

PremierEventsUSA Game Rules

Updated 11/15/2023

NO BAG FOR ANY SPECTATORS OR COACH/STAFF

Football Game Day – Section1

Clear bag policy applies to players and cheerleaders ONLY

Rule 1.1 – Game Rules

1. GAME DURATION

- a. Games shall be played according to the following time limitations: Apply to all divisions unless specifically noted.
 - i. Flag - (5U/6U) – (4) 8 min. quarters (Running Clock)
 - ii. Tackle - (6U/7U/8U) – (4) 7 min. quarters (Regulation Clock*)
 - iii. Tackle Division (9U/10U/11U/12U) – (4) 8 quarters (Regulation Clock*)
 - iv. (3) 45 Second time outs per half.

NOTE: In the event of inclement weather or a league official deems it necessary to get league/tournament play back on schedule all games will go to a running clock.

2. A league referee will operate the clock during all championship games. A 30 second play clock will be utilized at all times for 5U-12U levels the time will be held on the field by Head Official.
3. Clock Rules
 - a. In the event of scoreboard failure or malfunction, Head Official will keep game time on the field.
 - b. PremierEventsUSA-Football operates under a regulation clock except in the Flag Division.
 - c. The clock will stop on:
 - i. Injury – starts when a player leaves the field.
 - ii. Penalty – starts after penalty yardage is marked off and ball is spotted for play.
 - iii. Time outs – starts on the snap of the ball.
 - iv. Change of Possession – starts when the ball is snap for play.
 - v. When either team scores
 - vi. Official time out – starts after the official signals to start the clock.
 - vii. First Down – starts when the chains have been reset.
 - viii. Incomplete Pass starts when ball is spotted.
 - ix. Player runs out of bounds starts when the ball is spotted.
 - x. Touchdown – restarts on ensuing kickoff (Starts when the ball is kicked)
 - xi. When the **24 POINT** rule is in effect there will be a running clock
 - di. 30 second play clock rule ALL levels (refs will manage this from the field and will indicate by hand signal when there is 10 seconds left).

4. Helmet visors are allowed and up to the white hat refs discretion if removal is needed for player safety. Player MUST exit the game until shield is removed from the helmet.
5. Player equipment should be worn for all contact practices and games. This equipment consists of helmet, chin strap, mouthpiece, shoulder pads, pants, two knee pads, two thigh pads, one tail bone pad, two hip pads.
6. Game jerseys must have numbers on front & back.
7. Absolutely no blocking below the knees. Each infraction is a 15-yard penalty and will be considered a personal foul. (Offensive and Defensive)
8. Linebackers must be at least 3 yards off of the football when the ball snaps. Each infraction is considered offsides on the defense and will result in 5-yard offside penalty. (5u/6u/7u) Once quarterback is set no movement towards line of scrimmage is allowed. (Inside the tackle box)
9. Players may line up in the A gaps in a 3-point stance but may not stand up in the gaps or line up over the center, **(Tackle 6U, 7U ONLY)** (No head up over the center).
10. Regular football rules apply for all other age groups 8U and up
11. Each home team will supply 2 volunteers per game and away team will supply 1 volunteer per game to operate first & ten and down markers.
12. Player's footwear must consist of one-piece rubber molded shoes and/or tennis shoes. No shoe shall be worn with steel or removable cleats.
13. Mouthpieces are mandatory for all players in ALL divisions or they will not be allowed to participate until they have one.
14. Celebrations are allowed with teammates on the field of play only and must not break the taunting rule or a flag will be thrown. (TexaSports game play only)
15. Point after touchdown (PAT) is one (1) point for running or two (2) points for forward passing. Extra Point Field Goals (2) points.

Rule 1.2 – Age Specific Rules

League Age Cutoff Day is July 31st.

- a. Each team must have 2 game balls at each game. Game Balls must be:
 - a. (Wilson Football, or Like) 5U-8U-K2, Pee Wee
 - b. (Wilson Football, or Like) 9U/10U –TDJ, Junior
 - c. (Wilson Football, or Like) 11U/12U/13U–TDY, Youth
- b. Ball carrying eligibility. All certified players are eligible.
 - a. All levels in PremierEventsUSA-Football are unlimited weight.

Flag (5U/6U) Division

1. Field size is 120 yards in length.
2. **No quarterback sneaks. Quarterback MUST run outside the TACKLE BOX. Result to loss of down.**
3. Stripping is not allowed result to 5-yard penalty.
4. All players on offense or defense playing on the line must be in football 3-point stance or football 2-stance hand on their knees.
5. Point after touchdown (PAT) is one (1) point for running or two (2) points for forward passing.

6. Flag players must wear jerseys with numbers on the front and back of the jersey and football game pants or shorts. **(Soft helmets are required)** Hip, tail, and thigh pads are optional. All flags must be un-altered Flag-A-Tag, 2 Flag Football Flag Belts and meet PremierEventsUSA minimum flag requirements.
7. A play is dead at the point of contact if a player touches the football without wearing flags.
8. Any player who handles the football and has their jersey untucked at the start of the play; the play will be considered dead.
9. Any player who handles the football and their jersey becomes Un-tucked before the play, that ball will be consider down at the spot of contact.
10. Linemen may block with arms extended and inside the shoulders of the opponent.
11. A stiff arm is considered illegal and will result in a five (5) yard penalty.
12. Tackle is confirmed as making contact and no attempt to reach the offensive player's flags.
13. All flags must be un-altered Flag-A-Tag, 2 Flag Football Flag Belts and meet PremierEventsUSA minimum flag requirements.
14. Each eligible ball carrier must wear two(flags)
15. All flags will be 5 yards other than personal foul flags 15 yards.
16. A flag game will consist of four (4) 8-minute quarters.
17. **5U/6U FLAG PLAYS WITH 11 MEN**
18. The clock shall run at all times except in the last two (2) minutes of the second and fourth quarters and will be regulation. It will also stop during team time outs.
19. There will be a minimum of (9) players on the field.
20. There will be five (5) players on the offensive line of scrimmage tackle to tackle.
21. Two (2) coaches allowed on the field.
22. Coaches must be 10 yards away from the last man from the last player on the field when the ball is snapped. Penalty results to 5-yard. After the 3rd penalty a coach will be removed off the field and cannot be replaced.
23. Coaches may not talk to players once the offense start his Cadence or get under center.
24. There will be a (30) second play clock, violations will be assessed a (5) yard penalty. If violation gets excessive a loss of down will occur.
25. Tackling: This is a non-contact sport; if a ball carrier is intestinally knocked down or tackled this will constitute un-sportsman like conduct. A fifteen (15) yards penalty and automatic first down. Tackling can further be defined as or to include HOLDING & GRABBING.
26. There will be no flag guarding, if a ball carrier touches a defensive player with their hands in any way while advancing the ball it will be considered flag guarding. This is a 5-yard penalty (from the spot) and loss of down (if the play doesn't equal a 1st Down).
27. Defensive players must stand at least one (1) yard off the line of scrimmage. Violations will be 5-yard penalty.
28. **Defense isn't allowed to line up in the A gap. Defense must line up in front of the Offensive Guard.**
29. Fumbles are not advanced it will be a dead ball spot and the new line of scrimmage.
30. At the start of each game, start of the 2nd half, and after each score the ball shall be placed at the 25-yard line. No kick offs.
31. There is NO punts on division. 30-yard walk off.
32. If a player's flag is intentionally removed when he is not the ball carrier the offending players and coach shall be given a warning. If players deflate another player intentionally

under the same condition's penalties are as follows: (1st) Warning (2nd) 5-yard penalty (3rd) Player Ejection

33. If ball carrier flag is pulled or fall in the ball carrier endzone it's a Safety. There is no Kickoff the ball will be placed on the 40-yard.
34. If League Issued flags are altered in any way the team forfeits the game and any prior games played. The team will be BANNED from league play the remainder of the season with NO appeal.

(6u Tackle) Division

- b. Kickoffs for 6U is from the 40-yard line.
- c. Coaches may not talk to players once the offense start his Cadence or get under center. There are 2 coaches allowed on the field of play at all times.
- d. All players on offense or defense playing on the line must be in 3-point stance or football 2point stance with hand on their knees inside the tackle box.
- e. Players cannot line up over center.
- f. There are no "Walk Offs" when a team declares "PUNT" they must punt or throw the ball within 10 seconds of the snap. Ref will keep count. There is a "no rush" punt rule allowing for the punter to receive the ball from the center and kick it. For the offensive team to receive the "no rush" protection, the offensive team must tell the referee that they are going to punt. There is no "fake punt" opportunity once the team has declared they are punting. Defense must have 6 players on the line of scrimmage. Once the ball is punted the punting team may release for punt coverage. (Ball must be kicked or thrown inside the tackle)
- g. The ball must go at least 3 yards, or it will be required to re-kick or throw.

(7u) Division

- h. Kickoffs for 7U tackle level will be from the 40-yard line.
 - a. Coaches may not talk to players once the offense start his Cadence or get under center.
 - b. (1) 7U coach may be on the field of play at all times. Once the Ball is in play coaches from each team must stand 10 yards away from the player.
 - c. All players on offense or defense playing on the line must be in 3-point stance or football 2-point stance with hand on their knees inside the tackle box.
 - d. Players cannot line up over center.
 - e. There are no "Walk Offs" when a team declares "PUNT" they must punt or throw the ball within 10 seconds of the snap. Ref will keep count. There is a "no rush" punt rule allowing for the punter to receive the ball from the center and kick it. For the offensive team to receive the "no rush" protection, the offensive team must tell the referee that they are going to punt. There is no "fake punt" opportunity once the team has declared they are punting. Defense must have 6 players on the line of scrimmage. Once the ball is punted the punting team may release for punt coverage. (Ball must be kicked or thrown inside the tackle)
 - f. The ball must go at least 3 yards, or it will be required to re-kick or throw.

(8u) Division

- a. Kickoffs for 8U is from the 40-yard line.
- b. There are no "Walk Offs" when a team declares "PUNT" they must punt or throw the ball within 10 seconds of the snap. Ref will keep count. There is a "no rush" punt rule allowing for the punter to receive the ball from the center and kick it. For the offensive team to receive the "no rush" protection, the offensive team must tell the referee that they are going to punt. There is no "fake punt" opportunity once the team has declared they

are punting. Defense must have 6 players on the line of scrimmage. Once the ball is punted the punting team may release for punt coverage.

(Ball must be kicked or thrown inside the tackle)

- c. The ball must go at least 3 yards, or it will be required to re-kick or throw.
- d. 8u is played like regular football outside of the rules clarified above.

(9u-12u) Division

- a. These levels are played under regular UIL rules.
- b. **There is no cut blocking at all. No hitting below the knee on players not carrying the ball.**

Rule 1.3 – Punts & Kickoffs

1. If they decide to declare a punt, the coach or team captain must tell the referee before you break the huddle. The referee shall announce the coach's call.
2. The punting/kicking team has to punt/kick the ball and the defensive team may not rush the punter/ kicker (6u tackle,7u/8u)
3. 6U/7U/8U will be allowed to throw the ball in for PUNT to the opposing team. (Must be in Punt formation.)
4. Punter has 10 seconds to get the kickoff. (6u tackle,7u/8u)
5. If a team does not declare a punt/kick, the defense may rush the punter/kicker. (6u tackle,7u/8u)
6. The referee may only ask the Head Coach if they wish to declare to punt.
7. Receiving team formation on a declared punt shall consist of a regular 6-man defensive front on the line and a maximum of three players back to receive the ball. Good sportsmanship should be realized in this situation.
8. If a penalty occurs on a declared punt, then the declaration is removed. If the punting/kicking team retains possession after the penalty and wants a declared punt/kicking, they must re-declare.
9. If punter attempts to run the ball, the play will be called dead and turn over on downs will apply. (6u tackle,7u/8u)
10. If punter fumbles snap and attempts to continue to punt ball away, the "no rush" rules will still apply.
11. If the center hikes and the ball hit the ground, the holder may pick the ball up and place the ball on the tee for kicker to kick within 10 seconds (6u tackle,7u/8u)
12. Leaping over the offense during a kick is prohibited (safety measurement)
13. Blocking below the knees is prohibited – includes in the trenches (safety measurement)
Penalty is 15-yard penalty and will be considered a personal foul.
14. Kickoffs for (6u-12u) tackle level will be from the 40-yard line.
15. Punts and PATs are not safe (9U,10U,11U,12U). CENTERS are protected.

Rule 1.4 – Coaches on the field of Play

1. (2) flag coach may be on the field of play at all times from each team. Once the ball is in play Coaches from each team must stand 10 yards away from the player.

2. (1) 7U coach may be on the field of play at all times. Once the Ball is in play coaches from each team must stand 10 yards away from the player. Penalty results to 5-yard. After the 3rd penalty a coach will be removed off the field and cannot be replaced.
3. No coaches on the field for 8U-13U levels.
4. On the field coaching includes but is not limited to.
 - a. Giving instructions
 - b. Positioning players
 - c. Calling plays (both offensive and defensive).
5. Violation of these rules constitutes consecutive “DELAY of GAME”. The penalty will be:
 - a. 1st offense = warning: 5-yard penalty.
 - b. 2nd offense = 5-yard penalty.
 - c. 3rd offense = 10-yard penalty and clock with stop.
 - d. 4th offense = Turnover on downs.
6. Once the quarterback starts his cadence the on-field coaches can no longer talk to players in the game.
7. Total number of (10) Combined Coaches, Team Mom, Water boy and Trainer are allowed on the sideline during the game. Violation of this rule will be
 - a. 1st offense = Warning dead ball penalty
 - b. 2nd offense = Dead ball penalty Head Coach will be removed from the game.
 - c. If a Coach gain access to the field by using a badge that is not of the current season and don't have a current badge or has a fictitious badge they will be removed and band for the remainder of the Season including playoffs.
 - d. Athletic Directors, Vice Presidents and Presidents are not included in those numbers and must have a badge stating their position. (They are in a spectator state and should not coach unless they are added to the coaching staff and at that time, they will be included in the maximum sideline count.)

Rule 1.5 Mercy Rule

1. Once a team has outscored its opponent by 24 points or more the following rules will apply, until the scoring gap returns under 24 points.
 - a. Running Clock- will apply (losing teams may use timeouts to stop clock where applicable)
 - b. No on-side kick
 - c. No defensive blitz

Rule 1.6 – Game Ties

1. The rules of the University Interscholastic League will be used in situations of playoff or championship games with the modifications as follows:
 - a. Flag Divisions - Winner of coin toss at end of regulation will begin play at opposition's twenty (10) yards from the endzone. Teams on offense will be allowed the chance to drive for touchdown as long as there is no turnover in play or turnover in downs. Upon end of series the defensive team is awarded ball at opposition's twenty (10) yards from the endzone and given same opportunity as the opposition. The team scoring the most points after both teams are given equal possessions will determine the winner.
 - b. 6U-12U (Tackle Levels) - Winner of coin toss at end of regulation will begin play at opposition's twenty-five (25) yard line. Team on offense will be allowed chance to drive

for score as long as there is no turnover in play or turnover in downs. Upon end of series the defensive team is awarded ball at opposition's twenty-five (25) yard line and given opportunity as the opposition. The team scoring the most points after both teams are given equal possessions will determine the winner.

- c. REGULAR SEASON game shall end in a tie score. Each team will have (1) possession from the 25-yard line to score. If no points are scored there will be an additional (1) overtime to determine the winner. If neither team scores or if the game remains tied after both teams have had and 2nd possession the game shall end in a tie.

Rule 1.7 – Prohibited football plays:

1. NO CHOP BLOCKS AT ANY LEVEL AT ANY TIME.
2. NO SPEARING AT ANY TIME
 - a. FIRST OFFENSE- PERSONAL FOUL
 - b. SECOND OFFENSE- PERSONAL FOUL AND PLAYER EJECTED AND SERVE 1 GAME SUSPENSION
 - c. THIRD OFFENSE- PLAYER SUSPENDED FROM TOURNAMENT OR LEAGUE
3. NO TARGETING (PLAYER EJECTION)
4. PROHIBITED SIGNAL DEVICES – PLAYERS MAY NOT BE EQUIPPED WITH ANY EQUIPPED WITH ANY ELECTRONIC, MECHANICAL OR OTHER SIGNAL DEVICES FOR THE PURPOSE OF COMMUNICATION WITH ANY SOURCE.

Rule 1.8 – On-field Injuries

1. Player must leave the playing field for one play.
2. Players on the opposing team must take a knee in the huddle or remain on the sideline.

Rule 1.9 – Protest or Challenges

1. No protest may be filed on judgment calls by the referee. Only specific protests against PremierEventsUSA Tournament/League rules will be allowed. There will be a \$50.00 nonrefundable charge for any protest or challenges.
2. Coaches who wish to lodge a protest must immediately notify the **REFEREE** and (PremierEventsUSA) official. The referee will note the time left in the quarter and the score.
3. Protests must be submitted in writing to any (PremierEventsUSA) Officials within 24 hours of occurrence.
4. The (PremierEventsUSA) official will rule on all protests within (72) hours of protest or challenge being filed.
5. The decision of the (PremierEventsUSA) will be final.

Rule 1.10 – Forfeits Due to Number of Players

1. Each team must field at least eleven (11) players for the game to be declared official. Should a team not be able to field eleven (11) players at starting time, plus one quarter of play, the game will be declared a forfeit.
2. Flag games may be played with (9) players.

3. Exception-Games can still be played with less than (11) players if both Teams President agree to play with less than (11) players. Agreement must be made prior to the game being played. The game will still be considered an official game.

Rule 1.11 – Verbal or Written Harassment:

1. Verbal harassment of opposing players or referees by the players, coaches or fans is forbidden. (Can be removed from the game and will not be allowed to remain at facility that includes parking lot.)
2. The Head Coach is responsible for the conduct of his assistant coaches, players, and fans. Failure to comply may result in ejection from the game or forfeiture of the game.
3. Coaches making physical contact with officials constitute expulsion for the tournament or league season.
4. The use of profane language shall be considered verbal harassment. Any use of profane language shall result in the discretion of the game officials, immediate ejection from a game and stadium.
5. No program Director, Coach, Parent, Player, or anyone associated with a team or program shall post any written taunting of any means on their own or other team/program websites or website bulletin boards. This can result in dismissal and/or permanent expulsion from the (PremierEventsUSA) events.
6. Zero tolerance on anyone getting removed from the field, stadium, etc. by a PremierEventsUSA director for what we may deem unsafe or could provoke an unsafe environment. The person and the child will be removed for all PremierEventsUSA future events, tournaments, or leagues.
7. **Early stoppage of games - If the officials have to stop a game early due to sideline (Coaches) or spectators' behavior. The game will not be replayed and the team responsible will take the lost regardless of score and will be banned from future PremierEventsUSA events, tournaments and leagues.**

Rule 1.12 – League Only Playoffs:

1. Standings in each division will first be determined by divisional season record.
2. Standings resulting in a tie will:
 - a. First, be determined by a head-to-head match-up.
 - b. Points Allowed
 - c. Points Scored
 - d. Points Differential
3. **Top 4 Teams automatically qualify for the (PremierEventsUSA) post season play.**
4. Seeding will be determined by regular season ranking as an organization.
5. A League Championship will determine the Super Bowl Champions
6. PremierEventsUSA will host playoffs, bowl games and League Championship games.

Violations/Penalties – Section 2

Rule 2.1 – Questions of Eligibility

1. The PremierEventsUSA Football Director shall be the judge of concern in all questions of eligibility.
2. ORGANIZATIONAL DIRECTORS & HEAD COACHES ARE SOLELY RESPONSIBLE FOR DETERMINING ELIGIBILITY OF ALL PLAYERS LISTED ON THE OFFICIAL ROSTER AS SUBMITTED TO THE (PremierEventsUSA). IT IS ALSO THE RESPONSIBILITY OF THE HEAD COACH TO VERIFY PLAYERS PRIOR TO THE START OF THEIR GAME. PLAYER'S ELIGIBILITY CANNOT BE QUESTIONED AFTER THE GAME HAS BEEN PLAYED. FALSIFICATION OF A PLAYER REGISTRATIONS OR ELIGIBILITY WILL RESULT IN AS FOLLOWINGS:
 - a. 1ST OFFENSE: SUSPENSION OF HEAD COACH AND PLAYER FOR THE REMAINDER OF THE TOURNAMENT/LEAGUE. THE TEAM FORFEITS THEIR GAMES UP TO THAT POINT.
 - b. 2ND OFFENSE: THE ENTIRE TEAM WILL FOREFEIT ALL REMAINING GAMES ON THE SCHEDULE, FORFEIT ALL PRIOR GAMES WON IN THE TOURNAMENT/LEAGUE. THERE WILL BE NO REFUNDS.
3. DUAL PLAYER CERTIFICATION IS NOT ALLOWED IN PREMIEREVENTSUSA.
4. ONCE A PLAYER HAS BEEN CERTIFIED IF A PLAYER IS DIMISSED OF LEAVES THAT TEAM FOR ANY REASON THE PLAYER IS NOT ELIGIBLE TO PLAY FOR ANY OTHER TEAM IN THE TOURNAMENT/LEAGUE FOR THE REMAINDER OF THE CURRENT TOURNAMENT/LEAGUE.
5. IF WE FOUND THAT YOU HAVE ILLEGELY CERTIFIED OVERAGE PLAYER FOR THE LEVEL THEY CERIFIED ON THE PLAYER AND PARENTS WILL BE BANNED FROM THE TOURNAMENT/LEAGUE IMMEDIATELY. (NO APPEAL PROCESS)

Rule 2.2 – Ejection and Suspension during a Game

1. Players, coaches, or spectators may be ejected from the game by a game official or PremierEventsUSA director for violation of the rules under which the game is played if so provided for in the playing rules or a (PremierEventsUSA) Director for violation of policy and procedures of the league.
2. If a player throws a Punch during a game, he will be ejected and will serve one game suspension the next game played.

FIRST OFFENSE:

3. A player must leave the field and be accompanied by their guardian after ejection. If player is ejected in the 4th quarter of the game, he will be suspended for the next game. (NO EXCEPTIONS)
4. Spectators ejected must leave the field area and facility and cannot attend the next game.
5. A coach who is ejected must leave the field area and facility immediately.

SECOND OFFENSE:

6. A player must leave the field area and facility and be accompanied by their guardian after ejection. The Player will also be suspended for the next game.

7. A coach who is ejected must leave the field area and facility. The coach will also be suspended for the next game.

THIRD OFFENSE:

8. A player must leave the field area and facility and be accompanied by their guardian after ejection. The Player will be suspended for the remaining tournament/league games.
9. A coach who is ejected must leave the field area and facility. The coach will also be suspended for the remaining tournament/league games.

Rule 2.3 – Media

1. Organizations can purchase up to 2 media passes per Tournament/League. The information needed for a Media Pass is:
 - a. Media Person must be approved by PremierEventsUSA. Once approved they must be registered within Zorts Sports.
 - b. They must have a headshot themselves in the Zorts Sports website.
 - c. They will be issued a Zorts Sports Media Pass, Wrist Band or Badge. The Media Pass, Wrist Band or Badge must be worn to be on the sideline or in the field of play. If caught without the proper credentials supplied by PremierEventsUSA the Media Person will be removed from the complex for the remainder of the event.

Rule 3.1 – Cheerleading Rules and Regulations

1. (PremierEventsUSA) Tournament/League cheerleaders will have to be certified to be able to cheer in any Tournament/League game or Event.
2. (PremierEventsUSA) Tournament/League cheerleaders will be provided the opportunity to participate in two areas of cheerleading: sideline and competitive.
4. To be eligible for competition, squad participants must be registered, active participants in the (PremierEventsUSA) sideline program.
5. All cheerleaders are expected to arrive on time for every game regardless of weather conditions. Except in extreme conditions cheerleaders will cheer if the game is being played.
6. The Director, cheerleading coordinator will make decisions pertaining to canceling a game day performance at game time.
7. Ages of cheerleader's groups will be the same as football players and using the same age guidelines for football players.
8. The ratio for cheer volunteers (coaches, Jr coaches, leaders, team moms) is 1: 8. You will be allowed 1 adult for every 8 cheerleaders.
9. More details regarding (PremierEventsUSA) cheerleading guidelines & competition rules are provided in a separate document and will be provided to each Cheer Director of the member organization.

PremierEventsUSA RESERVES THE RIGHT TO REFUSE SERVICE TO ANYONE.