

ST JOHN HENRY NEWMAN

HIGH SCHOOL BOYS
TOUCH FOOTBALL TOURNAMENT



WEDNESDAY MAY 6 2026



ST. JOHN HENRY NEWMAN FIELD
HAMILTON, ONTARIO



COST-\$250/TEAM



MINIMUM OF 4 GAMES



**CONTACTS: CHRIS BARTOLOMEO BARTOLOMEOC@HWCDSB.CA, FRANKIE CERINO CERINOF@HWCDSB.CA OR
JORDAN RIMAC RIMACJ@HWCDSB.CA**

TOUCH FOOTBALL TOURNAMENT RULES

1.PLAYER ALIGNMENT

- A.THERE WILL BE 7 OFFENSIVE PLAYERS AND 7 DEFENSIVE PLAYERS ON THE FIELD.
- B.THE DEFENSE WILL HAVE NO RUSHERS.

2.BALL PLACEMENT & PASSING TIME

- A.THE BALL WILL BE PLACED ON A TEE AT THE LINE OF SCRIMMAGE.
- B.THE QUARTERBACK (QB) HAS 4 SECONDS TO THROW THE BALL.

3.QUARTERBACK RESTRICTIONS

- A.THE QB MAY NOT RUN WITH THE BALL.
- B.F THE QB DOES NOT THROW THE BALL WITHIN 4 SECONDS, THE PLAY IS DEAD.

4.GAME LENGTH & TIMEOUTS

- A.THE OFFICIAL WILL BRING TEAM CAPTAINS TO CENTER FIELD FOR A COIN TOSS.
- B.THE WINNING TEAM WILL HAVE CHOICE OF POSSESSION OR DIRECTION.
- C.THE GAME WILL BE 30 MINUTES IN LENGTH, WITH NO HALFTIME.
- D.EACH TEAM IS ALLOWED ONE (1) TIMEOUT, LASTING ONE MINUTE.

5.COACHES ON THE FIELD

- A.COACHES MAY BE PRESENT IN THE OFFENSIVE HUDDLE ONLY TO DIRECT AND EXPLAIN PLAYS.

6.PLAY CLOCK

- A.ONCE THE BALL AND BEAN BAGS ARE PLACED, THE OFFENSE HAS 20 SECONDS TO SNAP THE BALL.

7.FIELD DIMENSIONS

- A.THE FIELD WILL BE 50 YARDS LONG AND 63 YARDS WIDE.
- B.END ZONES WILL BE 20 YARDS DEEP.

8.DOWN BY TOUCH

- A.A BALL CARRIER IS RULED DOWN WHEN TOUCHED BY A SINGLE HAND..

9.DOWNS & DISTANCE

- A.THE OFFENSE HAS THREE (3) DOWNS TO GAIN 15 YARDS.

10.SPECIAL TEAMS

- A.THERE ARE NO SPECIAL TEAMS.

NOTES:

- THE SCHEDULE MAY BE SUBJECT TO CHANGE.
- SCHOOLS WITH LONGER TRAVEL DISTANCES HAVE BEEN SCHEDULED FOR LATER START TIMES.
- ALL COACHES ARE ASKED TO INFORM PLAYERS NOT TO WALK AROUND THE SCHOOL, AS PORTABLE WASHROOMS WILL BE IN USE.
- ALL GAMES WILL BE PLAYED ON TURF.
- OFFICIALS ARE CERTIFIED MEMBERS OF THE TOUCH FOOTBALL LEAGUE.
- THE WINNER WILL RECEIVE T-SHIRTS.
- PLEASE RESPECT THE OFFICIALS’ DECISIONS AND REMEMBER THAT THIS EVENT IS INTENDED TO PROVIDE EXERCISE AND FRIENDLY COMPETITION FOR ALL PARTICIPANTS.

10.CONTACT RULES

- A.NO CONTACT, BLOCKING, OR OBSTRUCTING IS PERMITTED.

11.OFFENSIVE FORMATION & SNAP RULES

- A.THE QB MUST LINE UP BEHIND THE QB TEE LOCATED ON THE LINE OF SCRIMMAGE.
- B.THE PLAY BEGINS WHEN THE BALL IS REMOVED FROM THE TEE.
- C.SHOTGUN SNAPS ARE NOT ALLOWED.
- D.TWO RECEIVERS MUST BE ON THE LINE OF SCRIMMAGE.
- E.THE REMAINING FOUR RECEIVERS MAY WAGGLE.

12.FUMBLES

- A.THERE ARE NO FUMBLES.
- B.THE BALL IS DEAD IMMEDIATELY WHEN IT HITS THE GROUND.

13.SCORING

- A.TOUCHDOWNS ARE WORTH 6 POINTS.

14.CONVERSIONS:-

- A.POINT FROM THE 5-YARD LINE
- B.2 POINTS FROM THE 10-YARD LINE
- C.A DEFENSIVE INTERCEPTION IS WORTH 2 POINTS.
- D.THERE IS NO RETURN ON INTERCEPTIONS, POSSESSION CHANGES IMMEDIATELY.
- E.INTERCEPTIONS DURING CONVERSIONS AND RETURNED TO THE LOS RESULT DEFENSIVE TEAM EARNING THE PAT POINT (1 OR 2)

15.POSSESSION AFTER TOUCHDOWN

- A.AFTER A TOUCHDOWN, BALL POSSESSION WILL BEGIN AT THE 50-YARD LINE.

16.DEFENSIVE PASS INTERFERENCE

- A.DEFENSIVE PASS INTERFERENCE IS ENFORCED AT THE SPOT OF THE FOUL AND RESULTS IN AN AUTOMATIC FIRST DOWN.

17.OFFENSIVE PASS INTERFERENCE

- A.OFFENSIVE PASS INTERFERENCE RESULTS IN A 5-YARD PENALTY AND LOSS OF DOWN.

18.TIE-BREAKERS

- A.TIES WILL BE BROKEN IN THE FOLLOWING ORDER:
- B.HEAD-TO-HEAD RESULT
- C.POINTS FOR MINUS POINTS AGAINST

19.PENALTIES & SAFETY

- A.THE SHOOTOUT FORMAT RULES OUTLINED ABOVE WILL GOVERN GAMEPLAY.
- B.SAFETY IS OUR TOP PRIORITY. ANY PLAYER WHOSE ACTIONS COMPROMISE THE SAFETY OF OTHERS WILL RECEIVE A WARNING AND MAY BE REMOVED FROM THE GAME.
- C.FOR ALL PENALTIES, NOT MENTIONED ABOVE, AND THEIR ENFORCEMENT, OFFICIALS WILL REFER TO THE G.H.T.F.A. RULEBOOK:
[HTTP://WWW.GHTFA.ORG/DOWNLOADS/2009TFOTOUCHFOOTBALLRULEANDCASEBOOKENGLISH.PDF](http://www.ghtfa.org/downloads/2009TFOTOUCHFOOTBALLRULEANDCASEBOOKENGLISH.PDF)

