

5v5 KITTED TOURNAMENT RULES

General Principles:

All rules pertaining to British American Football as laid down in the current edition of the BAFA Rules Book under Rules 1 to 11 apply. The following are variations/additions particular to 5 on 5 Kitted Football. Where a rule is in conflict with the BAFA Rules Book (or clearly does not apply), the 5 on 5 Kitted Rule takes precedence.

The Game:

- The game shall be played between two teams of no more and no less than 5 players each.
- The number of players in a squad and the number of those permitted to be kitted shall be determined by the organisers of the tournament*

***Note: Teams may consist of a minimum 8 players and a maximum of 12 players (5 on field, 7 substitutes)**

Squads may consist of a maximum 20 players (A game roster will be required for each game)

Supervision:

The game shall be played under the supervision of one or more Officials.

The Field:

The field shall be a rectangular area of length 60 yards and width 30 yards. The goal line, the end line, halfway line, the 12 yard line (no more than 2 yards long and in the centre of the field) and the 5 yard line (as an hashed line) are the only lines permitted on the field.

Goals:

There shall be no goal posts.

Line To Gain:

There shall be no line to gain indicators

The Ball:

The ball shall be that mandated by the governing body and the age group of the competing teams.

Note: Wilson balls ONLY are to be used. Junior size ball for Junior games. Official size ball for Youth games.

Players and Playing Equipment:

There are no numbering restrictions.

Kicks:

There shall be no kicking of the football.

Game Clock:

The game clock is any device under the direction of the appropriate official used to time the 30 minutes of the game.

- The normal duration of the game is 30 minutes, but this may be changed by the tournament organiser.

30-Second Clock:

The 30-second clock is any device under the direction of the appropriate Official used to time the 30 seconds between the ready-for-play signal and the ball's being put into play.

Start of Each Half:

Each half shall start with a snap from the offensive team's 5-yard line.

- Before the game, the Referee shall toss a coin at midfield, in the presence of not more than two captains from each team, first designating the captain of the visiting team to call the coin toss.
- The winner of the coin toss has first possession (there is no deferring), the loser chooses which end of the field to defend and shall have first possession in the second half.

Overtime:

Overtime will only be played in play-off games, where overtime will be played 5 minutes each way. A coin toss will take place to determine first possession. Each overtime period shall be of 10 minutes duration and each team is entitled to one charged team timeout per extra period.

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Section 2.

Playing Time:

The total playing time (excluding extra periods) shall be 30 minutes divided into two halves of 15 minutes each with a two-minute intermission between halves.

b. The clock shall start on the first snap from the offensive team's 5-yard line.

c. The clock shall be stopped when each period ends. Other than for timeouts and specific penalty enforcements, the clock shall not be stopped except during the last two minutes of each half when the clock shall be stopped during extra points, after incomplete passes, when a ball or ball carrier is out of bounds, after a change of possession or a first down completion.

Timeouts:

Each team is entitled to two 60 second charged timeouts of during each half.

Delay of Game:

PENALTY - Clock is stopped (restarted on the snap), 5 yard penalty (and a loss of down if delay caused by offense).

Putting the Ball in Play:

The ball shall be put in play within 30 seconds of its being declared ready for play, unless, during that interval, play is suspended. If play is suspended the 30 second count will start again.

Downs:

The team in possession shall have four downs to progress to the half way line. If successful that team shall have a further four downs to score.

Backward Passes and Hand Offs:

A runner may hand off or pass the ball backward at any time provided the hand off or pass is completed behind the Line of Scrimmage, except to throw the ball intentionally out of bounds to conserve time.

PENALTY - 5 yards from the previous spot

Numbering and Formations:

There are NO restrictions on the formation or numbering of players

PENALTY - Illegal Motion 5 yards AND loss of down

Forward Passes:

Team A may make one forward pass during each scrimmage down before team possession changes, provided the pass is thrown from a point in or behind the Neutral Zone. The Quarterback has 7 seconds to pass the ball. If the Quarterback hands the ball off the 7-second limit no longer applies.

PENALTY - 5 yards AND loss of down for an illegal forward pass

Eligibility to Touch a Forward Pass:

All players are eligible to catch a forward pass. (**Exception:** the Passer is not eligible to touch a forward pass until it is touched by another player.)

Scoring:

The point value of scoring plays shall be:

Touchdown	6 Points
Safety (points awarded to opponents)	2 Points
Successful Try Touchdown	1 Point (from 5 yard line) 2 Points (from 12 yard line)

Note: A try will be from the 5 yard line unless the captain or coach of the scoring team informs the referee that it will be from the 12 yard line. This option must be chosen before the ready for play.

Personal Fouls:

a. There are no exceptions to the clipping rule.

b. Blocking below the waist is not permitted (Exception: Tackling the runner).

c. Only the Nose Tackle (defender positioned **immediately** in front of the ball) is permitted to rush (blitz) the Quarterback, provided (s)he is in a 3 or 4 point stance. If the defensive formation does not use a Nose Tackle, one player, who must be lined up 7 yards or more from the line of scrimmage at the snap, may rush (blitz) the Quarterback.

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Penalties:

There are **no** 15-yard Penalties. All penalties are 10 yards except where stated.

Penalty Administration:

Any penalty may be declined, except for a False Start penalty, but a disqualified player must leave the game.

Enforcement Spots:

The enforcement spot for all live ball fouls is the previous spot. (**Exception:** When an interception occurs, a live ball foul after the interception is administered from the spot of the interception.)

Addendum to Rules:

1. There is no bump and run coverage allowed.

PENALTY - 5 yards AND loss of down

2. The Quarterback cannot run with the ball.

PENALTY - 5 yards AND loss of down

3. The Quarterback cannot recover a fumble at the snap and advance past the line of scrimmage with the ball.

PENALTY - 5 yards AND loss of down

Sportsmanship:

a) If any official witnesses any acts of illegal tacks or blocking, 'cheap shots' or any unsportsmanlike act by a player or coach, the game will be stopped and the player or coach concerned faces possible disqualification from the game. Foul play will not be tolerated.

b) Any person disqualified from a game will be banned from his/her team's next game. A fine (as laid down in the current BYAFA rules) will be imposed. If a disqualified player or coach participates in the team's next game, he/she will be disqualified from the remainder of the tournament and a fine (as laid down in the current BYAFA rules) will be imposed.

c) Trash Talking (any talking which is deemed offensive to officials, opposing players, teams or spectators) is illegal. Officials have the right to determine 'offensive language'. If trash talking occurs, the referee will issue one warning. If the Trash talking continues the player or players will be disqualified from the gam

Team Judges:

Each Club **must** supply at least one Team Judge for tournaments. There is nothing to stop a team registering more than one, this will be actively encouraged, as it will allow a team more flexibility, thus ensuring that a Team Judge will always be available on game days.

The Team Judge is to attend each of your events, and must be prepared to officiate at games in said event. He will be joined by Team Judges from other teams competing, if necessary other registered personnel can assist, but the Team judges will have the final say on all official decisions.

Ambulance Cover

Ambulance cover is a statutory requirement for Kitted games, be they scheduled or friendlies.