FBU NATIONAL CHAMPIONSHIP



THE PATH TO NAPLES

FOOTBALL UNIVERSITY NATIONAL CHAMPIONSHIP

Middle School National Championship Overview

GENERAL INFORMATION

- Team Format: .
- Team Requirements: ÷
- Team Entry Fee: ٠
- ÷ Age/Date Cutoff:
- Grade Requirements: \$
- Team Certification: ÷
- . Background Check:
- Roster Size: ÷
- Tryouts: ÷

TOURNAMENT DETAILS

- \$ First Rounds:
- Regional Rounds:
- Frist/Regional Location: ÷
- First/Regional Travel: ÷
- Championship Week: ٠
- Champ Week Location: ÷
- Champ Week Lodging: ÷
- Provided To Team: \$

KEY DATES

- ♦ 8/1/25:
- *
- ÷ 11/1/25:
- 11/8/25: ÷
- ٠
- ٠
- ÷
- ÷
- 12/19/25: ٠
- ÷

- All-Star Team
- Must enter 6th, 7th and 8th Grade Teams to participate
- \$5000 per team (\$15,000 total)
- 8/1/25
 - Players cannot play down a grade even if they meet age requirement
 - All Players, Coaches & Staff MUST be verified through NSID
 - All Coaches/Staff are required to pass background check
 - 25 Minimum | 40 Maximum
 - Yes | May start as early as 8/1/25
 - 11/29-11/30 (2 Games Minimum) 12/6-12/7 (2 Games Minimum) Based on Location Travel/Lodging is responsibility of team 12/18-12/22 (3 Games Minimum) Naples, FL - all games played at Paradise Coast Sports Complex Lodging options will be provided | Mandatory Stay-To-Play-Policy
- Battle Jerseys, Swag Bag, Media Coverage & More!
- Team Deposit Due \$1,500 Total (\$500 per team)
- 9/1/25:
 - Team Balance Due \$13,500 Remaining Balance Is Due at This Time.
- 11/22/25: National Sports ID Roster Submission Due
- 11/29-11/30: FBUNC First Round Games
- 12/6-12/7: FBUNC Regional Round Games
- 12/18/25: Championship Week Kick-Off Event
 - FBUNC Championship Week Quarterfinals
- 12/20/25: FBUNC Championship Week Semifinals & Consolation Games ٠
 - 12/21/25: Futures Showcase & FBU Freshman All-American Bowl (free to attend)
- 12/22/25: FBUNC Championship Week Finals & Consolation Games









Where Football Players Get Better



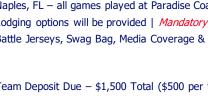












- Team Director Background Check Due
- Coaching Staff Background Checks Due