

# 2016 Clayton Civitan Turkey Bowl Rules

## 1. SIGN-UP AND ADMISSION:

### Sign-Up:

- Each team must submit application and the \$300 entry fee per team by November 20<sup>th</sup>, 2016.
  - Entry fee will include Turkey Bowl t-shirts for up to 25 players and 5 coaches.
  - If a team should need additional t-shirts for players and coaches there will be a charge of \$6.50 per shirt.
  - No refunds on money after November 20<sup>th</sup>, 2016 unless the tournament is cancelled due to inclement weather for the entire weekend (partial schedule due to weather will not provide a partial rebate)
- First 8 teams (8U) and 16 teams (10U/12U), who sign up and pay in full will be accepted.
- Completed player roster is due at weigh in on Friday, November 27<sup>th</sup>, 2016.
  - Each team must have a minimum of 15 players on the roster.
- All games will be played at Clayton Civitan Fields.

### Admission costs:

- \$6 per day for adult
- \$4 per day per child
  - Children 3 and under are free.
- A weekend pass will be available for:
  - \$10 for adult
  - \$6 for child
    - Children 3 and under are free
- Players, up to five (5) coaches (including coaches, team mom, and managers) will be admitted to the park at no additional cost from the entry fee.
- Sponsorships are available for t-shirts. Please contact Clayton Civitan Office.
- Each team's head coach must attend a mandatory meeting with the Tournament Director prior to their first game on Friday. There will be three different meeting times posted. Coaches are expected to attend the most convenient meeting prior to their team's first game on Friday to review tournament rules.

## 2. GAME DATES:

- Up to eight (8) teams for each age group (8U, 10U, and 12U) will make up the tournament.
- All games will be played on the Friday and Saturday after Thanksgiving
  - Sunday will be the make-up day for inclement weather
- Games may be played from 8:30 am to 9 pm on Friday, and from 9:00 am to 8:00 pm on Saturday.
- Games may start up to 30 minutes earlier or 30 minutes later than scheduled.
- Teams should be at the field and prepared to play 30 minutes before their scheduled game.

### GAME DATES (cont.):

- Tournament format will be determined by the number of teams playing.
- Civitan reserves the right to change the tournament format as needed.
- Based on eight (8) teams\*, the teams will be:
  - Divided into two (2) divisions playing each team in the division one time (3 games for each team).
  - Each team will play two (2) games on Friday and one (1) on Saturday.
  - Division winners will play a championship game for 1<sup>st</sup> and 2<sup>nd</sup> places.
  - Division winner will be based on the following order:
    - Best Record
    - Head-to-head
    - Highest point differential in games played
    - Most points scored in the games
    - Least points allowed in the games
    - Draw from a hat
  - *\*Should eight (8) teams not be available for each age group, brackets will be designed to allow for a minimum of three (3) games for each team.*
- Game schedule will be available by Tuesday, November 22<sup>nd</sup>, 2016 and IS SUBJECT TO CHANGE ON SHORT NOTICE SO FLEXIBILITY IN SCHEDULING IS REQUIRED. Please check website.
- A coin toss between coaches prior to each game will decide home team and visitor. Home team bench will be on the press box side of field.
- A trophy will be awarded to the head coach of the 1st place teams and 2nd place teams. Players on the 1st and 2nd place teams will receive a medallion (up to 25 players per team).

### 3. GAME CLOCK:

#### Time Limits:

- 10 Minutes between Games to transfer teams and give officials breaks – NO EXCEPTIONS
- Official game time will be noted in the press box and by the officials
- Each team must be on field and ready to start game every 90 minutes
- Maximum game time limits are:
  - **8U:**
    - 1 hour & 5 minutes
    - Four (4) quarters of eight (8) minutes duration
    - (5) minute halftime – **Teams must remain on sideline**
    - (2) minutes between quarters – **Teams must remain on sideline**
  - **10U & 12U:**
    - 1 hour & 20 minutes
    - Four (4) quarters of eight (8) minutes duration
    - (5) minute halftime - **Teams must remain on sideline**
    - (2) minutes between quarters - **Teams must remain on sideline**

## GAME CLOCK (cont.)

- If in the 2nd half, it appears the allotted time limit is not going to be met, the clock will only stop for
  - change of possession
  - Penalty
  - Scores
  - Player injury.
- This will be at the discretion of the referees and Tournament Director.
  
- If a team is leading by 24 points or more
  - A continuous clock will begin two minutes after the extra point, or the ensuing kickoff, whichever comes first, and will not revert back
  - No onside kicks will be allowed
  - No passing will be allowed
  
- Each team will be given
  - Two (2) 30 second time-outs each half.
    - *In the event of overtime, each team will be allowed one (1) time out.*
  
- No sudden death rules for division games and these games will end in a tie.
  
- The Championship game (1st and 2nd place game) will have a sudden death where
  - *The score will be broken by placing the ball on the defensive team's ten (10) yard line and giving them four (4) downs to score.*
  - *The ball will change hands and give the other team the same opportunity.*
  
- This procedure will continue until there is a winner. A flip of a coin will decide the defensive team for first four (4) downs of overtime play. \_\_\_\_\_ (initial)

## 4. AGES:

- ***Each player shall bring a birth certificate to the weigh-in for checks by Clayton Civitan staff.***
  
- **8U Division:**
  - *Players must be a minimum of 6 years old and not 9 years old on 8/1/2016*
  
- **10U Division:**
  - *Players must not be 11 years old by August 1, 2016*
  
- **12U Division:**
  - *Players must not be 13 years old by August 1, 2016*

## **5. WEIGHT LIMITS:**

- Clayton will furnish an approved set of scales for weigh-in.
- A player may weigh-in wearing a minimum of game jersey and gym shorts.
- All players will weigh-in 1 hour before the 1st game only.
- ***NO PLAYER MAY WEIGH MORE THAN 190 pounds***
  
- Each coach must present an approved team roster at weigh in, with the following information:
  - Correct name
  - Correct age
  - Jersey number of each player
- Any player whose name and number does not appear on the roster, who does not weigh-in prior to kickoff, or who does not have a birth certificate shall not be eligible for the game.
- It is the responsibility of the coach prior to the weigh-in, to identify to Clayton any player's name on the official roster that may be missing at weigh-in but may be attending the tournament at a later time.

## **8U Division:**

- **Weight limits:**
  - ***110 Pounds***
  - ***Players weighing 111 – 190 may play from tackle to tackle on the offensive & defensive lines***
  - ***Players weighing 111 – 190 shall be identified with a colored stripe on the helmet after weigh-in***
  
- Any striped player playing tackle-to-tackle positions shall be limited to the five positions on offense line
  - ***Center***
  - ***Guard-2***
  - ***Tackles-2***
  
- Maximum of four positions on defense line, which must be lined-up within the offensive line tackle-to-tackle positions.
  
- All striped players must be
  - ***In a 3 or 4 point stance at time ball is snapped on offense, defense, punt, and punt return teams.***
  - ***Striped players may punt the ball but may not advance the ball by running or receiving.***

**\*\*ANY TEAM CAUGHT USING STRIPED PLAYERS IN ANY OTHER POSITION WILL RECEIVE A 10 YARD PENALTY. ANY PLAYER CAUGHT REMOVING THEIR HELMET STRIPE WILL CAUSE THE TEAM TO FORFEIT THE GAME.\*\***

## 5. WEIGHT LIMITS (cont.)

### 10U Division:

- Weight limits:

- *130 Pounds*
- *Players weighing 131 – 190 may play from tackle to tackle on the offensive & defensive lines*
- *Players weighing 131 – 190 shall be identified with a colored stripe on the helmet after weigh-in*

- Any striped player playing tackle-to-tackle positions shall be limited to the five positions on offense line
  - *Center*
  - *Guard-2*
  - *Tackles-2*
- Maximum of four positions on defense line, which must be lined-up within the offensive line tackle-to-tackle positions from A-Gap to C-Gap ONLY
  - *NOTE: A STRIPED PLAYER CANNOT BE LINED UP HEAD UP ON THE CENTER*
- All striped players must be
  - *In a 3 or 4 point stance at time ball is snapped on offense, defense, punt, and punt return teams.*
  - *Striped players may play on the kickoff return team on the front line only and may not advance the ball.*
  - *Striped players may punt the ball but may not advance the ball by running or receiving.*

**\*\*ANY TEAM CAUGHT USING STRIPED PLAYERS IN ANY OTHER POSITION WILL RECEIVE A 10 YARD PENALTY. ANY PLAYER CAUGHT REMOVING THEIR HELMET STRIPE WILL CAUSE THE TEAM TO FORFEIT THE GAME.\*\***

### 12U Division:

- Weight limits:

- *160 Pounds*
- *Players weighing 161 – 190 may play from tackle to tackle on the offensive & defensive lines*
- *Players weighing 161 – 190 shall be identified with a colored stripe on the helmet after weigh-in*

- Any striped player playing tackle-to-tackle positions shall be limited to the five positions on offense line
  - *Center*
  - *Guard-2*
  - *Tackles-2*
- Maximum of four positions on defense line, which must be lined-up within the offensive line tackle-to-tackle positions from A-Gap to C-Gap ONLY
  - *NOTE: A STRIPED PLAYER CANNOT BE LINED UP HEAD UP ON THE CENTER*
- All striped players must be
  - *In a 3 or 4 point stance at the time ball is snapped on offense, defense, punt, and punt return teams.*
  - *Striped players may play on the kickoff return team on the front line only and may not advance the ball.*
  - *Striped players may punt the ball but may not advance the ball by running or receiving.*

**\*\*ANY TEAM CAUGHT USING STRIPED PLAYERS IN ANY OTHER POSITION WILL RECEIVE A 10 YARD PENALTY. ANY PLAYER CAUGHT REMOVING THEIR HELMET STRIPE WILL CAUSE THE TEAM TO FORFEIT THE GAME.\*\***

## 6. EQUIPMENT:

- Each team is responsible for providing:
  - Player equipment
  - First aid equipment
  - Kicking tee (10U/12U)
  - Water coolers/bottles.
- All Teams must wear matching jerseys.
- Players must have self protection equipment including:
  - Mouth pieces
  - Rubber cleats
- Players are not allowed to wear the following non-playing items:
  - Jewelry
  - Arm bands (Non-Essential, does not include tournament wristband)
  - Leg bands
  - Head bands, etc.
- Clayton Civitan will be furnishing the following game balls to the referees to use for the games:
  - 8U Division
    - Type Wilson K2
  - 10U/12U Division
    - Type Wilson TDJ
- Each team would be responsible to make sure the game ball is dry if playing in wet conditions.
- Teams may be allowed to play with their own ball provided the ball is of equal size and quality to the ball furnished by Clayton Civitan as deemed by the games head official as not to give a team an unfair advantage.

## 7. SCORING:

- Touchdowns are six (6) points.
- Extra points are:
  - *One (1) point if scored by running or passing from the two (2) yard line OR...*
  - *Two (2) points from the four (4) yard line.*
- The team scoring a touchdown must immediately signal to the official if they are going for one (1) or two (2) points.

## 8. FIELD:

- Some bleachers are provided, but parents and fans may wish to bring chairs
- Areas will be available at the Clayton Park to warm-up teams 45 minutes prior to each game
- No other field use will be available

### 8U Division:

- All games will be played on an eighty (80) yard field

### 10U/12U Division:

- All games will be played on an eighty (80) yard field
- Kickoff will be made from the thirty (30) yard line
- Kickoff after safety and/or touchback will be from the twenty (20) yard line.

## 9. OFFICIALS:

- Paid officials will be employed for each game
- All fifteen (15) yard penalties will be ten (10) yards
- Five (5) yard penalties will be five (5) yards
- \*No team will be able to protest an official's call or judgment
- \*\*Any other protests will be decided by Clayton's Turkey Bowl Director and decision will be final.

## 10. SPECTATORS:

- The only people allowed on the sidelines are
  - *coaches/manager (up to 5 maximum)*
  - *trainers (up to 2)*
  - *Cheerleader sponsors*
  - *Chain gang*
  - *Football Players*
- Press people must remain behind the fences and off the sidelines.
- No outside food or beverages are allowed inside the park
- No coolers will be allowed in the park
  - *ONLY exceptions are coolers brought by team moms with beverages or snacks for the team*
- Alcohol usage in the park or parking lot is not allowed
  - *Anyone expected of drinking, will be asked to leave the park.*
- Concessions will be available at the park.

**\*\*Families (with passes) may leave the premises between games or during games by the judgment of the gate personnel. Teenagers/children will not be allowed to run in and out of the gates\*\***

**\*\*Any parent ejected from the park will not be allowed to return to the park for remainder of the tournament.\*\***

## 11. SPORTSMANSHIP:

- Any coach ejected from a game by Clayton Civitan Turkey Bowl Director or an Official on the field will not be able to participate in any remaining tournament activities.
- Any player ejected from a game by an official on the field will not be allowed to play in the remainder of that game and must be held out for one quarter of the next game.
- A coach OR parent will not be allowed to film another team that you will be playing; however, you may go watch and take notes.
  - *Any coach OR parent doing this will be dismissed from the tournament.*
- No headsets/cell phones allowed for coaches on sidelines.

## 12. FORFEITS:

- No refunds will be given to the teams, sponsors, or spectators for any team forfeiting.
- Clayton Civitan Turkey Bowl Director will make all attempts to get each team their allotted games.

## 8U SPECIFIC GAME RULES

*The following rules apply to the 8U age division only.*

- There will be no kickoff in 8U play
- All game will be played on a (80) yard field
- The ball will be placed at mid field to
  - *Start the game*
  - *Start the second half*
  - *After each score*
  
- The clock will start when the ball is placed and the chains are set
- No more than 7 people on the line of defense
- Ends may stand
- Tackle to tackle players must be in a 3 or 4 point stance
- No blitzing
- Linebackers must be 3 yards off the ball
- Once the ball is handed off or the Quarterback makes an attempt to run or pass the linebackers may go
- There will be one warning given
  - *After the initial warning, it will be a 5 yard penalty*
  
- The defense is allowed to have a nose guard over center
- One coach is allowed on the field with the offense and defense
- Once the offense is set:
  - *The coach must be 10 yards back from the line of scrimmage*
  - *The coach is no longer allowed to talk or communicate with their players*
    - *1st offense is a flag and a warning*
    - *2nd offense is a flag and 5 yard illegal procedure penalty*
    - *3rd offense is a flag and a 10 yard unsportsmanlike penalty on the coach, the coach must leave the field Another coach may take his place on the field*
  
- **PUNT RULE:** If a team on 4th down chooses to punt
  - The defense may not blitz or rush the punter
  - The defense may not cross the neutral zone
  - Once the ball is punted it will be marked down where the ball has stopped or where the receiving team takes possession
  - If the defense rushes the punter it will be a 10 yard penalty and automatic first down
  - Defense must take a knee during the punt and may NOT raise their hands