



11U Football Tournament Rules

1. 11u Players must be 11 years old (& under) prior to Aug. 1st of the current year. No player can turn 12 before Aug. 1st of current year for the 11u Tournament.
2. Birth Certificate is required before any player can participate and all Birth Certificates must have a notary seal and signature if Certificate is a copy not an original. All Birth Certificates will be put in a team folder and inspected with roster before Official weigh in. (Folder will remain with the team and must be available upon request)
3. An opposing Coach may request any Birth Certificate at any time.
4. All players will be officially weighed before their first game and the following restrictions apply:
 - a. No over-all weight limits for any Midwest Sports Classics tournaments.
 - b. 11u tournament: 135 pounds and under may line up and play any position.
 - c. 11u tournament: 135.1 pounds and over but not over 165 pounds may only play offensive/defensive line end to end only. Players 165.1 pounds and over will have a green stripe on helmet and can play offensive/defensive line "tackle to tackle" only. Tight end if orange striped is there for blocking purpose only and may not go down field for pass. Tight end must be non-orange striped to be eligible for a pass.
 - d. 11u tournament: 135.1 - 165 pounds will have an orange sticker placed on their helmet. Players 165.1 and over will have a green sticker placed on their helmet. Any player with an orange/green sticker on helmet who receives possession of the football be it a fumble, interception etc. may not advance the ball. The ball will be whistled dead at the point of possession.
 - e. Player of any weight may kick on extra points, field goals but not advance ball if play gets muffed (if player is orange/green stickered). Orange/green stickered players may be on front row of kickoff/kickoff returns only.
 - f. Players may remove all equipment for weigh in.
 - g. If player removes/loses stripe on helmet player will have to weigh in again etc.
5. Defensive linemen (tackle to tackle) must be in a 3 or 4 point stance). Def. Ends may stand up (must be on outside eye of tight end or tackle in an unbalance).
6. Continuous clock if lead is 24 or more points. Forfeit is a 7-0 score.
7. Playing rules: All games shall be played under IHSA Rules with the following exceptions:
 - a. Extra Points worth 1 point if run/pass from the 3 yard line. Worth 2 points if run/pass from the 10 yard line. If goal posts are available on all fields 1 point for run/pass and 2 points for kick. Rush is live.
 - b. No Punting: 30 yards given for punt. 10 second run off time.
 - c. No kickoffs. Ball will be placed at the 25 yard line with one team on offense | one team on defense
 - d. After each score & at the start of each half, that's how the game will proceed **With one important exception...**
 - e. If a team trails by any amount in the fourth quarter, that team can choose to try to convert a 4th and 10 play from its own 35 yard line. If the team gains 10 or more yards in that one play, they keep/retain possession (similar to an onside kick). If the team doesn't, they're giving the ball/possession back to the other team knocking on your own red zone .
 - f. Games consist of four, eight-minute quarters and an eight-minute half-time. (35 second play clock)
 - g. Team may use own ball (TDJ) and ball must pass referee inspection.
8. Players may only participate in one age division in tournament.
9. Visitor team to provide the following: 1 adult to assist with running the clock and 1 adult to assist with the chain crew.
10. Home team to provide the following: 2 adults to assist with the chain crew and 1 adult to assist with the clock.
11. Adult admission and student admission will be charged. Players, cheerleaders and kids under 5 free.
12. Have Fun!!!

Note: If a team does not show up for their assigned game, they will receive a forfeit and no refunds will be given.