

UTE CONFERENCE FOOTBALL

Established 1966



UTE CONFERENCE 7 ON 7 RULES

Ute Conference 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. No Laterals to a teammate after the throw. Double Pass is allowed.
2. There is no blitzing. All seven defenders must drop.
3. Teams that play a 3 down scheme must designate a rusher who takes a knee while the other seven defenders drop. (Player taking a knee must be at LOS)
4. The offense has 4 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 one hand touch; all the defense must do is touch the ball carrier with one hand to make the stop. The ball is down where the offensive player is tagged. (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 25 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. TOURNAMENT ONLY: Overtime — Each team will start at the 5 yard line. If you score you can go for one or two points. Process continues until you have a winner. Gameover on an interception.
10. It is the responsibility of each coach to practice good sportsmanship and enforce it with his own players.

Ute Conference 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 is downed.
3. The offense can earn one first down by getting to the 15-yardline. They have 4 downs to get to the 15 yard line and another 4 downs to score.
4. The offense will get 6 points for a touchdown. After a touchdown, the offense can choose to have the ball placed at the 3-yard line for a 1 point conversion or the 7-yard line for a 2 point conversion. Ball placed in the middle of field.
5. 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 spot)
6. An interception is worth 3 points.
7. Defensive pass interference will result in a first down for the offense at the spot of the foul.
8. Defensive pass interference in the endzone will result in a first down at the 3 -yard line. PI on extra point play will be ½ distance to goal and repeat down.
9. 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.
10. 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.
11. False start penalty is a loss of down.