

## **2019 Rules & Regulations**

Welcome to the 2019 Kickoff 2 Kickoff. Please read entire rules!!!! The following rules apply to all tournament games that are held at a Lou Fusz Athletic (LFA) Football sponsored event.

The Kickoff 2 Kickoff will be held Saturday August 24 and Sunday August 25 at:

LFA Training Center

1 Rams Way

Earth City, MO 63045

### **Tournament Cost/Fees**

The cost to compete in the Kickoff 2 Kickoff is \$250 per team. If a team registers for both the Lou Fusz Football Jamboree (\$150 per team) AND Kickoff 2 Kickoff, the cost per team total is \$325 (a \$75 savings.) All tournament entry fees will be paid online via our registration platform with a debit or credit card. Tournament registration deadline is August 1. Once a team is registered and accepted to compete in the Kickoff to Kickoff, there are no refunds available. If for any reason a registered team does not show up on the event weekend, the registration fee is voided and will be used to re-assign the division.

### **Guaranteed Games Notification**

The LFA Kickoff 2 Kickoff guarantees two (2) games to each registered team. Each division will have a maximum of four (4) teams. Round robin play will guarantee two (2) games for each team on Saturday (morning and afternoon.) The CHAMPIONSHIP game for each grade level will be played on Sunday.

### **Team Spectator Admission Fees**

\$5.00 CASH-only admission fee per person per day at the door. Children 10 and under are free. A wristband can be pre-purchased for \$8.00 that will get in unlimited access via the tournament page at LouFuszFootball.com website. The wristband must be worn all weekend and cannot be transferred. Please inform parents of this fee prior to attending the tournament. Please be prepared to pay gate fees in cash unless a pre-purchased wristband was acquired. There will be no fee for parking. Concessions will be available and no outside food or beverages will be allowed.

### **Hotel Accommodations Information & Rules**

The Kickoff 2 Kickoff will be using Marriott Hotels to accommodate your hotel stays. Please DO NOT book a team hotel or a hotel room on your own without going through Marriott. Since this is a busy weekend, LFA has secured the closest, cost-effective locations for all teams coming in from out of town. In past tournaments, commuting teams have tried to stay at different hotels on their own. Due to weather issues, traffic, etc, they were late to the game and had to forfeit. This causes agitation for ALL involved. For this reason alone, you MUST book your rooms through Marriott. This will also allow one team to all stay in the same hotel.

Hotel packages can be found on the tournament page at LouFuszFootball.com

## **Game Play Rules**

Kickoff 2 Kickoff rules follow Missouri High School Activities Association rules and will govern tournament play in the K2K tournament events, with the following changes, exceptions, additions, clarifications and emphasis.

### **3<sup>rd</sup> grade guidelines**

Two (2) coaches will be allowed on the field.

All special teams' plays are no rush. To speed up play, there will be no kickoff for these age groups and the offense will start on the 30-yard line.

No blitzing allowed.

Extra Point: Two (2) points for a successful kick. One (1) point for a successful run or pass.

### **4<sup>th</sup> grade guidelines**

One (1) coach will be allowed on the field. To speed up play, there will be no kickoff for these age groups and the offense will start on the 30-yard line.

### **5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> grade guidelines**

No coaches allowed on field. To speed up play, there will be no kickoff for these age groups and the offense will start on the 30-yard line.

**Bracket Seeding:** Each team at each division will play one (1) game on Saturday morning and one (1) game on Saturday afternoon. The championship game will be played on Sunday. To qualify for the championship game in case of ties will be as follows:

- 1) W-L record
- 2) Point difference head to head
- 3) Points allowed
- 4) Point differential
- 5) Points Scored

## **Game Clock Rules**

Each game is made up of (4) four (8) eight-minute quarters. Running clock. Each team will receive two (2) timeouts per half. Clock stops last two minutes of each half (runs regulation then). Clock does stop on all scores and timeouts. Halftime is five (5) minutes. LFA uses the modified clock for efficiency, so LFA can fit in all the games. Average game times run between 50 - 65 minutes.

## **Tie breakers in game**

Each team will receive four (4) downs starting at the ten-yard line. If one team scores and the other doesn't, the game is over. Field goals count as three (3) points, touchdowns count as six (6) points. Extra points are as explained above. Extra point tries need to be tried. Each team will get one (1) time out in extra time. There is zero carryover of timeouts from regulation time.

Any violation of these rules will result in an unsportsmanlike conduct penalty.

Due to the limited time between games, please have your team lined up on the end lines of the field you will play on five minutes into the 4<sup>th</sup> quarter of ongoing game. Be ready to play with ID cards available to be checked.

Chains will be provided but the home team must provide a chain gang for each game. This is a three-person crew. Please have your crew preassigned so games stay on time.

### **Game Officials**

Three (3) MHSAA licensed officials will be available for 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> grade divisions. Four (4) MHSAA licensed officials will be assigned to each game for 6<sup>th</sup> and 7<sup>th</sup> grade divisions. A field manager will also oversee each division and keep tournament games operating efficiently. Please direct any questions to your field manager over your division.

### **Grade Cutoff Rule**

This tournament is played by grade level. At weigh-ins, a player will be identified for his division by having a current report card and a government issued ID.

### **Player Registration Rules**

Coaches will pre-register on our website registration system using the "Register Your Team" button and pay all team fees. Roster size are minimum of fifteen (15) players and a maximum of twenty (20) players.

Be prepared to turn in a **"printed document roster"**, not a hand-written roster! If your roster is hand written, your team will not be allowed to participate in the tournament, no exceptions! Updated team roster will be at check-in (this will stay with tournament staff). This is VERY IMPORTANT!

Weigh-ins will be held Friday, August 23 at LFA Training Center Indoor Field from 5pm-9pm for teams registered in the area. A schedule will be sent out on Monday August 19 for each team weigh-in time. Teams out of the area will weigh-in on the morning of Saturday, August 24 starting at 6am.

### **Weight limits to carry football**

3<sup>rd</sup> grade: 100lbs. 4<sup>th</sup> grade: 110lbs. 5<sup>th</sup> grade: 120lbs. 6<sup>th</sup> grade and 7<sup>th</sup> grade: No limit

All players will weigh-in and receive their wrist-band and will be worn all weekend long. Players MUST repeat process if arm-band isn't on. One coach per team MUST sign-in to receive "Coaches Pass". Each team is allowed five (5) total coaches. One coach signs for ALL coaches. All coaches must have a coaches pass to be on the sidelines and near teams. **No parents or spectators allowed in the coaches box during games!**

### **Player Age Dispute – In Game**

If you have any concerns with any player on a team roster, please bring your concern to the head official and tournament directors for player age review. Do not come to the tournament directors after you lose a game! Please respect the tournament and use players that are eligible based on tournament grade requirements. Cheating does not benefit anyone. The head official and field coordinators will have the final say. Once the game is completed, all protests are deemed voided.

### **Team Check-In Details**

All teams will be required to check-in 30 minutes before your first game, so please plan accordingly and have your team ready and your documents ready to ensure a quick check-in process. You will be notified of the check-in location in advance.

### **Additional Players Notification (Rosters)**

Once your roster is submitted, you cannot add new players at any time after the start of the tournament. If we find out that an ineligible player has been added to any roster, your team will be disqualified from the tournament and be escorted off the grounds by local law enforcement immediately. This includes changing of jerseys and equipment to an ineligible player or players. Don't be cheaters! Cheating helps no one.

Please Advise! ALL TEAMS MUST HAVE A TEAM BOOK WITH A COPY OF THEIR REPORT CARDS, PLAYER PHOTO, GOVERNMENT ISSUED ID OR SCHOOL ID (7<sup>TH</sup> GRADERS) DURING THE TOURNAMENT, NO EXCEPTIONS OR PLAYER WILL NOT BE CLEARED FOR TOURNAMENT GAMES, WILL NOT PLAY!!!