



PremierEventsUSA

7on7 PASSING TOURNAMENT RULES

2020

1. Field Dimensions

1. Field Length--45 yards long
2. Field Width--160 feet (60 feet to hash mark, 40 feet between)
3. End Zone--10 yards deep

2. Player Equipment

1. All teams will have two jerseys (a light and a dark jersey) with player's number on the front and back. The number on the front must be a minimum of 2" and the number on the back must be a minimum of 4".
2. No tackle football jerseys of any type shall be worn. T-shirts, compression shirt, or basketball type sleeveless shirts are the only choices of acceptable jerseys. No player will be allowed to participate without a shirt.
3. A mouthpiece is required. No player will be allowed to participate without a mouthpiece.
4. A soft shell HELMET will be REQUIRED for all PremierEventsUSA 7on7 Football Tournaments. (Headbands are prohibited)
5. A soft shell helmet is defined as:
 1. Helmets MUST have the Virginia Tech rating of 4 stars or higher. For info click: <https://www.helmet.beam.vt.edu/soccer-headgear-ratings.html>
 2. Must not have metal components
 3. Must not have any hard plastic component parts
 4. Must not have any sharp or hard edges or anything that may cause harm to another player
 5. Must have fully functional retention system or chin strap

3. Starting the game

1. A central timekeeper will be designated. 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 mark.
2. 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 the 2nd half and wear a dark color (bottom team in bracket or 2nd team listed will be the home team).
3. Visitors (team in white) will always align their team on the right sideline facing the end zone. Home (dark jersey) will always align their team on the left sideline facing the end zone.
4. Ball is always placed on the right hash mark when at the 45-yard line.
5. Referee will announce/post score before each offensive possession begins.

4. Moving the ball

1. Offensive Plays Must All Be Passes! (No Run plays or Kicking/Punting)
2. Field is marked at 15-yard intervals with cones. (3 first downs without a penalty would result in a touchdown)
3. Possession always begins at the 45-yard line at the right hash mark. The officials in accordance with NCAA rules will enforce the hash mark placement of the ball, once the ball has been advanced.
4. No penalty will be assessed in excess of the 45 yd. line. On an unsuccessful or successful offensive play from the 45 yard line resulting in an offensive penalty: The ball will be returned to the 45 yard line and THE NEXT SUCCEEDING PLAY WILL BE FORFEITED. I.e. 1st down will become 2nd down; 2nd down will become 3rd down; and 3rd down will result in a turnover.
5. Offenses always move in the same direction
6. No "Double Passes" are allowed.
7. Once a forward pass has been thrown, a backward pass (lateral) is allowed.
8. Should a swing pass not cross the LOS and a defensive player tags the ball carrier behind the 45 yard line, it is a safety.
9. Snapper will position the ball within 3 seconds at the next scrimmage spot. (Delay of game if not set)

5. Special Rules

1. No blocking.
2. Receiver/Ball carrier is legally down when touched with one or both hands. (Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down and 5 yards. Expulsion of a player(s) if ruled unsportsmanlike & flagrant).
3. Fumbles are dead balls at the spot with the last team retaining possession. A muffed snap is not a fumble/dead ball. The 4.0 second count remains in effect on snaps.

4. Two delay of game penalties in the same possession results in a turnover.
5. Any offensive penalties on the extra point try results in a turnover.
6. The QB is allowed 4.0 seconds to throw the ball. The Official timekeeper starts a stopwatch on the snap of the ball from center and stops the watch as soon as the QB releases the ball.
 1. If release is under 4.0 seconds, the play goes on.
 2. If the timekeeper sees that the clock has exceeded 4.0 seconds, he waits until the play is over (the play is not blown dead), then brings the ball back to the original line of scrimmage with loss of down. (The timekeeper will be an official or coach from a team that is not playing)
 3. All penalties will be marked off on a 4 second count EXCEPT for pass interference.
7. Defensive Pass Interference is the same as NCAA rules. (Automatic 1st down & spot foul up to 15 yds.)
8. Responsibility to avoid contact is with the defense. There will be NO chucking, deliberate bumping, or grabbing. These actions will result in a 5 yd. penalty and an automatic 1st down.
9. Offensive pass interference is the same as NCAA rules. (15 yard penalty)
10. Interceptions may be returned ("no blocking" rule applies). If an interception is returned beyond the 45-yard line (the offensive origination point) it is a touchdown and point after attempt should ensue. The teammates of the person who intercepted the ball may trail the runner so as to be in position to take a backwards pass. They may not block for or screen for the runner.
11. Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot in a timely fashion. Failure to do so can result in a delay of game penalty.
12. The offensive center is not an eligible receiver (teams must have a center). The ball must be snapped from the ground between the snapper's legs. (Mirror the game of football)
13. The center will be responsible for setting or re-positioning the Referee's beanbag at the line of scrimmage. On change of possession, the team moving to offense will ensure the beanbag gets to the new scrimmage line. (Centers on both teams responsible).
14. No taunting or "trash talking". (5-yard penalty & expulsion if flagrant).
15. The offense must gain at least 15 yards in the first 3 or less plays or the defense takes over. (There is no kicking). Four down territory occurs only after offense proceeds to or inside the 15-yard line cone (third quadrant).
16. 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! They will also be disqualified from participating in the state tournament. Throwing a punch will be disqualification for that SQT.
17. Any dead ball foul on a play that results in the defense getting the ball and it is unable to be penalized back to the 50 yard line will result in a

loss of down penalty. The defense, now the offense, would be starting play with 2nd down.

18. There will be an area referred to as the tackle box that extends 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.

6. Scoring

1. 6 points for TD
2. 1 point for PAT from 3-yard line, 2 point PAT from 10-yard line.
3. 2 points if a team returns a PAT back across the 45.
4. Official score is kept by field the referees and the game manager.

7. Tie Breaker

1. There will be a coin flip to determine first possession; teams will alternate 4 down series from the 15-yard line.
2. A winner is determined when one team scores during its possession and the other does not.
3. If a second overtime period is necessary, each team must then go for two points on the conversion attempts. (Repeat as Needed)

8. Time

1. 20 minute halves (continuous clock for each half--see: "starting the game").
2. No time outs. (Exception: Injuries. Both games on the Field will halt until player(s) can be removed as soon as safety dictates).
3. 10-minute half-time/10 minutes between games.
4. PremierEventsUSA 7 on 7 tournaments requires all games start/end at the same time.
5. Teams must be on site and ready to play when scheduled.
6. If a team(s) are late and cannot start when the tournament officially starts, they will begin play with whatever time is left on the tournament clock – not to exceed 10 minutes of 1st half.
7. Forfeit will occur after 10 minutes of the 1st half.
8. Injury time outs may reduce the amount of time between halves and/or between games to maintain the game schedules.

9. Squad Members/Tournament Fees

1. Players: Maximum of 20 players per team. This rule will be strictly enforced in all qualifying Tournaments!
2. Tournament Fees:
 1. There will be a flat fee of \$275 per team for all PremierEventsUSA 7on7 qualifying tournament events regardless of the minimum number of players on a roster.
 2. A Deposit of \$25 per PEUSA Qualifying Tournament Event must be paid when registering for any PEUSA Tournament Event. (This is a non-refundable deposit). Any remainder of fees must be paid online or via mail prior to the event registration deadline for a team to be scheduled for any event.
3. All squad members must be from the same school. (No Select Teams)
4. All participants must have at least one year remaining of high school eligibility.
5. Out of state teams where all squad members are from the same school will be allowed to compete in any qualifying tournament.
6. The fee for the "Battle of the Best" National Championship Tournament is \$400 per qualified team. (20 player maximum)

11. Officials

1. 2 - Referee; Field Judge; Back Judge
2. Timekeeper: A designated official will keep the 4-second clock.

12. Coaches

1. No high school coach may serve as a coach or stand with the team on the sideline.
2. All high school coaches present must sit in the end zone. No high school coaches are allowed on the sideline.
3. All team coaches will wear an identifying tag for clarification purposes. A team may not have more than four (4) coaches on the sideline.

13. Failure to Pay Entry Fee

1. Violation will result in a disqualification from advancement to the championship round of any qualifying tournament event.
2. Violation may result in a disqualification from advancement to the PremierEventsUSA "Battle of the Best" National Championships.

14. Team Area

1. No team shall have additional athletes on the sideline or in the team tent partially dressed in a team uniform. (Exceeding the maximum of 20 that are listed on the roster)
2. The Team Zone will be an area on the sideline where only team members may be during game play. This will be the area from the 15-yard line to the 30-yard line. Players and coaches may not be out of the Team Zone during game time.

15. Qualifying Eligibility – PremierEventsUSA “Battle of the Best” Qualifying Tournament, PremierEventsUSA 7on7 “Battle of the Best” National Championship Tournament

1. Teams are eligible to participate in the PremierEventsUSA 7on7 “Battle of the Best” National Championship Tournament by qualifying through a PremierEventsUSA 7on7 “Battle of the Best” National Championship Qualifying Tournament.
2. The number of teams that qualify for the PremierEventsUSA 7on7 “Battle of the Best” National Championship Tournament will be as follows.

Qualifying Tournaments

** Top 2 per division qualify for the PremierEventsUSA 7on7 “Battle of the Best” National Championship Tournament

** 125+ Points Awarded via event participation in one or more PremierEventsUSA 7on7 “Battle of the Best” National Championship Qualifying Tournaments, qualifies a team for the PremierEventsUSA 7on7 “Battle of the Best” National Championship Tournament

A minimum of 125 points are required to qualify for the PremierEventsUSA 7on7 “Battle of the Best” National Championship Tournament

Total Points coupled with Power Point Rankings will be used to determine and set State and National PremierEventsUSA 7on7 rankings.

Participation Points and Power Rankings

1st Place Finish PremierEventsUSA 7on7 “Battle of the Best”
National Championship Qualifying Tournament = 150 Points

2nd Place Finish PremierEventsUSA 7on7 “Battle of the Best”
National Championship Qualifying Tournament = 125 Points

3rd Place Finish PremierEventsUSA 7on7 “Battle of the Best”
National Championship Qualifying Tournament = 100 Points

4th Place Finish PremierEventsUSA 7on7 “Battle of the Best”
National Championship Qualifying Tournament = 75 Points

5th Place Finish or lower PremierEventsUSA 7on7 “Battle of the
Best” National Championship Qualifying Tournament = 50 Points

***A minimum of 125 points are required to qualify for the
PremierEventsUSA 7on7 “Battle of the Best” National
Championship Tournament***

***Total Points coupled with Power Point Rankings will be used
to determine and set State and National PremierEventsUSA
7on7 rankings.***

3. Teams that fail to participate in a PremierEventsUSA 7on7 “Battle of the Best” National Championship Qualifying Tournament that they have registered for without “prior notice,” will be eliminated from PremierEventsUSA 7on7 “Battle of the Best” National Championship Qualifying Tournament play and from the PremierEventsUSA 7on7 “Battle of the Best” National Championship Tournament for that year.
4. Prior Notice is defined as informing PremierEventsUSA by the 1st business day of the week of the PremierEventsUSA 7on7 “Battle of the Best” National Championship Qualifying Tournament entered. (Subject to Review) The term of the disqualification is the remainder of the current year and from the date of the missed tournament.
5. When divisions I and II teams are playing in designated I & II divisions within a PremierEventsUSA 7on7 “Battle of the Best” National Championship Qualifying Tournament and a Division II school qualifies in Division I then they will be a Division I competitor at the PremierEventsUSA 7on7 “Battle of the Best” National Championship Tournament. Likewise, if a Division III school qualifies in Division II they will compete in the Division II PremierEventsUSA 7on7 “Battle of the Best” National Championship Tournament.

16. Tournament Tiebreaker

1. Head-to-Head, Points Scored, Points Allowed will determine the pool winners and/or team seeding.
2. In a three-way tie, only the scores of games between teams in the tie will be counted. **Once a winner has been declared, the remaining two teams will revert back to head-to-head to break the remaining tie.**
4. A forfeit will be treated the same as a qualifying team in a bracket. The team forfeiting or the team that has qualified will not count in the tiebreaker scenario when determining head to head, points scored or points allowed. In essence, a bracket with a qualifying or forfeiting team becomes a three-team bracket!

17. Fan Seating

1. Fans MUST sit behind their team when they are playing. However, after the contest, they must relinquish their position to the fans of the team schedule to play.
2. Fans may not sit behind someone else's team during a contest.

PremierEventsUSA 7on7 "Battle of the Best" National Championship Tournament

1. The PremierEventsUSA 7on7 "Battle of the Best" National Championship Tournament will be divided into three divisions: Division I (5A-6A; SPC-TAPPS Div. 1), Division II (3AD1-4A; other privates), and Division III (1A-3AD2)
2. Division I will divide into 8 pools of 4 teams. (Based on a Division of 32 teams)
3. Division II will divide into 8 pools of 4 teams. (Based on a Division of 32 teams)
4. Division III will divide into 8 pools of 4 teams. (Based on a Division of 32 teams)
5. All divisions play a round robin of pool games.
6. All teams will play in a single elimination championship bracket within their own division.
7. If there is a tie in pool play, head-to-head is the first tiebreaker, total points scored are second, and total points allowed will be third. After that, we will flip a coin! Once a winner has been determined, we will revert back to head-to-head to determine the other places. Note: in a 3-way tie, only the scores of games between teams in the tie will be counted. (See Tournament Tiebreaker in official rules)
8. A team removed from any PremierEventsUSA 7on7 "Battle of the Best" National Championship Qualifying Tournament for fighting will not be allowed to participate in the PremierEventsUSA 7on7 "Battle of the Best" National Championship Tournament for that particular year.
9. Any team leaving the PremierEventsUSA 7on7 "Battle of the Best" National Championship Qualifying Tournament causing forfeiture of a scheduled game will result in said team being kept out of all PremierEventsUSA 7on7 "Battle of the Best" National Championship Qualifying Tournaments.

Soft Shell Helmets

It is a mandatory requirement for all players to wear a soft shell helmet while participating in any PremierEventsUSA 7on7 "Battle of the Best" National Championship Qualifying Tournament or the PremierEventsUSA 7on7 "Battle of the Best" National Championship Tournament

To satisfy the required soft shell helmet requirement a soft shell helmet must meet the following standards:

1. Must have a Virginia Tech rating of 4 star or higher.
2. Must have no metal components.
3. Must have no hard-plastic component parts.
4. Must have no sharp or hard edges and/or anything that could cause harm to another player.
5. Must have a fully functional retention system or chin strap.

To view the most recent Virginia Tech helmet ratings copy and past the link: <https://www.helmet.beam.vt.edu/soccer-headgear-ratings.html> Select the tab for "cap style". As of 2018 testing, here is the soft shell helmets that currently meet the legal standard set forth by PremierEventsUSA:

Notes

A **lower score** offers **better protection**.

Coverage is the percent area of the head-form covered by the headgear.



Gamebreaker Pro 2018 (After 3/18) (5 Stars)

Coverage: 95% Style: cap **Score: 0.24**



Gamebreaker Multi-Sport – 2018 (4 Stars)

Coverage: 95% Style: cap **Score: 0.50**