS - Ball starts play at the 30-yard line to begin each half and after each score. Teams may elect to punt on 4th down or try for a first down.

c. 10 & UNDER DIVISION: Skill player max weight is 130 lbs. - unlimited line weight. NO PUNTING OF ANY KIND. All punts are walked off 25 yards by officials. NO KICKOFFS - Ball starts play at the 30-yard line to begin each half and after each score. Teams may elect to punt on 4th down or try for a first down.

d. 11 & UNDER DIVISION: Skill player max weight is 140 lbs. - unlimited line weight. NO PUNTING OF ANY KIND. All punts are walked off 25 yards by officials. NO KICKOFFS - Ball starts play at the 30-yard line to begin each half and after each score. Teams may elect to punt on 4th down or try for a first down.

e. 12 & UNDER DIVISION: Skill player max weight is 155 lbs. unlimited line weight. NO PUNTING OF ANY KIND. All punts are walked off 25 yards by officials. NO KICKOFFS - Ball starts play at the 30-yard line to begin each half and after each score. Teams may elect to punt on 4th down or try for a first down.

f. 13 & UNDER DIVISION: Skill player max weight is UNLIMITED. Players MAXIMUM GRADE is 8th. NO PUNTING OF ANY KIND. All punts are walked off 25 yards by officials. NO KICKOFFS - Ball starts play at the 30-yard line to begin each half and after each score. Teams may elect to punt on 4th down or try for a first down. Any student entering high school in the fall of 2018 is INELIGIBLE to play in any FCS Tournaments.

g. 14 & UNDER DIVISION: Skill player max weight is UNLIMITED. Players MAXIMUM GRADE is 8th. NO PUNTING OF ANY KIND. All punts are walked off 25 yards by officials. NO KICKOFFS - Ball starts play at the 30-yard line to begin each half and after each score. Teams may elect to punt on 4th down or try for a first down. Any

student entering high school in the fall of 2016 is INELIGIBLE to play in any FCS Tournaments. YOU MUST SHOW A SCHOOL IDENTIFICATION CARD INDICATING YOU ARE IN 8TH GRADE OR LOWER to participate in this division.

4. \*\*\*Tournament division schedules will be released to coaches via our website the Tuesday Night prior to the start of the tournament or sooner if possible.

## 12. SCORING VALUES

- a. Touchdowns = 6 points
- b. The point-after attempt (kick) =2 points (if goalposts are available)
- c. Point after attempt (run or pass) = 1 point
- d. Safety = 2 points
- e. Field Goal = 3 points

## 13. BALLS

- a. Seven (7) - nine (9) year olds will use the K-2 football or its equivalent.
- b. Nine (9) - twelve (12) year olds will use the Junior TDJ or its equivalent.
- c. Fourteen (14) year olds will use the TDY or its equivalent.
- d. No Rubber Balls will be allowed.