

Greetings!

This year will be our 14th season hosting our tournament and we are excited about the opportunity. **The tournament will be held on August 26th and 27th, 2017 in Savannah, MO.**

Our tournament is geared towards meeting the needs of all teams interested in competing, we break brackets into two skill levels that we refer to as Varsity and Junior Varsity. This allows all skill levels of teams to have the opportunity to travel and compete against teams of similar skill level. When filling out your team registration form keep this in mind. If you feel your team is capable of competing at the Varsity level then they need to be placed there. The Junior Varsity level is designed for first year teams, teams primarily made of younger players etc.



For the 2017 Tournament we are excited to announce we will be having a Jamboree bracket for our local teams who are not interested in tournament level competition but are needing some preseason work to prepare for the upcoming season.

Our competition grade groups are 3rd & 4th Grade Varsity & JV / 5th & 6th Grade Varsity & JV. We will have a 7th Grade competition group and an 8th grade competition group. No player who meets the age requirement for an age group is allowed to play down a grade. Example: an 8th grader who meets the age requirement for 7th grade must play 8th grade, this applies to all age groups.

We realize many teams divide their players by age and not grade, however our tournament is a grade based tournament. All players in each division must be attending that grade in the upcoming fall school year. Also see age restriction rules for players who do not meet the age limits for each grade.

The cost to enter is \$300 per team. If you have more than one team attending from a community or program give us a call and we can discount the fee even more depending on the number of teams you will be sending. **All teams must be registered by August 23rd.** You will also find in your email information regarding local hotels in the St. Joseph area, which is 15 minutes south of Savannah.

We will be posting the schedule for the tournament on our website at savannahsavages.com and on our Facebook page and sending it out by email the week of the tournament. **Make sure you provide a good email address that will serve as our main form of communication.**

Fill out your team registration page and mail it back to the address provided with your fee as soon as possible, we also have provided our fax number, **DEADLINE TO ENTER YOUR TEAM AND PAY REGISTRATION FEES IS AUGUST 23rd!!** This will guarantee you a spot as well as allow us to start preparing the brackets as quickly as possible.

++++When you arrive at the complex we will have a check in area south of playground from the main parking lot. Bring your TEAM ROSTER and your team there for check in and weigh in. Teams must weigh and check in prior to their first game and players who are over the ball carrier weight will receive an orange sticker. We require a copy of each player's birth certificate at registration, once checked in coaches may keep their copies but must be able to produce them when requested.

I have included a copy of the rules as well.

We will be charging \$5.00 per person per day to enter the sports complex, players in uniform, coaches with passes and children 5 and under free.

We have two parking areas for our facilities, as you pass the high school you will see Cypress Street on the right. This is our lower level parking area. If you continue on to Ironwood and turn right you will arrive at the upper parking level. (See field layout for details)

If you have any questions please give me a call at 816-273-6146

Brian Emmendorfer, Savannah Youth Football, Inc.

Savannah Youth Football

14025 County Road 333, Savannah, MO. 64485

Fax: 1-816-817-1701/savannahsavages@gmail.com

**EVERY PLAYER MUST HAVE A COPY OF BIRTH CERTIFICATE OR
THEY WILL BE INELIGIBLE TO PLAY**

*****DEADLINE IS AUGUST 23rd *****

TEAM REGISTRATION FORM

TEAM NAME: _____

HEAD COACH: _____

CONTACT INFO: _____

TEAM EMAIL: _____

GRADE/AGE DIVISION: _____

TEAM SKILL LEVEL: (circle one) Varsity Level Junior Varsity Level

LEAGUE RECORD LAST YEAR: _____ TOURNAMENT EXPERIENCE: YES NO

LEAGUE YOU PLAY IN: _____ TEAM COLORS: _____

If you have more than one jersey color, make sure you list both colors and bring both colors, a few of the teams involved only have one color available so the more variety available the better.

OF PLAYERS PER GRADE:

3RD GRADE: _____

4TH GRADE: _____

5TH GRADE: _____

6TH GRADE: _____

7TH GRADE: _____

8TH GRADE: _____

MAIL FEE AND FORM TO: SAVANNAH YOUTH FOOTBALL

BRIAN EMMENDORFER

14025 COUNTY ROAD 333

SAVANNAH, MO 64485

PHONE: 816-273-6146/ FAX: 816-817-1701

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RULES AND REGULATIONS



*2017 Savage
Gridiron Classic*

1. Grade/ Age Group

1. Teams will be established by three grade / age groups. All players will play at the grade level in which they will be in school this coming fall, **the only exceptions to this will be where their age EXCEEDS the requirements below. This is a grade first tournament, age requirements are not intended to allow a player to play down a grade. A player will play in his grade level unless he is too old by the requirements below.**
 1. **2nd /3rd / 4th Grade: A player 10 years old who will not reach the age of 11 on or before August 1st will be eligible to play at the 3rd / 4th Grade Level. 2nd Grade players may only play in the JV skill level. A 5th Grader who meets the age requirement for 4th Grade is NOT ELIGIBLE to play down a grade.**
 2. **5th / 6th Grade: A player 12 years old who will not reach the age of 13 on or before August 1st will be eligible to play 5th / 6th Grade Level. A 7th Grader who meets the age requirement for 6th Grade is NOT ELIGIBLE to play down a grade.**
 3. **7th Grade: A player 14 years old who will not reach the age of 15 on or before August 1st will be eligible to play .
8th Grade: A player 15 years old who will not reach the age of 16 on or before August 1st will be eligible to play in the 8th grade bracket. No player who will be attending the 9th grade during the upcoming school year is eligible to play down, regardless of age. No exceptions to any of these age requirements.**

Weight Limits

All players shall be weighed prior to the beginning of the season. The official weigh in date will be established by the League for each area. This will be the player's official playing weight. The League reserves the right to hold a second weigh in part way through the season. Each team participating will be required to place orange stickers on the back of the helmets of all ineligible ball carriers as well as all players over the legal weight for their division. **Penalty for a player not having the required sticker will be 10 yards or half the distance to the goal and loss of down. Coaches wishing to challenge a players eligibility must use a timeout, if overruled they will be charged with the timeout.**

Offensive Player Weight Limits

3 rd	4 th	5 th /6 th JV	5/6 Varsity	7 th	8 th
100 lbs.	100lbs.	120lbs.	135lbs.	160lbs.	180lbs.

Weigh in : Each player will be allowed 1 pound to allow for T-shirt and shorts. Each player is only to be weighed 1 time. **NO EXCEPTIONS.**

Offensive Players who are over the League weight requirements for their age divisions, are not allowed to advance the ball at any time. They may not line up at either a tight end position, eligible receiver position or enter the backfield. They may punt, kick field goals, extra points, or kick off, but they cannot advance the ball from these positions. If there is a muff or fumble, the ball is dead at that spot. **On kickoffs any front line player who is over the legal weight limit may advance the ball. The overweight player must be the player who made initial contact with the ball. Any player on the 2nd or 3rd line over the weight limit who gains control of the ball, the ball will be dead at that spot.**

Turnovers (Interceptions and Fumbles): Any defensive player who initially gains possession of an offensive turnover may advance the ball. No trick plays designed to have a player over the weight limit will be allowed.

Playing Fields

- 3rd / 4th Grade and 5th / 6th Grade will play on a field measuring 40 x 80 yards.
7th / 8th Grade will play on a field measuring 50 x 100 yards.
- An area, where available from goal line to goal line ten yards from each sideline and end zones must be cleared of everyone except players, coaches, and officials. Each coach shall be responsible for the adjoining area to their bench, and must keep all players and coaches inside the 25 yard lines. Chain crews must remain professional at all times, encouragement of players is allowed but instructions or coaching is not.

Equipment

- Teams must supply their own football for games, the officials reserve the right to determine if the balls supplied are appropriate for their respective age group.
- Face shields can be only clear; No jewelry, “skull” caps, earrings or body art will be allowed. Mouthpieces must be attached and a full mouthpiece. Players with specialized mouthpieces must provide a doctors note and report to the head official. Players may wear 1 inch eye black only, no face paint will be allowed. No casts of any kind are allowed, players wearing a cast or hard brace will be ineligible for play until the item is removed. The league will allow no “award” stickers on helmets only mascot emblems.

Control of Behavior

The purpose of providing a tournament experience for the players is to provide them with an environment of sportsmanship that involves not only competition and skill but also learning.

All of these can be achieved without foul and abusive language, unsportsmanlike behavior and poor sportsmanship. The official in charge of the game as well as members of the tournament committee are given the authority to determine the level of sportsmanship in question and each team, coach and sideline will be notified. After notification, if the problems in question persist then those coaches, players or parents may be removed. Any coach, fan or player removed will be ineligible for the remainder of the tournament games. This rule is not negotiable.

Head coaches are responsible for their players, coaches and parents. Please ensure that your team, coaches and fans are representing your program in the most positive way possible.

Abusive language and poor sportsmanship will not be tolerated; this is not a grey area. We have our board members available throughout the tournament as well as local law enforcement, emergency responders and area highway patrol available to assist any of our guests.

Playing Rules

Official Rules

Missouri High School rules will be followed as specifically provided by the rules

Length of Quarters:

All grade levels: 25 minute halves, stopping the clock the last 2 minutes of each half with High School rules on when to stop. The clock will be stopped on touchdowns for 1 minute 30 seconds. Each team will be allowed 3 timeouts per half. Only head coaches will be allowed to communicate with the referee. A penalty that occurs just outside of the last 2 minutes of each half that requires a coaches/officials conference the officials may stop the clock at the 2 minute mark. For example, a penalty that requires an officials conference occurs with 2:14 seconds left in the half, the officials can stop the game clock at the 2 minute mark and restart on the ready to play whistle.

Kickoff: 3rd / 4th & 5th / 6th kickoffs will be initiated from the 30 yard line of the kicking team. 7th & 8th will kick from the 40 yard line. Teams have 4 choices at opening coin toss. Kick the ball, receive the ball, defer their choice to the 2nd half or which goal to defend.

During a 3rd / 4th & 5th / 6th game, after a safety, the ball will be put in play by means of a free kick from the 15 yard line. After a touchback, the ball will be put in play in any manner feasible from the 15-yard line. 7th & 8th will have a free kick from the 20-yard line.

Major Penalties for 3rd / 4th & 5th / 6th shall be 10 yards, 7th & 8th will be 15 yards.

Teams will be allowed to “spike” the ball to stop the clock.

Illegal ball carrier penalties will carry a 15-yard penalty, or half the distance to the goal, marked off from the original line of scrimmage, and loss of down. The 2nd offense will result in disciplinary action and removal of the coach from the game, which carries a one game suspension.

Point after touchdown shall be executed from the 2-½ yard line. One point will be awarded from scrimmage, and two points for a kick, if successful for all age groups.

Kicked Field Goals and Extra Point Rules: If a 3 / 4 or 5 / 6 grade team chooses to try a kicked extra point or field goal the opposing defense will be played as follows: **Five down linemen with no player directly over the center, players may line up outside the tight end.** There will be no contact allowed on the center, holder or kicker. Fake extra points or field goals will not be allowed. Once the ball is snapped the kicking team must make a clear attempt to kick the ball. Any ball not kicked is dead. **7th & 8th Grade will play a full defense in all extra point plays and field goals per high school rules.**

The 3rd / 4th Grade shall use a 4 – 3 Defense at all times. Linebackers 5 yards off the ball or no closer than the first down marker. **Short Yardage Defense and goal line:** Teams must play a 4-3 defense with linebackers no closer than the first down marker or on the goal line. **Defensive lineman:** may line up anywhere along the line of scrimmage but not over the center. **Linebackers** must be a minimum of 5 yards off of the ball, or the first down / goal line marker if less than 5 yards. In the event the “yards to go” is less than 1 yard then the LB’s must be a minimum of one yard off the ball. **Safeties and Corners** may play inside or outside the “box” and must line up 2 yards deeper than the linebackers.

Corner **Safety** **Safety** **Corner**
(A minimum of 2 yards deeper than the linebackers)

OLB **ILB** **OLB**
(five yards off the ball or no closer than the 1st down marker or goal line)

DL **DL** **DL** **DL**
(May lineup along the line anywhere but not over center, there is no “box”)
TE **LT** **LG** **C** **RG** **RT** **TE**

Illegal defense penalties will be as follows: a ten-yard penalty and will be a “live ball” foul. If the offending team repeatedly violates this rule the coach may be removed if in the officials judgment the coach will not abide by the rules.

30-second huddles will be enforced at all levels.

During 3rd / 4th games one offensive and defensive coach will be allowed on the field. No other coaches at any other levels will be allowed. While these coaches are on the field, they are only to help get the kids started. The 30-second clock will still apply. Once an offense snaps the ball, coaches need to stay back and be quiet. If a coach continues to coach during the play, the referee has the right to remove the coach for the rest of the game, after sufficient warning. There will be a five yard dead ball penalty for offensive coaches and a 5 yard live ball penalty for defensive coaches who violate this rule. Coaches are not to consistently criticize or question officials during or after plays while on the field. If in the official opinion a penalty is necessary the five yard penalty will apply. No teams are allowed to utilize walkie talkie systems or head sets during game play.

Ties

Teams are allowed one timeout for the entire overtime session, if more than one overtime period is necessary teams do not acquire additional timeouts.

There will be no ties at any level. If a game in any grade group is tied at the end of regulation play, the contest will be decided as follows:

The captains will re-flip for playoff position. The winner of the flip has the choice of either offense/ defense or which goal the playoff will take place. The loser of the flip will make the remaining choice. This will be the condition of the three overtimes.

First try both teams will get an opportunity with four plays from the ten-yard line to score. Extra points will be attempted for all touchdowns achieved during overtime.

If both teams are tied after the first event, a second attempt will be given to both teams in the same order as the first try, with two plays from the five-yard line. If a third attempt is needed, it will be in the same order as the previous attempts with one play from the 2-½ yard line. If the teams are still tied, then they will play sudden death overtime.

Turnovers during the *regular* overtimes will be considered turnovers only, they may not be advanced by the defense. Attempted kicks for extra points in *regular* overtime will follow the same rules as regulation play.

Sudden Death:

This is a first team that scores wins situation. Each team will re-flip again, consistent with the rules of the first overtime. The teams will be given alternating opportunities with 2 plays from the five yard line with the first team scoring, the winner.

Turnovers in Sudden Death can be returned for a score, if a defensive player gains possession of a turnover and attempts to return it for a score and is unsuccessful then the ball will be placed at the 5 yard line in accordance with Sudden Death rules, for their offensive possession. Unsuccessful field goals in Sudden Death also will be eligible to be returned for a score by the defense. This rule only applies to Sudden Death situations.

Protests

There are no protests for any reason.

Tiebreakers (If necessary)

1. Head to Head
2. Record against common opponents
3. Fewest points given up involving tied teams
4. Points scored against involving tied teams

St. Joseph area hotels with easy access to Savannah

Fairfield Inn 816-232-2700
4779 Tuscany Dr, St. Joseph, MO

Drury Inn 816-364-4700
4213 Frederick Blvd, St. Joseph, MO

Radisson Hotel 816-279-8000
102 S 3rd Street, St. Joseph, MO

Stoney Creek Inn - 816-901-9600
1201 North Woodbine, St. Joseph, MO

Super 8 Motel - 816-364-3031
4024 Frederick Blvd, St. Joseph, MO

Holiday Inn – 816-232-2500
3600 N Village Dr St. Joseph, MO

Days Inn – 816-279-1671
4312 Frederick Ave, St. Joseph, MO

Hampton Inn – 816-390-9300
3928 Frederick Ave, St. Joseph, MO

Candlewood Suites - 816-232-2600
3505 N Village Dr, St. Joseph, MO

Youth Complex Address: 204 N Ironwood, Savannah, MO 64485

From these establishments you will take Interstate 29 north to the Savannah exit on to Highway 71. Follow that north to Savannah, you will go through one stop light and at the second stop light you will turn right.

From there you will go approximately a half mile past the high school and can turn right at either Cypress Street for the lower level parking or continue on to Ironwood Street and turn right for the main parking lot. The complex is approximately a quarter mile down the road on the right. Team check in will be closest to the main parking lot.

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