



2018 METROPCS CORKY KELL CLASSIC RULES

1. Seven defenders (may line up eight & drop one before snap) and six offensive players (must use a center or extra player to snap).
2. Each possession starts on the 40-yard line – going in.
3. First downs are made by crossing the 25-yard line and the 10-yard line.
4. Three downs to make a first down.
5. PAT snaps are at the 5-yard line, offensive choice of hash. No 2-point conversions allowed in pool play. 2-point conversions will be from 10-yard line with choice of hash in tournament play (if chosen).
6. When the clock reaches one minute, there will be a brief pause to notify both teams and the officials that the game is in its final minute.
7. During the final minute of the game, when a sack occurs the clock stops.
8. During the final minute of a game, when the ball is completed behind the line of scrimmage and the receiver does not make it back to the line it is treated as a sack and the clock stops.
9. In the final minute of the game, the only situation where time is put back on the clock is if a pass is completed and a sack occurred before the completion.

EXAMPLE: There are 30 seconds left on the clock as the ball is snapped; the QB completes the pass downfield and the receiver is down with 20 seconds left. However, the four-second timer had his hand up, meaning a sack occurred prior to the completion. The ball would be brought back to the line of scrimmage and four seconds would be subtracted from when the play began, meaning there would be 26 seconds left on the clock when the next snap is taken.

10. Four-second clock starts on snap of ball. **A SACK OCCURS WHEN THE CLOCK REACHES 4.0 SECONDS ON THE WATCH. THE QUARTERBACK HAS TO RELEASE THE BALL BEFORE 4.0 SECONDS FOR A PLAY TO BE AN OFFICIAL ONE.**
11. Possession changes after PAT attempt, failure to make a first down, or turnover.
12. Games are 21 minutes long. The clock runs continuous during the first 20 minutes & stops according to the rules during the final 1:00. There is no overtime in pool play.
13. Mercy Rule: If the margin of score between the two teams is 21 points or greater at the end of the first 21 minutes, the clock will continue to run continuously for the remainder of the game; regardless if the margin of score becomes less than 21 points.
14. Overtime in tournament play consists of two plays from 10-yard line. Each team has an attempt to score in each overtime period. Starting with the second and subsequent overtimes, all PAT's must be 2-point attempts from the 10-yard line. Overtime periods are not timed.
15. One time-out per team per game. One additional time-out per overtime. Ref will signal for time-out and the clock will stop until the ball is snapped following the :30 time-out.

Questions? Please contact one of the event directors below:

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16. All offensive formations must be legal sets.
17. Twenty-five seconds to get the play off.
18. One-hand touch anywhere.
19. No running plays allowed.
20. No double passes or shuffle passes.
21. No coaches on the field, must coach from the sidelines.
22. Scoring:
 - Touchdown - 6 points
 - Interception - 3 points (no points for INT on PAT)
 - Turnover on downs - 2 points
 - PAT - 1 point (may opt for 2 in OT)
23. Penalties:
 - Defense pass interference = Automatic first down and 5-yards from original line of scrimmage.
 - Offense pass interference = Previous spot and loss of down.
 - Defensive holding = Automatic first down and 5-yards from original line of scrimmage.
 - Illegal procedure (offense) = Loss of down.
 - Defensive off-sides = 5-yard penalty.
 - Delay of game = Loss of down and clock stops in final 1:00.

 - Fighting/unsportsmanlike conduct:
 - First offense = ejection from game.
 - Second offense = ejection from tournament.

 - Personal foul:
 - Offense = Loss of down and 5-yards from original L.O.S.
 - Defense = First down and 5-yards from original L.O.S.
- In the event that there is a defensive holding and a sack on the same play, the defense will be penalized according to the above and the sack will be ignored!**
24. Seeding, Tournament and Tie Breakers:
 - Teams will be in pods or pools with equal number of teams.
 - Teams will be seeded for the afternoon tournament according to their overall record from pod play.
 - Records which are tied after pod play will be broken as follows:
 - 1) Head to Head
 - 2) Fewest points allowed
 - 3) Flip of coin
 - Afternoon tournament is single elimination format.

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