

XIII. Tournaments



- A. The Candy Bowl and Spring Flag Frenzy are optional end of the season tournaments in which teams will pay an extra fee and register by the deadline set by the SYSA flag football coordinator. Failure to register by the deadline may result in the team not being able to participate in the tournament.
- B. The Tournaments will follow all SYSA Fall Flag Football rules, unless noted below.
- C. Pool Play Schedule. Each team will be assigned into a pool and scheduled two pool play games
- D. Bracket Play. The top seed of each pool will play the second seed of the other pool. The winners of each game will play in the Candy Bowl Championship
- Tie breaking for seeding into bracket play:
 - 1) Win-Loss Record during pool play
 - 2) Least Points Allowed
 - 3) Point Differential
 - 4) Coin Flip
- E. Timing Rules.
- Games will be 30 minutes long
 - Each team will be allotted 3 timeouts per game
 - Extra points will be untimed
 - When there are three minutes left in the game, every first down will stop the clock until the ball is snapped (play clock runs as normal).
 - Mercy Rule. If a team takes a 17 or more point lead, the clock will not be stopped at all except for timeouts

F. Overtime Rules. If the game clock has expired and both teams are equal in score, then the following overtime rules will go into effect.

- Team captains will play Rock, Paper, Scissors. The winner will be able to elect to play offense or defense first. The loser will be able to choose which endzone to defend.
- Each team will have the choice of going for one point from the 5 yard line or going for two points from the 10 yard line. The extra point rules will be the same as the SYSA flag football rules.
- After each team has attempted to score, if one team has scored more than the other, then that team will be the winner.
- If neither team has scored, or both have the same score, then the teams will enter the next over time period. In this period, the team that started on offense first in the previous overtime will start the subsequent overtime on defense. For second and subsequent overtimes, each team must make the play from the 10 yard line.
- Each team will be granted one 30 second timeout for the entirety of the overtime periods. After five overtimes are played, there will be mandatory 1 minute timeout.