



Passing Showcase Rules

Ball

- Teams will use their own U Sport regulation football

Time

- Games will be 30 minutes divided into two 15 minute halves.
- The clock will be running time
- There is a 25 second game clock. On a change of possession there is a 40 second game clock.
The game clock starts when ball is spotted
- Each team will have one 30 second timeout

Possession

- A coin flip will determine which team starts with the ball. The visiting team will make the call.
- Possession begins at the 45-yard line on the hash of choice. Ensuing hash placement will be enforced by officials in accordance with U Sport rules.

Play

- Play is limited to seven on eight. On offense 1 QB & 6 offensive players. On defense, any combination of 8 players (LB's & DB's).
- Someone who is not participating in the drive, must act as the centre and snap the ball. Snaps can be done between the player's legs or thrown underhand to the QB. After the snap is executed the player acting as the centre must take a knee and cannot be involved in the play in any way.
- If a team wants to practice a defensive player blitzing, this player shall move to the line of scrimmage, then kneel down to avoid any contact with other players.
- Offensive plays must be forward passes. No Kicking, punting, handoffs, or laterals behind the line of scrimmage.
- Play starts at the 45-yard line. To get a first down a team has 3 downs to reach the 30 yard line, then another 3 downs to reach the 15 yard line. Once a team reaches or surpasses the 15 yard line they will have another 3 downs to score. If a team starts at the 45 and advances to the 20 yard line on the first play, they will have 3 downs to get to the 15 yard line (1st and 5).





- Running Backs must release on routes outside of the tackle box.
- One foot must land in bounds for a reception to be deemed a catch.
- Play ends with one hand touch below the neck
- Once a forward pass has been thrown, a backward (lateral) pass is allowed
- No blocking
- The QB is allowed 3.6 seconds to throw the ball. The official timekeeper starts the stopwatch on the snap of the ball and stops the watch as soon as the QB releases the ball.
 - if the release is under 3.6 seconds, the play goes on.
 - if the release exceeds 3.6 seconds, a flag will be thrown (will result in a loss of down) but the play will continue.
 - The QB cannot rush and the defense cannot rush the QB
- Interceptions are ruled a dead ball and the defensive teams collects 2 points as well as gaining possession.
- Fumbles are dead balls at the spot with the last team retaining 1st possession. A muffed snap is not considered a fumble. The 3.6 snap count remains in effect on bad snaps.

Penalties

- Rough play (including dangerous contact or hits to the head) or fighting will not be tolerated. Players involved may be ejected from the game and/or tournament and the team penalized yardage.
- No taunting or “trash talking”.
- Responsibility to avoid contact is with the defense. There will be no bumping, grabbing or chucking.
- Defensive/offensive pass interference and illegal contact is the same as U Sport rules.
- Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot. Delay of game penalties are applicable.
- Blocking or Holding results in a loss of yards the down is replayed.
- A delay of game penalty in the last 2 minutes of a game will stop the clock.
- Unsportsmanlike Conduct: loss of yardage and possible ejection.





Scoring

6 points for a Touchdown

1 extra point by passing from the 5-yard line

2 extra points by passing from the 10-yard line

2 points for Defensive Interceptions

Overtime

Seeding Tie Breaker: 1-head-to-head record
 2-point differential
 3-points scored
 4-points allowed

A forfeit will be treated as a 21-0 loss for the purpose of the standings.

During round robin play there will be no overtime. Games will end as a tie.

Playoffs: A coin flip will determine first possession; teams will alternate 3 down possessions from the 15-yard line. If a Touchdown is scored the team must go for 2 points (10-yard line). A winner is determined when one team scores more points during its possession than the other.

Tournament rules may be changed at any time if problems arise due to concerns with safety conditions, sportsmanship, or any other unforeseen issues.

