

Westside Classic Tournament Rules

7th Grade Tackle Division

The National Federation of High School Associations rulebook, as used in Iowa, will govern play in the Westside Classic Tournament with the following exceptions, additions, clarifications and emphasis.

Officials: A minimum of 3 IHSAA licensed officials will be assigned to each game. The Tournament Director will assign officials to each game.

Playing Fields: Playing fields for 7th Grade Tackle Division will be regulation 100-yard football fields. Teams will occupy opposite sides of the field. Players and coaches must remain in their respective players/coaches box.

Weight Limit- There is **no weight limit** on backs and receivers in the 7th grade division.

Game Times: There will be four (4) quarters of play in each game, consisting of **twelve (12) minutes of continuous running time** in each quarter. (Under the following situations, the game clock **will continue** to run: first downs, out of bounds, incomplete passes. The continuous clock **will stop** for scores, point-after attempts, an injury, official and team time-outs). Halftime will be (10) ten minutes in duration, absent time and scheduling considerations that may dictate a reduction to five (5) minutes. **During the last two (2) minutes of each half, standard regulation time will be in effect.** The Scoreboard clock will be the official clock, provided that an adult timekeeper operates the clock. A **forty-five (45) second play clock** will be in effect for all League games. Each team is allowed **two (2) time outs** per half, the duration of which will be one (1) minute each. During a charged time out, only one (1) coach [and one (1) non-adult, i.e., a water person] may be on the field and approach the huddle.

Kickoffs are live and follow all IHSAA guidelines.

Alignment: Offense - 7 on LOS. Defense - 5 linemen or 4-lineman front is allowed. Outside defensive man on the line can be no wider than outside man-shoulder, linebackers no closer than 2 yds from LOS, DBs min 4 yds from LOS. Interior lineman must be in down position.

Defensive Blitzing: Blitzing is allowed in accordance with all IHSAA rules.

Fumbles/Interceptions: Live ball. Advance as allowed.

Punting: Punts are live in accordance with IHSAA rules.

Extra Points: Extra points are live in accordance with IHSAA rules. Successful kick is worth 1 point. Successful run or pass conversion is worth 2 points.

Placing - All placing will be determined by 4 or 8 man brackets where available. 2 or 3 game minimum.

Ball regulation- Youth TDY will be the official ball used. Each team is responsible for their own game ball.