

Paul Blank Invitational Thanksgiving Football Game
Contest Rules

Time: There will be two 40 minute halves. The timekeeper will keep track of the time and will announce intervals of 20 minutes, 10 minutes, five minutes and two minutes. There will be a two minute warning in each period. During the final two minutes the clock can be stopped by the officials at their discretion (reset the chains, referee discussion, injuries, etc).

Time-Outs: Each team will be allowed three timeouts per half. This is in addition to referee time-outs for injuries or other stoppage of play.

Referees: In all instances, the decision of the referee will be final. Referees may assign penalties for unsportsmanlike conduct when a player disputes a call.

Penalties:

Off sides – 5 yards

Unnecessary roughness/Unsportsmanlike conduct – 15 yards

Pass Interference – automatic first down, ball spotted at place of impact (or 1 yard line if penalty occurred in the end zone).

Clipping – 15 yards

Block in the back – 10 yards

Intentional grounding – 10 yards and loss of down

Ineligible Receiver – loss of down

Out of bounds kick – Receiving team can accept penalty and have kicking team re-kick with 5 yard penalty or decline penalty and take possession at the 40-yard line.

Delay of Game – 5 yards (teams have a 30 second play clock counted by the referees).

Eligible Receivers: With a team of 11 players, 5 are eligible (6 including the quarterback) for every set of downs. The eligible receivers will be determined by how they line up on the line of scrimmage (at least three feet out from the offensive line). If a team chooses to line up an eligible receiver on the line they must declare him in a loud voice prior to the snap.

Blitzing: There will be an automatic rush when a hand-off, fake hand-off, fumbled snap, lateral or forward movement by the quarterback occurs. In all other case, there will be a three Mississippi rush to be counted out in an audible voice. The quarterback is free to run at any point. If a player lines up behind the quarterback in the backfield the defense is allowed to automatically rush without the three second count. However, if the player in the backfield is in front of or next to the quarterback the defense must adhere to the three second rush count.

Tackling: The Paul Blank Invitational is now a flag football contest. Once a player's flag has been pulled from his uniform the referees will whistle the play dead. If a player falls to the ground, the defense must touch that player with one hand to end the play. If a player falls to the ground and is not touched he may get up and continue running. Head on blocking is allowed (no blocking from behind, blindsiding, or chop blocking).

Point-After Conversion: Upon a touchdown the scoring team will have the option or a one or two point conversion. The offensive team will attempt a two point conversion from the five yard line. An extra point kick is worth one point and the defense can rush after a three Mississippi count.

Field Goal Attempts: Field goals (three points) may be attempted. When a field goal is attempted, the defense may rush after a 3 Mississippi count. Fake field goals and punts are not allowed.

Onside Kick: An onside kick must travel 10 yards or be touched by the receiving team before being recovered by the kicking team.