

1V1 BATTLES

— CHAMPIONSHIP 7V7 —

1V1 BATTLES - RULES (CODE OF BATTLE)

- *26 Offensive Players, 26 Defensive Players, & 2 Quarterbacks will be selected at each event.**
- *Selected players will receive an exclusive numbered wristbands that are required to participate**
- *Participants must be ages 14-18**
- *Participants must be an eligible player with approved Zorts Player Card and on a roster of a team competing in the associated Championship 7v7 tournament.**
- *All participants (excluding QB) must wear a Championship 7v7 GameBreaker soft-shell helmet during the competition (these will be supplied by Championship 7v7 and must be turned back in)**
- *All participants (excluding QB) must have a mouthpiece in during competition.**
- *Participants must wear their team jersey.**
- *During the knockout rounds we will use a random draw for matchups.**
- *During the initial knockout rounds all route will originate from the 40 yard line, and there are no set routes. All passes must be caught in bounds with the one foot down rule in effect.**
- *The 5 yard jam rule is in effect. The Defensive player is allowed to jam the player within the 5 yards. No jamming above the shoulders and no holding.**
- *Uncatchable ball thrown by Quarterback will be a do-over. This will be determined by the Referee.**
- *There will be 1 Referee. Minor holding or push-off will result in a do-over, but major holding, pass interference or push-off will result in violating player loosing the rep.**
- *After 2 full rounds we will then move to the 15 yard line. All routes now have to be end zone routes. If the ball is caught short of the end zone the Defender automatically wins. Offensive player has to catch the ball in the end zone.**
- *Once we have the final 2 participants we will move to the 10 yard line and they will compete in the best 2 out of 3 reps. All routes have to be in the end zone.**
- *Once a participant looses his round he is no longer eligible to win the event, but may be brought back in to compete. This scenario would occur when the numbers of Offensive to Defensive or Defensive to Offensive players reaches an unbalanced level. For example, once we get down to the last player on a particular side of the ball, and there are more than 2 opposing players we will bring back knocked out players by random draw until we reach last eligible opposing player.**
- *Celebration - Cannot use opposing player as a prop or physically touch opponent during celebration.**
- *Absolutely no fighting, inciting unacceptable conduct, weapons, drugs, alcohol or tobacco is allowed.**