

## 2011 Smurf Jamboree

- Three brackets (Liberty, Federation, American)
- Double Elimination
- 1<sup>st</sup> and 2<sup>nd</sup> place awards for each player in each bracket
- Participation gifts for every player

### Rules of Play:

- ✓ Coin toss will decide who gets first possession of ball.
- ✓ Play will begin on 30 yard line
- ✓ Four (4) series per team/game
- ✓ A series is defined as four (4) plays per first down; maximum of two (2) first downs and a touchdown; allowing up to 12 plays per series
- ✓ Extra point attempts allowed; could result in 13<sup>th</sup> play in series
- ✓ Extra point attempts-kick from 2 yard line/pass from 2 yard line
- ✓ Loss of possession (turnovers or turnover on downs) ends the series
- ✓ Scoring on any play in series, series ends, then possession is switched to other team
- ✓ Each touchdown is worth six (6) points, PAT running/pass is worth 1 point, PAT kick is worth 2 points,
- ✓ Change of possession, ball starts back on the 30 yard line
- ✓ Defensive fumble recovery (player not on ground) must be returned past the 40 yard line for a score. If the recovery is not run past the 40 yard line, ball goes back on 30 yard line and that teams series begins.
- ✓ **SAFETYs- two (2) points and change of possession *this was something that was never thought of and has occurred in regular season games so we need to decide universally if it's going to be called or not***
- ✓ End of game is when both teams have completed their respective four (4) series
- ✓ A scoreboard will be set up at each field and score will be kept
- ✓ Ties at the end of the fourth set of series:
  1. Coin toss to determine who gets first possession of ball.
  2. Four downs will be allowed from the ten (10) yard line, plus point after attempt if there's a score.
  3. If teams scores on 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, or 4<sup>th</sup> down, they attempt the extra point after that scoring play.
  4. Opposing team must then score on same, or earlier, down in their series.