



JR PREP SPORTS

THE NATIONAL ULTIMATE LINEMEN CHALLENGE

Event Agenda

Saturday, June 22, 2019

TIME	ACTIVITY	LOCATION
2:30PM	Team & Player Registration & Sign-in	JPS Tent on the Field
3:30PM	Team Photo / Greetings & Intros	Field
4:00PM	Pool Play Begins	Assigned Arena of Combat
6:30PM	*Bracket Play Begins	Assigned Arena of Combat
8:50PM	Award Ceremony	Field

**Bracket Play start time may be subject to change due to number of team participants.*

Important Event Information

- It is important that all players are registered properly and ready for combat in accordance with the above event agenda. Each Participant will receive a NULC Shirt. All players will be required to wear their shirts for the group photo.
- **All teams must wear matching team uniforms during the competition.** Team jerseys are strongly recommended because t-shirts and other materials are not ideal for the physical nature of the competition.
- **Only 2 coaches per team will be allowed on the field. Coaches must check in at registration to receive their field access pass.**
- **Only those with a field access pass will be allowed onto the field of competition unless authorized by Tournament Organizers.**
- **Water will be provided for participants.** But teams must bring their own water bottles.
- **Tournament Awards** – At the conclusion of the event, Awards will be handed out to the Team Champions, The Ultimate Defensive and Offensive Linemen of the tournament, and the All-Tournament National ULC Team members.
- **Combat Arena Assignments & Schedule** – Coaches will receive their Combat schedule prior to pool play & bracket play rounds.

Tournament Participant Waivers:

- **PARTICIPANT WAIVERS – ALL PARTICIPANTS MUST SUBMIT A COMPLETED AND SIGNED WAIVER BEFORE THEY CAN COMPETE! NO EXCEPTIONS!** A parent signature is mandatory if a participant is under 18 years old. We will not allow anyone without a Waiver to participate or enter the arena of combat. Please make sure to submit your waivers on the day of the event at check-in.



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Tournament Format:

- Each team will be placed in a specific pool. Pool play assignments will be done randomly. Pool Play schedule will be issued to the Coaches prior to combat.
- Once pool play is completed, teams will be placed into brackets according to their pool play results.
- **It is extremely important that all teams follow their combat schedule and to be ready to go at their arena of combat at their scheduled time.**

Note: Any tie-breakers within pools will be decided by overall points scored. For example, if two teams are tied for 2nd place at the conclusion of pool play, we will calculate the total of points scored for each team. The team with the greatest amount of points will receive the higher seed.

National Ultimate Linemen Tournament Rules

Combat Rules:

- Each team will consist of a minimum of 8 or maximum of 12 combatants.
- A High School Team can only consist of players enrolled in Grades 9 thru 11 during the school year ending in the Spring of 2019.
- An Intermediate Team can only consist of players enrolled in Grades 7 & 8 during the school year ending in the Spring of 2019.
- JPS will utilize a point and time system to determine the winner of each match. A team that reaches 40 points before the 15-minute match expires shall be declared the winner. However, if the 15-minute time clock expires and no team has reached 40 points, then the team with the most points after the 15-minute clock expires will be declared the winner.
- The Combat will begin with the RIGHT offensive tackle and move towards the LEFT tackle and return to the RIGHT offensive tackle for one round. Only TWO reps per player during each round. The LEFT tackle will have 2 reps before it moves back towards the RIGHT tackle.
- Team coaches will have the discretion to move combatants to different positions after each round. No combatant can be replaced or moved once the round begins unless due to an injury.
- After each round the Teams will rotate from offense to defense and vice versa. The combat format will continue until the first team reaches 40 or when the 15-minute clock expires.
- Each rep will commence on the offensive players movement.
- The maximum number of points per round is 20.
- Combatants can be awarded 1 or 2 points depending on the judge's determination.
- A clean win by the Defensive combatant will equal 2 points.
- A clean win by the Offensive combatant will equal 2 points.
- A draw will constitute a split and both combatants will be awarded 1 point each or no points for each combatant.



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- There must be a 2-foot split between offensive linemen. The offensive lineman on either side of the offensive combatant that is up next, must be set and prepared to protect himself from the combatants.

Offensive Line Scoring:

- Each offensive lineman must protect for a minimum of 4 seconds to be awarded a 2-point win.
- The defensive combatant will be awarded 2 points for a holding call against the offensive combatant.
 - Holding consist of locking or grabbing the defensive combatant in an effort to stop the progression of the defensive combatant.
- If the offensive lineman's hands are placed outside on the defensive combatant's shoulders, then the offensive lineman must make an immediate effort to replace his hands inside on the defensive combatant's chest to warrant any points. Otherwise, at the judge's discretion, the defensive combatant may be awarded 1 or 2 points.
- If the offensive player loses his balance and/or technique at the 4 second mark, he may be awarded 1 point instead of 2 points at the discretion of the judge.
- It will be at the discretion of the Judge to determine how the points are awarded. Once the judge awards a point(s), those points are recorded, and no changes shall be made. Also, at the judge's discretion, both combatants may be given a reset.
- Coaches may get an explanation from the judge as to the warranty of his decision.

Defensive Line Scoring:

- Each defensive combatant must execute a pass rush move other than a "bull rush" to warrant any points. Otherwise, at the judge's discretion, the offensive combatant may be awarded 1 point, no points for either combatants, or both combatants may get a reset.
- Combatants may use a power "bull rush" move for the first 2-3 steps to setup a pass rush move for the finish.
- Defensive combatants will be required to remain in their respective pass-rush lanes to warrant any points. Otherwise, at the judge's discretion, the offensive combatant may be awarded 1 point, no points for either combatants, or both combatants may get a reset.
- Defensive ends lined up outside of the offensive tackle cannot cross the offensive guard to get to the Quarterback. This is an example of going outside their respective pass-rush lane. At the judge's discretion, the offensive combatant may be awarded 1 point, no points for either combatants, or both combatants may get a reset.
- Defensive ends cannot be lined up more than 2 feet from the outside shoulder of the offensive tackle.



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