

Monday, October 9th

Rapid City Christian Jamboree Schedule

Begin play at 4:30 pm

All four teams will be playing at the same time.

They will start on the 45 yard line and head into the respective end zone.

Each team will have 10 offensive plays and 10 defensive plays.

If a team scores, they will go back to the 45 yard line and re-start. Their play count will continue and not start over. (i.e. six plays to score, they only have four plays left)

If a team gets a turn over, they play will be called dead and the offense will be moved back to the 45 yard line. Again, play counts will continue and not start over.

After 10 plays, the teams will stay on their respective field and switch over.

After 20 plays have been completed, teams will get a five minute intermission before switching to compete against another team.

Officials will call penalties, but will not mark off penalties. The play count will continue and the penalty will count as a play.

Teams are expected to keep the tempo as close to game tempo as possible. (i.e. 40 second game clock, 60 second time outs, etc.)

Schedule	
North End Zone	South End Zone
Douglas Offense vs. RCCS Defense	STM Offense vs. Belle Fourche Defense
Douglas Defense vs. Belle Fourche Offense	RCCS Offense vs. STM Defense
Douglas Offense vs. STM Defense	Belle Fourche Offense vs. RCCS Defense