



2023

Gridiron Games All-Star Football Tournament

Grade Level Eligibility Requirements

Age Eligibility Open Division

(10U): Cannot be 11 years of age prior to June 1, 2023

(11U): Cannot be 12 years of age prior to June 1, 2023

Age & Grade Eligibility All-Star division

- **3rd Grade:** Must be in 2nd or 3rd grade **and** not be 10 years of age prior to June 1, 2023
- **4th Grade:** Must be in either 3rd or 4th grade **and** not be 11 years of age prior to June 1, 2023
- **5th Grade:** Must be in 4th or 5th grade **and** not be 12 years of age prior to June 1, 2023
- **6th Grade:** Can be in either 5th or 6th Grade, **and** not be 13 years of age prior to June 1, 2023

Gridiron Games will feature two divisions as follows:

#1 "Recreational All Star" for township community leagues who are fielding local selected teams. This division is for teams that have "NOT" played together during the season, we will have a 3rd, 4th, 5th, 6th grade divisions.

#2 "Open" Teams are for local competitive teams like GDL, IYS, IEFA that have been playing together for this entire fall season, we will have an 8U division, as well as 10U division.

Player Documentation Requirements

1. For open division, birth certificate or state ID, report card or grade verification, profile picture.
2. Each program participating in the All-star division of the tournament will complete a certification letter signed by their league official certifying that all players on their respective teams meet the grade level requirements and played in their recreational league throughout the season.

Team Roster Requirement

The team roster limit is 40 players.

An official team roster sheet that must be completed before the tournament begins.

Check In Requirement – All required documents must be uploaded to our Sketch play platform, any player

missing the required documents of birth certificate or state ID, grade verification, and photo cannot participate in games until the documents have been uploaded and approved. **WE WILL HAVE A WEIGH IN FOR ALL PLAYERS PRIOR TO THEIR FIRST GAME**

WEIGH IN INFORMATION

The following is a break down for running weight, TE weight QB exempt weight and striper weights.

We will weigh in every player before their first game. If there is a question about a player's weight, the Gridiron Games reserve the right to weigh the player in question on site. If player is over the weight limit, the team will forfeit the game.

***** Players are not required to be weighed in wearing their equipment. *****

Division	Maximum Running Weight No Stripe	Maximum TE Weight Green Stripe	Exempt QB Orange Stripe	Striper Weight Red Stripe
3 rd Grade	Under 95.0	Up to 100.0	Up to 105.0	Over 100.1
4th Grade	Under 105.0	Up to 110.0	Up to 115.0	Over 110.0
5th Grade	Under 115.0	Up to 120.0	Up to 125.0	Over 120.0
6th Grade	Under 125.0	Up to 130.0	Up to 135.0	Over 130.0
10U	Under 120.0	Up to 125.0	Up to 130.0	Over 125.0
11U	Under 130.0	Up to 135.0	Up to 140.0	Over 135.0

Helmet Stripping Requirements

Any player exceeding the ball carrying weight at the official weigh-in shall have their helmet marked with either a green, orange or red two-inch wide tape stripe four inches long horizontally across the back of their helmet. If the player has a green stripe, it means he is eligible to catch and advance a pass thrown his way, he cannot be lined up in the backfield. If the player has an orange stripe, it means he is a QB that cannot run the ball, see QB exempt explanation below. If a player is marked with a red stripe, it means he is ineligible on offense to throw, catch or run the ball. Tape shall be of a distinctive contrasting color so as to be readily identifiable by the game official and to distinguish them as ineligible ball carriers.

- a. OFFENSE - A red striper is not eligible to carry or receive the football at any time. A red striper may only play in the offensive center, guard or tackle positions. A player with a green stripe cannot line up off the LOS, he must ALWAYS line up on the LOS and cover up a red striper.
- b. DEFENSE – A red orange, or green striper may play ANY defensive position. In the event a red stripe player gains possession over the ball carrying weight, they **ARE** permitted to advance the ball.

A TEAM WITH A STRIPER WHO IS DETERMINED TO BE PLAYING IN AN INELIGIBLE POSITION WILL BE PENALIZED 5 YARDS BY THE OFFICIALS

Overweight QB Exemption A player who has shown the skill set to likely develop into a quarterback but is over the weight limit by up to 10 pounds is able line up in the backfield as a QB only and is permitted to request exemption to play QB. Players playing with the exemption are not permitted to run the ball. They can handoff or throw the ball but are not permitted to cross the LOS. Before the game, the coach with the exempt QB must notify the officials and opposing coach and the QB must stay at QB the entire game. If a QB is exempt, they will have an orange stripe on the back of their helmet. This request must be submitted to the director of the Gridiron Games 7 days prior the start of the tournament, which is October 16th.

FIELD OF PLAY (3rd-6th)

1. All games will be played on a 100yard field. *The ball will be placed* on the 35-yard line for all kickoffs.

**** When the tournament is played inside Grand Park, the field is only 90 long, the middle of the field will be the 45-yard line, means both teams will share the 45-yard line in place of a shared 50-yard line and thus the ball will start on the 30-yard line.**

2. Only players and coaches may be on the sidelines and must stay between the two twenty (20) yard lines. A maximum of five (5) coaches and one (1) team parent may be on the designated sideline at any given time of the competition of the teams. At weigh in each team will be given (6 wrist bands) All coaches and a team mom must have wrist bands on to be allowed on the field. Only the Head Coach or an Assistant Coach shall be allowed on the field of play. The Field Referee will issue a single warning for violation of this rule. A fifteen (15) yard penalty will be assessed to the violating team for next and each subsequent infraction.
3. A neutral zone will be marked along each sideline and end zones. Parent and non- players will not be permitted to enter this neutral zone during play.
4. There must be at least 60 minutes in between games if a team is scheduled to play 2 games in one day.

POOL and TOURNATMENT PLAY

5. Except for specified rules, all games will be played in accordance with the Indiana High School Athletic Association (IHSAA) rules.
6. A team can run any offensive and defensive formation that is legal under IHSAA rules.
7. Hurry-up No-Huddle offenses will not be permitted. All Offenses must huddle to give the defense time to align pre-snap. Once all 11 offensive players have huddled together, they do not have to wait on the defense to snap the ball if they are subbing.
8. Each quarter will be twelve (12) minutes long running clock with a five (5) minute halftime. The clock will be operated in accordance with IHSAA rules. The clock will stop under 2 minutes during the 2nd and 4th quarters after a score and or a change of possession.
9. Games will be played with 2-3 officials present.
10. Each team is allowed three (3) 30 second time-outs per half, excluding official timeouts for injuries.

Any player injured during a play causing an official's time-out must sit out for at least the next play.

11. No dark visors allowed.
12. The tournament will use a 40 second play clock, the 40 seconds will start immediately after the ball is blown dead on the field and time will be kept with the officials. The back judge will count down the last 5 seconds of the play clock if needed.
13. The top 4 teams in each division will advance to tournament play, seeding will be based on the outcome of pool play, if there is a tie with pool play wins, the tie breaker will be head-to-head competition and lastly points allowed.
14. We ask that each team provides a parent to help run the clock. We ask that the visiting team to provide 3 parents to run the chains.

Coaches On the Field

- For 3rd Grade – Two coaches may be on the field to assist in calling plays and alignment of players. Once the team has broken the huddle, the coach on the field must be 10 yards behind the LOS., the coaches on the field will give NO FURTHER INSTRUCTIONS, Penalty of ten (10) yards each and every infraction will be assessed, following a warning for first infraction. Sideline coaches are allowed to give instruction after the huddle is broken.
- For 4th Grade – One coach may be on the field to assist in calling plays and alignment of players. Once the team has broken the huddle, the coach on the field must be 10 yards behind the LOS., the coaches on the field will give NO FURTHER INSTRUCTIONS, Penalty of ten (10) yards each and every infraction will be assessed, following a warning for first infraction. Sideline coaches are allowed to give instruction after the huddle is broken.
- 5th Grade- One coach may be on the field to assist in calling plays and alignment of players. Once the team has broken the huddle, the coach on the field must be 10 yards behind the LOS., the coaches on the field will give NO FURTHER INSTRUCTIONS, Penalty of ten (10) yards each and every infraction will be assessed, following a warning for first infraction.
- 6th Grade **NO** Coaches are not allowed on the field to call plays. They may only go out on the field during time outs. They are allowed to give pre- and post-snap instruction from the sideline.

Punt Rule - A fourth (4th) down punt rule will be enforced. The team has the option to run a play to gain the first down or have the option to place the ball 25 yards from the current line of scrimmage. The closest the ball

can be placed on a punt is the opposing teams 20-yard line. ie. If the ball is on the 30-yard line going in and the team chooses to punt, the ball would be placed on the 20-yard line, resulting in a 10-yard punt.

KO Rule- The ball will be placed at the 30 yard after a score or to start the game or second half.

A score for an extra point conversion after a touchdown will be awarded in the following manner:

- If the ball is placed on the three (3) yard line, one (1) point will be awarded for the advancement of the ball over the goal line.
- If the ball is placed on the five (5) yard line, two (2) points will be awarded for advancement of the ball over the goal line.

Field Goal or PAT Kicking Rule

- We will not be kicking extra points or field goals.

OVERTIME

- We will not be playing overtime during pool play games.
- During tournament play, if a game tied at the end of regulation will continue under the overtime format. At the end of regulation time, a two (2) minute official's time out will be called. During this time out, team captains will meet with the officials for a coin flip to determine which team will have possession. The overtime format is simple, each team gets 1 play. Each team will be given a chance to go from the 3-yard line and 1 point or from the 5-yard line and 2 points. If a winner is not determined after the first overtime, the team that had the ball last during the 1st overtime will have the ball first during the second overtime, we will continue this format until there is a winner.

CODE OF CONDUCT – PARTICIPANTS

1. Each player and coach will conduct themselves in a sportsmanlike manner at all times.
2. Fighting on the field will cause the player or players to be expelled from the current game **and the next game as well.**
3. Swearing or arguing by a participant will not be tolerated at any time. The referee or coach may request the individual to leave the field and a fifteen (15) yard penalty may be assessed.
4. Any coach or player that is ejected from a game for unsportsmanlike conduct other than fighting as defined above, will also be suspended from the team's next game.
5. There will be no electronic communication equipment on the field allowed for communicating between coaches and/or players, parents and coaches This includes the use of cell phones.

CODE OF CONDUCT – PARENTS

1. Parents and non-players are not permitted to enter the neutral zone as marked along the sidelines and end zones. **Anyone not wearing the appropriate identification (wrist band) must sit in the up-stair bleacher area.**
2. Swearing, physical or verbal abuse by a parent will not be tolerated at any time. The referee or coach may request the individual to leave the field and a fifteen (15) yard penalty may be assessed.
3. Physical violence or verbal abuse by non-participants toward anyone will not be tolerated and the offender will be asked not to participate or attend games.
4. No air horns will be allowed at the facility.

Noisemakers or any device that is disruptive to the offense play calling will not be allowed, after the huddle has broken.



Tourney Schedule and Site

Grand Park Indoor Event Center - 19000 Grand Park Blvd. Westfield, IN 46074

- Tuesday 10/24 – 1st round games played at Grand Park **(Teams will weigh in before their game)**
- Wednesday 10/25 - 1st round games played at Grand Park **(Teams will weigh in before their game)**
- Thursday 10/26 - 1st round games played at Grand Park **(Teams will weigh in before their game)**
- Saturday 10/28 – 2nd round Games played at Grand Park
- Sunday 10/29 – 3rd round Games played at Grand Park
- Sunday 10/29 – Semi-Final Tournament Games played at Grand Park starting in the afternoon/early evening
- Monday 10/30 - Finals of the Gridiron Games played at Grand Park