



PremierEventsUSA

7on7 PASSING TOURNAMENT RULES 2026

Updated 2/27/2026

1. Field Dimensions (PremierEventsUSA Reserves the right to alter dimensions if required by the facility)

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. For all Qualifiers and the National Invitational Championship, all teams will be asked to have a light and a dark jersey with players' number on the front (Suggested) and back (Mandatory). 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. **Regulation Ball** size shall be as follows; 8U Division – Wilson K2 or Pee Wee, 9U/10U Division – Wilson TDJ, Junior or TDY, 11U/12U Division Wilson TDJ, Junior or TDY, 13U/7th Grade Division – Wilson TDY, Youth or Official HS, **14U/8th Grade Division, Wilson TDY, Youth or Official HS** – 15U-18U/Varsity Division – Official HS
5. A soft-shell HELMET or PROTECTIVE HEADBAND will be **REQUIRED** for all PremierEventsUSA 7on7 Football Tournament Players excluding the QB.
6. The QB is **STRONGLY ENCOURAGED** but not required to wear a soft-shell helmet or protective headband. However, if no helmet or head band is worn by the QB and there is an interception thrown the QB will automatically become a ghost player unable to tag the intercepting player down.

7. A soft-shell helmet/headband is defined as:
 1. Helmets/Headbands should meet 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 have fully functional fit 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 **ONLY**.
2. Visitors will have first possession and wear light Colors (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, when possible, is marked at 15-yard intervals. (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 team can stage their offensive players on and/or between the fields of play. Following a touchdown and if a team is determined to be staging its players on the playing field, the ball will not be blown in for play until the defense has had the ability to take the field and be ready for play.
5. No penalty will be assessed more than 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.
4. Offenses always move in the same direction.
5. No "Double Passes" are allowed.
6. Once a forward pass has been thrown, one backward pass (lateral) is allowed.
7. 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.

8. 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 by an offensive player at any time.**
2. **1 Offensive Coach may be on the field 8U thru 18U/Open. (PremierEventsUSA or their delegate reserve the right to remove any offensive coach on the field based on behavior. Talking to or at any opposing team member, players, coaches or fans will result in an AUTOMATIC unsportsmanlike penalty assessed on the coach.)**
3. 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, 15 yards and an Unsportsmanlike penalty **WILL** be assigned to the player. Expulsion of a player(s) if ruled unsportsmanlike & flagrant) any player assessed 2 unsportsmanlike penalties in a game will be removed from the game and possibly the event.
4. 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.
5. Two delay of game penalties in the same possession results in a turnover.
6. Any offensive penalties on the extra point try results in a turnover.
7. 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 at or 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.
 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 lies with the defense. There will be NO CHUCKING. (CHUCKING IS DEFINED AS: ONE OR TWO HAND JAMMING AT THE LINE OF SCRIMMAGE) The defenders will be allowed to impede the offensive players routes (without holding) within 5yds of the line of scrimmage then they must cover. EXCESSIVE CONTACT (CHUCKING, PUSHING, ROUGH TAGS, TACKLING, AND CONTACT TO THE HEAD OR NECK AREA) WILL RESULT IN A 15yd UNNECESSARY ROUGHNESS PENALTY WITH AN AUTOMATOIC FIRST DOWN.**

9. ANY UNSPORTSMANLIKE PENALTY BEING ASSIGNED TO A PLAYER OR COACH WILL RESULT IN A 15yd UNSPORTSMANLIKE PENALTY, WITH AUTOMATIC FIRST DOWN with expulsion of a player(s) or coach(s) if ruled unsportsmanlike & fragrant. Any player or coach assessed 2 unsportsmanlike penalties in a game will be removed from the game and possibly the event.

8. Offensive pass interference is the same as NCAA rules. (15-yard penalty)
9. 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 with no point after attempt. The teammates of the person who intercepted the ball may trail the runner to be in position to take a backwards lateral. They may not block for or screen for the runner.
10. 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.
11. The offensive center is not an eligible receiver (teams must have a center). The ball must be snapped from the ground. It is highly recommended that the ball be snapped between the snapper's legs. (Mirror the game of football)
12. The center will be responsible for setting or re-positioning the Referee's cone or beanbag at the line of scrimmage. On change of possession, the team moving to offense will ensure the cone or beanbag gets to the new scrimmage line. (Centers on both teams responsible).
13. QB-Ts are allowed but the timer must be disabled. The Quarterback will be responsible for setting or re-positioning the QB-T after every play.
14. Absolutely **"0 - NO TAUNTING OR TRASH TALKING"** These actions will result in an **AUTOMATIC** 15yd. unsportsmanlike penalty, automatic 1st down with the Unsportsmanlike penalty being assigned to the player involved. Any player/coach assessed 2 unsportsmanlike penalties in a game will be removed from the game and possibly the event.
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: *Defined as any team member throwing a punch or brawling with the opposing team member(s).*** The player(s) and/or coaches involved **WILL** be ejected from the game and tournament. If a team fight occurs, **ALL** teams involved will be ejected from the tournament and may be denied participation in any/all qualifying and/or National tournaments!
17. Any Coach, Player, Parent or Team Spectator that touches or threatens a game official, site director, field monitor, event staff, volunteer or tournament director will be ejected from the event and immediately removed.
18. 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.

19. There will be an area referred to as the tackle box that extends 3 yards on both sides of the center and extends 3 yards deep into the backfield. **No eligible** receiver may align within the tackle box.

20. **Player & Coaches Box:** The Player and Coaches box will be the sideline area extending from the 45yd line to the 15yd line and 6 feet back off the sideline. Players and Coaches will be **REQUIRED** to remain in the **Player & Coaches Box** area while the game clock is running. Any player or coach that leaves this area will receive the following: 1st offense – Sideline Warning, 2nd Offense – 5yd Sideline Penalty and loss of down, 3rd offense - 15yd unsportsmanlike penalty, loss of down and the unsportsmanlike penalty assigned to the teams Coach Any player/coach assessed 2 unsportsmanlike penalties in a game will be removed from the game and possibly the event.

6. Scoring

1. 6 points for a Touchdown
2. 6 Points for an Interception returned for a Touchdown (No PAT)
3. 3 Points for an Interception not returned for a Touchdown (Retain Possession)
4. 1 point for PAT from 3-yard line, 2-point PAT from 10-yard line.
5. 2 points if a team returns a PAT back across the 45.
6. Official score is kept on the field by the designated referee holding the game score card.

7. Tie Breaker (Applies to **Bracket Games Only**. **NO** overtime in pool games)

1. **Overtime #1:** There will be a coin flip to determine first possession; teams will alternate 1 down from the 3-yard line.
2. **Overtime #2:** If both teams score in the first overtime the process will be repeated with no coin flip. A winner is determined when one team scores during its possession and the other does not.
3. **Overtime #3:** There will be a coin flip to determine first possession; Each team will get 1 play from the 45yd line. The team with the most yards from the 45 will be determined the winner. If both teams score in the 3rd overtime the ball will flip and each team will get an additional 1 play from the 45. The team with the most yards from the 45 will be determined the winner.
4. **An interception during any overtime period will end the ball game with the intercepting team being declared the game winner.**

8. Time

1. Pool & Bracket Games: At the director's discretion, Games will be either 25 Minute Games, 13-minute halves or 15-minute halves (continuous clock for each half--see: "starting the game").

2. No time outs. (Exception: Injuries. All games will halt until player(s) can be removed as soon as safety dictates).
3. 25 Minute Games: Coin Flip for possession, 25-minute running clock
4. 13-minute halves or 15-minute halves: Flip Possessions at half-time with new games to start every 30-35 minutes.
5. PremierEventsUSA 7 on 7 tournaments requires all games on adjacent fields start/end at the same time.
6. Teams must be on site and ready to play when scheduled.
7. If a team(s) are late and cannot start when the tournament game officially starts, they will begin play with whatever time is left on the tournament clock – not to exceed 10 minutes of 1st half.
8. **A Forfeit will occur after 10 minutes of the 1st half.**
9. 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 30 players per team Age Based. 20 players per team Grade/School Based. This rule will be strictly enforced in all Qualifying & National Tournaments! (A Max of 20 Awards will be given to 1st place teams)
2. **A maximum of 3 Players CAN** be on two rosters in different divisions **within the same club** in the same tournament. **NO Player** can participate on two teams in the same division or in the same tournament for different clubs or organizations. If a team is found to have more than 3 players on two rosters all players on two rosters will be deemed as ineligible for the remainder of the tournament
3. **Grade Based Divisions:** (13U/7th Grade, 14U/8th Grade, 15U/9th Grade, 16U/JV 9th & 10th Grade, 18U/HS Varsity Only)
 1. 7th and 8th graders may be from different Middle/Junior High Schools if each of those Middle/Junior High Schools funnel into the same High School.
 2. 9th grade thru Varsity **ALL** squad members must be from and attend the same school. **(No Select Open Teams)**
 3. All school-based team participants must have at least one year remained of high school eligibility.
 4. Out of state teams where all squad members are from the same school will be allowed to compete in any school based qualifying tournament divisions.
 5. **A maximum of 3 Players CAN** be on two rosters in different divisions **within the same club** in the same tournament. **NO Player** can participate on two teams in the same division or in the same tournament for different clubs or organizations. If a team is found to have more than 3 players on two rosters all players on two rosters will be deemed as ineligible for the remainder of the tournament
 6. Result will be the expulsion of the player from the tournament, A forfeit of the game the player illegally participated in. The Players

Zorts Card will be recommended for suspension for up to one year.

4. **Age Based Divisions:** (8U thru 18U Only Age as of 1/1/2024)
 1. Squad members may be from different schools, selected through a tryout or through an offer made to a said player.
 2. Out of state teams where squad members are from different schools must register to compete in the age based qualifying tournament divisions.
 3. **SENIORS ALLOWED** In 18U/Open Divisions
 4. **A maximum of 3 Players CAN** be on two rosters in different divisions **within the same club** in the same tournament. **NO Player** can participate on two teams in the same division or in the same tournament for different clubs or organizations. If a team is found to have more than 3 players on two rosters all players on two rosters will be deemed as ineligible for the remainder of the tournament
 5. Result will be the expulsion of the player from the tournament, A forfeit of the game the player illegally participated in. The Players Zorts Card will be recommended for suspension for up to one year.

5. **Protests: PLAYERS:** A Player Protest must be made verbally with the tournament official or with the game official by the offended team at the time of infraction and before the completion of the game being protested and must be specific to a player's number and name. **A fee of \$100 CASH ONLY (refunded if upheld) must accompany the filed protest. Both the offending and offended team rosters will be verified at the completion of the protested game and prior to a winner being determined. All decisions of the protest committee shall be final.**

PLAYING RULES: A Rules Application Protest must be made verbally with the tournament official or with the game official by the offended team at the time of infraction. **A fee of \$100 CASH ONLY (refunded if upheld) must accompany the filed protest. All decisions of the protest committee shall be final.**

6. **Tournament Fees:**
 1. There will be a flat fee of \$395 per team for all PremierEventsUSA 7on7 tournament events with a 3-game guarantee, \$495 per team for all PremierEventsUSA 7on7 tournament events with a 4-game guarantee and \$595 per team for all PremierEventsUSA 7on7

tournament events with a 5-game guarantee regardless of the minimum number of players on a roster.

2. A **NON-REFUNDABLE** Deposit of \$150 per PEUSA Qualifying Tournament Event must be paid when registering for any PEUSA Tournament Event. (**This is a non-refundable deposit, NO EXCEPTIONS**). Any remainder of fees must be paid online through the Zorts Sports system prior to the event registration deadline for a team to be scheduled for any event.
3. The fee for the PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Tournament is \$500 per qualified team. A Deposit of \$150 must be paid when registering for the PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Tournament (**This is a non-refundable deposit**).

10. Officials

1. 2 – Referee Minimum: Field Judge; Back Judge
2. Timekeeper: A designated official will keep the 4-second clock.
3. Score Keeper: A designated official will keep the official game score.

11. 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 team sideline.
3. Only Head Coaches, Head/Admin Coaches or Assistant Coaches on the team roster and possessing a current Zorts Sports Coaches Card will be issued a free coaches tournament pass. (**Max 3 Free Passes Per Team**)
ZORTS SPORTS COACHES CARDS ARE REQUIRED TO BE ISSUED A TOURNAMENT PASS
4. All team coaches **MUST** be listed on the team’s Zorts Sports Team Roster, possess a current Zorts Sports Coaches Card and wear an identifying tag for clarification purposes. A team may not have more than Four (4) coaches/admins on the sideline at any given time.

12. Club & Team Media Passes

1. PremierEventsUSA reserves the right to administer and/or revoke any team media pass at any time. Effective 3/15/2025: Club & Team Media personnel may be required to pay an admission fee to gain access onto the field of play. (Club & Team Media Admission Fee set by PremierEventsUSA management)

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 Invitational Championships.
3. Violation will result in the team being reported to Zorts Sports with a recommendation to suspend all participation in Zorts Sports supported events until such time that the fees due are paid in full.

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 30 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 45-yard line to the 15-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” Championship Tournament

1. Teams are eligible to participate in the PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Tournament by qualifying through at least one (1) PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Qualifying, Regional or Club Cup Championship Tournament.
2. How teams earn a berth to the 2026 PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Tournament will be as follows.

16. Tournament Tiebreaker

1. Head-to-Head, **Points Allowed** will determine the pool seeding and/or overall 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. When available Fans **MUST** sit at minimum **10'** directly behind their team when they are playing or where bleachers are provided fans **MUST** sit in the bleachers. 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.

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

3. Teams are eligible to participate in the PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Tournament by qualifying through at least one (1) PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Qualifying tournament.
4. How teams earn a berth to the PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Tournament will be as follows.

Qualifiers, SUPER Qualifiers and Battle for the Banner Tournaments

- 1st place teams per division will be awarded a **100% Paid** Berth to the PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championships in that year.
- 2nd place teams per division will be awarded a **50% Paid** Berth to the PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championships in that year.
- 3rd place teams through last place teams per division will earn an **Unpaid Wildcard** Berth to the PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championships in that year.
- ***Zorts Sports National Rankings will be used to determine and set National 7on7 Invitational Championships Seeding.***

Participation Points and Power Rankings

Zorts Sports National Rankings will be used to determine and set National 7on7 Invitational Championships Seeding.

- Teams that fail to participate in a PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Qualifying Tournament that they have registered for without “prior notice,” will be eliminated from PremierEventsUSA 7on7 “Battle of the Best” Championship National Invitational Qualifying Tournament play and from the PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Tournament for that year.
- Prior Notice is defined as informing PremierEventsUSA by the 1st business day of the week of the PremierEventsUSA 7on7 “Battle of the Best” National Invitational 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.
- When divisions I and II teams are playing in designated I & II divisions within a PremierEventsUSA 7on7 “Battle of the Best” National Invitational 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 Invitational 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 Invitational Championship Tournament.

PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Tournament

1. The School Based PremierEventsUSA 7on7 “Battle of the Best” Championship Tournament will when possible 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 a max of 8 pools of 4 teams. (Based on a Division of 32 teams)
3. Division II will divide into a max of 8 pools of 4 teams. (Based on a Division of 32 teams)
4. Division III will divide into a max of 8 pools of 4 teams. (Based on a Division of 32 teams)
5. Open Division: will divide into a max of 8 pools of 4 teams. (Based on a Division of 32 teams) The **OPEN** PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Tournament will play as a single Open division.
6. All divisions play a round robin of pool games. (Based on a Pool of 4 teams)
7. All teams will play in either single or two game elimination championship brackets within their own divisions whenever possible.
8. If there is a tie in pool play, head-to-head is the first tiebreaker and total points allowed will be second. After that, we will flip a coin! Once a winner has been determined, we will revert 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)
9. A team removed from any PremierEventsUSA 7on7 “Battle of the Best” National Invitational Championship Qualifying Tournament for fighting will not be allowed

- to participate in the PremierEventsUSA 7on7 “Battle of the Best” National Invitational National Championship Tournament for that particular year.
10. 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 National Invitational Qualifying Tournaments.