



Gustavus Adolphus College
Golden Gustie
Football

2008 Summer Passing League



Dates: Sundays - June 8, June 15, June 22 and June 29
Times: 6:00 p.m. - 8:30 p.m.
Cost: \$250.00 per Team

Site: Gustavus Adolphus College
(Hollingsworth Field)
Entry Deadline: June 1, 2008

All student athletes going into grades 8-12 in the 2008-2009 school year are eligible to attend. You must be registered as a team, individual registrations will not be accepted.

----- Cut and Return Bottom Portion -----

2008 Gustavus Summer Passing League

School _____

Contact Person / Coach _____

Address _____

City, State, Zip _____

Home Phone _____

Cell Phone _____

E-mail _____

Make Check Payable to: Gustavus Football Passing League

Mail Payment and Registration to: Gustavus Summer Passing League
Gustavus Adolphus College
800 West College Ave
St. Peter, MN 56082

Player Names / Grade

1. _____
(Captain)
2. _____
(Captain)
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

*Each Participant must fill out the following information before they will be allowed to play.
(Please make a copy for each player)*

Parent / Legal Guardian Consent: I hereby acknowledge that my child is medically fit to participate in the Gustavus Football Camp. I authorize the administration to secure any medical treatments deemed necessary and waive and release the Camp from any and all liability for any injuries. Additionally, I understand that I am responsible for providing medical insurance coverage for and guaranteeing the payment of any medical expenses incurred.
Special medical conditions or allergies: No Yes

Explain: _____

Insurance Company _____

Policy Number _____

Parent Signature _____

Date _____

*If more is needed feel free to add another sheet

Passing League Rules

FIELD: 40 yards and a 10-yard end zone.

SCORING:
Touchdown = 6 points
Extra Point = 1 point
Intercepted EP returned past the 40-yard line = 2 points

PROCEDURE:

- Each team will have seven players on the field. This includes the center for the team on offense.
- The team that wins the coin toss chooses to start the game on offense or defense. It is switched to start the second half.
- Teams will move the ball in the same direction. Starting each drive at the +40 yard line.
- Four downs to produce a first down.
- Crossing the 20-yard line will result in a first down
- A touchdown results in 6 points. A successful extra point try from the 3-yard line will result in 1 point.
- An interception may be returned beyond the 40-yard line resulting in a touchdown (6 points). An extra point attempt interception may be returned past the 40-yard line resulting in 2 points.
- The football must be passed within **4 seconds** from the time of the snap.
- Draw plays are legal, but only for the running back. (No QB draws) Only one rushing play per series.

RULES:

- No Tackling
- No Blocking
- Ball carrier is ruled down when he is touched below the neck.
- Fumbles are dead on the spot (No one dives on the ground for fumbles).
 - If the fumble is caused by contact, the offense retains possession of the ball.
 - If the ball is fumbled with no contact, the defense will gain possession.
- Offense has 25 seconds to put the ball into play.
- The football must be passed within **4 seconds** from the time of the snap. If the rule is violated, the officials will allow the play to continue. The ball is then returned to the LOS with a loss of down.
- Teams must have a center that is not eligible.
- Avoiding contact is the responsibility of the defense. Contact is penalized.
- There is no rushing the passes.

PENALTIES:

- Defensive penalties will result in a 5-yard penalty and replay of the down.
 - (Pass interference, contact, defensive holding, etc.)
- Major offensive penalties will result in a 5-yard penalty and loss of down.
 - (Offensive pass interference, blocking, unsportsmanlike conduct, etc.)
- Minor offensive penalty will result in a loss of down.
 - (Delay of game, offsides, illegal formation, etc.)
- Defensive penalty on an extra point results in a successful try.
- Offensive penalty on an extra point results in an unsuccessful try.
- Offensive and defensive penalties on the same play will offset, and replay the down.
- Unsportsmanlike penalty results in ejection from the game.

**Tie-Breaker – Each team receives one play from the 5-yard line. If neither team scores or both teams score, the tiebreaker procedure is repeated.

LENGTH OF GAME

- Two twenty-minute halves, with a running clock
- One time out per half
- Half-time is five minutes

CONTACT INFORMATION

For more information contact Corey Shea by phone at 507-933-6440 or by e-mail: cshea@gustavus.edu

