## 5v5 LINEMAN'S TOURNAMENT RULES

1. Minimum 5 players, with a maximum of $\mathbf{2 0}$ players per roster/team.
2. Each game/match will be on a 6 -minute running clock. The clock will only stop at the discretion of the referee.
3. A coin flip by the referee will determine who goes on offense or defense first during the round robin/pool play stages. Matches cannot end on a tie. One rep ( 4 seconds) will determine the winner.
4. Double Elimination rounds will be determined by seeds (number of wins \& points scored). The higher seeded team will always have first option to select offense or defense
5. You will have 4 seconds for each rep.
6. Reps are scored on a 1-point scoring system.
7. Each team will have 2 reps on offense and 2 reps on defense per player.
8. Offensive Line splits will be at 2 ft .
9. Each rep starts on Offensive lineman's movement.
10. Guards \& Tackles must be set before the start of next rep. They must also move or step away from rep/action if not participating in rep.
11. Scoring - DL has 4 seconds to touch bag (QB). He MUST touch the BAG to win the rep or be rewarded the point. OL has to MAINTAIN his block for 4 seconds to be rewarded a point.
12. No Bull Rush - Bull rush is when a defender DOES NOT make any attempt at utilizing a second move or counter move. A point will be rewarded to the offensive player.
13. No Holding - Hands must be inside, if not point will be rewarded to the defensive player.

## PLAYER MANDATES

$>$ Each player must go through the Pylon age verification/registration process to be added to their team roster via SportsThread. You are not allowed to double-roster at the same event.
> NO SENIORS ALLOWED.
> All players MUST wear mandated Pylon headgear AND spider pads! You can find the information at the following links:

- Helmets: www.pylonfootball.com/safety
- Spider pads: https://gamebreaker.com/shop/shop-pylon-headgear/ (spider pads can be any brand, but must be soft)
- Uniforms and mouthpieces are not required, but highly recommended.
$>$ Only TWO coaches per team are allowed on the field during game play.
$>$ Any unsportsman-like penalties are at the discretion of the referee.
- $1^{\text {st }}$ infraction is a warning
- $2^{\text {nd }}$ infraction will be a point
- $3^{\text {rd }}$ infraction will be a game disqualification

