

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.

3rd and 4th 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