



7vs7 High School Passing League Rules

1. Quarterback has 5 seconds to pass the ball or the play is ruled dead and 0 points will be given to offensive team.
2. There will be a 25 second play clock once the ball is ruled dead/down by the referee. Players will be warned when there are only 10 seconds remaining. Play clock violation will result in 0 points for the down.
3. Center is not an eligible receiver. If team does not have center, quarterback can snap to himself.
4. Offensive formation must have one player in the backfield and no more than 3 receivers on one side of the formation.
5. Defensive formation can only have 2 players beyond 10 yards past the offensive line-of-scrimmage.
6. Player is down once defender has **two** hands touching the offensive player. No tackling or unnecessary roughness will be tolerated. Unsportsman-like conduct will be a 2 point bonus for the opposing team.
7. Defensive interference will be a 3 point play for the offense. Offensive interference will be a 3 point play for the defense.
8. Games are 4 sets of 10 plays. No overtime. Games can end in tie.

Scoring

0-10 yards	1pt
11-20 yards	2pts

21-30 yards	3pts
Touchdown	5pts
Pass Batted Down	-1pt
Interception	-3pts
Int. Touchdown	-5pts