

# UNIVERSITY OF WISCONSIN-WHITTEWATER

# CAMPS & CONFERENCES

## Football Passing Jamboree One Camp 2025 is almost here!

Be sure to review this information as you prepare for your arrival.

### Check in and Out Information

ACTIVITY	DATE	TIME	LOCATION	NOTES
CHECK-IN	Saturday, July 12, 2025	8:15 – 8:45 am	Student Athletic Complex	
CHECK-OUT	Saturday, July 12, 2025	12:00 pm	Student Athletic Complex	

Calculate your travel time using our [maps and directions](#).

### Important Phone Number

DEPARTMENT	AVAILABILITY	PHONE NUMBER
CAMPS OFFICE	M-F, 7:45am-4:30pm	(262) 472-3165
CAMP DIRECTOR EMERGENCY	Anytime during the event	(270) 703-8073
CAMPUS POLICE NON-EMERGENCY	24 hours, 7 days a week	(262) 472-4660

### All Players

All players **must** complete the health form [linked here](#). No player will be allowed to participate without completing the form. Each player must bring the completed form to check-in.

### Parking

Please park in Lot 24.

### Refund Policy

All summer camp events require a minimum of a \$100 **non-refundable** deposit.

In the event of a cancellation, Continuing Education Services should be notified no later than 21 days before the start of the event to receive a refund, less the deposit. Most cancellation requests received less than 21 days from the start of camp will receive a refund minus 50% late cancellation fee. See summer camp event website for specific policy.

Cancellations due to medical reasons will receive a full refund, less the deposit, if the cancellation is requested and medical documentation is provided **prior** to the start of event. Valid medical cancellations must include a signed letter from a licensed physician to qualify.

**NO REFUNDS** will be given for withdrawal due to early departures, disciplinary reasons or no show after the camp has started.

All cancellation requests must be submitted to [cesevents@uww.edu](mailto:cesevents@uww.edu); provide registrant's name, camp title and medical documentation, if applicable. Refunds will be returned to name and address of payer.

We reserve the right to cancel any event for any reason; in such case, all fees paid will be refunded or contact [cesevents@uww.edu](mailto:cesevents@uww.edu) for alternate arrangements.

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## Camper Safety

### *Health Service:*

Parents/Emergency Contact will be called for advice and recommendations if the problem does not require immediate medical attention. Should you require medical attention, the camp health supervisor will assess appropriate measures to take. UW-Whitewater camps have the full cooperation of Fort Memorial Hospital and emergency room personnel. For participants taking medication, please complete the health form prior to arrival. When possible, the Athletic Trainers and health staff will contact parent(s)/guardian(s) before seeking treatment.

You will be required to provide health information in the registration. Athletic Trainers and health staff will refer to the registration whenever medical treatment is necessary; this is the only guide a health care provider will have in case of an emergency.

### *Injuries during Camp:*

Should an injury occur the event director will seek medical attention from UW-Whitewater Athletic Trainers or call 911 in a medical emergency.

After the registrant is being cared for, the event director will report to the Youth Compliance Coordinator with details on the injury. The event director will distribute the [Injury Claim Form](#) to the injured participant and their family. Forms and information can be found under Camps and Clinics Forms by clicking the link above.

The Youth Compliance Coordinator will notify UW-Whitewater Risk Management of the incident/injury.

The injury claim form is submitted to Gallagher by the parent; Gallagher then submits the injury claim form to HSR (Claims Company for accident policy).

HSR will contact UW-Whitewater Risk Manager to authorize the incident via phone or email.

Upon confirmation of the covered claim, HSR will add the injury to their claims system so that corresponding medical bills will be eligible for coverage.

### *Dining/Dietary Services:*

All campers will be served lunch and dinner. Any special dietary needs and questions can be accommodated/answered there by Summer Manzke, Campus Dietician, at [Summer.Manzke@compass-usa.com](mailto:Summer.Manzke@compass-usa.com) or 920-650-4239.

### *Inclement Weather:*

In the event of inclement weather, Camp Directors will move campers to identified safe spaces on campus. Campus police and Continuing Education support each camp in communicating potential storms and developing a plan to ensure participant safety.

### *Excessive Heat:*

Participants are advised to bring fans. **Note:** The gymnasiums are also not air-conditioned. Greenhill Center of the Arts, Moraine Bookstore, Upham Hall, University Center and dining halls are air-conditioned. During periods of heat, directors will provide a cool area for participants and will take all the necessary precautions to avoid heat fatigue. This may include cancelling awards ceremonies in the gymnasium. Participants are advised to bring fans, as many of the residence halls are not air conditioned.

# CAMPS & CONFERENCES

## Camp Packing List:

- [Clinic Health Form](#)
- Footballs
- Helmets
- Shoulder Pads
- Cleats
- Mouthguard
- Water
- Lunch/Snacks
- Jerseys

## Camp Schedule:

Saturday, July 12, 2025

TIME	ACTIVITY
8:15 - 8:45AM	Check In at Student Athletic Complex
8:45 - 9:00AM	Coaches Meeting
9:00 - 9:45AM	Session One
9:45 - 10:00AM	Break
10:00 - 10:45AM	Session Two
10:45 - 11:00AM	Break
11:00 - 12:00PM	Session Three
12:00PM	Check Out



# UNIVERSITY OF WISCONSIN-WHITewater

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## Passing Jamboree Rules

### The Game

- Each game will consist of two 20-minute halves with a continuous running clock and a 5-minute half time.
- Once the ball is spotted by the referee, the offense has 20 seconds to initiate a new play.
- One 30-second time out per half is allowed. Unused time outs do not carry over into the 2<sup>nd</sup> half.
- No kicking, punting or extra point/field goal kicking attempts are allowed.
- Scoring:
  - A touchdown is worth 6 points.
  - A successful extra point attempt for the 3-yard line is worth 1 point.
  - A successful extra point attempt for the 10-yard line is worth 2 points.
  - An interception is worth 1 point for the defense and a change of possession.
- Following an offensive score, interception, change of possession on downs, or to start a half, the ball is always placed at the +45-yard line.
- The offensive team will have 3 downs when in Zone's 1 and 2 to advance into the next field zone and receive a new set of downs. Once inside Zone 3 the offense will have 4 downs to score a touchdown. (For "Zones" explanation, see below under "Playing Field").

### The Playing Field

- The playing field is 45 yards long with a 10-yard end zone. The offensive team always advances the ball in the same direction initiating the drive from the +45-yard line.
- The playing field will be divided into 3 Zones.
  - Zone 1: 45 - 35-yard line
  - Zone 2: 35 – 25-yard line
  - Zone 3: 20 – Goal line

### Defense

- An offensive player in possession of the ball is ruled down with a 1 hand touch below the neck (referee's decision – play until the referee's whistle ends the play).
- All usual defensive infraction rules apply in pass coverage (holding, interference, etc.)
- A maximum of 7 defensive players may be involved in pass coverage on any play.
- NO RUSHING THE PASSER OR BLITZING IS ALLOWED AT ANY TIME!
- Unnecessary roughness (obvious avoidable contact) is an automatic first down at the start of the next zone or at the 4 yard line if inside the 20, and the player may be removed from play for the day. **IT IS THE DEFENSIVE PLAYER'S RESPONSIBILITY TO AVOID MAJOR CONTACT HITS WITH AN OFFENSIVE PLAYER – PLEASE ADHERE TO THIS!!**
- An interception is worth 1 point for the defense and your offensive team takes possession of the ball at the 45 yard line – there is no advancing the ball on an interception as the play is dead immediately.

# CAMPS & CONFERENCES

## Passing Jamboree Rules Continued

### Offensive

- Once the play is initiated, the QB has 4 seconds to release the ball on a pass attempt (*a 4 second count down timer will be used once the ball is snapped*). If “sacked”, the offense loses the down.
- The QB MAY NOT RUN with the ball beyond the line of scrimmage.
- This is an all passing game – there are no rushing attempt plays of any kind allowed.
- There are NO FUMBLES – once the ball hits the ground for any reason it is immediately dead. The team that fumbles retains possession at the spot of the fumble.
- **NO CONTACT BLOCKING** of any kind is allowed. An offensive player may remain in a stationary position as a “screener” but may not move to reach a screening position vs. a defensive player.
- The QB and 5 eligible offensive pass receivers may be on the field at one time (use of a snapper is optional – he is not an eligible pass receiver).
- The offensive team must be in a legal formation and must adhere to all the normal rule requirements prior to the snap (shifts, motions, etc.).

### General Game Information

- NO overtime is allowed. A tied game will end in a tie.
- Penalties will be called according to usual high school infractions as best as possible. Penalty Enforcement:
  - Defensive Penalty: automatic 1<sup>st</sup> down at next zone, or 1<sup>st</sup> down at the 5-yard line if inside Zone 3.
  - Offensive Penalty: loss of down, ball is spotted back at the beginning of the current Zone.
- All referee’s decisions are final. **Unnecessary complaints and demonstrations will result in player expulsion for the rest of the day. PLAYERS PLAY...REFEREE’S OFFICIATE.**
- **Avoid all unnecessary physical contact – essentially there is NO INTENTIONAL CONTACT ALLOWED.** Obvious intentional contact outside of Passing Jamboree rules will result in a penalty and possible expulsion for the rest of the day.