**MMCA**

**7on7 HIGH SCHOOL TOURNAMENT**

**Thursday – July 18th, 2019 at St. Mary’s High School and Roosevelt High School**

Tournament Information

* 16 team limit
* 3 games guaranteed
* 2 certified officials for each game
* 4 pools of 4 teams that qualify to 1 seeded tournament bracket

Tournament Schedule

* 3:00 PM begin pool play
* 6:00 PM begin bracket play
* 7:30 pm Championship Game begin

Pool Play and Teams Schedule

Pool A (STMS) Pool B (STMN) Pool C (RHSW) Pool D (RHSE)

1 Hazelwood East 1 Gateway Stem 1 Jennings 1 Belleville East

2 Parkway West 2 Lutheran North 2 McCluer North 2 Bishop DuBourg

3 St. Mary’s 3 Riverview 3 Roosevelt 3 Hazelwood West

4 University City 4 Rochester 4 Trinity Catholic 4 Lutheran St. Charles

3:00 PM Pool A: 1 vs 3 (STMS) 2 vs 4 (STMN) Pool C: 1 vs 3 (RHSW) 2 vs 4 (RHSE)

3:30 PM Pool B: 1 vs 3 (STMS) 2 vs 4 (STMN) Pool D: 1 vs 3 (RHSW) 2 vs 4 (RHSE)

4:00 PM Pool A: 1 vs 4 (STMS) 2 vs 3 (STMN) Pool C: 1 vs 4 (RHSW) 2 vs 3 (RHSE)

4:30 PM Pool B: 1 vs 4 (STMS) 2 vs 3 (STMN) Pool D: 1 vs 4 (RHSW) 2 vs 3 (RHSE)

5:00 PM Pool A: 3 vs 4 (STMS) 1 vs 2 (STMN) Pool C: 3 vs 4 (RHSW) 1 vs 2 (RHSE)

5:30 PM Pool B: 3 vs 4 (STMS) 1 vs 2 (STMN) Pool D: 3 vs 4 (RHSW) 1 vs 2 (RHSE)

6:00 PM Round 1: 1st Place Pool A vs 2nd Place Pool B (STMS)

 Round 1: 1st Place Pool B vs 2nd Place Pool A (STMN)

6:30 PM Round 1: 1st Place Pool C vs 2nd Place Pool D (STMS)

 Round 1: 1st Place Pool D vs 2nd Place Pool C (STMN)

7:00 PM MMCA 7on7 Semifinals

7:30 PM MMCA 7on7 Championship (STMS)

Rules & Procedures

1. 7 defenders (if you run a 3-4 defense, the blitzing LB must drop before snap) and 6 offensive players (must use a center or extra player to snap).
2. Each possession starts on the 40 yard line – going in.
3. First downs are made by crossing the 25 yard line and the 10 yard line.
4. 3 downs to make a first down, including inside the 10 yard line.
5. PAT snaps are at the 5 yard line, offensive choice of hash. 2 point conversions will be from the 10 yard line with choice of hash.
6. 4.0 seconds to get pass off. It will be a loss of down and treated as a sack if not thrown in time. The game clock will be stopped on a sack in the final 1:00 of the game.
7. 4 second clock starts on snap of ball.
8. Passes may be thrown behind the line of scrimmage but receiver must advance beyond LOS or play will be treated as a sack.
9. Possession changes after PAT attempt, failure to make a first down, or turnover
10. Games are 22:00 minutes long. The clock runs continuous during the 1st 21 minutes and stops according to NFHS rules during the final 1 minute.
11. Overtime in pool play consists of 1 play from the 40 yard line. Each team has an attempt to score. The team with the most yardage is declared the winner. A coin toss will determine who will possess the ball first.
12. Overtime in tournament play consists of 3 plays from the 10 yard line. Each team has an attempt to score. All PATs must be 2 point attempts from the 10 yard line. A coin toss will determine who will possess the ball first.
13. One time-out per team per game. 1 additional time-out per overtime.
14. All offensive formations must be legal sets.
15. 25 seconds to get the play off.
16. One-hand touch anywhere.
17. No running plays allowed.
18. No double passes or shuffle passes.
19. Only 1 offensive coach on the field, NO defensive coaches allowed on the field

Penalties:

 Defense Pass Interference = Automatic first down and 5 yards from the original LOS

 Offense Pass Interference = Previous spot and loss of down

 Defensive Holding = Automatic first down and 5 yards from original LOS

 Illegal procedure (Offense) = 5 yard penalty. Loss a down if LOS is the 40 yard line

 Defensive Off-sides = 5 yard penalty

 Delay of game = Loss of down and clock stops in final minute.

 Personal Foul (Offense) = loss of down and 5 yards from original LOS

 Personal Foul (Defense) = 1st down and 5 yards from original LOS

 Unsportsmanlike Conduct 1st offense = game ejection 2nd offense = tournament ejection

 **FIGHTING IS AN IMMEDIATE EJECTION FROM THE TOURNAMENT. IF ANY PLAYER**

 **LEAVES THE SIDELINE TO PARTICIPATE IN AN ON-FIELD FIGHT, THE ENTIRE TEAM WILL**

 **BE EJECTED FROM THE TOURNAMENT.**

Scoring:

 Touchdown – 6 points

 Interception – 3 points (no points for INT on PATs)

 Turnover on downs – 1 point

 PAT – 1 point (5 yard line) 2 points (10 yard line)

Pool Play, Seeding, Tournament, and Tie-Breakers:

Teams are randomly placed in 4 pools of 4 teams for pool play

The top 2 teams from each pool will advance into bracket play

Head-to-Head will determine any ties in pool play