



U.S. Marine Corps - Passing League Maryland - 2011

***“The Sports Flash” Radio Network
2011 U.S. Marine Corps – Passing League Maryland
Executive Summary***

Overview

“The Sports Flash” (TSF) Radio Network partnered with Recruiting Station (RS) Baltimore for the U.S. Marine Corps – Passing League Maryland (USMC-PLM), a 7-on-7 football competition that featured more than 475 high school football players from 19 teams throughout Maryland.

What is a passing league?

As the name implies, a passing league highlights only the passing game. There are no running plays, the games are played on a shortened field, and there is no tackling in the traditional sense since players are tagged down. Passing leagues are gaining popularity as a fun method of sharpening skills and maintaining conditioning during the off-season.

Eligible participants

The USMC-PLM featured high school student-athletes between the ages of 13-17 who have not yet graduated from high school. High school graduates are prohibited from participating. The oldest participants are rising seniors.

Teams

TSF Radio Network targeted high school football teams from throughout RS Baltimore’s recruiting territory for participation in the USMC-PLM.

Logo Development

Our design team created the logo identify for the campaign, coming up with several possible alternatives before deciding on the final logo design. The logo identity of the campaign was used in all campaign materials.

Direct Contact

TSF Radio Network mailed an introductory letter, registration forms, and a flyer to high school football coaches throughout RS Baltimore’s recruiting territory. In addition, targeted schools received e-mails, faxes, and phone calls encouraging participation in the USMC-PLM.

Earned Media

Press releases were distributed to the media and received significant media coverage, including coverage in the *Baltimore Sun*; *The Gazette*; and the *Washington City Paper*.

Host Facility

RS Baltimore and TSF Radio Network selected Woodlawn High School as the host site for the first-ever USMC-PLM. The facility included an artificial turf field and three additional fields.

Tournament Structure

Twenty teams committed to the U.S. Marine Corps – Passing League Maryland, with nineteen teams participating in five pools of four teams each. Pool play determined the seeding for the single-elimination championship round.

Team Names

Per Maryland Public Secondary Schools Athletic Association (MPSSAA) rules, the participating teams could not be associated with any high school football team in Maryland. Each team wore USMC-PLM tee-shirts in red; green; blue; and gold. The teams were assigned nicknames derived from the Marine Corps rich history.

Purple Foxes win U.S. Marine Corps – Passing League Maryland

The Purple Foxes, coached by Dunbar’s Travis Blackston, won the inaugural USMC-PLM title, beating the Destroyers, 29-18, in the title game, to finish 7-0 for the event.



U.S. Marine Corps Passing League Maryland – 2011

Overview

“The Sports Flash” (TSF) Radio Network and Recruiting Station (RS) Baltimore partnered for a high school football passing league that featured high school football players from throughout recruiting territory. The U.S. Marine Corps – Passing League Maryland (USMC-PLM) featured more than 475 high school football players from 19 high schools throughout RS Baltimore’s area of operation.

For the Marines of RS Baltimore, the recruiters had the opportunity to build relationships with student-athletes, coaches, and administrators from targeted high school throughout Maryland.

What is a passing league?

Passing league football is a non-contact 7-on-7 game played on a shortened field that features only the passing game. Many state associations prohibit contact during off-season drills, so passing leagues are very popular with high school football teams as a method of keeping their teams in shape during the summer.

While high school basketball has AAU competition and high school baseball has traveling teams or American Legion, there is nothing for high school football players who want to remain in shape and sharpen their skills during the off season. The passing league provides that opportunity.

Organization of the U.S. Marine Corps – Passing League Maryland

Twenty teams committed to participate in the USMC-PLM at Woodlawn High School on 23 July 2011. On the evening before the tournament, one team withdrew from the event, giving us 19 participating teams. The teams were divided into five pools of four teams each, with a few schools volunteering to play an additional game to fill out the bracket.

Each participating team was guaranteed to play at least four games, with three games in pool play and one game in the single-elimination championship round. The three pool play games determined the seeding for the single-elimination championship round. Due to the weather conditions on the day of the event, with dangerous heat indexes making player safety a concern, the single-elimination championship round was shortened from all 19 teams to eight teams.

In all, 37 games of 25-minutes each were played during the one-day tournament, utilizing two 100-yard fields and another 60-yard field, enabling five games to be played, simultaneously.

Under the direction of RS Baltimore, TSF Radio Network managed all aspects of the USMC-PLM, including:

- developing the USMC-PLM logo;
- securing the host site;
- writing, distributing direct mail to encourage participation;
- contacting, securing participating teams;
- developing school database;
- drafting the official USMC-PLM rules;
- serving as the media relations contact;
- writing and distributing press releases; and,
- managing the event.

What is a passing league? This is a non-contact 7-on-7 game played on a shortened field that features only the passing game. Many state associations prohibit contact during off-season drills, so passing leagues are very popular with high school football teams as a method of keeping their teams in shape during the summer.



Logo Development

Our design team worked to create the logo identity for the USMC-PLM. The logo needed to convey a vigorously athletic message that would appeal to the target audience while conforming to the Marine Corps branding guidelines.

Our design team came up with several options from which to choose, including:



Participating Teams

The USMC-PLM targeted high schools in RS Baltimore's area of operation. During the process, TSF Radio Network created a database of all of the schools in the recruiting territory, including contact information for school administrators, athletic directors, and coaches.

In securing the participating teams, TSF Radio Network engaged head football coaches, athletic directors, and principals in a variety of methods, including:

- introductory letter;
- press releases;
- e-mail updates;
- faxed flyer; and,
- phone calls.

In addition, USMC-PLM partnered with Woodlawn High School head football coach DaVaughn Mellerson, who serves as our on-site coordinator for the event. Coach Mellerson was helpful in securing teams for the event and providing guidance as we moved forward with the planning of the event.

Often, teams will pay \$350-\$500 per team to participate in events similar to the USMC-PLM. The Marine Corps partnership ensured that teams would not be charged to participate in the event. That's a tremendous help to teams looking to participate in passing league events on budgets that are being continually slashed in this tough economy.

Direct Mail

TSF Radio Network drafted, distributed an introductory letter, a flyer, and a registration form that was distributed to all high school football coaches in the RS Baltimore area of operation.

Although the direct mail copy indicated that the USMC-PLM was a FREE event for the first 16 teams that participated, this is a direct mail copywriting technique designed to trigger an immediate response from the target audience.

Faxes

In addition to the direct mail, TSF Radio Network also faxed a copy of the letter and the flyer to the targeted high school, encouraging their participation. Like the direct mail, we used the offer of FREE registration to trigger early registration in the event.

Phone Calls

After the direct mail dropped with the coaches, TSF Radio Network followed up with phone calls to the head coaches, athletic directors throughout the state, encouraging their participation in the USMC-PLM. The phone calls were an extremely effective method of generating interest. The phone calls were timed to follow the mail, faxes, and e-mails, so the coaches, athletic directors were aware of the event. This soft method builds awareness and alleviates somewhat the typical "educating" of the target audience about the event.



U.S. Marine Corps Passing League — Maryland

The Recruiting Station Baltimore invites you to participate in the U.S. Marine Corps Passing League — Maryland, a 7-on-7 passing league featuring high school football teams from throughout the state. This is an opportunity for high school football teams to engage in a team-building, skill-enhancing competition this summer. The U.S. Marine Corps Passing League - Maryland is a FREE event for the first 16 teams that register.

July 23, 2011

Woodlawn High School in Baltimore

Now offering FREE registration for the first 16 teams.

Teams are guaranteed to play a minimum of four games with three pool play games to determine the seeding for the single-elimination championship round. For more information, go online to www.thesportsflash.com/USMC-PL-MARYLAND.htm. Register your team today by contacting "The Sports Flash" (TSF) Radio Network's Mike Sinnott at (517) 927-4570 or Woodlawn High School's DeVaughn Mellerson at (443) 850-5251. E-mail us at TheSportsFlash@aol.com or usmc@TheSportsFlash.com.

***For more info, contact: Mike Sinnott @ 517-927-4570 or
DaVaughn Mellerson @ 443-850-5251.***



MARINES.COM



Registered Teams

In a matter of weeks after launching the USMC-PLM, TSF Radio Network had secured the guaranteed 16 teams for the event. In the end, 20 teams committed to participate in the USMC-PLM, but one team backed out the night before the event, giving us 19 teams for the first-ever event.

Maryland Public Secondary Schools Athletic Association (MPSSAA) regulations prevent the use of anything associated with the high schools in relation to any off-season competition. During our process of securing teams for the tournament, a few district-level athletic directors objected to the USMC-PLM's rules and regulations. In fact, a few school districts banned their schools from participating in our tournament until the USMC-PLM rules and regulations were in compliance with the MPSSAA rules.

TSF Radio Network revised the official rules of the USMC-PLM to require that all participating teams to wear USMC-PLM tee-shirts during competition. In addition, we assigned each team a name/nickname that was not associated in anyway with any high school team in the state. After revising the rules, the district-level athletic directors dropped their objections to the USMC-PLM and actually started encouraging their schools to participate in the event.

At first, the MPSSAA rules would appear to be a negative for the USMC-PLM, but the rule created an opportunity for the Marines. For each participating team, we assigned a team name associated with the rich history of the United States Marine Corps, using regiment, battalion nicknames for the team names.

U.S. Marine Corps - Passing League Maryland – Team Nicknames

Arctic Warriors (25th Marine Regiment)
Head Coach: Jeff Seals (Montgomery Blair)

Black Sheep (Marine Attack Squadron 214)
Head Coach: Rich Holzer (Meade)

Death Rattlers (Marine Fighter Attack Squadron 323 VMFA-323)
Head Coach: Donald Davis (Calvert Hall)

Destroyers (2nd Light Armored Reconnaissance Battalion)
Head Coach: Dante Jones (Edmondson-Westside)

Devil Dogs (Nickname for Marines)
Head Coach: Lance Clelland (South River)

Fighting Fifth (5th Marine Regiment)
Head Coach: Terry Hayes (Bowie)

Highlander (1st Armored Reconnaissance Battalion)
Head Coach: Terry Hayes (Bowie)

Island Warriors (2nd Battalion, 3rd Marines)
Head Coach: Edmund Hughes (Long Reach)

Lava Dogs (1st Battalion, 3rd Marines)
Head Coach: Mike Melton (Glen Burine)

Leathernecks (Nickname for Marines)
Head Coach: Todd Sommerville (Laurel)

Mortalis (3rd Reconnaissance Battalion)
Head Coach: Dwayne Green (Bluford Drew Jemison Academy)

Nightmare (1st Battalion, 10th Marines)
Head Coach: Matt Wyskiel (Baltimore City)

Purple Foxes (Marine Medium Helicopter Squadron HMM-268)
Head Coach: Travis Blackston (Dunbar)

Striking Ninth (3rd Battalion, 9th Marines)
Head Coach: Mike Melton (Glen Burine)

Teufelhunden (German word for Devil Dogs)
Head Coach: Rob Elliott (Chesapeake)

The Mad Ghosts (2nd Battalion, 24th Marines)
Head Coach: Rich Holzer (Meade)

Thundering Third (3rd Battalion, 1st Marines)
Head Coach: DaVaughn Mellerson (Woodlawn)

Timberwolf (1st Battalion, 2nd Marines)
Head Coach: Andre Brown (High Point)

Thunder (3rd Battalion, 11th Marines)
Head Coach: Reggie White (Milford Mill Academy)

Wolfpack (3rd Light Armored Reconnaissance Battalion)
Head Coach: DaVaughn Mellerson (Woodlawn)

***U.S. Marine Corps — Passing League Maryland
Participating Schools:***

***Baltimore City
Bluford Drew Jemison Academy
Bowie
Calvert Hall
Chesapeake
Dunbar
Glen Burine
Edmonson-Westside
High Point
Laurel
Long Reach
Meade
Milford Mill
Montgomery Blair
South River
Woodlawn***



July 12, 2011

I want to thank you for your participation in the U.S. Marine Corps Passing League – Maryland (USMC-PLM). The event is scheduled for Saturday, July 23 at Woodlawn High School. At this time, we're scheduling the coaches meeting to begin at 8:10 AM at the 50-yard-line with the first game of the day beginning at 8:30 AM. I have enclosed release forms for each of your participating student-athletes, a team information form, and an abridged version of the USMC-PLM rules and penalties.

I have enclosed 15 release forms for your student-athletes. The student-athlete needs to fill out the form completely, and we need the signature of each participant's parent or guardian. If you need more than 15 release forms, please make a copy of one of the enclosed release forms, or download a release form from the PPL web site, which you can access by visiting www.TheSportsFlash.com.

We must have a signed participant release from every student-athlete competing in the event, or they will not be allowed to compete. The release forms can be turned in when your team checks in on the day of the event, or you can send them to us via e-mail, fax, or regular mail.

To remain in compliance with Maryland Public Secondary Schools Athletic Association rules, we will assign you with a team name and provide you with a USMC-PLM tee-shirt for your players to wear during competition. Please have your players wear a white or gray shirt that day, so we'll have an "alternate" shirt should you get matched up with a team that has the same shirt color as your team.

The tee-shirts will be distributed the day of the event. Each team will receive 15 tee-shirts for the event, so we're restricting the rosters to 15 players. If you'd like to bring more than 15 players, that's fine. Please be advised that we'll need to purchase a tee-shirt for them or share the shirts during the event. We will offer additional tee-shirts at cost, which should not be more than \$10 each, but they'll need to be purchased before the event. I will send along an order form and a deadline for pre-tournament purchase before the end of June.

If you have any questions, please feel free to contact me at your convenience. I'm available at (517) 927-4570 or by e-mail at TheSportsFlash@aol.com or mike@TheSportsFlash.com. Woodlawn's DaVaughn Mellerson is serving as our tournament coordinator and is available at (443) 850-5251 or via e-mail at d.mellerson@live.com.

Thanks for your participation,

Mike Sinnott
"The Sports Flash" Radio Network

"The Sports Flash" Radio Network - Your teams. Your scores.
Mike Sinnott - 517-927-4570 - TheSportsFlash@aol.com - www.TheSportsFlash.com



I, the undersigned parent/legal guardian of _____ authorize said child's full participation in the UNITED STATES MARINE CORPS PASSING LEAGUE—MARYLAND (USMC-PLM) including all related activities. It is my understanding that participation in activities that make up the USMC-PLM is not without some inherent risk of injury. As such, granting my child's participation in the USMC-PLM is a covenant not to sue the USMC-PLM, its financial sponsors, TSF Radio Network, U.S. MARINE CORPS, WOODLAW HIGH SCHOOL, BALTIMORE COUNTY PUBLIC SCHOOLS, their officers, servants, agents or employees and release, waive, and discharge said parties from any and all liability, claims demands, action, and causes of action whatsoever arising out of or related to any loss, damage, or injury, including death, that may be sustained by my child, whether caused by the negligence of the releases, or otherwise while participating in such activity, or while in, or upon the premises where the activity is being conducted. I also give my permission for any emergency medical care or treatment by a physician, surgeon, hospital, or medical care facility that may be required, including transportation and accept responsibility for the cost. I further acknowledge that the USMC-PLM is not associated with any high school or public school system in Maryland, and the teams, coaches associated with the USMC-PLM are not associated with any high school or public school system in the state. I further acknowledge that my coaches represent the USMC-PLM and do not represent any high school during this USMC-PLM event. Without the signature of the parent/legal guardian, the individual named above will not be allowed to participate in any USMC-PLM event.

SIGNATURE:	DATE:
PRINT NAME:	
EMERGENCY CONTACT PHONE NUMBER:	

NAME:		
ADDRESS:		
CITY:	STATE:	ZIP:
HOME PHONE:		CELL PHONE:
EMAIL:		
BIRTH DATE:		YEARS of SCHOOL COMPLETED:
LANGUAGES SPOKEN:		
I, as a participant, agree to follow all instructions and procedures of the UNITED STATES MARINE CORPS PASSING LEAGUE in an effort to maintain a maximum level of safety for myself, my teammates, and other participants.		
SIGNATURE:		



Maryland Public Secondary Schools Activities Association (MPSSAA) rules required that all teams wear tee-shirts not associated with any high school in Maryland. TSF Radio Network provided teams with green, navy blue, green, and red tee-shirts that included the USMC-PLM logo and Marine Corps branding.

Tee-Shirt Designs



Securing the Host Site – Woodlawn High School

TSF Radio Network secured the host site for the U.S. Marine Corps – Passing League Maryland. The site at Woodlawn High School was a reasonable distance from many of the participating schools.

In determining the possible host sites for the USMC-PLM, TSF Radio Network considered several possible locations. TSF Radio Network evaluated the possible hosts sites based on our established minimum requirements for a facility to host an event, including:

- a minimum of two (2), 100-yard playing field;
- one (1) 100-yard artificial surface field, if possible;
- registration tables;
- field house/locker room facilities;
- restrooms;
- concessions;
- public address system;
- scoreboard; and,
- stadium lights.

Fields

USMC-PLM events are played on 40-yard fields. The requirement that the host site provide a minimum of two (2) 100-yard fields, ensures that four games can be played simultaneously. This requirement ensures that pool play and the single-elimination tournament can be reasonably completed in a single day.

In an ideal situation, the facility needs to have an artificial turf field. With an artificial turf field, it is possible to play the tournament rain or shine, if the rain is moderate without severe weather. With grass fields, rain could wipe out the entire tournament, if the conditions become unsafe for competitors.

Woodlawn High School had one artificial turf field available for competition. In addition, Woodlawn prepared another 100-yard grass field and a 40-yard grass field for competition. In all, five games could be played simultaneously throughout the day at Woodlawn.

The next page is an image of the field configuration for (1) one, 100-yard playing surface that enables two games to be played simultaneously.

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U.S. Marine Corps
Passing League Maryland

Lining the Field

On a 100-yard field, we can get two 50-yard playing fields with a 10-yard buffer between the games.

All this is needed is a 50-yard box, with:

- (A) Sidelines;
 - (B) A line across the field at the 40;
 - (C) A line across the field at the 20;
 - (D) 3-foot line at the 5-yr line for PATs;
 - (E) 3-foot line at the 10-yr line for PATs;
 - (F) Goal line and the end line.
- For each field, we recommend:
- (A) Pylons for the end zones;
 - (B) Sideline yard markers at 40, 20, and GOAL.

10-YARD BUFFER -50- 10-YARD BUFFER

SIDE LINE

Restrooms

The restroom facilities need to be open, available to the public throughout the day.

Concessions

A concession stand is manned throughout the day by the Woodlawn Football Boosters and benefit the high school football program. The concessions are an opportunity for the booster club to use the event as a fundraising for the football program.

Public Address System

A public address system is required for all host sites. The PA system ensures the timely communication between game management and all participating teams and fans in attendance at the event. This is also a safety issue in regards to having the ability to quickly communicate with fans on-site throughout the day and during an occurrence of inclement weather.

The use of a wireless microphone is also helpful when planning on-field presentations or any kind of opening ceremonies for the event. The wireless microphone is not required, but is highly recommended. A wireless microphone gives you the opportunity to conduct a on-field presentation in front of all of those in attendance at the event.

At the USMC-PLM, the public address announcer was incredibly helpful in keeping fans informed throughout the day, keeping spectators updated on scores, reminding teams of their upcoming games, and encouraging fans, spectators to register to win a Wii gaming console at the Marine Corps booth.

Scoreboard

A working scoreboard is incredibly helpful, but not necessary. Since the scores, timing of each game is kept at each field, the scoreboard is for the timing of the event only. One operating scoreboard can keep time for the entire event, since games are supposed to start simultaneously. In addition, time for each game is kept on separate stop watches should the facility lose power during competition.

The PA Announcer keeps the crowd informed of the time remaining for each game, announcing the time remaining with 15 minutes, 10 minutes, and five minutes remaining during each game. The announcing of the time remaining is helpful when the scoreboard is not visible from the secondary fields.

Stadium Lights

In the unlikely event that the games run beyond daylight hours, then stadium lights would be necessary to complete the event. The host site must have at least one field with lights.

U.S. Marine Corps: Host Site Requirement

Each host site must meet the Marine Corps requirements for locations for the utilization of the following assets:

- exhibit area for Marine Corps recruiting assets (Humvee, football toss, pull-up bar, etc.);
- booth space for the distribution of Marine Corps information;
- conference room, locker room for Marine Corps information presentation; and,
- high-profile signage locations throughout facility.

TSF Radio Network worked with RS Baltimore to ensure that the host site had all of the requirements for hosting the event.

TSF Radio Network worked out monetary arrangements for the host site, including:

- renting of the facility;
- securing, compensating on-site medical personnel for event;
- securing, compensating on-site security, if necessary;
- compensating the game officials, if necessary; and,
- renting any necessary game-management equipment.

Event Management

TSF Radio Network, our on-site partner coach, and RS Baltimore provided the game management for the USMC-PLM. The event management included:

- registering teams upon arrival;
- setting up, breaking down of tables, tents, chairs;
- providing water for all competitors;
- coordinating with food vendors, concessions staff;
- assigning officiating crews to particular games;
- interpreting rules;
- scheduling of games;
- ensuring a high-level of sportsmanship, fair play; and
- providing security for the venue, along with a variety of other duties.

Marines of RS Baltimore were assigned to a variety of duties during the game day for each event, serving as field managers, game managers, and school liaisons.

Field Managers

Three Marines worked as field managers. The field manager is responsible for ensuring that everything runs smoothly on each field, answers any questions regarding the game rules, keeps an accurate score of each game, and reports the final scores to the tournament score coordinator. In addition, the field manager is responsible for settling any disputes regarding the enforcement of the rules.

Game Managers

Five Marines worked as game managers and were responsible for individual games. The game managers were responsible for keeping the “official” score of each game, running the four-second clock for the quarterback, and ensuring the prompt placement of the ball marker at the line of scrimmage.

Drafting PPL Rules

TSF Radio Network drafted the rules of the USMC-PLM, based on a composite of several different passing leagues from throughout the country. During the process, our goal was to draft rules that ensured a fair, safe competition for the participating student-athletes while setting a high standard of sportsmanship among the competitors that aligned itself with Marine Corps values.

After the initial draft, TSF Radio Network sought feedback on the rules from several head football coaches, athletic directors in Maryland, including: Woodlawn’s DaVaughn Mellerson; Bowie’s Terry Hayes; Chesapeake’s Rob Elliott; and Anne Arundel County Public Schools Athletic Director Greg LeGrand.

TSF Radio Network distributed the rules to all of the participating schools via e-mail and made the rules available for download at the “official” USMC-PLM web site. In addition, a one-page document that included an abridged version of the rules and penalties were distributed to the coaches on the day of the event.

The abridged version of the rules was drafted from a more extensive rules document that outlined the rules of play; conduct of coaches, athletes; and tournament procedures. The tournament procedures included the rules for determining the field for the single-elimination tournament.



U.S. Marine Corps Passing League – Maryland

Rules Overview

1. Field is 40-yards (1.a); a first-down is 20-yards and two first-downs without a penalty results in a touchdown for the offense (5.b).
2. All offensive plays must be forward passes. No shovel passes; no double passes; and no tailback screens (5.a). No running plays are allowed.
3. Participants must wear mouth pieces at all times during competition (2.d – 2.d.4).
4. The quarterback must release the ball in four (4) seconds, or the play would be blown dead, resulting in an incomplete pass (5.f.1-5.f.2).
5. On each down, seven players per team; on offense, a center, quarterback, and five eligible receivers; on defense, seven defenders for each down. (2.f – 2.f.1.b)
6. One hand or two-hand touch required to "tackle" the ball carrier. (6.a)
7. No blocking. (5.i)
8. All games are 25-minutes with a running clock. (3.a)
9. Six (6) points are scored on a touchdown. (9.a)
10. Point After Attempt is a PASSING PLAY, no kicking. (9.a) One (1) point is scored on a PAT from the 5-yard-line and two (2) points scored on a PAT from the 10-yard-line. (9.b.1-9.b.2). An intercepted pass during a PAT is a dead ball and no points are scored.
11. An interception returned by the defense beyond the 40-yard-line is a touchdown (6) with the extra-point to follow. (7.c.2 – 7.c.3) SEE ALSO (9.e – 9.d.2)
12. A safety is recorded when a legal pass is completed to an eligible receiver and the defensive player "tackles" the ball carrier behind the 40-yard-line. Two points awarded to the defensive team, and the defensive team will take possession at the 40-yard-line. (9.c)
13. Overtime is three plays from the 15-yard-line (9.f.2) and teams are required to go for two-points on all conversions in overtime (9.f.4).
14. Fumbles which hit the ground are dead balls at the spot of the fumble. (8.a) Muffed snap that hits the ground is a dead ball and a loss of down. (8.c) Fumbles may be recovered in the air before the ball hits the ground. (8.a.1)



U.S. Marine Corps Passing League – Maryland

Penalties

1. Defensive pass interference is an automatic first-down at the spot of the foul. (7.a)
2. Offensive pass interference is a five-yard penalty and a loss of down. (7.b)
3. Defensive holding is a 10-yard penalty and repeat the down.
4. Taunting or "trash talking" will not be tolerated. First unsportsmanlike offense is a five (5) yard penalty; second offense is 15-yards and automatic first down; and third unsportsmanlike penalty results in the automatic ejection from the game. (10.j – 10.k.2)
5. Unnecessary roughness or excessive force by shoving, pushing, or striking a blow is a penalty, resulting in an automatic first-down at the spot of the foul. (6.a.1) Officials have the discretion to eject any player from the game. Decision to eject a player is entirely at the discretion of the game official and cannot be appealed (6.a.2)
6. Illegal procedure results in a five-yard penalty (5.j)
7. No offensive foul can take the ball beyond the 40-yard-line.
8. Offense has 25 seconds to put the ball in play once it has been marked for play. Failure to snap the ball in 25-seconds is a 5-yard delay of game penalty with two delay of game penalties on the same possession resulting in a turnover with no points awarded to the defense. (3.i – 3.i.2)



Media Relations

Throughout the campaign, TSF Radio Network generated free media coverage for the U.S. Marine Corps – Passing League Maryland. TSF Radio Network drafted press releases and distributed the releases to the sports media throughout RS Baltimore's area of operation.

We kept the media updated as the USMC-PLM moved forward with each milestone of its inaugural seasons, including:

- formation of the U.S. Marine Corps – Passing League Maryland;
- decision on Woodlawn as the host site;
- participating teams as they entered the tournament;
- adoption of the USMC-PLM's official rules; and,
- recap of the action of the USMC-PLM event, including game results.

In addition to targeting all of the major media outlets in the Baltimore-Washington, D.C. market, TSF Radio Network also specifically targeted the community media outlets that cover each of the participating schools. TSF Radio Network pitched the media stories related to local high school football teams and their off-season participation in the U.S. Marine Corps – Passing League Maryland.

Media advisories were distributed the week of the event; the day before the event; and the day of the event. In addition, TSF Radio Network contacted media outlets during the day of the event to encourage media coverage of the event. If coverage was not possible, TSF Radio Network called media outlet at the end of the day to give them the result of the championship game.

TSF Radio Network's earned media efforts were successful in generating a tremendous amount of media coverage of the Palmetto Passing League, with coverage in the following publications:

- The Baltimore Sun;
- The Gazette; and,
- Washington's City Paper.

The Baltimore Sun > Sports > High School > Varsity Letters

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« US Lacrosse names Boys All-Academic Team | Main

JULY 6, 2011

Coaches announced for U.S. Marine Corps Passing League Maryland

The U.S. Marine Corps Recruiting Station Baltimore has announced that 17 high school head football coaches from the state have agreed to coach in the inaugural U.S. Marine Corps Passing League Maryland on July 23 at Woodlawn High School.

The seven-on-seven tournament features high school football players from throughout the state.

The following head coaches have agreed to participate:

Andre Brown – High Point
Lance Clelland – South River
Donald Davis – Calvert Hall
Rob Elliott – Chesapeake
Dwayne Green – Bluford Drew Jemison Academy
Terry Hayes – Bowie
Rich Holzer – Meade
Dante Jones – Edmondson-Westside
DaVaughn Mellersen – Woodlawn
Mike Melton – Glen Burnie
Michael Nines – Leonardtown
Craig Rollins – Overlea
Jeff Seals – Montgomery Blair
Todd Sommerville – Laurel
Rich Stichel – The John Carroll School
Reggie White – Milford Mill Academy
Jamie Willis – Pikesville

The single-day event has 20 tournament slots available with three slots remaining. Each participating team is guaranteed to play a minimum of four games, with three pool play games to determine the seeding for the single-elimination tournament. The U.S. Marine Corps Passing League - Maryland is a traditional seven-on-seven non-contact passing league played on a shortened field with only passing plays from the line of scrimmage.

The games feature quarterbacks, wide receivers, running backs. Teams and coaches are not affiliated with any public high school or community in Maryland. Team names will be assigned next week and are not connected with any specific public high school. Teams are prohibited from wearing school uniforms or using school equipment during competition.

Posted by David Selig at 2:29 PM | [Permalink](#) | [Comments \(0\)](#)



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Dream's McCoughtry gets weekly WNBA honor

Atlanta Dream forward **Angel McCoughtry** (St. Frances) was named WNBA Eastern Conference Player of the Week for her performance in Thursday's game against the New York Liberty. McCoughtry, the 2003 All-Metro Player of the Year, led the Dream to a 2-0 record, averaging 24 points.

[Index by Keyword](#)

More WNBA: The Washington Mystics added forward **DeMya Walker** to the roster and waived rookies **Ta'Shia Thomas** and **Karina Christmas**. Walker has been in the league since 2000 and has career averages of 7.6 points and 2.1 rebounds per game.

Golf: Justin Heimer, a PGA apprentice from Breton Bay Golf & Country Club in Leonardtown, is the leader after the first day of the Callaway Golf Middle Atlantic PGA Assistant Championship at Williamsburg (Va.) National Golf Club. Heimer shot a 5-under-par 67 to lead by one stroke. Heimer's round earned him the Northern Chapter Assistant Champion title.

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7-on-7 football: Coached by Dunbar's Travis Blackston, the Purple Foxes won the inaugural U.S. Marine Corps Passing League Maryland. The team defeated the Destroyers, 29-18, in the championship game at Woodlawn, with a 7-0 record.

Orioles: Former shortstop **Mike Bordick** and longtime head athletic trainer **Richie Bancells** will be honored at Hall of Fame luncheon Aug. 12 at Camden Yards. Bordick will become the 49th inductee into the Orioles Hall of Fame and Bancells will receive the Herb Armstrong Award given to nonuniformed personnel for distinguished service. The pair will be formally inducted into the Hall in pre-game ceremonies Aug. 13.

College honors: Washington College will welcome six new members to its Athletic Hall of Fame on Oct. 22: **Becky Hammon** (basketball, 1998), **Jason Paige** (lacrosse, 1995), **Mandy Paré** (field hockey and lacrosse, 1998), **John R. Part** (lacrosse, 1955), **Paulina Sierra** (tennis, 1999) and **Danielle Sullivan** (swimming, 1998).

—*From Sun staff and news services*

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Wednesday, July 13, 2011

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New football coaches start with 7-on-7

First-year coaches at Laurel, Bowie, High Point preparing for season

by Terron Hampton, Staff Writer

The inaugural United States Marine Corps Passing League Maryland on July 23 at Woodlawn High School in Baltimore will bring together players from 20 high school football teams for a 7-on-7 tournament, including three teams from Prince George's County that have new coaches.

Laurel, Bowie and High Point will play next weekend, giving their first-year coaches Todd Sommerville, Terry Hayes and Andre Brown, respectively an early look at their teams. The tournament includes schools from Baltimore, Montgomery, Howard and Anne Arundel counties.

Sommerville said this summer is important for him to familiarize himself with Laurel's players and vice-versa. Sommerville said participating first in the Prince George's County Passing League this past spring and in the Marine Corps Passing League serves several purposes as he hopes to change the culture of a program that has struggled in recent years. Laurel is 21-78 over the past decade and hasn't won more than four games in any season during that span. The Spartans were 1-9 last fall under Brian Moore, who was not retained.

"I want to put them in competitive situations," said Sommerville, who previously was an assistant coach at Parkdale. "I want them to compete against other guys their own age and see that they pick up the mentality of what it takes to have success. I want them to compete to earn whatever they get."

Sommerville said passing leagues give the team the opportunity to incorporate its new spread offense. He has been working with the team since February and said that the players all want the same thing.

"They want to be competitive and they want to be in a position to be successful," Sommerville said. "They're tired of being the punching bag. We want to see all of that change and have a harder-working team. I would say we're off to a great start."

Bowie is in a slightly different situation. While Terry Hayes is new to the head coaching role, he is not new to the team, as he has been assistant coach with the Bulldogs for eight years.

"I think that's the biggest benefit is that I'm not new," Hayes said. "Most of these guys I coached them in their ninth-grade year. They're used to my style of coaching. Also, being an educator in the building, they're used to seeing me around."

Hayes said passing leagues provide a chance to install certain aspects of his system, but there also are other objectives.

"It also brings camaraderie amongst the varsity players to get them to participate in the summer or offseason when they get a chance," Hayes said. "You're looking at players and what they can do. I thought participating in this, like any armed services event, is a great opportunity and would bring great exposure. The guys get excited to play any type of football and the young men can compete against big programs that we don't usually don't get to compete against."

thampton@gazette.net

More News

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Marine Corps recruiters present the U.S. Marine Corps – Passing League Maryland championship plaque to Dunbar High School's Travis Blackston, whose Purple Foxes went 7-0 to win the title at Woodlawn High School.

Purple Foxes win inaugural U.S. Marine Corps – Passing League Maryland

The U.S. Marine Corps Recruiting Station Baltimore crowned the first-ever champion of the U.S. Marine Corps – Passing League Maryland on Saturday, July 23 at Woodlawn High School. Dunbar's Travis Blackston coached the Purple Foxes to a 29-18 win over the Destroyers in the championship game of the inaugural event. The Purple Foxes went 7-0 to win the event. The Edmonson-Westside's Dante Jones coached his Destroyers to a runner-up finish with a 6-1 record.

First-year Woodlawn head coach DaVaughn Mellerson coached his Wolfpack to a third-place finish with a 4-1 record. The Thunder, coached by Milford Mill Academy's Reggie White, finished fourth with a 3-2 mark.

Pool play determined the seeding for the eight-team single-elimination championship round. The Purple Foxes won Pool D with a 3-0 record. Other pool winners included: Wolfpack (Pool A); Destroyers (Pool B); Bowie's Terry Hayes-coached Highlander (Pool C); and Glen Burnie's Mike Melton led the Lava Dogs to the title in Pool E.

Based on the total number of points scored in pool play, three at-large teams were selected to play in the championship-round, including: the Devil Dogs, coached by South River's Lance Clelland (78 points); the Thunder, led by Milford Mill's Reggie White (58 points); and the Nightmare, coached by Baltimore City College's Matt Wyskiel.



U.S. Marine Corps – Passing League Maryland @ Woodlawn HS – July 23, 2011

Pool A	Pool B	Pool C	Pool D	Pool E
Arctic Warriors 2-1 Blair's Jeff Seals	Teufelhunden 1-2 Chesapeake's Rob Elliott	Highlander 3-0 Bowie's Terry Hayes	Death Rattlers 1-2 Calvert Hall's Donald Davis	Mortalis 0-3 BDJ's Dwayne Green
Leathernecks 0-3 Laurel's Todd Somerville	Destroyers 3-0 Edmonson's Dante Jones	Striking Ninth 0-3 Glen Burnie's Mike Melton	Purple Foxes 3-0 Dunbar's Travis Blackston	Fighting Fifth 2-1 Bowie's Terry Hayes
The Mad Ghosts 1-2 Meade's Rich Holzer	Nightmare 1-2 Baltimore City's Matt Wyskiel	The Black Sheep 1-2 Meade's Rich Holzer	Timberwolf 0-3 High Point's Andre Brown	Lava Dogs 3-0 Glen Burnie's Mike Melton
Wolfpack 3-0 Woodlawn's Mellerson	Island Warriors – W/D	Thundering Third 2-1 Woodlawn's Mellerson	Devil Dogs 2-1 South River's Lance Cleland	Thunder 2-1 Milford Mill's Reggie White

Game 1

Pool A – 8:30 AM	Pool B – 8:30 AM	Pool C – 8:30 AM & 9:00 AM	Pool D – 9:00 AM	Pool E – 9:00 AM
F1-Arctic Warriors 0 Wolfpack 12	F3 – Teufelhunden 13 Lava Dog 18	F5 – Highlander 6 Thund. Third 0	F1 – Death Rattlers 12 Devil Dogs 28	F3 – Mortalis 8 Thunder 20
F2-Leathernecks 14 Mad Ghosts 20	F4 – Destroyers 24 Nightmare 6	F5 – Striking 9th 13 Black Sheep 14	F2 – Purple Foxes 22 Timberwolf 0	F4 – Fighting 5th 8 Lava Dogs 12

Game 2

Pool A – 9:30 AM	Pool B – 9:30 AM	Pool C – 9:30 AM & 10:00 AM	Pool D – 10:00 AM	Pool E – 10:00 AM
F3 – Arctic Warriors 6 Uthirnecks 0	F3 – Teufelhunden 0 Destroyers 6	F1 – Highlander 30 Black Sheep 0	F5 – Death Rattlers 0 Purple Foxes 20	F1 – Mortalis 13 Fighting 5th 28
F4 – Mad Ghosts 13 Wolfpack 14	F2 – Nightmare 20 Lava Dogs 13	F4 – Black Sheep 0 Th. Third 13	F3 – Timberwolf 6 Devil Dog 36	F2 – Lava Dogs 12 Thunder 2

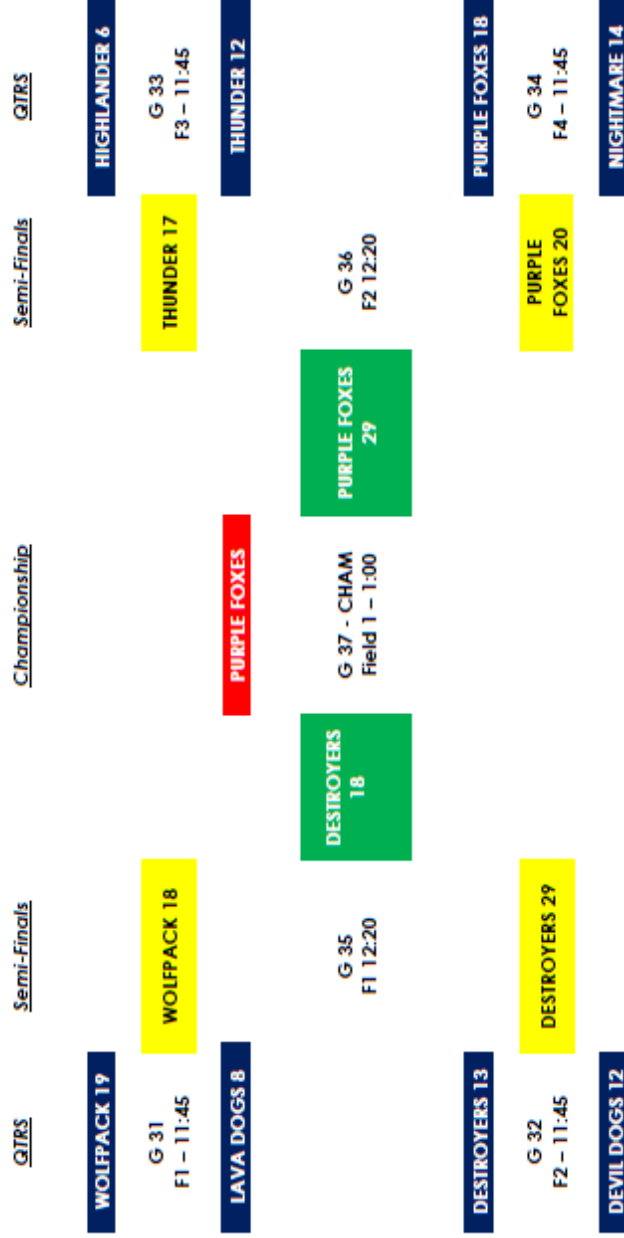
Game 3

Pool A – 10:30 AM	Pool B – 10:30 AM	Pool C – 10:30 AM & 11:00 AM	Pool D – 11:00 AM	Pool E – 11:00 AM
F5-Arctic Warriors 6 Mad Ghosts 0	F2 – Teufelhunden 13 Nightmare 12	F1 – Highlander 30 Black Sheep 0	F3 – Death Rattlers 12 Timberwolf 6	F5 – Mortalis 6 Lava Dogs 12
F4-Leathernecks 12 Wolfpack 13	F3 – Destroyers 8 Thund. 3rd 6	F1 – Striking 9th 0 Thundering 3rd 20	F4 – Purple Foxes 19 Devil Dogs 12	F2 – Fighting Fifth 14 Thunder 26

POOL PLAY ends by 11:25 AM



U.S. Marine Corps – Passing League Maryland - July 23 @ Woodlawn Championship Bracket – 8 Teams



PPL Seeding

1. The five POOL play winners and the top three at-large teams in terms of points scored will advance to the eight-team championship round.
2. Teams from the same POOL will not meet in the QUARTERFINALS. For example, if POOL D winner and AT-LARGE #3 played in the same pool, then we will change the QUATERFINAL pairing to ensure that the teams are not from the same pool.



*Press Releases &
Miscellaneous Documents*



Recruiting Station Baltimore launches the U.S. Marine Corps Passing League - Maryland

The seven-on-seven passing tournament to feature high school teams from Maryland

**FOR IMMEDIATE RELEASE
5 May 2011**

**CONTACT: Mike Sinnott, TSF Radio Network
(517) 927-4570 or TheSportsFlash@aol.com**

BALTIMORE, MD - The U.S. Marine Corps Recruiting Station Baltimore is proud to announce the launch of the U.S. Marine Corps Passing League - Maryland, a seven-on-seven high school football passing league that will begin in the late spring/early summer of 2011. The U.S. Marine Corps Passing League – Maryland will consist of teams from RS Baltimore's recruiting territory in the state of Maryland.

The U.S. Marine Corps Passing League will be a single-day 16-team passing tournament at a site to be determined. Unlike other passing league tournaments, thanks to the Marine Corps partnership, the event will be FREE for all of the participating teams. Each team is guaranteed to play four games, with three games in pool play and one game in the single-elimination championship round.

The U.S. Marine Corps Passing League – Maryland is a traditional seven-on-seven non-contact passing league played on a shortened field with only passing plays from the line of scrimmage. The games feature quarterbacks, wide receivers, running backs, and defensive backs, giving them an opportunity to sharpen their skills in a fun, competitive atmosphere.

"The Sports Flash" (TSF) Radio Network will manage the U.S. Marine Corps Passing League. In 2010, TSF Radio Network launched the Pennsylvania Passing League, which featured 32 teams playing in two divisions with more than 600 student-athletes participating. The National Football League's Pittsburgh Steelers invited the Pennsylvania Passing League's division winners to play an exhibition at halftime of their 2010 preseason opener at Heinz Field. The 2011 Pennsylvania Passing League begins on June 11 with the PPL West Division at Gateway High School, outside of Pittsburgh. The PPL East Division will be played on June 25 at Susquehanna Township High School, outside of Harrisburg. In 2011, TSF Radio Network also launched the Palmetto Passing League in South Carolina, featuring high school teams from the Florence/Myrtle Beach markets.

"The Sports Flash" Radio Network provides 190 radio stations in 13 states with customized, local sports reports, reaching 2.5-million listeners each week. In addition to its traditional radio advertising campaigns, TSF Radio Network has expanded into sports marketing, managing tobacco prevention campaigns that target high school students in several states, including: Kentucky; Montana; North Carolina; South Carolina; and Wyoming. In addition, TSF Radio Network manages marketing campaigns that target high school student-athletes, their peers, parents, and coaches for military recruiting forces around the country. For more info about the TSF Radio Network, contact Mike Sinnott at (517) 927-4570.

The U.S. Marine Corps' title partnership of the passing league ensures that teams will not be charged to participate. At this time, TSF Radio Network is working to secure a host site and teams to participate. TSF Radio Network expects to announce a host site for the tournament in the next few weeks.

The United States Marine Corps is a branch of the United States armed forces responsible for providing power projection from the sea and serving as an amphibious force-in-readiness. For more information about becoming one of the few and the proud, go online to www.Marines.com.

If your school is interested in participating in or even hosting the U.S. Marine Corps Passing League- Maryland event, please contact TSF Radio Network's Mike Sinnott at (517) 927-4570 or via e-mail at TheSportsFlash@aol.com. For additional information about the Palmetto Passing League, visit the official PPL web site at www.TheSportsFlash.com/USMC-PL-MARYLAND. At the site, visitors can learn about the latest information regarding the passing league, download the official rules of play, and registration forms.

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Woodlawn High School to host the inaugural U.S. Marine Corps Passing League - Maryland

Baltimore County facility to host the seven-on-seven tournament on Saturday, July 23

FOR IMMEDIATE RELEASE
16 May 2011

CONTACT: Mike Sinnott, TSF Radio Network
(517) 927-4570 or TheSportsFlash@aol.com

BALTIMORE, MD - The U.S. Marine Corps Recruiting Station Baltimore is proud to announce that Woodlawn High School in Baltimore will host the U.S. Marine Corps Passing League – Maryland on Saturday, July 23. The seven-on-seven tournament will feature teams from throughout Maryland. The U.S. Marine Corps' title partnership of the passing league ensures that teams will not be charged to participate.

The single-day event will feature a minimum of 16 teams, with each team guaranteed to play a minimum of four games. Each team will play three games in pool play to determine the seeding for the 16-team single-elimination tournament.

The U.S. Marine Corps Passing League - Maryland is a traditional seven-on-seven non-contact passing league played on a shortened field with only passing plays from the line of scrimmage. The games feature quarterbacks, wide receivers, running backs, and defensive backs, giving these skill players an opportunity to sharpen their skills in a fun, competitive atmosphere.

Although the league is restricted to those student-athletes who are enrolled in high school, the participating teams of the U.S. Marine Corps Passing League – Maryland are not associated with or representative of any high school football program. Instead, each team represents communities throughout the state. Although Woodlawn High School is hosting the event, the U.S. Marine Corps Passing League – Maryland is not sponsored, endorsed, or supported by Woodlawn High School or the Baltimore County Public Schools.

Woodlawn High School is located one half mile east of exit 17 (Security Blvd.) off the Baltimore Beltway I-695 at 1801 Woodlawn Drive.

The U.S. Marine Corps is a branch of the United States armed forces responsible for providing power projection from the sea and serving as an amphibious force-in-readiness. For more information about become one of the few and the proud, go online to www.Marines.com.

"The Sports Flash" (TSF) Radio Network will manage the Palmetto Passing League. In 2010, TSF Radio Network launched the Pennsylvania Passing League, which featured 32 teams playing in two divisions with more than 600 student-athletes participating. The National Football League's Pittsburgh Steelers invited the Pennsylvania Passing League's division winners to play an exhibition at halftime of their 2010 preseason opener at Heinz Field. The 2011 Pennsylvania Passing League begins on June 11 with the PPL West Division at Gateway High School, outside of Pittsburgh. The PPL East Division will be played on June 25 at Susquehanna Township High School, outside of Harrisburg.

"The Sports Flash" Radio Network provides 190 radio stations in 13 states with customized, local sports reports, reaching 2.5-million listeners each week. In addition to its traditional radio advertising campaigns, TSF Radio Network has expanded into sports marketing, managing tobacco prevention campaigns that target high school students in several states, including: Kentucky; Montana; North Carolina; South Carolina; and Wyoming. Since 2006, TSF Radio Network has managed the Army Iron Man campaign; the Army STRONG Wrestler of the Year; and HOOP STARS of the Year campaigns for U.S. Army Recruiting battalion's across the country. In 2010, TSF Radio Network expanded into event management, sponsorship with its creation of the Pennsylvania Passing League. For more info about the TSF Radio Network, contact Mike Sinnott at (517) 927-4570.

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MARINES.COM





U.S. Marine Corps - Passing League Maryland announces the 18 coaches for inaugural event

Woodlawn High School facility to host seven-on-seven tournament on Saturday, July 23

FOR IMMEDIATE RELEASE
5 July 2011

CONTACT: Mike Sinnott, TSF Radio Network
(517) 927-4570 or TheSportsFlash@aol.com

BALTIMORE, MD - The U.S. Marine Corps Recruiting Station Baltimore is proud to announce that 18 Maryland high school head football coaches have agreed to coach in the inaugural U.S. Marine Corps Passing League Maryland (USMC-PLM) on July 23 at Woodlawn High School. The seven-on-seven tournament features high school football players from throughout the state. The following high school head football coaches have agreed to participate:

U.S. Marine Corps - Passing League Maryland - Coaches

Travis Blackston - Dunbar
Andre Brown - High Point
Lance Clelland - South River
Donald Davis - Calvert Hall
Rob Elliott - Chesapeake
Dwayne Green - Bluford Drew Jemison Academy
Terry Hayes - Bowie
Rich Holzer - Meade
Edmund Hughes - Long Reach
Dante Jones - Edmondson-Westside
DaVaughn Mellerson - Woodlawn
Mike Melton - Glen Burnie
Michael Nines - Leonardtown
Craig Rollins - Overlea
Jeff Seals - Montgomery Blair
Todd Sommerville - Laurel
Rich Stichel - The John Carroll School
Reggie White - Milford Mill Academy

The single-day event has 20 tournament slots available with one slot remaining with Woodlawn's DaVaughn Mellerson coaching two teams in the event. USMC-PLM welcomes one additional head coaches to participate in the event. Each participating team is guaranteed to play a minimum of four games, with three pool play games to determine the seeding for the single-

elimination tournament. The U.S. Marine Corps Passing League - Maryland is a traditional seven-on-seven non-contact passing league played on a shortened field with only passing plays from the line of scrimmage. The games feature quarterbacks, wide receivers, running backs, and defensive backs, giving these skill players an opportunity to sharpen their skills in a fun, competitive atmosphere.

The teams and head coaches of USMC-PLM are not affiliated with any public high school or community in Maryland. Team names will be assigned next week and are not connected with any specific public high school. Teams are prohibited from wearing school uniforms or using school equipment during competition. Team will wear USMC-PLM shirts for competition.

Woodlawn High School is part of the Baltimore County Public Schools and is located at 1801 Woodlawn Drive in Baltimore. Woodlawn High School is committed to fostering an environment of high expectation and academic excellence accomplished through the ideals of teamwork, respect, and responsibility. Woodlawn High School is a four-year, public, comprehensive high school serving approximately 1,800 students. The school has received accreditation from the Middle States Association of Colleges and Secondary Schools by the Maryland Department of Education. Woodlawn High School is also a member of the College Entrance Examination Board and the National Association of College Admissions Counselors.

Woodlawn High School is located one half mile east of exit 17 (Security Blvd.) off the Baltimore Beltway I-695 at 1801 Woodlawn Drive.

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"The Sports Flash" (TSF) Radio Network will manage the U.S. Marine Corps – Passing League Maryland. In 2010, TSF Radio Network launched the Pennsylvania Passing League, which featured 32 teams playing in two divisions with more than 600 student-athletes participating. The National Football League's Pittsburgh Steelers invited the Pennsylvania Passing League's division winners to play an exhibition at halftime of their 2010 preseason opener at Heinz Field. In the summer of 2011, TSF Radio Network has managed two events in the Pennsylvania Passing League and the inaugural Palmetto Passing League in South Carolina. In all, more than 50 teams and 1,250 student-athletes have competed in TSF Radio Network-managed passing league events this summer.



MARINES.COM





U.S. Marine Corps - Passing League Maryland assigns U.S.M.C.-themed nicknames for the 20 teams

Woodlawn High School facility to host seven-on-seven tournament on Saturday, July 23

**FOR IMMEDIATE RELEASE
19 July 2011 - UPDATED**

**CONTACT: Mike Sinnott, TSF Radio Network
(517) 927-4570 or TheSportsFlash@aol.com**

BALTIMORE, MD - The U.S. Marine Corps Recruiting Station Baltimore is proud to announce that 20 teams will compete in the U.S. Marine Corps Passing League – Maryland at Woodlawn High School on Saturday, July 23. The seven-on-seven tournament will feature high school football student-athletes and coaches from throughout Maryland.

In accordance with Maryland Public Secondary Schools Athletic Association rules regarding out of season practice and competition, the U.S. Marine Corps – Passing League Maryland has assigned team names or monikers that are not connected with any specific public high school in the state. The U.S. Marine Corps – Passing League Maryland team names are all associated with regiments, battalions, air wings, etc., from the rich history of the U.S. Marine Corps.

U.S. Marine Corps - Passing League Maryland – Team Nicknames

Arctic Warriors (25th Marine Regiment)

Head Coach: Jeff Seals (Montgomery Blair)

Black Sheep (Marine Attack Squadron 214)

Head Coach: Rich Holzer (Meade)

Death Rattlers (Marine Fighter Attack Squadron 323 VMFA-323)

Head Coach: Donald Davis (Calvert Hall)

Destroyers (2nd Light Armored Reconnaissance Battalion)

Head Coach: Dante Jones (Edmondson-Westside)

Devil Dogs (Nickname for Marines)
Head Coach: Lance Clelland (South River)

Fighting Fifth (5th Marine Regiment)
Head Coach: Terry Hayes (Bowie)

Highlander (1st Armored Reconnaissance Battalion)
Head Coach: Terry Hayes (Bowie)

Island Warriors (2nd Battalion, 3rd Marines)
Head Coach: Edmund Hughes (Long Reach)

Lava Dogs (1st Battalion, 3rd Marines)
Head Coach: Mike Melton (Glen Burine)

Leathernecks (Nickname for Marines)
Head Coach: Todd Sommerville (Laurel)

Mortalis (3rd Reconnaissance Battalion)
Head Coach: Dwayne Green (Bluford Drew Jemison Academy)

Nightmare (1st Battalion, 10th Marines)
Head Coach: Michael Nines (Leonardtwn)

Purple Foxes (Marine Medium Helicopter Squadron HMM-268)
Head Coach: Travis Blackston (Dunbar)

Striking Ninth (3rd Battalion, 9th Marines)
Head Coach: Mike Melton (Glen Burine)

Teufelhunden (German word for Devil Dogs)
Head Coach: Rob Elliott (Chesapeake)

The Mad Ghosts (2nd Battalion, 24th Marines)
Head Coach: Rich Holzer (Meade)

Thundering Third (3rd Battalion, 1st Marines)
Head Coach: DaVaughn Mellerson

Timberwolf (1st Battalion, 2nd Marines)
Head Coach: Andre Brown (High Point)

Thunder (3rd Battalion, 11th Marines)
Head Coach: Reggie White (Milford Mill Academy)

Wolfpack (3rd Light Armored Reconnaissance Battalion)
Head Coach: DaVaughn Mellerson

The single-day event will feature 20 teams, with each team guaranteed to play a minimum of four games. Each team will play three games in pool play to determine the seeding for the single-elimination championship round.

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Woodlawn High School is located one half mile east of exit 17 (Security Blvd.) off the Baltimore Beltway I-695 at 1801 Woodlawn Drive.

The U.S. Marine Corps is a branch of the United States armed forces responsible for providing power projection from the sea and serving as an amphibious force-in-readiness. For more information about become one of the few and the proud, go online to www.Marines.com.

"The Sports Flash" (TSF) Radio Network manages the U.S. Marine Corps – Passing League Maryland. In 2010, TSF Radio Network launched the Pennsylvania Passing League, which featured 32 teams playing in two divisions with more than 600 student-athletes participating. The National Football League's Pittsburgh Steelers invited the Pennsylvania Passing League's division winners to play an exhibition at halftime of their 2010 preseason opener at Heinz Field. The Pennsylvania Passing League held two tournaments in 2011 in Harrisburg and suburban Pittsburgh.

"The Sports Flash" Radio Network provides 190 radio stations in 13 states with customized, local sports reports, reaching 2.5-million listeners each week. In addition to its traditional radio advertising campaigns, TSF Radio Network has expanded into sports marketing, managing tobacco prevention campaigns that target high school students in several states, including: Kentucky; Montana; North Carolina; South Carolina; and Wyoming. Since 2006, TSF Radio Network has managed the Army Iron Man campaign; the Army STRONG Wrestler of the Year; and HOOP STARS of the Year campaigns for U.S. Army Recruiting battalion's across the country. In 2010, TSF Radio Network expanded into event management, sponsorship with its creation of the Pennsylvania Passing League. For more info about the TSF Radio Network, contact Mike Sinnott at (517) 927-4570.



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Dunbar's Blackston leads Purple Foxes to the championship of the U.S. Marine Corps – Passing League Maryland

Purple Foxes beat the Destroyers, 29-18, in the title game for first-ever U.S. Marine Corps Passing League title

FOR IMMEDIATE RELEASE
23 July 2011

CONTACT: Mike Sinnott, TSF Radio Network
(517) 927-4570 or TheSportsFlash@aol.com

BALTIMORE, MD - The U.S. Marine Corps Recruiting Station Baltimore crowned its first champion of the U.S. Marine Corps – Passing League Maryland on Saturday, July 23 at Woodlawn High School. Dunbar's Travis Blackston coached the Purple Foxes to a 29-18 win over the Destroyers in the championship game of the inaugural event. The Purple Foxes went 7-0 to win the event. The Edmonson-Westside's Dante Jones coached his Destroyers to a runner-up finish with a 6-1 record.

First-year Woodlawn head coach DaVaughn Mellerson coached his Wolfpack to a third-place finish with a 4-1 record. The Thunder, coached by Milford Mill Academy's Reggie White, finished fourth with a 3-2 mark.

Pool play determined the seeding for the eight-team single-elimination championship round. The Purple Foxes won Pool D with a 3-0 record. Other pool winners included: the Wolfpack (Pool A); Destroyers (Pool B); Bowie's Terry Hayes-coached Highlander (Pool C); and Glen Burnie's Mike Melton led the Lava Dogs to the title in Pool E.

Based on the total number of points scored in pool play, three at-large teams were selected to play in the championship-round, including: the Devil Dogs, coached by South River's Lance Clelland (78 points); the Thunder, led by Milford Mill's Reggie White (58 points); and the Nightmare, coached by Baltimore City College's Matt Wyskiel.

The United States Marine Corps – Passing League Maryland featured 19 teams and more than 350 student-athletes from throughout Maryland, playing in a single-day tournament event. The U.S. Marine Corps Passing League - Maryland is a traditional seven-on-seven non-contact

passing league played on a shortened field with only passing plays from the line of scrimmage. The games feature quarterbacks, wide receivers, running backs, and defensive backs, giving these skill players an opportunity to sharpen their skills in a fun, competitive atmosphere.

In accordance with Maryland Public Secondary Schools Athletic Association rules regarding out of season practice and competition, the U.S. Marine Corps – Passing League Maryland assigned team names or monikers that are not connected with any specific public high school in the state. The U.S. Marine Corps – Passing League Maryland team names are all associated with regiments, battalions, air wings, etc., from the rich history of the U.S. Marine Corps.

Woodlawn High School is part of the Baltimore County Public Schools and is located at 1801 Woodlawn Drive in Baltimore. Woodlawn High School is committed to fostering an environment of high expectation and academic excellence accomplished through the ideals of teamwork, respect, and responsibility. Woodlawn High School is a four-year, public, comprehensive high school serving approximately 1,800 students. The school has received accreditation from the Middle States Association of Colleges and Secondary Schools by the Maryland Department of Education. Woodlawn High School is also a member of the College Entrance Examination Board and the National Association of College Admissions Counselors.

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OFFICIAL RULES of the U.S. Marine Corps Passing League - Maryland

1. Field Dimensions

- 1.a - Field Length – 40 Yards
- 1.b - Field Width – 160 feet (60 to the hash mark) (40 feet between the hash marks)
- 1.c - End Zone – 10 yards deep
- 1.d - On a 100-yard field, with a 40-yard field of play, this enables two games to be played at once, between the 40s is a 20-yard buffer between games.
- 1.e - The field is marked at 20-yard intervals with cones.

2. Participants/Teams

- 2.a – U.S. Marine Corps Passing League - Maryland (USMC-PLM) must receive a signed ASSUMPTION OF RISK AGREEMENT and PHYSICIAN RELEASE form from each participant. The release form must be signed by the participant's parent/legal guardian and on file with the USMC-PLM and TSF RADIO NETWORK. Without the signed release, participant will not be allowed to compete.
- 2.b - Participation is restricted to rising high school freshman through rising high school seniors.
 - 2.b.1 - Participants must have at least one year of high school eligibility remaining.

2.b.2 - Middle school, intermediate, or junior high players are restricted from competition.

2.b.3 - High school graduates are restricted from competition.

2.b.4 - Participation is open to any student-athlete with high school eligibility remaining, regardless of sport or high school.

2.c - Participating teams do not represent a particular high school or community in Maryland.

2.c.1 - Team names must not be connected with any specific public high school.

2.c.2 - Team monikers must not be connected with any specific public high school.

2.c.3 - Teams are prohibited from wearing school uniforms or using school equipment.

2.d - Participating teams will wear tee-shirts provided by USMC-PLM during competition. Shirts are to be worn at all times during competition. No shirtless participants.

2.d.1 - Tee shirts will be red; blue; green; and gold in color with USMC-PLM logo.

2.d.1.a - During pool play, red, blue, green, and gold tee-shirts will be distributed among the four teams of each pool.

2.d.2 - All participants are asked to bring a white/gray tee-shirts as an alternate "jersey" to be worn during the championship round, if necessary, should they face a team of the same tee-shirt color during the single-elimination championship round.

2.d.2.a - The white/gray tee-shirt must not be a shirt provided by any public high school or include any writing or images associated with any public high school.

2.d.2.a.1 - Tee-shirts without school logos, form-fitting performance athletic apparel, and sleeveless shirts are acceptable forms of clothing for competition.

2.d.2.a.2 - USMC-PLM has the right to restrict any tee-shirt worn by the participant to exclude any tee-shirt that is determined to be offensive, indecent, or not conforming to the spirit of competition.

2.d.2.b - Football jerseys are not to be worn at any time during competition.

2.e - Participants must wear mouth at all times during competition.

2.e.1 - First offense of not wearing mouthpiece will result in a verbal warning to player and team.

2.e.2 – Second offense of failure to wear mouthpiece during play is an automatic 1st-down, a 15-yard penalty.

2.e.3 – Third offense of failure to wear mouthpiece during play will result in immediate disqualification from competition.

2.f – Teams can have a maximum of 15 players.

2.f.1 – Seven players are on the field per team.

2.f.1.a - On each down, the offense has a center, quarterback, and five eligible receivers.

2.f.1.b – On each down, the defense has seven defenders.

3. Timing of Game

3.a – Each game will be 25 minutes long.

3.b – During competition, the clock runs continuously

3b.1 – Teams cannot call time outs.

3b.2 – If there is an injury, the games on that field will be halted and clock stopped until the injured player can be removed safely from field of play.

3.c – There will be 10-minute break between games.

3.d – PPL games start/end at the same time.

3.e – The clock will begin running at the designated start time for the game.

3.e.1 – If team(s) are late, play will begin with whatever time is remaining on the game clock, not to exceed 10 minutes.

3.e2 – Late team will forfeit game after 10 minutes have passed on the game clock.

3.g – If possible, the scoreboard at the site will be used to time all games in progress. If the scoreboard is not available for the keeping of the time, a time keeper will be designated for each game. The designated time keeper will announce the time remaining at the 10-minute, 5-minute, and 2-minute mark of each half.

3.h – The quarterback has four (4) seconds to release the football after he has gained possession of the ball. The penalty for a violation of the four (4) second release rule is detailed in Rule 5.f – 5.f.3.

3.i – Each team will have 25 seconds to snap the ball once it has been marked for play.

3.i.1 – Failure to snap the ball in the 25 seconds results in a 5-yard delay of game penalty.

3.i.2 – Two delay of game penalties on the same possession results in a turnover.

4. Starting the Game

4.a There will be a coin toss to determine which team will have the first possession of the game.

4.b The ball is placed in the middle of the field at the 40-yard-line to begin play. The offense always moves in the same direction.

5. Moving the Ball

5.a All offensive plays must be forward passes. No shovel passes or tailback screens.

5.b In the USMC-PLM, a first-down is 20-yards and two (2) first-downs without a penalty would result in a touchdown for the offense.

5.c The team has four (4) downs to move the ball 20-yards for a first-down. If the offense team does not move the ball 20-yards in four downs, it is a turnover and possession will change to the defense. Teams will change possession and the next series will begin at the middle of the field on the 40-yard line.

5.d All passes must be forward. A pass can be caught behind the line-of-scrimmage, but the pass must be forward pass.

5.e After a pass is thrown forward, a lateral or a backward pass is allowed.

5.f Once the quarterback has possession of the ball, he has four (4) seconds to release the ball.

5.f.1 – If QB releases the football in less than four (4) seconds, play continues.

5.f.2 – If QB releases the football in more than four (4) seconds the play will be blown dead. Essentially, a violation of the four (4) second rule is treated as an incomplete pass.

5.f.3 – Unsportsmanlike or other dead ball fouls can be called after a violation of the four (4) second rule, but no other subsequent penalties may be called after a violation of the four (4) second rule. No pass interference or other penalty may be called after an offense violation of the four (4) second rule.

5.g – Offense is responsible for retrieving and returning the ball to the previous spot or the new line of scrimmage. Failure to do so will result in a delay of game penalty.

5.h – Each team must have an offensive center.

5.h.a – The offensive center must snap the ball from the ground between the center's legs.

5h.a.1 – Quarterback may be under center; or

5.h.a.2 – Quarterback may be in shotgun formation.

5.h.b – The offensive center is not an eligible receiver.

5.h.c – Offensive center is responsible for setting or re-positioning the referee's bean bag at the new line of scrimmage.

5.h.d – A three-yard tackle box extends to the right, left of the center and extends three yards deep into the back field. No eligible receiver may align inside the "center" box.

5.h.d.1 – Lining up inside the "center" box is an illegal procedure penalty and the offensive team is penalized five (5) yards.

6. Stopping the Ball Carrier

6.a – The receiver, ball carrier is legally down when touched with one or both hands.

6.a.1 – Excessive force by shoving, pushing, or striking a blow is a penalty, resulting in an automatic first-down at the spot of the foul.

6.a.2 – Excessive force that is flagrant and rises to the level of unsportsmanlike behavior will result in the ejection of the player from the game. Decision to eject a player is entire at the discretion of the game official and cannot be appealed.

6.a.2.a – Any player ejected from a game will be automatically suspended for the next game.

6.a.2.b – After any ejection, tournament directors, administrators, team coach, and officials will confer to determine if ejected player should be disqualified from further participation in the tournament.

7. Offensive, Defensive Pass Interference

7.a - Defensive pass interference will be an automatic first-down at the spot of the foul.

7.b - Offensive pass interference is a 5-yard penalty and a loss of down;

7.c – Intercepted passes may be returned by the defense

7.c.1 – NO blocking rule applies to intercepted passes.

7.c.1.a – After pass is intercepted, teammates may trail the ball carrier, but may not block for the runner.

7.c.1.b – Teammates trailing the ball carrier may receive a lateral from the ball carrier.

7.c.2 – If interception is returned to the 40-yard-line (offensive origination point), then the defense has scored a touchdown. After a defensive score, the possession of the football will change as is customary after a scoring play immediately after the extra-point attempt.

7.c.3 – If interception does not result in a touchdown, then the team will retain possession, with the team that intercepted the ball taking over on a change of possession with a first-down at the 40-yard-line.

8. Fumbles

8.a – Fumbles which hit the ground are dead balls at the spot of the fumble.

8.a.1 – Fumbles may only be recovered in the air before the ball hits the ground. Once the ball hits the ground, the play is dead.

8.a.1.a – If a fumble is recovered before it hits the ground, then the defense team can return the fumble. If fumble is returned to the 40-yard-line, then the defense has scored a touchdown. After a defensive score, the possession of the football will change as is customary after a scoring play immediately after the extra-point attempt.

8.a.1.b – If the fumble return does not result in a touchdown, then the team will retain possession, with the offense taking over at the 40-yard-line.

8.b – The last team in possession of the football RETAINS possession of the ball at the spot of the fumble or if it is a turnover for the defense, the ball will be spotted at the 40-yard line as a change of possession.

8.c – A muffed snap is a dead ball if the ball hits the ground. The play is ruled dead and there will be a loss of down with the offense taking the next snap at the previous line of scrimmage.

9. Scoring

9.a – Six (6) points are scored on a touchdown.

9.b – Point After Attempt is a PASSING PLAY, no kicking.

9.b.1 – One (1) point is scored on a PAT from the 5-yard-line.

9.b.2 – Two (2) points scored on a PAT from the 10-yard-line.

9.c – If a legal pass is completed to an eligible receiver and the defensive player tags the ball carrier behind the 40-yard line, it is a safety. Two points are awarded to the defensive team, and the defensive team will take possession at the 40-yard line.

9.d – Designated time/scorekeeper/game manager and will keep the "official" for the game will keep the "official" score of the game.

9.e – The score will be posted, announced before each offensive possession.

9.f – When score is tied at the end of regulation, an overtime period will be played to determine the winner.

9.f.1 – The team that wins a coin toss preceding the overtime period will have a choice to play offense or defense first during overtime.

9.f.1.a – If second overtime is necessary, then the team that did not win the coin toss will have the choice to play offense or defense.

9.f.2.b – Teams will alternate possession for each subsequent overtime.

9.f.2 – Football placed in the middle of the (15) yard line and has 3 downs to score.

9.f.3 – A winner is determined when one team scores during its possession and the other team does not score.

9.f.4 – Teams are required to go for two-points on all conversions in overtime.

10. Penalties/Fouls

10.a – Improper Equipment – See 2.c – 2.c.4

10.b – Mouthpieces – See 2.d – 2.d.3

10.c – Forfeiture of Game – See 3.f.2

10.d – Violation of Five-Second Rule – See 5.f – 5.f.3

10.e – Violation of 25-second clock – See 3.1 – 3.i.2

10.f – Illegal Procedure, “Center” Box Violation – See 5.h.d.1

10.g – Excessive Force when Tackling – See 6.a – 6.a.2b

10.h – Pass Interference – See 7.a – 7.c

10.i – Taunting or “trash talking” will not be tolerated.

10.i.1 – First taunting offense will result in a five (5) yard penalty;

10.i.2 – Second taunting penalty by the same team will result in an automatic first down, and a fifteen (15) yard penalty;

10.i.2.a – After the second taunting penalty by the same team, any subsequent penalty will result in an automatic first down and a fifteen (15) yard penalty.

10.i.3 – Third taunting penalty committed by the same individual results in immediate ejection.

10.j.3.a – Any player ejected from a game will be automatically suspended for the next game.

10.j.3.b – After any ejection, tournament directors, administrators, team coach, and officials will confer to determine if ejected player should be disqualified from further participation in the tournament.

10.j – Fighting will not be tolerated.

10.j.1 – All players involved in a fight will be immediately ejected from the game and further participation in the USMC-PLM.

10.j.2 – In the event of a team fight, all players from both teams will be ejected and banned from further participation in the USMC-PLM.

11. Officials

11.a – The USMC-PLM officiating crew may consist of two (2) certified officials, unless otherwise specified.

11.b – A designated official will keep the clock for the 4-second rule.

11.c – Officials will keep the “official” score.

11.d – If scoreboard clock is not available, the USMC-PLM site administrator will keep the official time and announced the time remaining in each half at the time intervals of 10-minutes remaining, 6-minutes remaining, and 2-minutes remaining.

12. Tournament Tiebreakers

12.a – Head to Head, Points Scored, Points Allowed will determine the pool winner or teams to advance to the championship round.

12.b – In a three-way tie, once a winner has been declared, the remaining two teams will revert back to head-to-head, points scored, points allowed to break the remaining tie.

12.c – A forfeit will be treated the same as a qualifying team in the bracket. A victory will be awarded to the teams who receive a forfeit.

12.c.1 – A forfeit will not be used to determine Head to Head, Points Scored, or Points Allowed.

12.c.2 – A bracket with a qualifying team or a forfeiting team become a three-team bracket. For example, if one team has qualified to advance and the remaining teams are tied to advance, then the results against the qualifying team are tossed out, then the remaining teams are matched up Head to Head, Points Scored, or Points Allowed to determine the team that advances.

13. Concussion Policy

13.a - Concussion: A traumatic brain injury that interferes with normal brain function. A player does not have to lose consciousness to have suffered a concussion.

13.b – Concussion Symptoms:

- Headache
- Fogginess
- Difficulty Concentrating
- Easily Confused
- Slowed Thought Processes
- Difficulty With Memory
- Nausea
- Lack of Energy, Tiredness
- Dizziness, Poor Balance
- Blurred vision
- Sensitive To Light Sounds
- Mood Changes – Irritable, Anxious, or Tearful

13.c - Any student-athlete suspected of having sustained a concussion will be evaluated by a coach or trainer and immediately removed from competition.

13.c.1 - If the coach, trainer, or event management has determined that the student-athlete has sustained a concussion, the student-athlete must be evaluated immediately by authorized health care provider for diagnosis and treatment.

13.c.1.a - If applicable, student-athlete should be transported via ambulance to hospital for immediate evaluation.

13.c.1.b - Parent/Legal Guardian will be contacted immediately and notified of possible head injury/concussion.

13.c.1.c - USMC-PLM will also notify the appropriate high school principal, athletic director, and head coach through written communication after a student-athlete has sustained a head injury/concussion so the high school can take appropriate measures to follow up on the student-athlete's diagnosis and treatment.



U.S. Marine Corps Passing League - Maryland

Requirements for Hosting

1. Fields

U.S. Marine Corps Passing League - Maryland games can be played on either field-turf or natural grass surfaces. This should help expand the number of available fields for the each tournament site.

To host a sixteen-team tournament, two (2) 100-yard fields are needed, which enables four games to be played simultaneously. The fields are marked with two cones at the 40-yard line, 20-yard-line, goal-line, and end-line. For a sixteen-team tournament, you will need 40 cones. Orange is the preferable cone color, so that it is easily recognizable to the competitors and officials.

In an ideal situation, we prefer that at least one artificial field be available for use during the tournament. In case of inclement weather that makes any of the grass field unplayable, the tournament will be moved to the artificial turf field. In such an instance, the games will be shortened by five minutes from 25-minutes to 20-minutes and the time between the games will also be reduced.

For larger tournaments, of course, more cones will be required. The rule of thumb is 10 cones per field, so with six fields, you'll need 60 cones and so forth.

We would recommend setting up a practice area where teams could warm up for the event. This need not necessarily be a large area, but an area where players can warm up before playing.

In addition, your stadium will need lights and the ability to turn on the lights should the event run late. The event is designed to be played without lights, during the day, but should the event run late due to unforeseen circumstances, we do need the option of finishing the event under the lights.

3. Registration Table

A registration table is necessary at each tournament site. Participating teams are required to check-in at the registration table before the start of the tournament. Teams are required to submit their rosters and liability releases before the start of the tournament to participate. At registration, the rosters are checked against the signed releases. At that time, the teams are given their PPL tee-shirts for distribution to the student-athletes.

Before the start of the team's first-game of the tournament, a roster roll-call will be given for each game. This is to ensure that all of those participating have signed the required releases to participate in the tournament.

In addition, teams will be given a bracket with field designations and pool play schedule at registration.

The PPL is a free event, so there is no need for money to be collected at the tournament site.

The registration table should be manned by 2-4 people, depending upon the number of participating teams.

4. Concessions

An operating concession stand is not a requirement to host the event, but it is strongly recommended. A concession stand that serves a variety of food items throughout the day would be a good fundraising opportunity for your booster club.

We would even recommend a concession stand operation throughout the day that would be able to serve coffee, pastries in the morning with typical concession stand type fare throughout the remainder of the day, including hot dogs, hamburgers, etc. This is a tremendous fundraising opportunity for your booster club. The host school's booster club will keep all revenue generated from the concession stand.

5. Restroom Facilities

Restroom facilities must be available to the public. The PPL prefers a site that has access to permanent restroom facilities during the tournament, but temporary restroom facilities can be used, when absolutely necessary. The PPL anticipates that each tournament site will require custodial services to clean up the facilities after the event. PPL agrees to pay the cost for the custodial services as long as the payment terms are agreed to prior to the event.

If restroom facilities are not easily accessible, we recommend one portable toilet per field.

6. Field House

We prefer a site with access to a field house. We would restrict field house access to authorized personnel only (tournament management, game officials) and would restrict access based on your requirements.

7. Public Address System

To ensure communication with all participants, access to a public address system is required. The PA system will be used to communicate to all teams, participants at the event. This is critical in the case of an emergency in which official communications need to be made to those in attendance at the event. In addition, if possible, a wireless microphone would be preferred as well. If a wireless microphone is not available, then TSF Radio Network may make arrangements to rent a wireless microphone for the event.

8. Scoreboard

The main scoreboard will be used as the main clock for all games. All tournament games must begin at the same time on all fields. Based on the official PPL rules, the clock will run to indicate the timing of the games, half-time, and the time between games. The public address system will announce time intervals at the 10, 5, and 2 minute mark of each half.

If the secondary fields are not within visual range of the scoreboard or audible range of the public address system, then the time and score will need to be kept separately at those fields. The timing of the game will be kept on a stop watch at the secondary field and a megaphone will be used to announce the time intervals of 10, 5, and 2 during each half. An air horn will be used to start and end each half and each game.

9. Trainers

PPL is committed to ensuring the safety of all of the competitors. Each PPL event should be staffed with certified trainers and/or emergency medical first responders who can address any injuries that occur during competition. If possible, we prefer that the medical staff have access to the athletic training facilities at each event. The trainers and first responders are responsible for responding to injuries incurred during competition. Individual teams are responsible for their own training needs such as ankle taping, etc.

10. Officials

In an effort to encourage fair play and sportsmanship among the competitors, we will require one or two officials per field per game. The competitors are expected to honor the game and their fellow competitors by playing the game in a sporting manner as detailed in the PPL rules. We will work with the schools to schedule the officials for each game. The PPL will make arrangements with the host school to pay for the game officials. The PPL requires officials who are certified by the South Carolina High School League.

11. Field Manager, Game Manager

Each field will have a field manager, an individual responsible for ensuring the timely flow of the teams on and off the field. The field manager will be responsible for the timing of the event and the proper reporting, recording of the game score. The field manager must also be familiar with the PPL Official Rules to assist the official with any questions that may arise in regards to the rules of play.

12. Water Coolers

Hydration is a key element in ensuring that the competitors remain healthy during the competition. The host site is responsible for providing the competitors with a source of clean, fresh water. We recommend making water available throughout the facility at clearly marked areas. In addition, each field of play should have two water coolers filled with cups and cups. The coolers need to be checked and filled periodically throughout the competition as necessary. For a 16-team tournament, with two fields of play, eight water coolers are recommended.

13. Trash Cans

Each field of play should have at least one trash can available for cups, tape, and other trash items. Although the players will be responsible for cleaning up after themselves during competition and at the end of the day, the PPL again will assume any custodial fees necessary for the cleanup of the facility after the event.

14. Game Balls

The host site is responsible for providing the game balls for competition, although most teams will bring their own preferred balls. For a 16-team tournament, with two fields, that means four games will be played at the same time, requiring four game balls. Teams can use their own game balls if the game balls are regulation size and in good condition.

The official game ball must meet National Federation of State High School Association standards. An example of an acceptable football for competition is the Wilson F1716 TDS composite leather high school football. The ball is approved by the NFHS.

The host site is not responsible for providing teams with balls for warming up in the practice area. Teams should bring their own footballs for this purpose.

15. Mouthpieces

On rare occasions, teams will arrive without mouthpieces. This is rare, but it has happened. We recommend having additional mouthpieces available for any team that arrives without the most necessary piece of equipment. It's rare, but it does happen.

List of requirements to host a Palmetto Passing League event:

- (1) For a 16-team tournament, two (2) 100-yard fields, which enables four games to be played simultaneously.
- (2) Registration Table and/or Registration Tent (staffed by 2-4)
- (3) Concessions (Booster Club Fundraiser)
- (4) Restroom Facilities (Access for public/competitors)
- (5) Access to Field House (Restricted Access to Tournament Staff, Game Officials)
- (6) Public Address System
- (7) Training Staff - Medical First Responder (2)
- (8) Officials – One official per game for 31 games with a 16-team tournament
- (9) Field Managers and/or Game Managers (4)
- (10) Eight water coolers for a 16-team tournament on two fields.
- (11) Four trash cans minimum or one for each field of play in a 16-team tournament.
- (14) Four to eight NFHS approved game balls.
- (15) Orange cones not less than 40 for a sixteen-team tournament
- (16) Eight stop watches, two for each field of play in a 16-team tournament.

If you have any questions about hosting a U.S. Marine Corps – Passing League Maryland event at your school, please contact “The Sports Flash” Radio Network’s Mike Sinnott at (517) 927-4570.



Host Site Application

Name of School: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____ Fax: _____

Contact: _____

Cell Phone: _____ E-Mail: _____

Name of Facility: _____

Facility Address (if different from school address): _____

Will the PPL have access to the following during the event:

- Two (2) 100-yard fields	_____ Yes	_____ No
- One (1) 100-yard field (artificial surface)	_____ Yes	_____ No
-Registration Table	_____ Yes	_____ No
-Field House	_____ Yes	_____ No
-Restrooms	_____ Yes	_____ No
-Concessions	_____ Yes	_____ No

-Public Address System ☐ Yes ☐ No

-Scoreboard ☐ Yes ☐ No

-Stadium Lights ☐ Yes ☐ No

Is there a facility rental fee? ☐ Yes ☐ No

If YES, then how much is the rental fee? _____

Does another individual or organization (i.e. principal, athletic director, or school board) need to approve the use of the facility? ☐ Yes ☐ No

If YES, then which organization must approve facility use? _____

Briefly describe the approval process: _____

Are there other fees associated with facility rental? ☐ Yes ☐ No

If YES, then please describe: _____

Will you have staff/volunteers to assist in tournament management? ☐ Yes ☐ No

If YES, how many for each of the following may you have available:

-Field Managers/Game Managers _____

-Registration Staff _____

-Concessions _____

-Trainers _____

-Medical First Responder _____

If YES, how many do you anticipate assisting during the tournament? _____

Are you capable of providing the following at the event?

-Water Coolers (8)	_____ Yes	_____ No
-Trash Cans (4)	_____ Yes	_____ No
-Game Balls (8)	_____ Yes	_____ No
-Stopwatches (8)	_____ Yes	_____ No

In the space below, please provide us with any information that is relevant to your application to host this event:

IF you have any questions, please contact "The Sports Flash" Radio Network's Mike Sinnott at (517) 927-4570. Please submit your complete application by mail, fax, or e-mail to the following:

**TSF Radio Network
ATTN: Mike Sinnott
1516 Lytell Johnne's Path
Williamston, MI 48895
P - 517-927-4570
F – 517-655-1761
E- TheSportsFlash@aol.com or USMC.MD@TheSportsFlash.com**