

## **BATTLE at the BEACH 5v5 Rules & GUIDELINES**

Feel free to reach out if you have any questions or concerns.

### **Minimum/Maximum Players Per Team:**

- Minimum number of players on each team is 5 players
- Maximum number of players on each team is 12 players
  - More than 12 players will result in the creation of a second registered team
  - As an example, this is how you might select your team:
    - Top 5 offensive lineman
    - Top 5 defensive lineman
    - Two subs that can sub in and out at any time
- Out of however many you bring, select any 5 players to compete in each “event”
  - Keep in mind if you decide to bring 5 to 10 players, you could be at a disadvantage due to the team that brings 12 and being able to sub players for each “game”. Players can play both offense and defense, this is all up to you.

### **Tournament Team Guidelines:**

- Coaches must and can only communicate with their players.
- Parents must and can only communicate with their players.
- Players must and can only communicate with their players.
  - 1st time warning
  - 2nd time out of the immediate contest/event
  - 3rd out for the entire event and must leave the competitive area until completion
- Players can only compete with the team that they are registered with
  - Absolutely no switching or jumping from team to team
- Players registered on the same team are interchangeable
  - All athletes may compete on defense and offense).
  - Players may be substituted and rotated in as coaches see fit
  - But only after the current repetition/action is complete / not during a repetition

### **Tournament Player Guidelines:**

- Players must wear shirts on both defense and offense at all times.
- Players are not to bullrush (hand fighting / work a move).
- Players are not to take players to the ground (no pancaking or laying on top of the opponent).
- No double teaming (one individual vs one individual per repetition).
- All repetition will start on the offensive players movement.

### **Referee Duties & Rules:**

- All repetitions will be 3 completed arm bends to full extension.
- The next repetition will not commence until the referee has reset the competition area & feels it is safe to continue action.
  - (Resets the competition Scene / Pop up / Cones)

## **Point System:**

### 1 Point Awarding System

- Offense:
  - Stonewall (OL nutrealize at the LOS)
  - Keeps the opponent at bay for a 3 count
- Defense:
  - Immediately defeats the opponent (Gets A Sack)
  - Gets past the opponent and tags of the pop up before a 3 count is completed.
- Penalties (Automatic repetition win and point for the opponent)
  - Offense:
    - Hands outside of the frame of the chest (judgment call for the ref)
    - Taking opponent to the ground
      - A 2nd time and the player will be out for the remainder of the immediate contest/event
  - Defense:
    - 1st Bull Rush is a warning and immediate loss of a point
      - A 2nd time and the player will be out for the remainder of the immediate contest/event
  - Stalling:
    - Players have a 3 count to get set after the referee has reset the competition area
    - Penalty will be enforced for stalling for both Offense or Defense if taking longer than a 3 count

Respectfully,



**COACH TURNBULL TULIAUPUPU**

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