

S2 7

The date was May 9, 2018. Rich Hargitt was conversing with Surface To Air System Members on the private telegram messaging app. He made the following statement:

“I have kicked around the idea of building an RPO 7 on 7 so that guys like us can get more legitimate work during the summer months.”

And with that statement, **S27** was launched.

First, let's determine why S27 was born. Quite simply, it's because the standard 7 on 7 concept has seen its better days. Our 11 on 11 full game has evolved, our schemes have evolved, but 7 on 7 has stayed the same since its inception.

The gripes and complaints have always been the same: The defense doesn't play their coverages honest, the linebackers play at 8 yards deep, the defense doesn't respect play action, and what about the linemen?

Maybe the loudest current complaint is that 7 on 7 has taken good coaching out of the equation and put it into the hands of an AAU like basketball environment.

Its time to evolve to S27

S27 has been borne out of these standard coaching complaints of 7 on 7. S27 is an amalgamation of executing RPO's, 7 on 7, Play Action Pass, honest defensive coverages, and actual coaching.

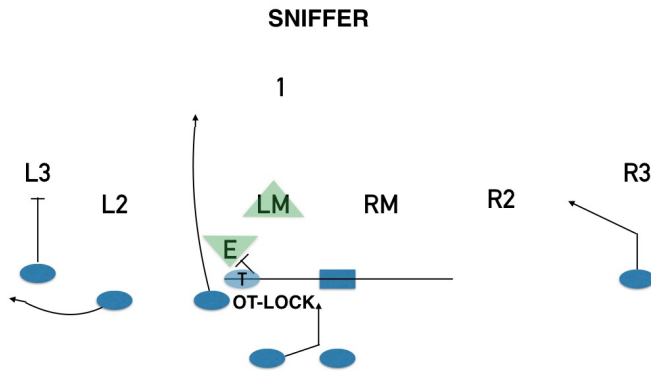
Introducing the basics of S27:

The difference in S27 and 7 on 7 is that S27 combines the passing of 7 on 7 with some run aspects of a flag football game for the opportunity to coach, execute, defend, and perfect RPO's.

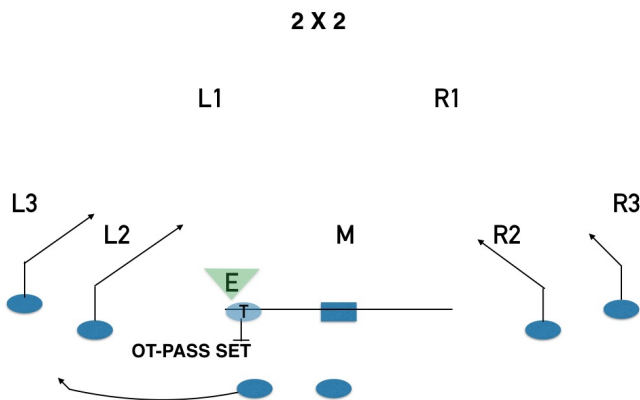
Everything works like the 7 on 7 game except:

1. The offense adds a live offensive tackle and the defense adds a live 5 technique over the offensive tackle. The OT can make 1 of 3 blocking scheme movements based on the scheme called (Pass set, inside veer release, or lock/turnout). The 5 tech. can read and react to the 3 scheme blocking techniques. Thus, the OL gets work!
2. The QB and the Running back wear flags, as in flag football. This allows for the execution and the true defensive reactions of a real game through the RPO attack.

Playing the S27 game



In the diagram above the offense employs a Sniffer set with the call of Inside Zone Lock Pop. The OT executes a Lock block. The QB executes a post-snap inside zone read reading the LM for the decision of throwing pop or handing the ball off. The defense aligns in an honest and true look of a 4-2-5 cover 3 defense. The LM triggers toward the LOS, and the QB disengages the ride for a complete pass to the Sniffer.



In the diagram above the offense employs a 2 x 2 double slant with the back swinging. A typical quick game concept. The OT executes a quick set protection technique. The defense aligns in an honest and true look not knowing if this will be an RPO or a drop back scheme call.

THE RULES OF S27



All players must wear helmets.

Games are 21:00 long. The clock runs continuous during the 1st 20 minutes & stops according to rules during the final 1:00. There is no overtime in pool play.

- 7 defenders (may not line up 8 & drop one before snap) and 6 offensive players (must use a center or extra player/coach to snap).
- Each possession starts on the 40-yard line – going in.
- First downs are made by crossing the 25-yard line and the 10-yard line.
- Three downs to make a first down; even inside the 10-yard line.
- PAT snaps are at the 5-yard line, offensive choice of hash. No 2 point conversions allowed in pool play.
- 2 point conversions will be from 10-yard line with choice of hash in tournament play (if chosen).
- 4.0 seconds to get pass off. It will be a loss of down and treated as a sack if not thrown in time (4.01 or greater).
- The clock will be stopped on a sack in the final 1:00 of the game. NOTE: Passes may be thrown behind the line of scrimmage but receiver must advance beyond L.O.S. or play will be treated as a sack.
- Four (4) second clock starts on snap of ball.
- Possession changes after PAT attempt, failure to make a first down, or turnover.
- One time-out per team per game. 1 additional time-out per overtime.
- All offensive formations must be legal sets.
- Twenty-five seconds to get the play off.
- One-hand touch anywhere. (QB and 1 Back [back in backfield] wear flags)
- See S27 specifics for flag portion of the game

Overtime (tournament only):

Consists of 3 plays from 10 yard line. Each team has an attempt to score in each overtime period. Starting with the 3rd and subsequent overtimes, all PAT's must be 2 point attempts from the 10 yard line. Overtime periods are not timed.

Mercy Rule:

If the margin of score between the two teams is 21 points or greater at the end of the 1st 20 minutes, the clock will continue to run continuously for the remainder of the game; regardless if the margin of score becomes less than 21 points.

Scoring:

- Touchdown - 6 points
- Interception - 3 points (no points for INT on PAT)
- Turnover on downs - 2 points
- PAT - 1 point for run in. 2 points for pass in.
- 1 point for any run of 10+ yards (not resulting in a TD)

Flag Portion of the Game:

It is important to note that standard flag football flag pulling (tackling) rules exist. Particularly when it comes to no offensive player flag guarding. Also no defensive leaving of the feet and diving for a flag. Both infractions will result in personal foul penalties.

Penalties:

- Defensive pass interference = Automatic first down and 5 yards from original line of scrimmage.
- Offense pass interference = Previous spot and loss of down.
- Defensive holding = Automatic first down and 5 yards from original line of scrimmage. In the event there is defensive holding and a sack on the same play, the defense will be penalized according to the above and the sack will be ignored.
- Illegal procedure (offense) = Loss of down.
- Defensive off-sides = 5 yard penalty.
- Delay of game = Loss of down and clock stops in final 1:00.
- Fighting / unsportsmanlike conduct: 1st offense = ejection from game. 2nd offense = ejection from tournament.
- Fighting / unsportsmanlike conduct (team): if any player leaves the sideline to participate in an on-field fight, the ENTIRE TEAM WILL BE EJECTED FROM THE TOURNAMENT.

Personal Foul Penalties:

- Offense = loss of down and 5 yards from original line of scrimmage.
- Defense = 1st down and 5 yards from original line of scrimmage.

Seeding, Tournament, and Tie-breakers:

- Teams will be broken into pools with equal number of teams.
- Teams will be seeded for the tournament according to overall records from pool play.
- Records which are tied after pool play will be broken as follows:
 - Head – to – Head
 - Fewest points allowed.
 - Most points scored.
 - Flip of coin.

S27 specifics

Flag portion of the game:

OFFENSE

- QB and Running back designated in backfield wear flags
- QB and Running back are only eligible players to execute a run
- A run can only be executed after QB/RB handoff or handoff disengage
 - No option pitches
 - No reverses
 - No Shuffles
- PAT - 1 point for run
- 1 offensive point for any run of 10+ yards (not resulting in a TD)
- The Live Offensive Tackle may execute only 3 blocking schemes:
 - Lock scheme (turnout block)*
 - Inside release up to LB (veer). Maximum of 3 yards, NO contact with and 2nd level defender*
 - Pass set for drop back pass scheme
- *Once initial contact is made with 5 technique - both players are dead

DEFENSE

- 5 Technique:
 - Must be in a tight 5 technique alignment
 - Reads and reacts to OT's 3 moves and must stop at contact
 - NO batting passes down and NO ball pursuit for tackles on any play
- Underneath Defenders: No defender can engage and attack LOS until the ball is placed/seated in belly of the running back

**Contact a S2A Member if you need more S27 information.
Visit surfacetairsystem.com (make inquires there) and follow
S2A @S2ASystem on twitter.**