

2016 MOIRSA Show-Me Bowl Tournament Rules

Equipment

- Teams must provide their own jerseys with numbers on front and/or back.
- Footballs will be provided by host University.
- Flag Belts will be provided for each game if you wish to use your own flag belts; they must be inspected by the Tournament Director(s).



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Medical

- Certified Athletic Trainers will be on duty during all tournament games.
- Any players wishing to tape ankles must provide their own pre-wrap and tape.



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Game Length

- Playing time will be divided into four quarters of 12 minutes each.
- Half time will be 5 minutes long.
- The clock will run continuously until the last two minutes of the 2nd and 4th quarters.
- Clock will stop outside of the final two minutes for time outs and injury time outs only.



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Time-Outs

- Each team is allowed three (3) time-outs per half. These time-outs will be one (1) minutes in length. Unused time-outs from the first half do not carry over to the second and second half time outs do not carry over to overtime.



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Field

- The field is 100 yards by 40 yards, including two 10 yard end zones. The length of the field is lined at 20 yard intervals from goal line to goal line.
- There are two (2) inbounds lines (hash marks). They run parallel with each sideline, and located 15 yards “in” from each sideline.



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Scoring

- Touchdown = 6 points men's and women's play
- Safety = 2 points
- Try from 3 yard line = 1 point
- Try from 10 yard line = 2 points
- Try from 20 yard line = 3 points
- *Co-Rec – If a female scores a touchdown, the point value is 9. If a female player throws a legal forward pass and a touchdown is scored by any player, prior to the change of possession, the point value is 9. Any other touchdowns are 6 points.*



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Mercy Rule

- If a team is 19 points (25 points in Co-Rec) or more ahead when the two minute warning during the 4th period, the game is over. If the 2 minute warning is given and a try needs to be made following a score, play out the un-timed down before assessing the mercy rule.
- The same rule applies if a team scores inside the final two minutes with this differential.



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Pool Play Tie-Breaker

The official order of finish in qualifying pool play will be determined by the Tournament Director(s) based on the following criteria:

- If a two-way tie exists, it will be decided by who beat whom in head to head competition.
- If a three-way tie exists, it will be determined as follows:
 - Forfeit – the team that forfeits is dropped to the lowest possible position among the three or four tied teams.
 - The difference between total points scored versus the total points allowed.
- If all three teams have the same point differential, then the total points scored will determine playoff placement.
- If two teams have scored the same amount of points, then who beat whom in head to head competition will determine playoff placement.
- If all three teams have the same number of points, then the fewest point allowed will determine playoff placement.
- If two teams have allowed the same number of points, then who beat who in head to head competition will determine playoff placement.



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Overtime

- In the event of a tie, a coin toss will determine the first possession.
- The same team calling the opening toss will call the overtime toss.
- Options are given to winning captain of the toss and those options are: offense, defense, or choose side to play overtime on.
- If multiple overtimes are needed, captains will alternate choices but we will not move from the starting side of the field.
- Both teams will play the same direction.
- Each team will be given four (4) downs from the same 10 yard line.
- Extra point will be attempted as in regulation play.
- If the defense intercepts the ball and returns it for a touchdown, the game is over. If the interception is not returned for a score or end the game, the ball will be placed on the 10 yard line and four downs will be awarded.
- Each team is entitled one time out only during the entire overtime period.



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Sportsmanship Standard

- A second unsportsmanlike conduct penalty on a player, fan, or coach will result in that person being ejected from the game. Ejected participants, fans, or coaches must leave the playing area and vacate the Athletic Complex. OUT OF SIGHT, OUT OF SOUND
- Any participant ejected for sportsmanship related issues will be suspended from the team's next game and must meet with the Tournament Director (s) prior to their next scheduled game.
- A second ejection will result in their removal from the tournament and they will not be allowed to participate in future extramural events hosted by the University of Missouri.
- A participant will be removed from the tournament if they receive a 3rd unsportsmanlike conduct penalty anytime during the tournament.
- A team that accumulates four (4) unsportsmanlike penalties in one game will immediately forfeit the game and can be removed from the tournament by Tournament Director(s) or placed on probation for the remainder of the tournament.
- A meeting with the team representative and Tournament Director(s) must take place prior to a decision being made as to whether the team will continue to play.
- A team will be immediately eliminated from play upon receiving their 5th unsportsmanlike penalty.
- Unsportsmanlike penalties on the crowd will be assessed to the captain of the team.
- Unsportsmanlike penalties can be assessed before, during, and following the game.
- Any player ejected or suspended from the tournament will be reported to their respective university.

