

Turkey Bowl General Rules

1. Each team will have 7 players on the field at a time. The offense must use someone to snap the ball if in SHOTGUN. (NOT REQUIRED to snap if not in gun, but QB must drop) No RUNNING PLAYS ALLOWED. Laterals to a teammate after the throw is allowed. Double Passes is allowed, only if initial pass is thrown backwards.
2. Offense has 3 downs to get a first down.
3. There is no blitzing. All seven defenders must drop. Quarterback must stay in-between the tackle box on initial pass.
4. The offense has 5 seconds to get rid of the ball. A sack will be the same as an incomplete pass. Time is held on a stopwatch.
5. The game will be Flag; all the defense must do is grab the ball carriers Flag to make the stop. The ball is down where the flag is dropped. (Any fumble also downed where the fumble occurs)
6. The offense has 25 seconds to huddle, call a play, and snap the ball from the time the ball is spotted.
7. All players not in the game must be on the sideline. The offensive team may have one coach in the huddle. No coaches are allowed in the defensive secondary.
8. Each game will last 15 minutes, running clock. If the team who started the game on defense has the ball when the clock runs out, or if the clock runs out during the changeover, they will be allowed to finish the drive if they have a chance to win or tie.
9. OVERTIME: — Each team will Kick a 35yard field goal. If each team makes it back up 10yards and attempt again; if both teams miss teams will re-kick. Process continues until you have a winner.
10. This is a Double Elimination Round Robin Tournament
11. It is the responsibility of everyone to practice good sportsmanship.



ATHLETE STRONG

Turkey Bowl Game Rules

1. The offense will start each possession at the 35 yard line.
2. Each time a pass is completed the ball is moved to the spot where he/she is downed.
3. The offense can earn one first down by gaining 10 yards. 3 First downs Max, per possession.
4. The offense will get 7 points for a touchdown. Ends Possession.
5. Laterals are permitted. A lateral is considered Live, if the ball touches the ground it is in play.
6. If the offense turns the ball over on downs, or interception, the other team will take over and start the next possession at the 35 yard line. (Fumble = Dead Ball at spot)
7. An interception is worth 3 points.
8. Defensive fumble recovery is worth 1 point.
9. Defensive pass interference will result in a first down for the offense at the spot of the foul.
10. Defensive pass interference in the end zone will result in a first down at the 3 yard line.
11. Contact with receivers will be allowed up to 5 yards downfield. Beyond 5 yards there will be no re-routing, knocking off crossing routes, etc.
12. There is no blocking down the field by the offense.
This will result in a penalty and will be the same as an incomplete pass. Offensive pass interference is a penalty. Any offensive penalty is loss of down, move ball back to original spot.
13. False start penalty is a loss of down.
14. Player that "Hikes" the ball is eligible to catch a pass after a **3 second count**. Must catch ball at least 3 yards beyond L.O.S. (Line Of Scrimmage)
15. Team with most Points at the End of 15min regulations Wins.