



South of the River
7on7
Passing League

Mondays
June 14th, June 21st,
July 12th, July 19th
6:00 PM – 8:00 PM
Burnsville High School
600 E. Highway 13, Burnsville

More details on reverse side

South of the River 7-on-7 Passing League Registration

For more information, contact Matt Bohar via e-mail at blaze.football@yahoo.com

Make checks payable to: Burnsville Football Booster Club

Send completed registration stub and check to:
 Burnsville Football Booster Club
 c/o Jodi Smith
 1909 115th Street East, Burnsville, MN 55337

School Name:
Address, City, State:
Coach Phone Number:
Head Coach Name:
Assistant Coach Name:

Team Registration Fee (up to 15 players): \$150 / team

Varsity League Teams:	#	Total Fee: \$ _____
JV League Teams:	#	

Head Coach Email:
Asst Coach Email:

League Information

This league is designed to help high school teams develop their offensive and defensive passing games and develop team cohesion in the summer. And have fun doing it!

SCORING

- 1 Point for each 1st down
- 6 Points for each touchdown
- 3 Points for an interception
- 1 Point for a defensive stop
- 1 Point for a 5 yard conversion after touchdown
- 2 Points for a 10 yard conversion after a touchdown

RULES

- Each team will always start a series 1st and 15 from the 40-yard line. All teams will be required to convert on 4th down. No field goals or punting.
- All high school league rules are in effect. Penalties will be enforced by the game's referee.
- Each team will have 7 offensive players and 7 defensive players. One center, one quarterback, and five receivers. We will use the same on/off rules so you can be covered up and ineligible.
- The defense can use whatever coverage scheme they want (zone, man-to-man, etc.).
- There are two 15-minute running halves (no stop time). Each team will have one 30-second timeout per half. Each team will have 30-seconds to call a play and snap the ball. The 30-seconds will start as soon as the ball is set by the referee.
- The center can regular snap or shotgun snap. The center is responsible to set the down marker cone after each play. The referee will mark the spot for the cone.
- The quarterback has 4 seconds to release the ball. The referee will count one one-thousand – two one-thousand – three one-thousand – four. At the “r” in four, if the quarterback has not released the ball or handed the ball off, the play will be blown dead by the referee. End of play.
- Each team will have the choice to go for a 1-point conversion from 5-yards out or a 2-points conversion at 10-yards.
- This is a **one hand touch** league. A defender must remain on their feet after touching the offensive player. The referee will blow the play dead upon a touch. Penalties can be enforced for unnecessary roughness.
- Each team will be allowed one running play per series. This will force the linebackers to play honest.

COMPETITION

Two leagues: varsity level and junior varsity level. Teams will be put into divisions and team records (and photos) will be posted on the league webpage.

EQUIPMENT/JERSEYS

Each team will get 15 t-shirts to wear for the season. Additional shirts or players can be added for \$10 each. Players wear football cleats and bring water.



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