



45TH ANNUAL

PLEASANTON COWBOY HOMECOMING



August 19-21, 2010

PLEASANTON COWBOY HOMECOMING

7on7 FOOTBALL TOURNAMENT

TEAM NAME _____

COACH _____

PHONE (H) _____ (C) _____ (FAX) _____

SQUAD MEMBERS: (PLEASE PRINT NAMES)

- | | |
|-----------|-----------|
| 1. _____ | 11. _____ |
| 2. _____ | 12. _____ |
| 3. _____ | 13. _____ |
| 4. _____ | 14. _____ |
| 5. _____ | 15. _____ |
| 6. _____ | 16. _____ |
| 7. _____ | 17. _____ |
| 8. _____ | 18. _____ |
| 9. _____ | 19. _____ |
| 10. _____ | 20. _____ |

REGISTRATION FEE: \$150 PER TEAM

REGISTRATION IS DUE NO LATER THAN AUGUST 16, 2010: Each team that wishes to participate in the tournament must send \$50, nonrefundable payment, to the Pleasanton Chamber of Commerce or Niko Salinas, the tournament director, to secure your participation! The remaining \$100 balance must be paid the day of the tournament at the registration table or the total amount can be paid when the registration is turned in by the August 16th deadline. There is a set amount of spots available for this tournament, so our process will be first come first serve.

FOR ANY QUESTIONS ABOUT TOURNAMENT INFORMATION, OR TO SECURE YOUR TEAMS SPOT WITH REGISTRATION FORM AND MONEY PLEASE CONTACT:

Tournament Coordinator: Niko Salinas

Phone: (830)570-9918

E-mail: nikosalinas@yahoo.com

Pleasanton Chamber of Commerce

P.O. Box 154

Pleasanton, TX 78064

Phone: (830)569-2163

Fax: (830)569-8539

Pleasanton Chamber of Commerce

www.PleasantonCofC.com



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RELEASE OF LIABILITY

STATE OF TEXAS

COUNTY OF _____

I, _____, will be participating in the Pleasanton Cowboy Homecoming 7on7 Football Tournament. I hereby release the Pleasanton Chamber of Commerce and Pleasanton Cowboy Homecoming and each of its Directors from any and all liability as a result of any injuries which may occur during my participation. I fully understand that as a participant, I am responsible for any and all medical expenses that may be incurred as a result of any accidental injuries.

DATE

PARTICIPANT SIGNATURE

(For participants that are under the age of 18 need a parent/legal guardian signature. Parent/legal guardian, please sign below along with participants signature above)

DATE

PARENT/LEGAL GUARDIAN SIGNATURE



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**2010 OFFICIAL PLEASANTON COWBOY HOMECOMING 7 ON 7
PASSING TOURNAMENT RULES**

RULES: These rules are based on the Official State 7on7 Passing Tournament Rules. These are the rules that are used for the Texas High School 7on7 State Tournament. There have been minor changes to accommodate that participants are not current high school athletes and the minor changes are intended to benefit to the overall quality of play and fun for the 7on7 Tournament. (These changes include: mouthpieces are not required, teams do not need numbers on uniforms, flags will be used. To see the Official State 7on7 passing tournament rules, go to www.7on7.rivals.com)

MOUTH PIECES: It is recommended that mouth pieces be worn!

1. Field Dimensions:

- A. Field Length--45 yards long
- B. Field Width--160 feet (60 feet to hash mark, 40 feet between)
- C. End Zone--10 yards deep

2. Starting the game:

- A. A central time keeper will be designated. All games will begin and end on this persons instructions. He will also announce the time remaining at the 10, 5, and 2 minute mark
- B. Teams will meet with referee for coin flip to determine which team gets possession at the beginning of each half. The home team will call the flip (bottom team in bracket or 2nd team listed will be the home team and home team will where team color shirts). **NO TEAM WILL BE ALLOWED TO PARTICIPATE WITHOUT SHIRTS!**
- C. All teams will have two jerseys (white/dark jersey, t-shirt, etc.) **NUMBERS ARE NOT REQUIRED**
- D. **NO FOOTBALL JERSEY'S OF ANY TYPE SHALL BE WORN.** T-shirts, Underarmour, or basketball type sleeveless shirts are the only choices of acceptable jerseys.
- E. Visitors (team in white), will always align their team on the right sideline facing the end zone, home (dark jersey), will always align their team on the left sideline facing the end zone.
- F. Ball is always placed on the right hashmark when at the 45 yard line.
- G. Referee will announce/post score before each offensive possession begins.
- H. Players will be wearing a belt with 2 flags. The belts and flags will be provided for the teams before each game. After the game is over, take flags off and leave them on field for the next games use. Flags must be on opposite sides of players and placed at the hip area. Flags shall not be covered by player's jerseys. If jersey is too long than it needs to be tucked in.

3. Moving the ball.

- A. Offensive Plays Must All Be Passes! (No Kicking/Punting)
- B. Field is marked at 15 yard intervals with cones. (3 first downs without a penalty would result in a touchdown)



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- C. Possession always begins at the 45 yard line at the right hash mark. **HASH MARK PLACEMENT OF THE BALL MUST BE ENFORCED BY OFFICIALS, IN ACCORDANCE WITH NCAA RULES, ONCE THE BALL HAS BEEN ADVANCED.**
- D. **NO PENALTY WILL BE ASSESSED IN EXCESS OF THE 45 YD. LINE.** On an unsuccessful or successful offensive play from the 45 yard line resulting in an offensive penalty: The ball will be returned to the 45 yard line and 1st down will become 2nd down; 2nd down will become 3rd down, and 3rd down will result in a turnover.
- E. Offenses always move in the same direction
- F. All passes must be forward. A pass caught behind the line of scrimmage must be a forward pass. **ONCE A FORWARD PASS HAS BEEN THROWN, A BACKWARD PASS (lateral) IS ALLOWED.**
- G. Should a swing pass not cross the LOS and before the 4 second count has expired, a defensive player tags the ball carrier behind the 45 yard line, it is a SAFETY.

4. Special Rules

- A. No blocking.
- B. Receiver/Ball carrier is legally down when either one of the players flags are pulled. If either one of the player's flags fall off when he doesn't have the ball, then the player will be ruled down once he is touched by opposing player (Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down and 5 yards. Expulsion of a player(s) if ruled unsportsmanlike & flagrant).
- C. Fumbles are dead balls at the spot with the last team retaining possession. A muffed snap is not a fumble/dead ball. The 4.0 second count remains in affect on snaps.
- D. Each team will have 25 seconds to snap the ball once it has been marked ready for play. Two delay of game penalties in the same possession results in a turnover. **A DELAY OF GAME PENALTY ON THE EXTRA POINT TRY RESULTS IN A TURNOVER!**
- E. The QB is allowed 4.0 seconds to throw the ball. The Official timekeeper starts a stopwatch on the snap of the ball from center and stops the watch as soon as the QB releases the ball. The Official timekeeper will view the rest of the play and at the end of the play he will check the time.
 - 1. If release is 4.0 seconds or under, the play goes on.
 - 2. If the timekeeper sees that the clock has exceeded 4.0 seconds, he waits until the play is over (the play is not blown dead), then brings the ball back to the original line of scrimmage with loss of down. (The timekeeper will be an official or coach from a team that is not playing)
 - 3. The only infractions possible when a 4 second count is called are unsportsmanlike acts.
 - 4. All results from a play that exceeded the 4 second mark will not count, this includes: touchdowns, interceptions and all penalties other than unsportsmanlike acts.
- F. Defensive Pass Interference will be a spot foul (1st down at the spot).
- G. Responsibility to avoid contact is with the defense. There will be **NO** chucking. Deliberate bumping or grabbing. These actions will result in a "tack on" penalty at the end of the play (5 yard penalty).
- H. Offensive pass interference is the same as NCAA rules. (15 YARD PENALTY)
- I. Interceptions may be returned ("no blocking" rule applies). If an interception is returned beyond the 45 yard line (the offensive origination point) it is a touchdown and point after attempt should ensue. The teammates of the person who intercepted the ball **MAY** trail the runner so as to be in position to take a backwards pass. **THEY MAY NOT BLOCK FOR OR SCREEN FOR THE RUNNER.**
- J. Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot in a timely fashion. Failure to do so can result in a delay of game penalty.
- K. The offensive center is not an eligible receiver (teams must have a center). The ball does not have to be snapped between the centers legs.



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- L. The center will be responsible for setting or re-positioning the Referee's bean bag at the line of scrimmage. On change of possession, the team moving to offense will ensure the bean bag gets to the new scrimmage line. (centers on both teams responsible).
- M. No excessive taunting or "trash talking". (5 yard penalty & expulsion if flagrant).
- N. The offense must gain at least 15 yards in the first 3 or less plays or the defense takes over. (There is no kicking). Four down territory occurs only after offense proceeds to or inside the 15 yard line cone (third quadrant).
- O. Fighting: the player(s) involved will be ejected from the game and tournament. If a team fight occurs, the teams involved will be ejected from the tournament.
- P. Any dead ball foul on a play that results in the defense getting the ball and it is unable to be penalized back to the 50 yard line will result in a loss of down penalty. The defense, now the offense, would be starting play with 2nd down.

5. Scoring:

- A. 6 points for TD
- B. 1 point for PAT from 3 yard line, 2 point PAT from 10 yard line (interception on PAT is dead ball).
- C. Official score is kept by field referee and game manager.

6. Tie Breaker:

- A. After coin flip to determine first possession, teams will alternate 4 down series from the 15 yard line.
- B. A winner is determined when one team scores during its possession and the other does not. (Federation rules).
- C. If a second overtime period is necessary, each team must then go for two points on the conversion attempts.

7. Time:

- A. 20 minute halves (continuous clock for each half--see: "starting the game").
- B. No time outs. (EXCEPTION: Injuries. Both games on the Field will halt until player(s) can be removed as soon as safety dictates).
- C. 10 minute half-time/10 minutes between games.
- D. 7 on 7 tournaments require that all games start/end at the same time. If a team(s) are late and cannot start when the tournament officially starts, they will begin play with whatever time is left on the tournament clock. (Not to exceed 10 minutes of 1st half. Forfeit will occur after 10 minutes of the 1st half) **IT IS IMPERATIVE TO KEEP TO THE TOURNAMENT TIME SCHEDULE.** Teams must be on site and ready to play when scheduled. Injury time outs may reduce the amount of time between halves and/or between games to maintain the game schedules.

8. Secondary Coverage's:

- A. Coverage will be the choice of each participating team.

9. Squad Members/Tournament Fees

- A. Players: unlimited number of players per team.
- B. Tournament Fees:
 - 1) Each TEAM must pay \$150 for the tournament
 - 2) Registration Form, Liability Forms and \$150 must be sent to the Pleasanton Chamber of Commerce or Niko Salinas, tournament director, prior to tournament.
 - 3) Registration Fee is \$150 no matter how many players on team.

10. Officials: (2)—Referee, Back Judge

Timekeeper: A designated official will keep the 4 second clock.