



***Savage  
Gridiron  
Classic***

Welcome to the 2016 Savage Grid Iron Classic Football  
Tournament!

**WE WILL PLAY RAIN OR SHINE!!!! WE HAVE  
TWO OPEN FIELDS AVAILABLE TO MAKE UP  
ANY GAMES DELAYED FOR WEATHER**

A reminder to everyone that there will be a \$5.00 per person charge to enter the youth complex on each day of the tournament. Players in uniform, coaches with passes and children under 5 will be free. The complex is non-smoking and we ask that no coolers, outside food or grills be brought in, we offer a full concessions.

Due to the large number of teams in some of the age groups we were forced to split into separate brackets. Each group will crown their own tournament champion!

The brackets were designed to provide the best game experience for the teams that traveled and paid an entry fee and to guarantee teams received two games for the weekend. In some brackets the only fair way to achieve this was by seeding a local non traveling team when necessary, this also helps us meet as many special requests for game times as we can. Our goal is to provide the most games and best experience for the teams who pay a registration fee and travel to play.

Good luck to all of the teams!!!!!!!!!!

**Savage Grid Iron Classic Information**  
**WE WILL PLAY RAIN OR SHINE!!!! WE HAVE TWO OPEN FIELDS**  
**AVAILABLE TO MAKE UP ANY GAMES DELAYED FOR WEATHER**

**Check In:** the registration table will be set up at the picnic area by the baseball fields, someone will be there all day, team **MUST** check in prior to their first game.

**Weigh In:** Please have your team roster completed. All players will be weighed and the weight will be recorded on the team roster. All players over the allowed weight limit will be stickered on their helmet. Please have all player's line up in alphabetical order with their helmet in their hand.

**Warm Up Areas:** **DO NOT** use the baseball fields, teams may use lower soccer fields that are by the lower parking lot and adjacent to field #5

**Coach passes** can be picked up at the time of check in. A maximum of 5 passes will be provided per team.

**Admission:** daily admission of \$5.00 per person per day, players in uniform, coaches with passes and children under 5 are free.

**Concessions:** we provide a full concession on site and ask no coolers, outside food or grills be brought in, the complex is a non-smoking complex.

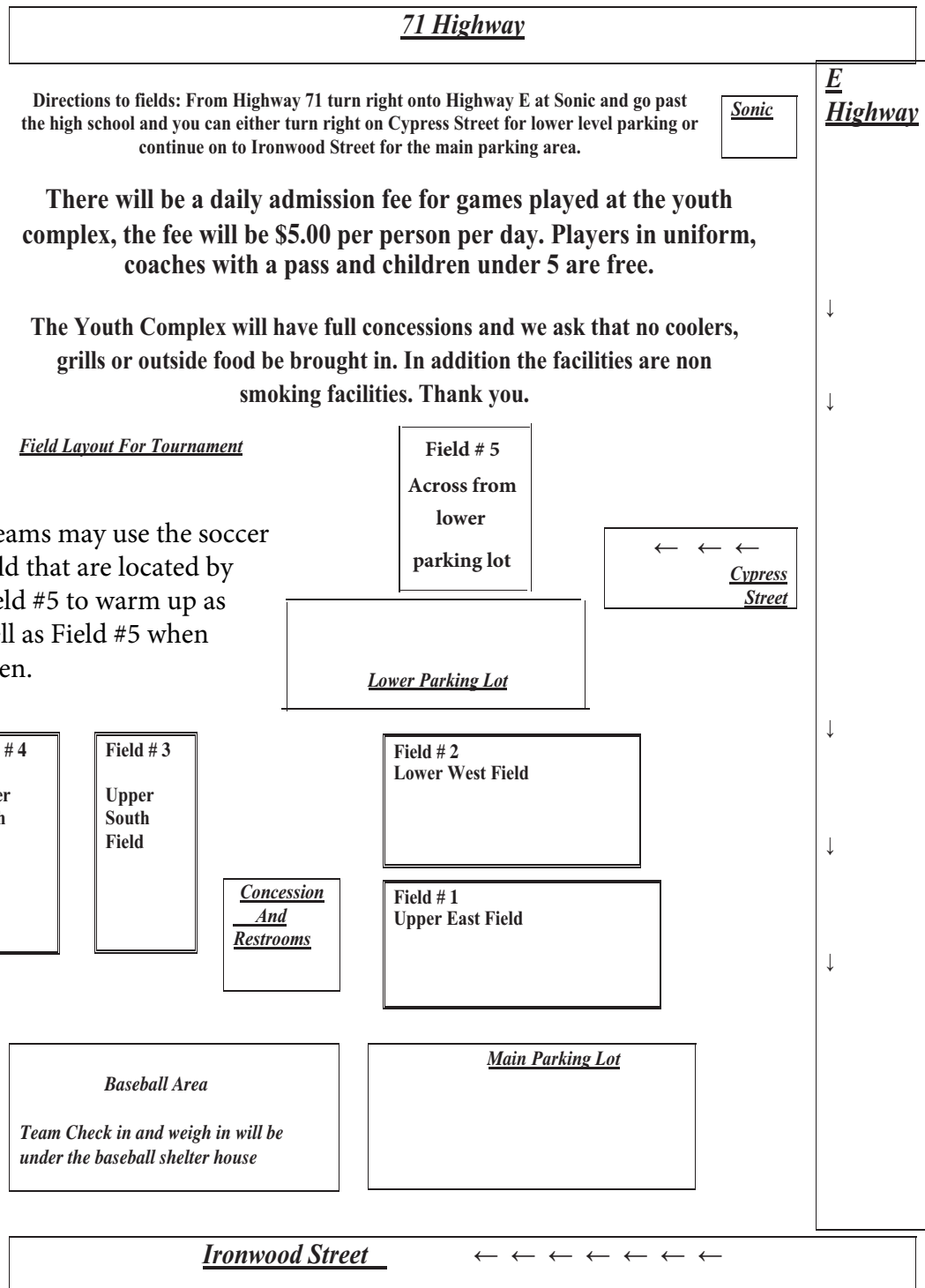
**Sportsmanship:** We expect all teams, coaches, parents and bystanders to display good sportsmanship. Anyone observed by a member of the SYF Board of Directors, Officials or police acting inappropriately or being either physically or verbally abusive will be asked to leave. The officials, directors and local police have a zero tolerance policy regarding behavior.

**Coaches and Team Managers:** Please have your roster filled out, birth certificates in alphabetical order and team organized at check in this will save all of us time. Remember no birth certificate.....**NO PLAY!**

\* this does not apply to local MEYFL Teams you have already weighed and been checked by our League Director\*

**\*\*\*Rules Update:** We will be enforcing the new Missouri High School rule regarding kickoff. No player other than the kicker may be more than 5 yards behind the ball on a kickoff. In addition per MSHSAA recommendation we are placing an emphasis on protecting players who lead with their helmet this includes running backs carrying the ball.

**Savannah Youth Sports Complex**  
**204 North Ironwood Street, Savannah, MO 64485**



## **2016 3rd & 4th Grade**

### **Jamboree Schedule and Rules**

No special teams

Team listed first on the schedule will start on offense.

25 minute half with a running clock it does not stop for touchdowns or penalties or in last 2 minutes, clock will stop only for timeouts. All other rules regarding time (delay of game etc...) and coaches will be applied at the official's discretion. It is a jamboree so some flexibility will be allowed but we also can't have teams taking 2 minutes to run a play.

Teams are given 1 timeout each per scrimmage.

Teams will start on the 30 yard line going in.

Teams will run 12 plays on offense each alternating possessions until the 25 minute time limit is up for each contest.

Games will start at 9am. All teams need to be ready to play at 9am, even if you are scheduled to be out of the rotation on the first 25 minute session this will help keep things moving on time. There will be a five minute break between scrimmages allowing teams to move to next field if required.

## **3<sup>rd</sup> and 4<sup>th</sup> Grade Jamboree: 9am start time!**

### **Field # 4 East End / Teams: Savannah (Williams), Maryville, King City**

9:00 Savannah (Williams) v King City - (Maryville Out)

9:30 Maryville v Savannah (Williams) - (King City Out)

10:00 King City v Maryville - (Savannah Williams Done)

### **Field # 3 Teams: St Joe Calloway, Wolverines, Liberty, Smithville/ teams will use both ends of the field.**

9:00 East end of field St. Joe Calloway v Wolverines

9:00 West end of field Liberty v Smithville

9:30 East end of field St. Joe Calloway v Liberty

9:30 West end of field Smithville v Wolverines

10:00 East end of field St. Joe Calloway v Smithville

10:00 West end of field Liberty v Wolverines

**Field # 2 Teams: Savannah (Ellis), East Atchison, Platte County, East Buch/ teams will use both ends of the field.**

9:00 North end of field Savannah (Ellis) v East Atchison

9:00 South end of field Platte County v East Buch

9:30 North end of field Savannah (Ellis) v Platte County

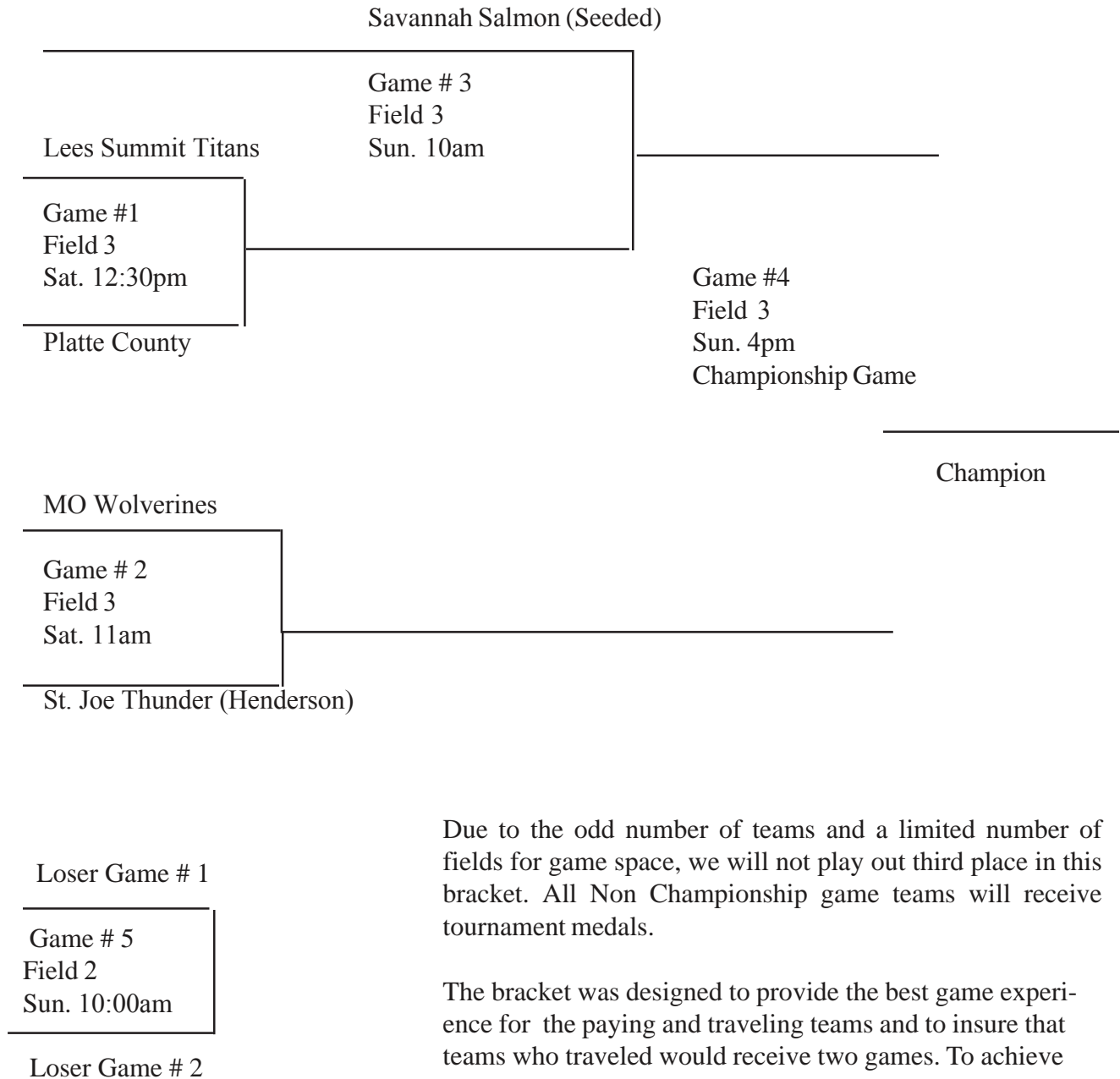
9:30 South end of field East Atchison v East Buch

10:00 North end of field Savannah (Ellis) v East Buch

10:00 South end of field Platte County v East Atchison

**Reminder: there is a \$5.00 per person admission charge into the complex for the jamboree/tournament. Coaches, players and children under 5 are free. Please share this information with your parents as most are not used to having to pay to get into games. We hope everyone will stay watch tournament games that will start immediately after the jamboree games. Thank you and good luck to the teams.**

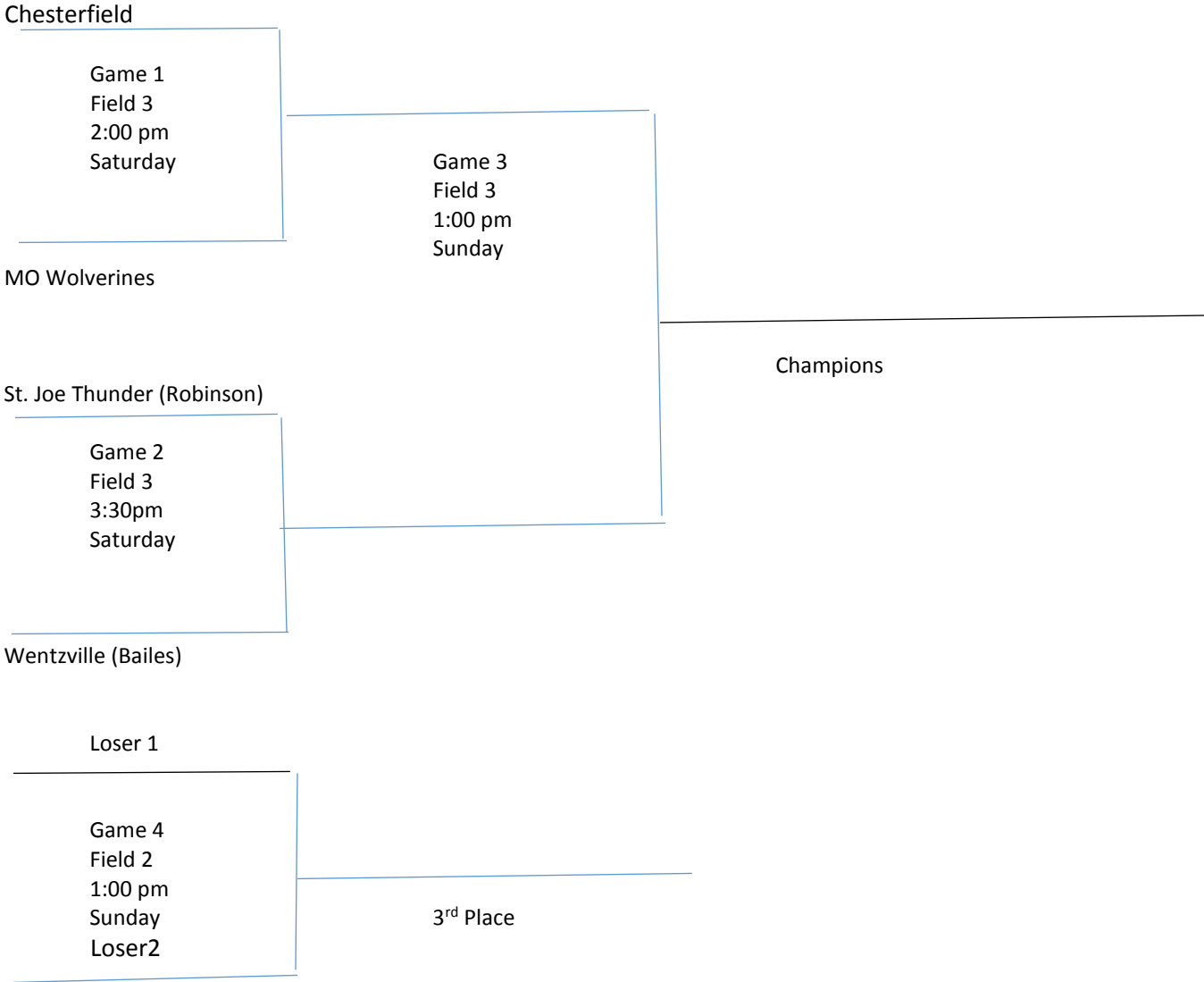
2016 Savage Gridiron Classic  
3rd & 4th Grade Varsity Bracket



Due to the odd number of teams and a limited number of fields for game space, we will not play out third place in this bracket. All Non Championship game teams will receive tournament medals.

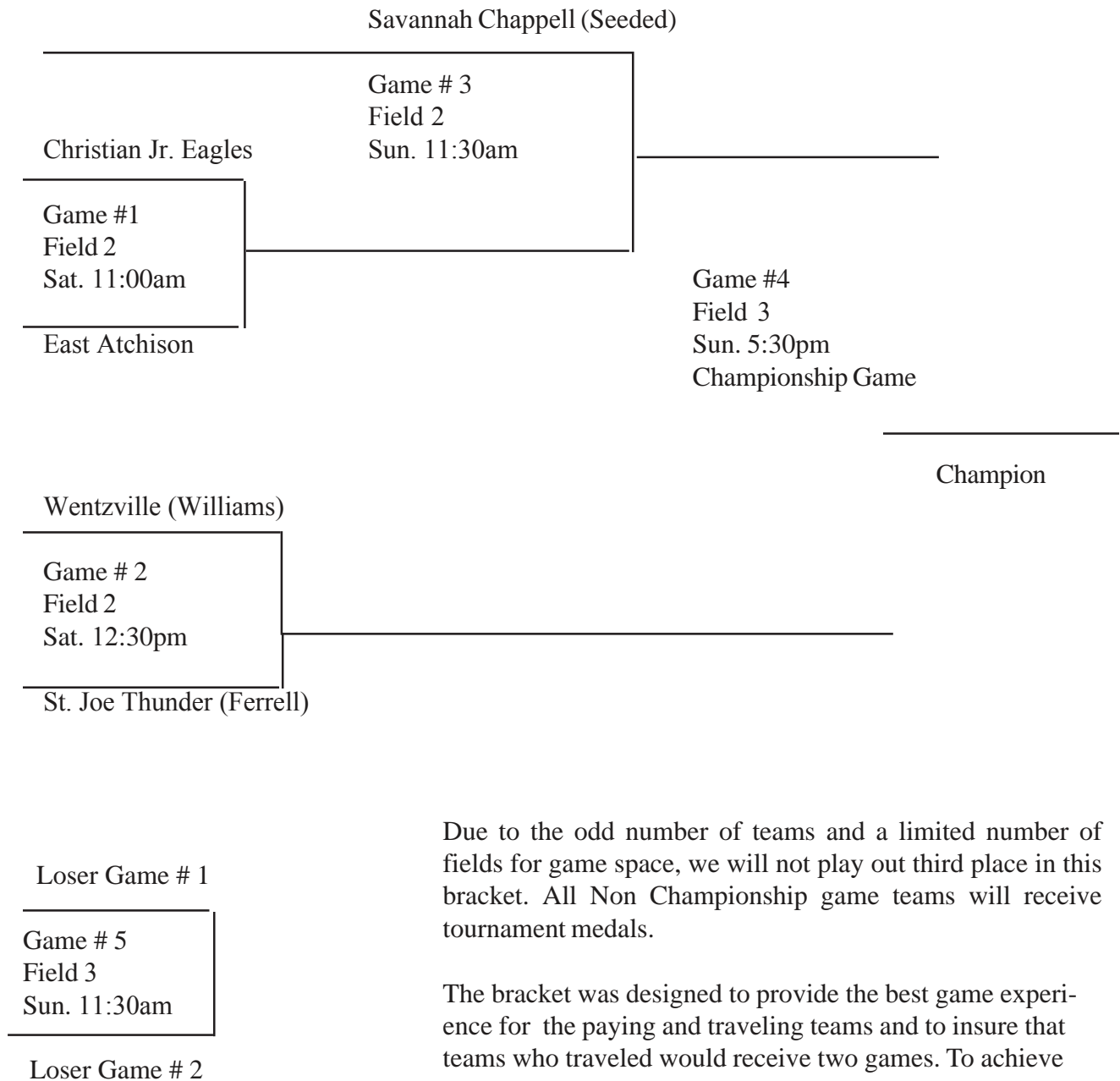
The bracket was designed to provide the best game experience for the paying and traveling teams and to insure that teams who traveled would receive two games. To achieve this, seeding the local team was the only option; as they may only receive one game. Good luck to all the teams.

5<sup>th</sup> and 6<sup>th</sup> Grade JV Black Bracket





2016 Savage Gridiron Classic  
5th and 6th Grade JV Gold Bracket



Due to the odd number of teams and a limited number of fields for game space, we will not play out third place in this bracket. All Non Championship game teams will receive tournament medals.

The bracket was designed to provide the best game experience for the paying and traveling teams and to insure that teams who traveled would receive two games. To achieve this, seeding the local team was the only option; as they may only receive one game. Good luck to all the teams.

## 5<sup>th</sup> and 6<sup>th</sup> Grade Varsity Gold Bracket

Savannah (Bode)

Game 1  
Field 2  
3:30 pm  
Saturday

Silverbacks

Game 3  
Field 2  
4:00 pm  
Sunday

Champions

Wentzville (Kuehl)

Game 2  
Field 3  
5:00pm  
Saturday

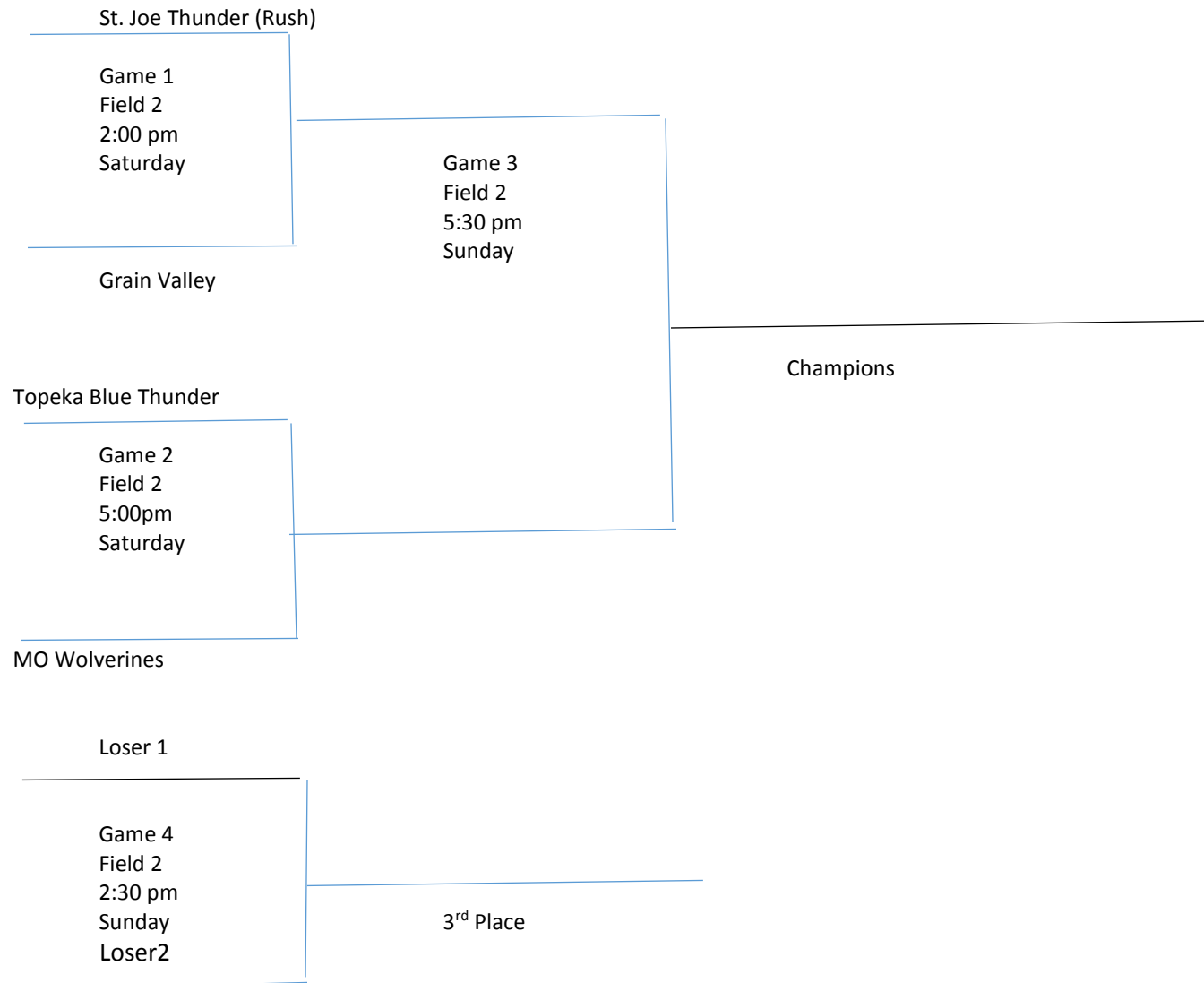
Springfield Mavericks

Loser 1

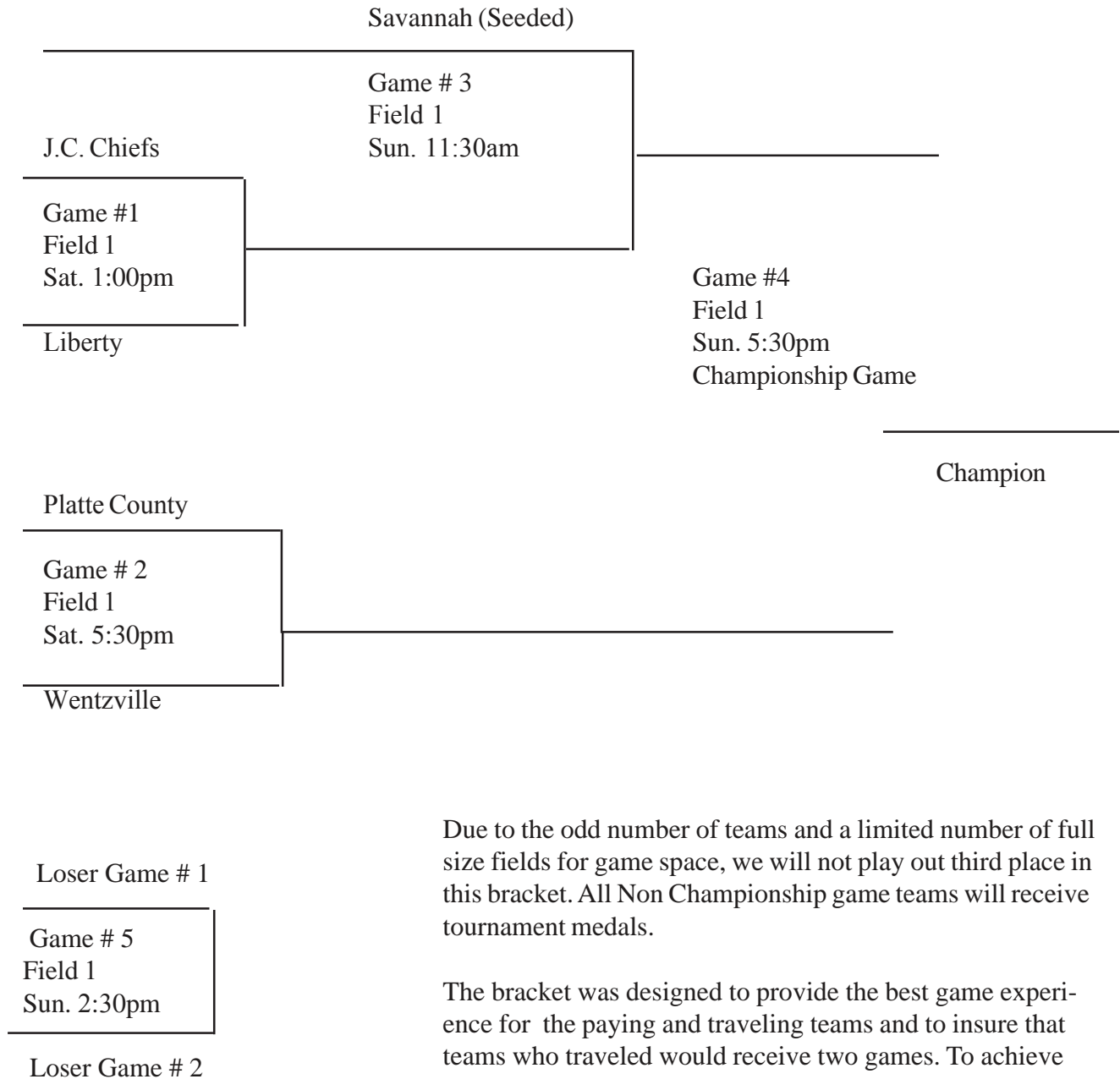
Game 4  
Field 3  
2:30 pm  
Sunday  
Loser2

3<sup>rd</sup> Place

## 5<sup>th</sup> and 6<sup>th</sup> Grade Varsity Black Bracket



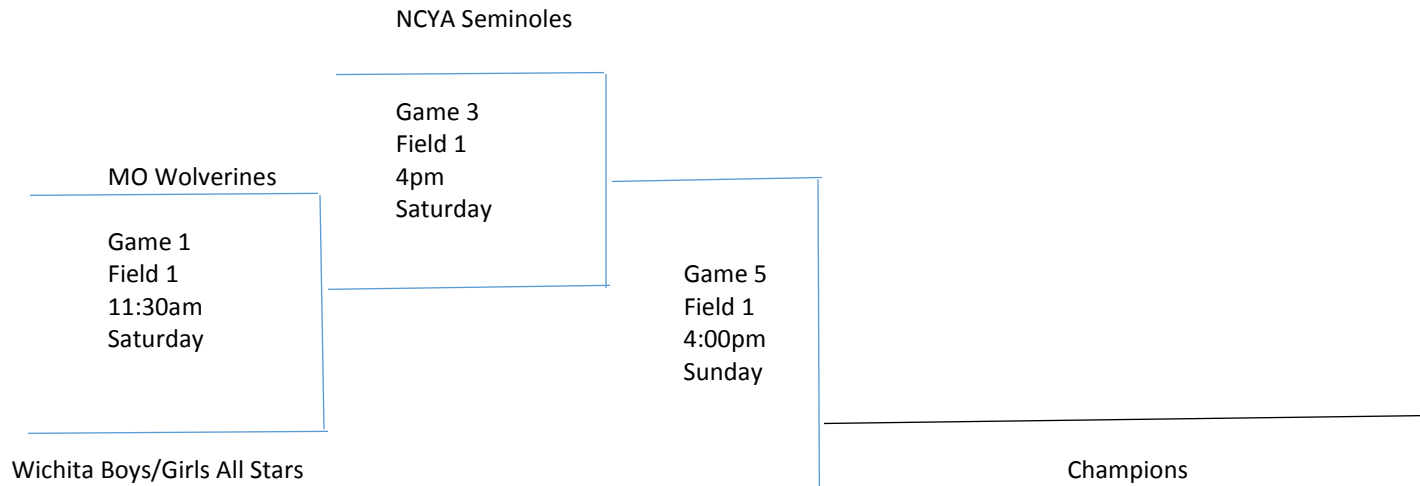
# 2016 Savage Gridiron Classic 7th Grade Bracket



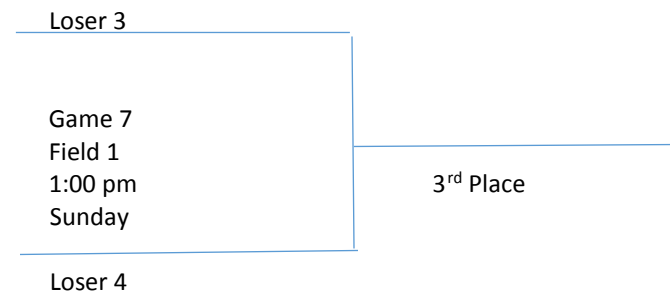
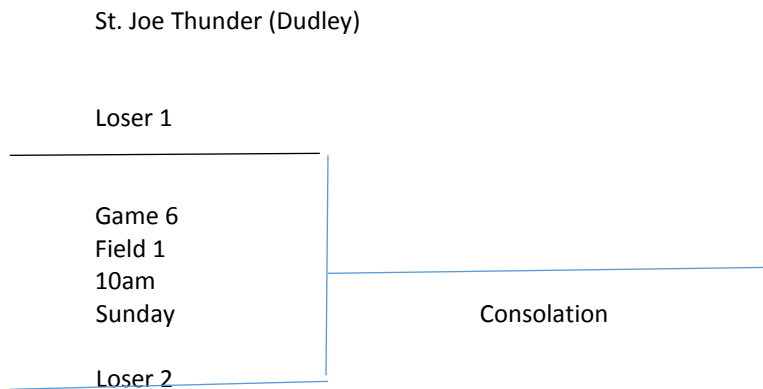
Due to the odd number of teams and a limited number of full size fields for game space, we will not play out third place in this bracket. All Non Championship game teams will receive tournament medals.

The bracket was designed to provide the best game experience for the paying and traveling teams and to insure that teams who traveled would receive two games. To achieve this, seeding the local team was the only option; as they may only receive one game. Good luck to all the teams.

## 8<sup>th</sup> Grade Black Bracket



With 6 teams it is necessary to seed two teams to meet the travel and matchup requests of all teams. Good luck to all the teams.



## St. Joseph area hotels with easy access to Savannah

Drury Inn - 816-364-4700  
4213 Frederick Blvd, St. Joseph, MO

Ramada Inn - 816-233-6192  
4016 Frederick Blvd, St. Joseph, MO

Stoney Creek Inn - 816-901-9600  
1201 North Woodbine, St. Joseph, MO

Super 8 Motel - 816-364-3031  
4024 Frederick Blvd, St. Joseph, MO

Holiday Inn – 816-232-2500  
3600 N Village Dr St. Joseph, MO

Days Inn – 816-279-1671  
4312 Frederick Ave, St. Joseph, MO

Hampton Inn – 816-390-9300  
3928 Frederick Ave, St. Joseph, MO

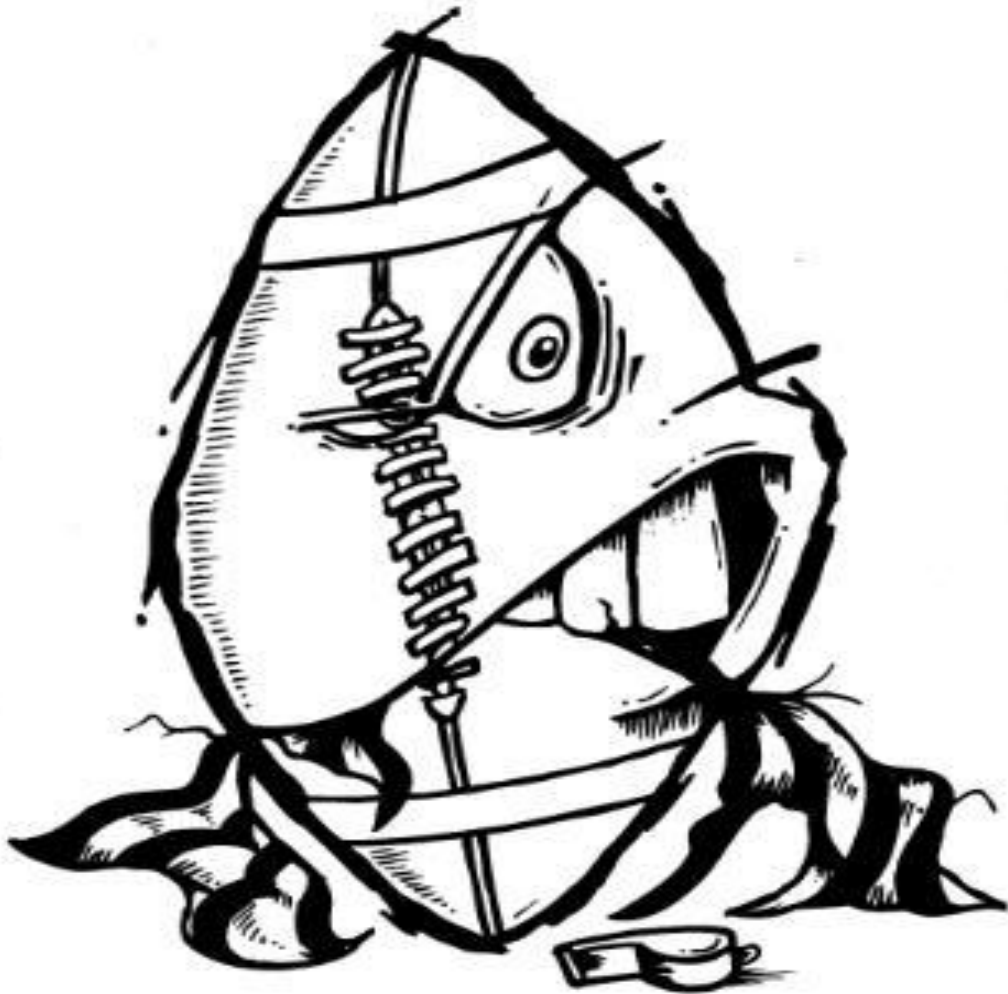
Candlewood Suites - 816-232-2600  
3505 N Village Dr, St. Joseph, MO

Youth Complex Address: 204 N Ironwood, Savannah, MO 64485

From these establishments you will take Interstate 29 north to the Savannah exit on to Highway 71. Follow that north to Savannah, you will go through one stop light and at the second stop light you will turn right.

From there you will go approximately a half mile past the high school and can turn right at either Cypress Street for the lower level parking or continue on to Ironwood Street and turn right for the main parking lot. The complex is approximately a quarter mile down the road on the right. Team check in will be closest to the main parking lot.

# *RULES AND REGULATIONS*



---

*2016 Savage  
Gridiron Classic*

## 1. Grade/ Age Group

1. Teams will be established by three grade / age groups. All players will play at the grade level in which they will be in school this coming fall, **the only exceptions to this will be where their age EXCEEDS the requirements below. This is a grade first tournament, age requirements are not intended to allow a player to play down a grade. A player will play in his grade level unless he is too old by the requirements below.**

1. **2<sup>nd</sup> / 3<sup>rd</sup> / 4<sup>th</sup> Grade: A player 10 years old who will not reach the age of 11 on or before August 1<sup>st</sup> will be eligible to play at the 3<sup>rd</sup> / 4<sup>th</sup> Grade Level. 2<sup>nd</sup> Grade players may only play in the JV skill level. A 5<sup>th</sup> Grader who meets the age requirement for 4<sup>th</sup> Grade is NOT ELIGIBLE to play down a grade.**
2. **5<sup>th</sup> / 6<sup>th</sup> Grade: A player 12 years old who will not reach the age of 13 on or before August 1<sup>st</sup> will be eligible to play 5<sup>th</sup> / 6<sup>th</sup> Grade Level. A 7<sup>th</sup> Grader who meets the age requirement for 6<sup>th</sup> Grade is NOT ELIGIBLE to play down a grade.**
3. **7<sup>th</sup> Grade: A player 14 years old who will not reach the age of 15 on or before August 1<sup>st</sup> will be eligible to play 7<sup>th</sup> / 8<sup>th</sup> Grade Level. No player who will be attending the 9<sup>th</sup> grade during the upcoming school year is eligible to play down, regardless of age. No exceptions to any of these age requirements.**

### Weight Limits

All players shall be weighed prior to the beginning of the season. The official weigh in date will be established by the League for each area. This will be the player's official playing weight. The League reserves the right to hold a second weigh in part way through the season. Each team participating will be required to place orange stickers on the back of the helmets of all ineligible ball carriers as well as all players over the legal weight for their division. **Penalty for a player not having the required sticker will be 10 yards or half the distance to the goal and loss of down. Coaches wishing to challenge a players eligibility must use a timeout, if overruled they will be charged with the timeout.**

Offensive Player Weight Limits

3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup> /6 <sup>th</sup> JV	5/6 Varsity	7 <sup>th</sup>	8 <sup>th</sup>
100 lbs.	100lbs.	120lbs.	135lbs.	160lbs.	180lbs.

Weigh in : Each player will be allowed 1 pound to allow for T-shirt and shorts.  
Each player is only to be weighed 1 time. **NO EXCEPTIONS.**

Offensive Players who are over the League weight requirements for their age divisions, are not allowed to advance the ball at any time. They may not line up at either a tight end position, eligible receiver position or enter the backfield. They may punt, kick field goals, extra points, or kick off, but they cannot advance the ball from these positions. If there is a muff or fumble, the ball is dead at that spot. **On kickoffs any front line player who is over the legal weight limit may advance the ball. The overweight player must be the player who made initial contact with the ball. Any player on the 2<sup>nd</sup> or 3<sup>rd</sup> line over the weight limit who gains control of the ball, the ball will be dead at that spot.**



Turnovers (Interceptions and Fumbles): Any defensive player who initially gains possession of an offensive turnover may advance the ball. No trick plays designed to have a player over the weight limit will be allowed.

### **Playing Fields**

- 3<sup>rd</sup> / 4<sup>th</sup> Grade and 5<sup>th</sup> / 6<sup>th</sup> Grade will play on a field measuring 40 x 80 yards.  
7<sup>th</sup> / 8<sup>th</sup> Grade will play on a field measuring 50 x 100 yards.
- An area, where available from goal line to goal line ten yards from each sideline and end zones must be cleared of everyone except players, coaches, and officials. Each coach shall be responsible for the adjoining area to their bench, and must keep all players and coaches inside the 25 yard lines. Chain crews must remain professional at all times, encouragement of players is allowed but instructions or coaching is not.

### **Equipment**

- Teams must supply their own football for games, the officials reserve the right to determine if the balls supplied are appropriate for their respective age group.
- Face shields can be only clear; No jewelry, “skull” caps, earrings or body art will be allowed. Mouthpieces must be attached and a full mouthpiece. Players with specialized mouthpieces must provide a doctors note and report to the head official. Players may wear 1 inch eye black only, no face paint will be allowed. No casts of any kind are allowed, players wearing a cast or hard brace will be ineligible for play until the item is removed. The league will allow no “award” stickers on helmets only mascot emblems.

### **Control of Behavior**

The purpose of providing a tournament experience for the players is to provide them with an environment of sportsmanship that involves not only competition and skill but also learning.

All of these can be achieved without foul and abusive language, unsportsmanlike behavior and poor sportsmanship. The official in charge of the game as well as members of the tournament committee are given the authority to determine the level of sportsmanship in question and each team, coach and sideline will be notified. After notification, if the problems in question persist then those coaches, players or parents may be removed. Any coach, fan or player removed will be ineligible for the remainder of the tournament games. This rule is not negotiable.

Head coaches are responsible for their players, coaches and parents. Please ensure that your team, coaches and fans are representing your program in the most positive way possible.

Abusive language and poor sportsmanship will not be tolerated; this is not a grey area. We have our board members available throughout the tournament as well as local law enforcement, emergency responders and area highway patrol available to assist any of our guests.

## **Playing Rules**

### **Official Rules**

Missouri High School rules will be followed as specifically provided by the rules

Length of Quarters:

**All grade levels: 25 minute halves, stopping the clock the last 2 minutes of each half with High School rules on when to stop. The clock will be stopped on touchdowns for 1 minute 30 seconds. Each team will be allowed 3 timeouts per half. Only head coaches will be allowed to communicate with the referee. A penalty that occurs just outside of the last 2 minutes of each half that requires a coaches/officials conference the officials may stop the clock at the 2 minute mark. For example, a penalty that requires an officials conference occurs with 2:14 seconds left in the half, the officials can stop the game clock at the 2 minute mark and restart on the ready to play whistle.**

Kickoff: 3<sup>rd</sup> / 4<sup>th</sup> & 5<sup>th</sup> / 6<sup>th</sup> kickoffs will be initiated from the 30 yard line of the kicking team. 7<sup>th</sup> & 8<sup>th</sup> will kick from the 40 yard line. Teams have 4 choices at opening coin toss. Kick the ball, receive the ball, defer their choice to the 2<sup>nd</sup> half or which goal to defend.

During a 3<sup>rd</sup> / 4<sup>th</sup> & 5<sup>th</sup> / 6<sup>th</sup> game, after a safety, the ball will be put in play by means of a free kick from the 15 yard line. After a touchback, the ball will be put in play in any manner feasible from the 15-yard line. 7<sup>th</sup> & 8<sup>th</sup> will have a free kick from the 20-yard line.

Major Penalties for 3<sup>rd</sup> / 4<sup>th</sup> & 5<sup>th</sup> / 6<sup>th</sup> shall be 10 yards, 7<sup>th</sup> & 8<sup>th</sup> will be 15 yards.

Teams will be allowed to “spike” the ball to stop the clock.

Illegal ball carrier penalties will carry a 15-yard penalty, or half the distance to the goal, marked off from the original line of scrimmage, and loss of down. The 2<sup>nd</sup> offense will result in disciplinary action and removal of the coach from the game, which carries a one game suspension.

Point after touchdown shall be executed from the 2-½ yard line. One point will be awarded from scrimmage, and two points for a kick, if successful for all age groups.

Kicked Field Goals and Extra Point Rules: If a 3 / 4 or 5 / 6 grade team chooses to try a kicked extra point or field goal the opposing defense will be played as follows: **Five down linemen with no player directly over the center, players may line up outside the tight end.** There will be no contact allowed on the center, holder or kicker. Fake extra points or field goals will not be allowed. Once the ball is snapped the kicking team must make a clear attempt to kick the ball. Any ball not kicked is dead. **7<sup>th</sup> & 8<sup>th</sup> Grade will play a full defense in all extra point plays and field goals per high school rules.**

The 3<sup>rd</sup> / 4<sup>th</sup> Grade shall use a 4 – 3 Defense at all times. Linebackers 5 yards off the ball or no closer than the first down marker. **Short Yardage Defense and goal line:** Teams must play a 4-3 defense with linebackers no closer than the first down marker or on the goal line. **Defensive lineman:** may line up anywhere along the line of scrimmage but not over the center. **Linebackers** must be a minimum of 5 yards off of the ball, or the first down / goal line marker if less than 5 yards. In the event the “yards to go” is less than 1 yard then the LB’s must be a minimum of one yard off the ball. **Safeties and Corners** may play inside or outside the “box” and must line up 2 yards deeper than the linebackers.

**Corner                  Safety                  Safety                  Corner**  
*(A minimum of 2 yards deeper than the linebackers)*

**OLB                                  ILB                                  OLB**  
*(five yards off the ball or no closer than the 1<sup>st</sup> down marker or goal line)*

**DL                          DL                          DL                          DL**  
*(May lineup along the line anywhere but not over center, there is no “box”)*

**TE   LT   LG   C                  RG   RT   TE**

Illegal defense penalties will be as follows: a ten-yard penalty and will be a “live ball” foul. If the offending team repeatedly violates this rule the coach may be removed if in the officials judgment the coach will not abide by the rules.

30-second huddles will be enforced at all levels.

During 3<sup>rd</sup> / 4<sup>th</sup> games one offensive and defensive coach will be allowed on the field. No other coaches at any other levels will be allowed. While these coaches are on the field, they are only to help get the kids started. The 30-second clock will still apply. Once an offense snaps the ball, coaches need to stay back and be quiet. If a coach continues to coach during the play, the referee has the right to remove the coach for the rest of the game, after sufficient warning. There will be a five yard dead ball penalty for offensive coaches and a 5 yard live ball penalty for defensive coaches who violate this rule. Coaches are not to consistently criticize or question officials during or after plays while on the field. If in the official opinion a penalty is necessary the five yard penalty will apply. No teams are allowed to utilize walkie talkie systems or head sets during game play.

## **Ties**

Teams are allowed one timeout for the entire overtime session, if more than one overtime period is necessary teams do not acquire additional timeouts.

There will be no ties at any level. If a game in any grade group is tied at the end of regulation play, the contest will be decided as follows:

The captains will re-flip for playoff position. The winner of the flip has the choice of either offense/ defense or which goal the playoff will take place. The loser of the flip will make the remaining choice. This will be the condition of the three overtimes.

First try both teams will get an opportunity with four plays from the ten-yard line to score. Extra points will be attempted for all touchdowns achieved during overtime.

If both teams are tied after the first event, a second attempt will be given to both teams in the same order as the first try, with two plays from the five-yard line. If a third attempt is needed, it will be in the same order as the previous attempts with one play from the 2-½ yard line. If the teams are still tied, then they will play sudden death overtime.

Turnovers during the **regular** overtimes will be considered turnovers only, they may not be advanced by the defense. Attempted kicks for extra points in **regular** overtime will follow the same rules as regulation play.

### **Sudden Death:**

This is a first team that scores wins situation. Each team will re-flip again, consistent with the rules of the first overtime. The teams will be given alternating opportunities with 2 plays from the five yard line with the first team scoring, the winner.

**Turnovers in Sudden Death** can be returned for a score, if a defensive player gains possession of a turnover and attempts to return it for a score and is unsuccessful then the ball will be placed at the 5 yard line in accordance with Sudden Death rules, for their offensive possession. Unsuccessful field goals in Sudden Death also will be eligible to be returned for a score by the defense. This rule only applies to Sudden Death situations.

### **Protests**

There are no protests for any reason.

### **Tiebreakers (If necessary)**

1. Head to Head
2. Record against common opponents
3. Fewest points given up involving tied teams
4. Points scored against involving tied teams