



**Jenkins Elite 7 on 7 Passing League Rules  
2019**

[www.JenkinsElite.com](http://www.JenkinsElite.com)

*All games will be played at Parker Lutheran High School, 11249 Newlin Gulch Blvd, Parker CO  
80134*

**Administration**

1. Minimum number of players per team is 8 maximum number of players per team is 15.
2. Each team is encouraged to complete at least six hours of practice before the first weeks games.
3. There is no practice time restriction.
4. The playing field will be 40 yards in length plus a 10 yard endzone.
5. All players must wear a mouthpiece during each game.

**Field Dimensions**

1. Field Length: 40 Yards
2. End Zone: 10 Yards
3. Field Width: 53 ½ Yards (Full Field)

**Official Game Ball**

1. 9th Grade (Class of 2023): TDS (HS Ball)
2. 8th Grade (Class of 2024): TDY (Youth Ball)
3. 7th Grade (Class of 2025): TDY (Youth Ball)
4. 6th Grade (Class of 2026): TDJ (Junior Ball)
5. 5th Grade: (Class of 2027): TDJ (Junior Ball)

**Starting Each Game**

1. The designated home team (2nd on schedule) will begin with possession of the ball on the +40 yard line in the middle of the field.
2. A signal will begin each game
3. Each game lasts 25 minutes running clock
4. The official will declare when the clock goes under two minutes
5. The clock will not stop for anything (exception: injuries), both games being played will go on hold for injury in either game
6. A signal will end each game

**Moving The Ball**

1. Offense always starts on the +40 yard line in the middle of the field.

2. Offense has 3 downs to gain a first down
3. First down markers will be at the +25 and +10 yard lines.
4. Once inside the the +10 yard line, the offense has 3 downs to score a TD.
5. For the conversion after a touchdown, the offense can choose to go for 1 or 2 points.
  - a. A 1 point conversion is from the +3 yard line
  - b. A 2 point conversion is from the +10 yard line
  - c. On the conversion the offense may choose hash or middle for ball placement
6. The offensive team MAY NOT run the ball on any down
7. The offensive team MAY NOT throw laterals or use double pass plays

### **Special 7 on 7 Rules**

1. There is no blocking on any play
  - a. Blocking will result in loss of down and return to previous spot
2. Ball carrier is legally down when touched below the neck with ONE hand
3. A defender CANNOT leave his feet to make a tag
  - a. The runner will still be able to run if defender's feet are off the ground.
4. Fumbles including snap are dead balls at the spot with the last team in control retaining possession at the spot
5. Each team will have 30 seconds to put the ball into play
  - a. Delay of game is loss of down
6. The offensive team is responsible for retrieving and returning the ball to the official
7. The clock does not stop and any delay by the offense in retrieving and returning the ball to the official will result in delay of game and loss of down.
8. Defensive pass interference and defensive holding will result in a 1st down at the spot of the foul
9. Offensive pass interference will result in a return to the previous spot plus a loss of down
10. QB is allowed 4.0 seconds to throw (ONE-ONE THOUSAND... TWO-ONE THOUSAND... THREE-ONE THOUSAND... FOUR-ONE THOUSAND)
  - a. Referees will stop play if 4.0 seconds is surpassed
11. An interception will result in an immediate stoppage of play and a change of possession with the intercepting team gaining possession at the +40 yard line.
12. A defense can only play in a base 4-3, meaning only 3 linebackers and 4 defensive backs are permitted on each play.
  - a. The defense will have a total of 7 coverage players
  - b. The defense CANNOT blitz or rush the QB
13. An offense can only play with 6 players on the field unless their center has come to snap then the offense can have a center, quarterback, and 5 eligible receivers.
  - a. The offense will be in real formations, meaning there are a maximum of 5 eligible players on each play, the center is NOT eligible to catch.
  - b. A real formation must include 2 WRs on the ball, if a WR is covered up by another that WR is not eligible to run a route.
  - c. If a team does not have a center to snap the QB can start with the ball in his hand or have the backup QB snapping.
14. Fighting will not be tolerated, if a player throws a punch, he is ejected immediately and cannot return to the Jenkins Elite 7 on 7 league.

### **Tie Breaker**

1. Any PLAYOFF game that ends in a tie will go to a tiebreaker.
2. There will be a coin toss at the beginning of the tiebreaker with the home team calling the toss.
3. The winner will choose to be on offense or defense.
4. Each team will start on the 10 yard line and have 3 plays to score
5. If a team scores they must go for a two point conversion
6. If game is tied after one tie breaker possession the teams will back up to the 15 yard line rotate who starts on defense and who starts on offense and repeat the above tiebreaker.
7. If game is tied after two tie breaker possessions the teams will back up to the 20 yard line and so on until the game is decided.

### **Coaching Your Team**

1. There will be one offensive coach allowed on the field at any time.
2. The coach must be positioned behind the offensive huddle.
3. Coaches are NOT allowed to challenge any official ruling.
4. Remaining team coaches and players must be on the sideline.
5. No defensive coaches are allowed on the field.

### **Disciplinary Action**

1. A team member, coach, and/or spectator may be removed from the immediate field area when deemed necessary due to unsportsmanlike conduct by the game official or Jenkins Elite 7on7 league staff. Failure to leave the area when requested may result in immediate forfeiture of the game and fine.

### **Miscellaneous**

1. ALCOHOLIC BEVERAGES ARE PROHIBITED ON SITE. Action will be taken against any individual or team in violation of this policy.
2. No smoking or the use of tobacco products is allowed on the playing field or spectator area.

### **Weather Policy**

1. If there is inclement weather on the day of a game, Jenkins Elite will evaluate the conditions to determine if the game will be held as scheduled. Jenkins Elite will reserve the right to reschedule or cancel the game if the inclement weather makes it unsafe or unplayable for players and spectators; or if Parker Lutheran HS cancels fields. In general, all games will be played if there is light to moderate rain, without thunder or lightening. If there is inclement weather on the day of the game the Head Coach / or team contact point will be notified via email or phone call.

**Please direct any additional questions/clarifications to [info@JenkinsElite.com](mailto:info@JenkinsElite.com)**