



TEAM REGISTRATION

Saturday, June 6th Arundel High School (Anne Arundel County)

Saturday, June 13th St. Paul's School's (Baltimore County)

REGISTRATION

Space is limited for the tournament. Your spot in the tournament can only be secured by completing all necessary forms and by receipt of payment. We will inform you periodically as to the status of the tournament sites and the amount of space available. This tournament complies with all MPSSAA rules and regulations regarding out-of-season coaching.

DATES

Saturday, June 6th
Arundel HS (Anne Arundel County)

Saturday, June 13th
St. Paul's School's (Baltimore County)

FORMAT

All teams are guaranteed 4 games each play date. Two 16-team brackets will be setup for the day in 'flights' starting at 9:00am and 1:30pm. Teams can choose a date and will be assigned a time for their flight and should plan for three hours of competition. A 7-on-7 passing tournament format will be applied (method of play provided).

OFFICIALS

There will be a minimum of two officials assigned to each game - one back judge and one timer.

LIABILITY

Liability coverage has been secured for the tournament. Each member of your team must complete the electronic Consent & Waiver Form which will be provided once your registration has been confirmed. Each head coach is responsible for securing all Consent & Waiver Forms. All athletes are expected to have secured their own major medical coverage.

FIRST-AID

A first-aid tent will be on site along with a certified athletic trainer.

HYDRATION

All coaches and players must bring their own water. It's suggested that every player bring a minimum of 64 oz. of water with them.

CONCESSIONS

A limited selection of food and liquids will be available for sale on site. Remind your players to bring food/snacks with them. Absolutely no open fires or cooking devices are allowed at the tournament.

CHECK-IN

On the day of the event, all teams need to check-in at the director's tent one hour prior to the start of their first competition. At that time, there will be a brief meeting for coaches to collect rosters and waivers, distribute attire for your team, review rules and finalize field assignments. Please be prompt.

COST

The cost per team is \$275 per event. Make checks payable to MD Football Foundation (Maryland Football Foundation).

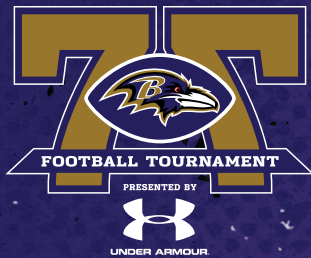
SEND REGISTRATION & FEE TO:

MD Football Foundation
Attn: Ravens 7on7 Football Tournament
2424 Cobblestone Way
Frederick, MD 21702

CONTACT

Vince Ahearn (Director)
301-606-3925
vinceahearn3@gmail.com





RULES & METHOD OF PLAY

Saturday, June 6th Arundel High School (Anne Arundel County)

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METHOD OF PLAY

1. Pregame coin flip determines team to start on offense.
2. Ball will always start on the offense's 40 yard line (base-line) to start a possession. (This includes interceptions not returned for TDs).
3. Offense will be given 4 downs to make a first down at the 20 yard line in order to receive 4 additional downs.
4. Offense may have only 5 Eligibles, plus QB and Center (Center is optional).
5. Offense must have at least 1 back/receiver lined up within imaginary tackles upon snap of ball at least 5 yards deep.
6. The football must be thrown within 4 seconds with a centerquarterback exchange and within 3 seconds without a centerquarterback exchange. Officials use electronic countdown timers on the field and will not count out loud. A sack occurs when the quarterback does not RELEASE the ball in time (if the timer goes off with the arm in motion, it's a sack) – play the next down from the previous line of scrimmage.
7. The ball is declared dead when the runner is tagged with one hand between the shoulders and the knees (including the hand and arm) or the ball touches the ground (this does not include the centerquarterback exchange).
8. All touchdowns are 1 point (includes interceptions for scores). No PATs.
9. Offenses may finish a drive started before time has expired only if they have a chance to win or tie.
10. Overtime: Each team is given 3 plays with the team gaining the most yards winning. A touchdown at any point, constitutes the end of overtime. Interceptions constitute a dead ball and end of series during overtime.
11. Team with the most points at the expiration of time wins.

RULES OF PLAY

1. Each game will be 30 minutes running time.
2. Offense has 30 seconds to put the ball in play.
3. No timeouts (with the exception of an official calling time for clarification, injury, etc.).
4. Mouthpieces are mandatory on the field of play.
5. No coaches or additional players are allowed on the field during play.
6. No running plays (QB may not run the football).
7. No blocking or screen blocking what so ever. Blocking constitutes a loss of down penalty.
8. The offense may pass the ball only once from the QB during a play. Double passes constitute an illegal forward pass.
9. Offensive players are responsible for retrieving the football after each play.
10. Defense cannot line up closer than 3 yards from the LOS. Defense must give offense a free release off the LOS.
11. No contact on defense during route progressions – contact is defined as body to body, forearms, or with two hands. One hand does not constitute contact (except for holding). It is the responsibility of the defender to avoid contact.
12. Excessive contact during play or unsportsmanlike conduct will not be tolerated and could be cause for the removal of a player or team from the tournament (the tournament director will be notified and make the final decision).

OFFENSIVE INFRACTIONS

Penalty: -5 yards from original L.O.S. and repeat down

- Offsides
- Illegal procedure (no backs within tackles on snap)

Penalty: -5 yards from original L.O.S. and loss of down

- Ineligible receiver downfield
- Illegal forward pass
- Blocking or screening
- Pass interference
- Delay of game

DEFENSIVE INFRACTIONS

Penalty: +5 yards from original L.O.S. and repeat down

- Offsides (defense inside 3 yard LOS cushion)

Penalty: +5 yards from original L.O.S. and automatic first down

- Holding
- Illegal contact
- Pass interference





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date identification

(Please check one box only: identify your preference or indicate that you want to participate in both tournaments)

June 6th

Arundel High School (Anne Arundel County)

June 13th

St. Paul's School's (Baltimore County)

TEAM INFORMATION

Team Name: _____

Head Coach: _____

Mailing Address: _____

City: _____

State: _____

Zip Code: _____

Email: _____

Cell Phone: _____

PLAYER UNDER ARMOUR APPAREL

Each participating player will receive two jerseys and one pair of socks.

Apparel will be distributed at check-in on the day of the tournament.

The Dark jersey for all teams this year will be either Black or Grey and be determined by the tournament staff.

REGISTRATION & PAYMENT

Send this form along with the your fee to the address below to secure a spot in the tournament. Teams that withdraw within ten days of the event will not be eligible for a refund.

MD Football Foundation
Attn.: Ravens 7on7 Football Tournament
2424 Cobblestone Way
Frederick, MD 21702

MAKE CHECKS PAYABLE TO – MD FOOTBALL FOUNDATION

TEAM ROSTER & WAIVER FORMS ARE NOT DUE UNTIL THE DAY OF THE TOURNAMENT



