

BELOIT COLLEGE 2nd ANNUAL "AIR RAID" CAMP

BUCANEER 7 ON 7 TEAM CAMP

Saturday, July, 19 2008 at 9:30 a.m.

The Team Passing Camp is a 7-on-7 (skelly) passing camp.
Teams will be placed in groups and play games in "round robin" tournament.

Where: All games will be played at Beloit College Strong Stadium and practice fields

Cost: \$10.00 per player or \$175.00 a team with a maximum of 20 players per team
Please RSVP by June 22 or late registration will be 175.00 per team. There will be a 20 team cut off.

Age: High School Players Only (No players graduating in 2008)

What to Bring: Football shoes, tennis shoes, socks, workout shorts, two T-shirts (one white/one dark),
mouth guard. All teams must wear T-shirts or Underarmour no football jerseys please.
All teams will need to bring their own footballs for Passing Camp.

Any questions please call Chris Brann at 608-363-2234 or email me at brannc@beloit.edu

Please RSVP by June 20

Information

School: _____ *Coach:* _____

Coaches Home Address: _____

City: _____ *State:* _____ *Zip:* _____

School Phone :(____) _____ *Home Phone :(____) _____*

School Fax :(____) _____ *Cell Phone :(____) _____*

Numbers of players on your team: _____

Please send your information and check payable to Beloit College Passing Camp to:

*Beloit College Passing Camp
Football Office
Beloit College
700 College St.
Beloit WI 53511*

OFFICIAL RULES TO THE BUCANEERS 7 ON 7 TEAM CAMP

1. Field Dimensions

- A. Field Length – 45 yards
- B. Field Width – 160 feet
- C. End Zone – 10 yards

2. Time

- A. There will be a central time keeper designated
- B. 20 minute halves (continuous clock for each half)
- C. No time outs
- D. 5 minute half time
- E. The Referee will announce the score before each offensive possession begins
- F. Each team will have 25 seconds to snap the ball once the ball has been marked in ready to play
- G. The QB will have four seconds to throw the ball
- H. After a coin flip team will begin a four down series. Overtime will start from the 15 with no running time. A winner is determined when a team scores from its possession and the other team does not. If a second overtime occurs each team must go for two

3. Moving the ball

- A. The ball will always start on the 45 yard line on the left hash
- B. No kicking or punting
- C. Field is marked at 15 yard intervals with cones. (3 first downs without a penalty will result in a TD)
- D. Offense always moves in the same direction
- E. The quarterback or running backs cannot run the football. Once a forward pass has been thrown, a backward pass is allowed. The four second count is still in effect if the forward pass is thrown behind the L.O.S.
- F. All fumbles are dead balls at the spot the offense retains possession. A muffed snap is not a fumble the ball still has to be thrown in four seconds.

4. Other Rules

- A. No blocking
- B. One hand touch below the neck. Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down.
- C. One bump within five yards of the L.O.S. Absolutely no contact above the shoulders
- D. The ball is dead at the spot of all interceptions. The defense will take possession at the 45-yard line
- E. Defensive pass interference will be a spot foul (1st down at the spot)
- F. Any flagrant fouls can result in disqualification for the game

5. Coaches

- A. All high school football rules apply where needed
- B. Profanity is controlled by the coaches. If not controlled, it will result in penalty
- C. One coach will be permitted in the offensive huddle
- D. Offensive and Defensive substitutes must stay on the sideline
- E. Any no huddle offense must be run with the coaches off the field
- F. Coaches one coach is allowed in the secondary
- G. Seeding will be determined by games won

6. Scoring

Offense: Touchdown 6 points Extra point 3-yard: line 1 point Extra point 6-yard: line 2 points
Defense: Interception on an extra point is a dead ball