RULES FOR 5 ON 5: Passing League  
*(Men & Co-Rec)*

1. Odd or even to decide possession at the start of game.

2. All offensive drives will begin at midfield and will all go in same direction. (This includes all interceptions)

3. 24 Minute Games  
a) Teams get 2 30-second time outs per game  
b) During the last minute the clock will stop and will run on ball ready for play.

4. 40 Yard Fields

5. 3 Downs to get initial 15 yards for 1st down One Zone

6. Pre-snap Motion: A team may send one player in motion prior to snapping the football. Additional players moving after being set will result in an illegal motion penalty.

7. 4 Downs to score (second Zone)

8. 3 Count  
   (1 one thousand, 2 one thousand, 3 one thousand, sack)  
The quarterback does not have to get rid of the ball in a certain amount of time. The rusher(s) can’t go in until the count of 3 is reached.

9. Touchdown = 7 pts, Interception = 3 pt

10. Extra point Option, ball is placed on 5 yard line  
    Make it, score 1 point (total of 8)  
    Miss it, lose 1 point (total of 6)

11. 5 Players on offense (3 receivers, QB, snapper is optional),  
    5 Players on defense

**12. Blocking is not allowed**

**Co-Rec**  
5 Players on offense (3 Receivers, QB, Snapper is optional)  
Minimum 2 girls on the field at all times.
MALE-TO-MALE PASS COMPLETION: Teams are not allowed two consecutive plays in which a female player does not possess the ball (snapping as the center does not constitute possession). This rule applies to the try-for-point after a touchdown. If a male passer completes a forward pass to a male receiver, (Closed) the next forward pass completion must involve either a female passer or a female receiver. (Open). If the pass is incomplete but the intended receiver is a female that meets this requirement. This rule is reset every change of possession. There are no restrictions concerning a male passer completing forward passes to a female receiver, or female-to-female, or female-to-male completions. Any foul, whether accepted or declined, shall have no effect on whether the next forward pass completed is open to male-to-male or not. (Penalty loss of down)

13. No run game (no running back handoffs) on a completed pass receiver can run and will be marked down when their flag is pulled.

14. Defensive Pass interference results in new set of downs from the spot of the foul. In the case that it occurs in the end zone, the ball is brought to the 5 yard line. If it occurs in the second zone ball is placed at the 1 yard line. Offensive Pass interference result in a loss of down and return to Line of Scrimmage.

  a. Excessive personal fouls on a player. Team is allowed to substitute for missing player.
     1. 1st time 5 min penalty
     2. 2nd time sit out the rest of the game
     3. 3rd time sit out the rest of the tournament

15. Tiebreaker: If there is a tie at the end of regulation time, teams will flip a coin to choose for offense/defense, 1 play, 5 yard line (winning team gets 1pt)