



Harold M Creel Memorial SnapperBowl Classic

Longest Running Youth Football Tournament in the United States

Welcome to the Ultimate Tournament of Champions



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GENERAL REGULATIONS APPLYING TO TEAMS

ROSTERS CERTIFIED WITH SQUADS: The SnapperBowl will make a record of each team's players on a team roster form. This is a certified roster in that the SnapperBowl has accepted, The teams are restricted to these players for the balance of the Tournament.

PROOF OF AGE:

A certified copy of the birth certificate on file bearing the seal of the issuing office of the state of birth is the best guarantee of reliability of claimed birth date [NO MOTHERS COPIES]. Passports, Military ID cards, certified adoption papers, certified wallet certificates issued by a state or commonwealth are acceptable.

CERTIFICATION OF PLAYERS

Certification is that process whereby each team will file with the SnapperBowl a complete roster of players For the current season.

COACHES REQUIREMENTS

The Team's coaching staff is in complete charge of the team whenever it is together on the practice or playing field, traveling as a group to and from practice sessions and games, or together for any team function, such as a banquet. The coaching staff is under the direction of the head coach. All other coaches are assistants.

- A. Head Coaches must be at least 18 years of age.
- B. Assistant Coaches must be at least 18 years of age.
- C. A team may have a maximum of (4) assistant coaches.
- D. All coaches must follow rules established by the SnapperBowl.

WEIGH-INS

NO EXCEPTIONS

All teams will be weighed in the day Prior to Start of Tournament
Players weighing in must wear their: *ASSIGNED GAME JERSEY*
All PLAYERS must be photographed in their: *ASSIGNED GAME JERSEY*

GAME PROCEDURE

- A. The game is to be governed by F.H.S.A.A. rules with the SnapperBowl Rules having the highest authority.
- B. Only the SnapperBowl Director can cancel a game due to weather. In case of inclement weather all games will be called on the field.
- C. A grace period of (5) minutes will be allowed if a team does not have the minimum number of players and at least one coach present at the official start of each game. If a team is not on the field and does not have enough players on the field (5) minutes after the official start of the game, a delay of game penalty will be enforced. If the same team is not on the field and or does not have enough players on the field (10) minutes after the official start of the game, said team will lose the game by forfeiture.
- D. No teams will play back to back, during Tournament.
- E. Once a team walks off the field after the official start of the game, said team will lose the game by forfeiture.

TIE BALL GAMES

- A. In the event of a tie ball game at the end of regulation play, F.H.S.A.A. rules will be applied. Each team will have an offensive series with the ball placed on the 10 yard line. The team with the highest score after each team has had the ball will be declared the winner.
- B. Although each team is given four downs, the ball will go over to the defensive team if the defensive team intercepts the ball or recovers a fumble.

GAME PROTEST

- A. Only protest involving the eligibility of a player shall be considered.
- B. Protest shall be brought to the attention of the SnapperBowl Field Representative when an Infraction has thought to have occurred. Lack of prompt notification may result in denial of the protest.





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CONDUCT OF PLAYERS, COACHES, AND SPECTATORS

- A. If a player is ejected from a ball game he or she will be required to sit out the rest of the game and the next ball game. No EXCEPTIONS
- B. If a coach is ejected from a ball game he or she will be required to sit out the rest of the game. If ejected in 4th Quarter coach will sit out the next ball game. No EXCEPTIONS Any further ejections and said coach will be reviewed by the SnapperBowl Director.
- C. Profanity from either coaches or players will not be tolerated.
- D. Any Player/Coach Fighting will result in automatic ejection from the game, he or she will be required to sit out the next ball game.
- E. Excessive abuse by any spectator will result in removal from the premises.
- F. Any use of an intoxicant or illegal drugs is strictly prohibited at any organized function of the SnapperBowl. It will result in automatic removal from the Tournament indefinitely.
- G. At no time is any coach to physically jerk a player by the body, equipment or face mask even if said player is the son or daughter of said coach.
- H. Any person arrested and convicted at any SnapperBowl event will be restrained from all events for the term of the Tournament.
- I. No pets are allowed at any SnapperBowl function. The only exception will be for the blind.
- J. Use of tobacco is prohibited on the field/Sideline at any SnapperBowl function.

REQUIRED EQUIPMENT

The following items shall be worn by players in all divisions beginning with physical contact in practice sessions.

1. HELMET: Only helmets bearing the NOCSAE Seal of Certification may be worn. All helmets must bear the current NOCSAE approved "Warning label" in a visible position on the outside of the helmet. This "Warning Label" is the same label that is furnished by all helmet manufactures and quality recondition.
2. SHOULDER PADS
3. FOOTBALL PANTS
4. HIP AND BUTT PADS
5. THIGH PADS
6. KNEE PADS
7. JERSEY
8. MOUTH GUARD (MUST BE COLORED AND A KEEPER STRAP IS REQUIRED)
9. ATHLETIC SUPPORTER (MALE PLAYERS)
10. Sissy PADS (MANDATORY FOR FEMALE PLAYERS)
11. SHOES: SNEAKERS OR DETACHABLE OR NON DETACHABLE MOLDED RUBBER CLEATS ARE PERMITTED.
12. EYEGASSES: WHEN WORN, SHALL BE OF ** ATHLETICALLY APPROVED CONSTRUCTION WITH NON-SHATTERING SAFETY GLASS OR CONTACT LENS.
13. Absolutely NO METAL OR SCREW-IN CHEATS ALLOWED IN THE SnapperBowl.

BLOCKING AND TACKLING RESTRICTIONS

It is the responsibility of every coach to be fully informed of and abide by F.H.S.A.A. rules on blocking and tackling. In addition to other specific prohibitions by the F.H.S.A.A. rule book, no chop blocking, face tackling or spearing techniques shall be permitted.

TIME-OUTS

A team shall be permitted no more than (3) time-outs per half (does not include officials' time-outs).

REGARDING INELIGIBLE PLAYERS

There (2) unequivocal definitions of an ineligible player, from which there are no appeals:

1. Overage or underage players.
2. Falsification of data concerning any of the above.





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SNAPPERBOWL RULES APPLYING TO TEAMS

- (1). Head Coaches shall be responsible for all team activities on the playing field which includes the conduct of player and assistant coaches.
- (2). There will be a one time weigh-in for all tournament players. Those who do not make an initial weigh-in will not be eligible until they have been cleared by the weight master.
- (3). There will be a visual check of all players before each tournament game.
- (4). Teams must be at their designated playing field at least thirty minutes before schedule kickoff time.
- (5). Only the Head Coach can consult with field officials during the game being played.
- (6). A SnapperBowl Field Representative will be present at all fields to assist the teams and coaches. If needed, the Field Representative will note and listen to a protest by the head coach, and will turn his findings over to the Tournament Director.
- (7). No more then four Assistant coaches are allowed on the sideline. The team will be allowed a medic, Cheer coach, and assistant, if needed rotation of coaches is permissible.
- (8). Upon completion of each game, teams will cross the field greeting each other in fellowship displaying good sportsmanship.
- (9). Each entry (team) is required to select the bracket of age and weight groups they are accustomed to playing in their respective leagues and conferences.
- (10). Championship teams will be awarded trophies in each age group upon completion of tournament.
- (11). Teams may play 6 yr old at their own discretion.
- (12). The SnapperBowl will be played under the F.H.S.A.A. and NFHS Rules and Regulations.
- (13). Each Player weighed-in must have his/her numerical Jersey in his possession. NO EXCEPTION.
- (14). All teams will kick off as followed: The Seven (7), Eight (8), Nine (9), and Ten (10) year olds will kick from the 50 yd line. Eleven (11), Twelve (12), & Thirteen (13) year olds will kickoff from the 40 yard line.
- (15). All Tie games will be decided by Florida High School rules.
- (16). Seven (7), Eight (8), Nine (9), year olds , will use the k-2 football or its equivalent.
Ten (10), Eleven (11), Twelve (12), & Thirteen (13) year olds will use the Jr.TDY or its equivalent.
No Rubber Balls will be allowed unless authorized by the SnapperBowl Rules Committee.
- (17). Photo-static copy of Birth Certificate must be presented by each player participant at weight in for credentials committee. All certificates will be returned upon tournament completion.
- (18). When filling out your official roster forms, write the players full name, Jersey number, and Date of Birth.
- (19). Teams found trying to play or dress out ineligible players/player in any division will be suspended from competition.
- (20). At the official weigh-in, Players will be given Bracelets or other Identification device that must be worn or attached in a visible location of the body or uniform for the duration of the tournament.
- (21). A player who loses his required ID must be re-identified by the SnapperBowl representative before being re-issued New ID. Once accomplished the player will be permitted to play.
- (22). Teams Seven (7), Eight (8), and Nine (9), year olds electing to punt, must report to the head referee before start of game. The defense will be prohibited from rushing until Kicker touches the ball. Offense may not leave the line of scrimmage until the ball is kicked.
- (23). Teams Seven (7), Eight (8), and Nine (9) year olds electing to kick extra points. No Rushing Allowed!
Ten (10), Eleven (11), Twelve (12), & Thirteen (13) year olds The defense can rush 5 players from Tackle to tackle.
- (24). If Team A is ahead of Team B by (24) or more points there will be a continuous running clock.
- (25). Only ONE (1) REPRESENTATIVE i.e.: Team President, Organizer, Parent, or Head Coach, will be allowed In weigh-ins, to file a protest, or any other needed discussion with SnapperBowl Field Representative, or SnapperBowl Official during Tournament.

SCORING VALUES

- TOUCHDOWN.....6 points
- POINT AFTER TOUCHDOWN (KICK).....2 points
- POINT AFTER TOUCHDOWN (RUN or PASS).....1 points
- SAFETY.....2 points
- FIELD GOAL.....3 points





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1. Players weighing more than Designating Ball Carriers (BC) weights, Players are required to wear visible location Marked Helmet, approved inclusive by SnapperBowl Official.
2. Players in an offensive scrimmage formation wearing visible location Marked Helmet, inclusive:
 - a. must take set positions as offensive linemen before the snap;
 - b. must be in 3-point or 4-point stance at the snap;
 Violation of this rule is an illegal position foul. Penalty: 5 yards.
Note: A snapper wearing Marked Helmet shall comply with FHSAA/ National Federation rules.
3. Players in an offensive scrimmage formation, wearing Marked Helmet inclusive, are ineligible pass receivers. Violation of this rule may be illegal position, ineligible receiver downfield, or offensive pass interference. Penalties are identical to those of National Federation.
4. Players in a defensive scrimmage formation wearing Marked Helmet, inclusive are required to be on the defensive line of scrimmage, as defined by National Federation rules (within 1 yard), at the snap. Violation of this rule is an illegal defensive position foul at the snap. Penalty: 5 yards.
5. All players wearing Marked Helmet, inclusive, are prohibited from attempting to advance the ball. Whenever a live ball is possessed by any player wearing Marked Helmet, the ball becomes dead at the spot of possession and the game official's shall sound their whistle to stop play. Team possession and the number of the next down shall be determined by National Federation rules which would normally be applied when the ball becomes dead. The following examples illustrate some, but not all, of the possible situations in which Marked Helmet might gain possession of a live ball:
 - a. If the ball is handed forward behind the offensive line it is illegal forward handing. 5 yards and loss of down.
 - b. If the ball is handed backward anywhere, the ball becomes dead at the spot where the handing was completed and National Federation rules apply.
 - c. If a loose ball (backward pass, legal or illegal forward pass, fumble, legal or illegal kick) is caught or intercepted, the ball becomes dead and National Federation rules apply.
 - d. If a grounded backward pass, fumble, legal or illegal kick is recovered, the ball becomes dead and National Federation & FHSAA rules apply.
6. There are no Designating Ball Carriers (BC) weights for the 7 and Under Unlimited Division.

Offensive-Line

- (A) No players exceeding the Designating Ball Carriers (BC) weights. Can run or pass the football under no circumstances, example: interceptions Punts, kickoffs, and fumbles.
- (B) Designated ball carriers will be visually checked by the field Representative before each game attended by head coaches of both teams in observance if necessary .
- (C) Tight Ends, wide receivers, flankers must meet weight specifications as running backs, all passes must be caught past the line of scrimmage. Tight ends running reverse plays must meet weight specifications.
- (D) All offensive linemen must be in three or four point stance when ball is snapped -from tackle to tackle.

Note: the same rules will apply for defensive team:

Defense-Unlimited weights

- (A) Ends, Safety, & linebackers must meet weight specifications
 Defensive lineman wearing visibly Marked Helmet from tackle to tackle must be and three or four points stance when ball is snapped.
- (B) Defensive backfield Must meet weight specifications to return punts, interceptions, fumbles, etc.
 Players exceeding specified weight cannot play in defensive backfield, advance Punts, Interceptions, or fumbles, But shall retain ball at point it is caught, touched, or recovered.

Balls

- (A) Teams may use their approved league ball, each team must have a person to provide the game official with their ball after turn over to avoid delays.
- (B) With these exceptions all other rules will be in full force and effect:
(Note) These defensive rules apply to all other age categories. **Exception being 7yr old Division**

