

# **PrimeTime Sports Junior 7 on 7 Football Rules**

## **Rules for 1<sup>st</sup> Grade Division through 5<sup>th</sup> Grade Division:**

**\*Mouth pieces are required beginning with the 2008 season.**

**\*All rules are in accordance with the Texas High School football rules including penalties and penalty yards with all exceptions stated below.**

### **1. FIELD DIMENSIONS**

- A) Field Length -- 30 yards long
- B) Field Width -- 160 feet (60 feet to hash mark, 40 feet between)
- C) End Zone -- 10 yards deep

### **2. STARTING THE GAME**

- A) Each site will have a designated central time keeper. All games will begin and end on this person's instructions. He will also announce the time remaining at the 10, 5, and 2 minute marks.
- B) Visitors will have first possession and wear white (top team in bracket or first team listed will be the visitor). The home team will have first possession in the 2<sup>nd</sup> half and wear a dark color (bottom team in bracket or second team listed will be the home team). Teams must be on opposite sides of the field) **NO TEAM WILL BE ALLOWED TO PARTICIPATE WITHOUT SHIRTS!** Team sidelines must be on opposite sides of the field. Visitors (wearing white) will line up on the right side of the field when facing the end zone. Home (wearing dark) will line up on the left side of the field when facing the end zone.
- C) No school football jerseys of any type shall be worn. T-shirts, Under-Armour-type, personal jerseys or basketball-type sleeveless shirts are permitted. We recommend that all teams have shirts with numbers on the back.
- D) Players are permitted to wear standard football cleats with plastic or rubber spikes. **NO METAL SPIKES ARE ALLOWED!**
- E) Ball always placed on right hash mark when at the 30-yard line.
- F) Each team will use its own ball during offensive possessions. 5<sup>th</sup> grade division and below may use a TDJ standard size football.
- G) Referee will announce the score before each offensive possession begins.

### 3. MOVING THE BALL

A) The QB may hand the ball off to a Running Back/Ball Carrier behind the line of scrimmage on 3<sup>rd</sup> and 4<sup>th</sup> Downs. QB's must pass the ball on 1<sup>st</sup> and 2<sup>nd</sup> downs.

B) The QB may not run the ball.

C) No kicking/punting.

D) Field is marked at 10 yard intervals with cones. (3 first downs without a penalty would result in a TD).

E) Possession always begins at the 30 yard line at the right hash. **NO PENALTY WILL BE ASSESSED IN EXCESS OF THE 30 YD. LINE. LOSS OF DOWN WILL BE ASSESSED INSTEAD.**

- *1<sup>st</sup> Down*-incomplete pass and offensive penalty results in the next down being 2<sup>nd</sup> down.
- *2<sup>nd</sup> Down*-incomplete pass and offensive penalty results in the next down being 3<sup>rd</sup> down.

F) Offenses always move in the same direction.

G) **NO PASSER MAY RUN WITH THE BALL. ALL PASSES MUST BE FORWARD.** A pass caught behind the line must be forward. The only laterals that will be allowed will be laterals that occur after the completion of a forward pass.

H) If the QB hands the ball off at the 30-yard line to a Running Back/Ball Carrier, and a defensive player tags the ball carrier behind the 30-yard line, the play is a SAFETY. Also, if a forward pass does not cross the LOS and before the 6.0 second count has expired, a defensive player tags the ball carrier behind the 30 yard line, the play is a SAFETY.

### 4. SPECIAL RULES

A) Defensive players may not cross the line of scrimmage, unless a hand off to a Running Back/Ball Carrier occurs or a forward pass is completed.

B) No blocking.

C) Receiver/Ball carrier is legally down when touched below the neck with one or both hands. (Excessive force by shoving, pushing, or striking a blow will be penalized by automatic 1<sup>st</sup> down and 5 yards. Player will be expelled if ruled unsportsmanlike & flagrant).

D) Fumbles are dead balls at the spot with the last team retaining possession. A muffed snap is **NOT** a fumble/dead ball. The 6.0 second count remains in effect on snaps.

E) Each team will have 25 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be a 5-yard penalty.

1. The point after attempt will be voided if you have a delay of game penalty. Defense will get the ball at the 30 yard line.
2. The offense turns the ball over if they have two delay of game penalties in one offensive series.

F) The QB is allowed 6.0 seconds to throw the ball or hand off to a running back. The referee starts a stopwatch on the snap of the ball from center and stops the watch as soon as the QB releases the ball or hands off to a running back.

1. If release or hand off occurs at or under 6.0 seconds, the play stands as is.
2. If release or hand off occurs after 6.0 seconds, the play will not be blown dead, but will be treated as an incomplete pass at the conclusion of the play.
3. All penalties will be marked off on a 6.0 second count EXCEPT for pass interference.

G) Defensive Pass Interference will be a spot foul (1<sup>st</sup> down at the spot).

1. The penalty will be 15 yards if the foul occurs 15 or more yards past the original line of scrimmage (1<sup>st</sup> down).

H) Responsibility to avoid contact is with the defense. There will be NO chucking, or deliberate bumping or grabbing. These actions will result in a "tack on" penalty at the end of the play (5-yard penalty).

I) Offensive pass interference is a 15 yard penalty.

1. The penalty will be a loss of down if 15 yards would take a team past the 30 yard line.

J) Interceptions may not be returned. The ball is dead and the intercepting team will be on offense starting at the 30 yard line.

K) Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot. Clock does not stop and any delay by offense in retrieving and returning the ball to the referee will result in a delay of game and will be a 5-yard penalty from the succeeding spot.

L) The offensive center is not an eligible receiver (all teams must have a center – the center may be any player). The center is responsible for establishing the succeeding spot as designated by the Referee.

M) The center will be responsible for setting or re-positioning the Referee's bean bag at the line of scrimmage.

- N) No taunting or "trash talking." (5-yard penalty & expulsion if flagrant or repeated).
- O) The offense must gain at least 10 yards within four downs or the defense takes over. (There is no kicking).
- P) Fighting: the player(s) involved will be ejected from the game and tournament. If a team fight occurs, the teams involved will be ejected from the tournament and denied participation in any/all state qualifying tournaments and the state tournament.
- Q) Any dead ball foul on a play that results in the defense getting the ball will result in a loss of down penalty, as the team cannot be penalized beyond the 30 yard line starting position. The defense - not the offense - would be starting play with 2<sup>nd</sup> down.
- R) For all Junior Divisions (teams entering the 5th grade in the fall and below), one coach is allowed on the field for the team's offensive possession. The coach must remain behind all offensive players at all times.
- S) Snapping of the ball by the center must be between the legs. The center may take one knee on the ground, but the ball must be snapped under his leg.
- T) There will be an area referred to as the tackle box extending 3 yards on both sides of the center and extending 3 yards deep into the backfield. No eligible receiver may align within the tackle box.

## **5. SCORING**

6 points for TD, 1 point for PAT from 3 yard line, 2 point PAT from 10 yard line (interception on PAT is dead ball). Official score is kept by field referee and game manager.

## **6. OVERTIME RULES**

After coin flip to determine first possession, teams will alternate four down series from the 10-yard line. A winner is determined when one team outscores the other team during an overtime session. Each team must go for two points on the conversion attempts beginning in the second overtime.

## **7. TIME**

- A) 20-minute halves (continuous clock for each half--see: "starting the game").
- B) No time outs. (EXCEPTION: Injuries. All games will halt until injured player(s) can be safely removed from the field).
1. 5-minute halftime/15 minutes between games (the between game time may be shortened if the tournament is running behind schedule).
  2. 7 on 7 tournaments require that all games start/end at the same time. If a team(s) is(are) late and cannot start when the tournament officially starts, they will be penalized 7 points and begin play with whatever time is left on the tournament clock.

(Not to exceed 10 minutes of 1<sup>st</sup> half. Forfeit will occur after 10 minutes of the 1<sup>st</sup> half) IT IS IMPERATIVE TO KEEP TO THE TOURNAMENT TIME SCHEDULE. Teams must be on site and ready to play when scheduled). Injury time outs may reduce the amount of time between halves and/or between games to maintain the game schedules.

## 8. SQUAD MEMBERS/TOURNAMENT FEES

A) Players: Maximum of 20 players per team. We recommend a minimum of 10 players per team.

B) Tournament Fees: Each team must pay \$260 per team to play in a PrimeTime Sports Qualifier tournament.

C) For 5<sup>th</sup> grade teams and below (based on the 2015-2016 school year): Squad members must follow the rules for Maximum Age shown in the Eligibility Chart.

D) Grade Based Eligibility: All PrimeTime Sports events will be in divisions which are grade based only. A player is eligible to participate in the Grade Division for his grade for the upcoming fall football season. There are NO AGE EXCEPTIONS. A team must participate in the division which corresponds with the highest grade of any player on the team.

E) Maximum Age: Even if grade eligible, no player may play in a division where the player is more than one year older for the corresponding age for the grade division. For this purpose only, the corresponding ages are 4<sup>th</sup>/9, 5<sup>th</sup>/10, 6<sup>th</sup>/11, 7<sup>th</sup>/12, 8<sup>th</sup>/13, 9<sup>th</sup>/14, JV/15&16, Varsity/17. The age determination dates for purposes of the Maximum Age rule is September 1<sup>st</sup> through August 31<sup>st</sup>.

F) Proof of player eligibility is the responsibility of the team coach. PrimeTime Sports will not check eligibility prior to events. However, a coach **must be able** to document grade and age eligibility in the event of a challenge by another team. Failure to have such information available at the tournament may result in player ineligibility and/or game forfeiture. Acceptable proofs of age are clean photocopies of birth certificate, adoption papers, immigration papers or school documentation. Acceptable proofs of grade include a clean copy of any report card of the current school year.

**\*\*If a player in question is not able to produce a report card and birth certificate at the tournament venue, that player will not be eligible for the rest of the tournament, no questions asked.**

## 9. TEAM ENTRY WITHDRAWAL POLICY

General: One of the biggest challenges to managing events is late entry withdrawals by teams. Such entry withdrawals shift energies and resources away from preparing for future events to damage control for a late change in a division. PrimeTime Sports events are among the lowest cost tournaments available. To continue to offer this outstanding value to teams,

PrimeTime Sports has adopted this Tournament Entry Withdrawal Policy.

1. **Entry Withdrawal.** A team withdrawing an entry on or before the entry deadline for a tournament will receive a full cash refund of the Entry Fee, provided that the withdrawal must be made by email to [football@primetimesportz.com](mailto:football@primetimesportz.com).
2. **Late Withdrawal.** Any withdrawal after the entry deadline for a tournament will be considered to be a Late Withdrawal. The Entry Fee for a Late Withdrawal will be handled as follows:
  - a. If a fully paid entry is found to replace the withdrawing team, the withdrawing team will be assessed a \$20 per game Withdrawal Fee and the balance of the Entry Fee will be a credit forward to be used by the withdrawing team for any future PrimeTime Sports tournament. No cash refunds will be made for a Late Withdrawal.
  - b. If a fully paid entry is not secured to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited.
  - c. Any withdrawal from an event by a team within 48 hours of the event will also be assessed a Forfeit Fee in accordance with the Game Forfeiture Rules.
  - d. If the entry has been accepted without full payment of the Entry Fee, any amount due under this Withdrawal Policy must be paid prior to the acceptance of the team's entry in any subsequent tournament.

***PrimeTime Sports assumes no duty or responsibility to find a replacement entry for any Late Withdrawal.***

The Late Withdrawal policy may be modified or waived by PrimeTime Sports in the event of extenuating circumstances. Factors considered will include communications from the teams as to their entry withdrawal, the timing of such communications, the circumstances causing the entry withdrawal and such other considerations deemed relevant by PrimeTime Sports. Any decision by PrimeTime Sports as to the application of the Team Entry Withdrawal Policy shall be binding upon all teams and participants.

## **10. PLAYER PROTESTS AND INCIDENT REPORTING FORMS**

Any player eligibility protest should be reported immediately so that it may be heard in a timely manner. Any protest of player eligibility must be made prior to the start of the 2<sup>nd</sup> half of a game. Failure to protest eligibility ***prior to the start of the 2<sup>nd</sup> half of a game*** will waive a team's opportunity to protest any player's eligibility for that game.

All protests must be in writing (forms will be provided on-site) and accompanied by the official protest fee of \$50 cash for each player challenged. This fee is refundable only if the matter is ruled in the favor of the protesting party. If the fee is not refunded, the protest fee will be donated to the PrimeTime Sports Charitable Foundation, which supports youth sports teams and activities. The ruling on a protest will be made by the Tournament Director and is final and binding on all coaches, players, and attendees of the event.

The Tournament Director shall apply the Player Eligibility Rules in such manner as the Tournament Director deems appropriate to uphold not only the letter but the spirit of such rules and all coaches, players, and attendees shall be bound by any such application.

## **11. OFFICIALS**

(2)-Referee/Field Judge and Back Judge for all games

## **12. 7 on 7 COACHES**

A) No high school or middle school coach may serve as a 7 on 7 team coach or stand with the team on the sideline as stated by UIL rules. All 7 on 7 team coaches will wear an identification tag for clarification purposes. A team may not have more than four coaches on the sidelines.

B) Each team must have a 7 on 7 team coach accompany it to any/all events to serve as a School Administrator on duty for their particular team(s). **No high school or middle school coaches are allowed on the sidelines during a game.** High school and middle school coaches must watch games from the end zones. This individual is responsible for the action of those representing his school!

## **13. POOL PLAY TIEBREAKER RULES**

A) If two teams are tied at the end of pool play, the first tiebreaker shall be head-to-head play.

B) If three or more teams are tied at the end of pool play, the following tiebreakers shall be applied until there are two or less teams tied. If two teams are tied at the conclusion of any of the following tiebreakers, then the tiebreaker shall be head-to-head play:

- The first tiebreaker shall be cumulative head to head record against the other tied teams.
- If three or more teams remain tied after this tiebreaker, the next tiebreaker shall be point differential with a maximum of 15 points.
- If three or more teams remain tied at the end of these two tiebreakers, the next tiebreaker shall be points scored.
- If three or more teams remain tied at the end of this tiebreaker, then the teams shall participate in a coin flip

## **14. INCLEMENT WEATHER POLICY**

If there is inclement weather on the day of the tournament, Prime Time Sports will evaluate the conditions to determine if the Tournament will be held as scheduled. Prime Time Sports will reserve the right to reschedule or cancel the tournament if the inclement weather makes it unsafe or unplayable for players and spectators. In general, a tournament will be played if

there is light to moderate rain, with no thunder or lightning. If there is inclement weather on the day of the tournament, call 972-355-3788 x2 x2 for updates. In the event that inclement weather forces the cancellation of all or part of a tournament, teams will have the option to receive a credit or cash refund of a percentage of their entry fee. This credit is to be used in future PrimeTime Sports Football tournaments, including the Tournament of Champions, and will be given in the following increments:

- a. No games played = 75% credit or 50% cash refund
- b. One game of three played = 50% credit 25% cash refund
- c. Two games of three played = 25% credit

## **15. APPLICATION OF RULES**

The Tournament Director may modify the Tournament Rules when the Tournament Director deems it in the best interests of the tournament to do so and all teams, coaches, players, and attendees will be bound by any such change.