



CORPORATE PARTNERS



Dear Team Coach/Manager:

Congratulations on qualifying for the **2015 TOUCH FOOTBALL STATE CHAMPIONSHIPS** to be held in the city of **BLOOMINGTON** on **OCTOBER 10-11**. Enclosed please find the field map, tournament rules and other pertinent information. Please carefully review this information to avoid any misfortune which may disqualify your team from competition.

Leagues or teams receiving telephone notice of a forfeit in MSF post-season tournaments should verify the authenticity of the forfeit with MSF offices.

All team managers must report to the tournament headquarters located at **DRED SCOTT FIELDS** one-half hour prior to their first scheduled contest. At this time your "official tournament roster" will be checked. (Rosters of teams advancing from district tournament play will automatically be forwarded to the state tournament site by the MSF Representative.) Teams without a properly completed roster will not be permitted to play. Teams found to have ineligible players will be immediately disqualified from competition.

By recent action of the Board of Directors, player passes are prohibited from use in MSF post-season tournament play. Players "in uniform" will be allowed free entrance into their respective post-season tournament.

Teams are asked to support the tournament host by purchasing their food and beverages at the concessions stand(s). Coolers or picnic lunches may not be brought into the complex where concession stands are operating.

If you are having difficulty obtaining housing please contact:

The Housing Coordinator is:

MSF - STEVE KETTER

steve@msf1.org or 952/405-6936

The Host Representative is:

Bloomington P/R - JOHN STUTZMAN

jstutzman@ci.bloomington.mn.us or 952/563-8800

The Tournament Site Manager is:

MSF - STEVE KETTER

steve@msf1.org or 952/405-6936

The Supervisor of Officials is:

PHIL GLADHILL

952/220-3296

If any questions arise please contact:

STEVE KETTER

952/405-6936 or steve@msf1.org

PERRY COONCE

perry@msf1.org

Should inclement weather or a power outage occur, see the tournament headquarters/manager to ascertain any schedule changes before leaving the complex. THIS IS YOUR RESPONSIBILITY!

As a guest of the host community, it is asked that your team conduct itself in a responsible manner during their entire stay in the host city. Your observance of any special rules that the host has established will assure the tournament's success. As you know, without willing hosts we would have no post-season competition for the sports enthusiasts in the state of Minnesota. With your assistance, we can all be assured that our sports program will continue to grow and benefit thousands of participants each year.

In closing, it is the MSF's desire that your team performs to the best of their ability and enjoys the opportunity to participate against teams of their own caliber.

Sincerely,

Minnesota Sports Federation

P.O. Box 26668 • St. Louis Park, MN 55426
(952) 405-6936 • www.msfl.org



TO: Touch Football Team Managers and League Directors
FR: Sports Federation Offices
RE: State Tournament Points of Emphasis

A few points of emphasis for the upcoming state championships:

1. **Game balls are supplied by the teams.** Each team shall supply one **properly inflated** regulation adult size football in good playing condition for each contest they play in.
2. All teams must turn in the properly completed **white copy** of the previously submitted three-part post season tournament roster. It shall be submitted prior to your first game at the time of team check in. **PLEASE REMEMBER: NO "PICK-UP" PLAYERS ARE ALLOWED.**
3. Teams that are advancing through qualifier play must utilize only the players listed on their qualifier roster.
4. **All teams must supply and wear jerseys which have at least 6" non-duplicate Arabic numbers on the back of the jersey and in which the shirt bodies are of identical color. Duplicate or tape numbers are not acceptable.** Teams with two sets of jerseys available are asked to bring both. Illegally uniformed players shall be withheld from competition until they become legal.
5. **Casual Profanity Rule will be in Effect. (see enclosure)**
6. By recent action of the MSF Board of Directors, any players receiving a combined total of two or more, and teams receiving a combined total of three or more **unsportsmanlike conduct** penalties in an MSF tournament contest shall be disqualified from the game and tournament.
7. In past years, unfortunate eligibility violations necessitated that teams be stripped of state championships. We do not want any repeat performances of this kind this year. **REMEMBER! PICK UP PLAYERS ARE NOT ALLOWED AND PLAYERS MAY ONLY PLAY IN ONE MSF STATE TOURNAMENT.**

To avoid misfortune which may disqualify your team from competition, please completely review the enclosed information!

THANK YOU AND GOOD LUCK!



MINNESOTA SPORTS FEDERATION
TOURNAMENT RULES AND REGULATIONS
TOUCH FOOTBALL AND BROOMBALL

PLEASE READ CAREFULLY

THIS IS A BRIEF SYNOPSIS OF THE TOURNAMENT RULES AND REGULATIONS WHICH ARE FOUND IN THE FALL & WINTER SPORTS GUIDE AND SPORT SPECIFIC RULE BOOKS. TO AVOID MISFORTUNE PLEASE REVIEW THE ENTIRE SPORTS GUIDE PRIOR TO COMMENCING TOURNAMENT PLAY.

ELIGIBILITY

Players/teams found in noncompliance of eligibility rules shall be immediately disqualified from competition.

ROSTERS

The white copy of the previously completed MSF official team roster shall be hand carried to the tournament site. The white copy must identically match the previously submitted pink copy. Teams with unsigned or improperly completed rosters shall not be allowed to participate.

*** ROSTER LIMIT ***

Touch Football - 20

Broomball - 17

PLAYING RULES

All play shall be governed by the current Minnesota Sports Federation (MSF) and National Federation of State High School Association (NFSHSA) rules. Additional playing rules and modifications are listed in the applicable rule book.

UNSPORTSMANLIKE CONDUCT

- 1) A player guilty of verbal abuse shall be disqualified for that game only unless deemed flagrant by the official. If the ejection occurs in the last five minutes of a game the player shall be disqualified for the following game. Any player/manager that is disqualified from two games in a tournament for verbal abuse shall receive a game/tournament disqualification on the second offense. (Note: fighting or flagrant verbal/baiting shall always result in automatic game/tournament disqualification. Punches/kicks that are thrown but fail to land still constitute a fight).
- 2) Players receiving two or more and teams receiving three or more unsportsmanlike fouls, unsportsmanlike technicals or misconduct penalties in an MSF tournament game shall be disqualified from the game and tournament.

GAME EQUIPMENT HIGHLIGHTS (for complete rules see applicable rule book)

- 1) All game equipment shall be approved by the game officials and shall be in accordance with current Minnesota Sports Federation (MSF) and National Federation of State High School Association (NFSHSA) rules.
- 2) All teams must supply and wear jerseys which have a legible **non duplicate arabic numbers** and in which the shirt bodies are of identical color (**duplicate or tape numbers are not acceptable**). Teams with two sets of jerseys available are asked to bring both sets. **IMPORTANT NOTE: For broomball and touch football, teams must supply and wear jerseys which have at least a 6" high non duplicate arabic number on either the front or back of the jersey.**

*** VIOLATION ***

Illegally uniformed player(s) shall be withheld from competition by their team until they become legal. If a player(s) violates this rule by entering the game prior to becoming legal they shall be disqualified from that game.

- 3) Game balls shall be supplied by the participating teams. For specific ball requirements, please see applicable rule book.
- 4) Teams are responsible for providing their own first aid equipment.
- 5) Broomball shoes may not be worn into the ice arena from outdoors.

GAME OFFICIALS

All game officials will be assigned by the MSF. All officials will either be Minnesota Sports Federation (MSF) or Minnesota State High School League (MSHSL) registered.

AWARDS

In accordance with the current MSF Fall & Winter Sports Guide, designated awards will be presented immediately following the championship game.

- See Reverse for Roster Instructions -



**MINNESOTA SPORTS FEDERATION
TOURNAMENT ROSTER INSTRUCTIONS
FALL - WINTER
PLEASE READ CAREFULLY**

League directors shall forward state tournament roster (white copy) with the advancing team to post-season tournament play (team shall hand carry). **Important Note:** White copy must match identically the regular season roster (pink copy) which was previously submitted with the exception of:

- a. those players who are not eligible for post-season tournament play by virtue of their participation with another team (see MSF play-off rules) **SHALL HAVE A SINGLE LINE DRAWN THROUGH THEIR NAME BY LEAGUE DIRECTOR/TEAM MANAGER AND THE SPACE INITIALED BY THE LEAGUE DIRECTOR.**

All players' names must appear on the tournament roster and be accompanied by their signature. Players who participate without previously completing the signature block shall cause their team to be eliminated from competition. League directors may submit the regular season roster (pink copy) without players' signatures, but the white copy must contain all players' names and addresses. Rosters which are incomplete or not legible will be rejected and the team eliminated from competition.

League directors are responsible for reviewing the roster, crossing out extra blank spaces and signing the post-season roster (white copy). League directors are also responsible for designating and circling the **"team number assigned"** on the **white** state tournament roster at the time the team advances to state tournament play. This number identifies the team number the team is advancing as from your community and corresponds to the number located on the tournament draw.

Rosters must be verified and signed by team manager and league director who registered the team and league and submitted regular season rosters.

In order for the team manager to be eligible as a player, their name must also be listed and signed in the players section.

Do not mail the tournament roster. Teams without "official tournament rosters" will not be permitted to participate.

In addition to presenting one of the forms of picture I.D. listed below **players claiming eligibility through employment in Minnesota** shall be prepared to exhibit **one** of the following items:

Basketball * Volleyball * Broomball

1. Previous year's W-2 tax statement.
2. One payroll receipt or check stub with player's and company's name indicating employment was held in either November or December of the current year. Check stub must reflect full-time employment.
3. Company I.D. badge dated with current year.

Touch Football

1. Previous year's W-2 tax statement.
2. One payroll receipt or check stub with player's and company's name indicating employment was held in either July or August of the current year. Check stub must reflect full-time employment.
3. Company I.D. badge dated with the current year.

In addition to presenting one of the forms of picture I.D. listed below, **players claiming eligibility through residence in Minnesota** shall be prepared to exhibit **one** of the following items:

Basketball * Volleyball * Broomball

1. Previous year's property tax statement.
2. One copy of rent receipt indicating occupancy was held in either November or December of the current year.
3. Notarized statement from landlord indicating occupancy was held in either November or December of the current year.

Touch Football

1. Previous year's property tax statement.
2. One copy of rent receipt indicating occupancy was held in either July or August of the current year.
3. Notarized statement from landlord indicating occupancy was held in either July or August of the current year.

Teams unable to prove eligible residence or employment address of each of their participating players upon the request of an MSF representative will be disqualified from tournament competition.

Players participating in the 30 & 35 and over division must verify their age by showing one of the following documents **during random eligibility checks** at MSF post-season tournaments:

- | | |
|----------------------------------|-------------------------------|
| 1. Birth Certificate | 4. Military Separation Papers |
| 2. Hospital Certificate of Birth | 5. Minnesota Drivers License |
| 3. Baptismal Certificate | |

Age verification documents must be in possession of the team at all times for random eligibility checks. Submit copies as there is no guarantee of return.

Any team without a properly completed team roster (includes team manager and league director's signatures) or found to have an ineligible player(s) (i.e. a player who has illegally participated in two post-season tournaments in the same division of play, etc.) shall be immediately disqualified from competition.

All players participating in post-season tournament play must have their current Minnesota or bordering state driver's license picture I.D., military picture I.D., company picture I.D., college picture I.D., Minnesota drivers permit or license revocation slip in their possession (at the team bench) for each game they play in. If a rostered player is under 16 years of age and does not have a driver's license, they must bring either a student picture I.D. or birth certificate. **No other form of I.D. will be accepted.** If a player's last name is different on their license versus the roster due to a name change (i.e. marriage) they must also bring a copy of their marriage license. If a driver's license has been revoked, the player must have the state revocation/application slip. Teams will be checked at random during state tournament play. Teams found with player(s) not in possession of the required I.D. will be required to deposit a \$200 identification bond in order for the team to continue tournament play (teams with illegal players should immediately drop out of the tournament to mitigate harsher penalties). Teams who do not pay the \$200 deposit will not be allowed to continue in the tournament. In addition, **each** player(s) without required I.D. who testifies they are legal and the player listed on the scorecard/roster, may continue tournament participation by submitting a **\$25 non-refundable cash** (no checks) participation fee (this non-refundable **cash** fee will be divided equally between the state Junior Olympic program and Softball Hall of Fame). Players without the proper identification who do not pay the \$25 non-refundable fee will not be allowed to participate. In addition, the unidentified player(s) must pose for a photograph and sign a statement of identification in order for their team to continue play. Upon proof of each player(s) identification and legality, either at the site or at MSF offices, the \$200 bond will be returned. Failure to pay the \$200 cash bond, pose for a picture and sign the I.D. statement will disqualify the player and team from the game, tournament and advancement to further competition. Failure to exhibit proof of identification by the Wednesday after the tournament will cause the team to forfeit the \$200 bond.

- See Reverse For Tournament Rules and Regulations -



MINNESOTA SPORTS FEDERATION 2015 TOUCH FOOTBALL Rule Changes/Points of Emphasis

2015 RULE CHANGES

*None

POINTS OF EMPHASIS

The points of emphasis listed below are those covered at the officials meeting and are also valuable for your team to review.

- **COIN TOSS:** Have team captains bring their game ball to the coin toss, CHECK each ball for proper inflation. Inform them that their teams are responsible for taking ball back to huddle after each play. **Conduct coin toss, MAKE SURE that you DESCRIBE the winners THREE CHOICES**, 1) They can play offense or defense, 2) Choose the goal to defend (direction) or 3) Defer their choice to the second half (make sure both captains understand).
- **SIDELINE REGULATIONS:** Players shall remain between their 15 and 35 (mid field) yard lines. Both teams shall remain on the same side of field (side away from line judge).
- **UNSPORTSMANLIKE CONDUCT:**
A player guilty of verbal abuse shall be disqualified for that game only unless deemed flagrant by the game official. If the ejection occurs in the last five minutes of a game the player shall also be disqualified for the following game. If deemed flagrant the player shall be given a game/tournament disqualification. Any player/manager that is disqualified from two games in a tournament for verbal abuse shall receive a game/tournament disqualification on the second offence.
PENALTY: For unsportsmanlike conduct-10 yards and disqualification (see above explanation).
- **Fighting is a flagrant act** and can occur when the ball is dead or live. **Fighting includes, but is not limited to combative acts such as:**
 - **An attempt to strike** an opponent with a fist, hands, arms, legs or feet.
 - **An attempt to punch or kick** an opponent, regardless of whether contact is made.
 - **An attempt to instigate a fight** by committing an act that causes an opponent to retaliate by fighting.**PENALTY: For unsportsmanlike conduct-10 yards and automatic game/tournament disqualification.**
- **EQUIPMENT:** Knee braces MUST be covered, either with long pants or some type of ace bandage or wrap.
- **RUSHING:** Must use speed and finesse to try to go around a blocker, cannot go through or run over an opponent.
- **PASS INTERFERENCE:** Contact beyond the neutral zone (line of scrimmage) is illegal if there is a forward pass that crosses the line of scrimmage. (Contact by either offense or defense is illegal).
- **FORWARD PASS:** Only one forward pass may cross the line of scrimmage on any play.

(continued next page)

- * **INTERCEPTED PASS:** An interception may be run out of the end zone, even during overtime.
- * **BALL READY FOR PLAY/HUDDLE TIME:** A team has 25 seconds to snap the ball after it has been declared ready for play.
- * **TIME PERIODS:** Two (2) twenty minute halves with the first 18 minutes using running time. If the difference in score is or becomes 17 points or more during the final two minutes of the 1st or 2nd half then running time shall continue. (Stop time shall be resumed if the difference in score becomes less than 17 points.) A team which is ahead by 17 points or more during the final two minutes of the game may not be granted a time out. (Final sentence not applicable for state tournament play in which pool play or playback point differential play is in effect.)
- * **PROTECT THE PASSER/KICKER:** Roughing the passer/kicker/center is illegal contact. Roughing is a 10 yard penalty and automatic first down.
- * **CASUAL PROFANITY/FAMILY ATMOSPHERE RULE:** This rule MUST BE enforced, be sure to review the rule. "Casual profanity pertains to expletives **not directed at officials' calls**, but uttered by a player/coach frustrated with themselves, a teammate, opposing player or fan. Do not confuse casual profanity with profanity. Profanity is unsportsmanlike and MUST BE PENALIZED each and every time!! **Profanity directed at officials must always be penalized by ejection.**
- * **ROUGHING/UNSPORTSMANLIKE PLAY:** This is touch football and ALL OFFICIALS MUST enforce play according to our rules.. If you choose not to enforce rough play, the burden falls on other officials and creates inconsistent officiating for the players. The majority of the players that play in our tournament want the protection of GOOD officiating.....**"we owe them that!!!"**
- * **BLOCKING:** ALL BLOCKING IS NOW THE SAME FOR THE ENTIRE FIELD. Contact with the opponent must start with the arms bent and hands open. Extension of the arms is permissible as long as contact is sustained with the opponent. No violent pushing or shoving will be allowed. Blockers should not be the aggressors. ***Penalty, illegal use of the hands, 5 yards; if roughing occurs - 10 yards, if flagrant also includes ejection.***
- * **GROUNDING THE BALL TO STOP THE CLOCK:** The quarterback upon receiving the snap, can ground the ball immediately whether under the center or in shotgun formation. ***THIS IS ONLY LEGAL TO STOP THE CLOCK AND NOT LEGAL DURING RUNNING TIME, INTENT IS TO STOP THE CLOCK.*** If this would occur during running time, the play would be considered intentionally grounding the ball. ***Penalty, 5 yards and loss of down.***
- * **DECLARED PUNT ADDENDUM:** A punt may be declared on any down. When declaring a punt, the following applies:
 - No player of either team may break the plane of the scrimmage line until the ball is kicked
 - The ball must be hiked through the legs to the punter
 - A team has 25 second to punt the ball after it has been whistled "ready for play"
 - A minimum of 3 players from the receiving team must be at the line of scrimmage until the ball is kicked
 - Any declared punt that does not cross the line of scrimmage is down at the spot of the touch or the ground, whichever is applicable
 - A ball that is dropped by the punter or touches the ground is dead at the spot. If this occurs during "stop time" and there is a change of possession, the clock will stop until both teams are ready for play and the whistle will then restart the clock. If this happens other than 4th down, the clock would continue to run.

Dred Scott Playfields
10820 Bloomington Ferry Rd
Bloomington, MN 55438

