



TOURNAMENT RULES & INFORMATION

Prospects Sports strives to provide each team/participant with a fair tournament. All participants should read through the appropriate rules pages below and the rules of each events sanctioning body in order to gain a full understanding of all rules and procedures prior to the start of any tournament. If you have any questions, please contact us or locate your park director prior to the start of the event.

All 7on7 Football participants will receive 4 GAME GUARENTEE (weather permitting) unless posted as another format. Whenever possible, 7on7 Football tournaments will consist of **3** pool games and **1** seeded to a single elimination bracket. Pool games will begin on Saturday morning with the bracket games scheduled for Sunday. Final game schedules will be made public on the Thursday evening prior to each scheduled tournament by 7:00pm.

On occasion a tournaments will exceed the number of fields/courts at the "listed venue." In this case, we will do our best to seek alternate fields so everyone can play. In doing so, please understand, the additional fields may be some distance from the originally listed venue. Most facilities can handle 32-40 teams, with only a handful of facilities having the capacity to handle 80+ teams; therefore, if ANY tournament exceeds 40-60 teams, We will communicate in changes along with the schedule. Travel time is not considered a "hardship", our refund policy **WILL REMAIN IN EFFECT**.

We reserve the right to change any or all of these rules at any time. Please review the tournament rules posted at each tournament for any additions, deletion, or changes prior to play.



GRIT PLAYER CARD

Prospects Sports requires all participants to have a GRIT Player Card. The GRIT Player Card is the only fully integrated age & grade digital player card all in a sports management app.

Prospects Sports has teamed up with the GRIT Player Card because it will:

- It will protect the integrity of the Prospects Sports tournaments.
- It will help to eliminate player eligibility disputes.
- It will streamline uploading of player documents for parents.
- It will reduce the time required for team/player check in.
- It is compatible to Tablets, iPhones, and Androids devices.
- It will house all player and team documents through the GRIT Team's National database of youth & HS athletes

The GRIT Player Card is good for 12 months, and provides the highest level of consistency for parents, coaches, as well as Prospects Sports administrators. There are three levels of player eligibility verification to choose from. Requirements for each level range from birth certificates to official state IDs.

VENUE RULES

Please read our general venue rules before coming to the venue. We HIGHLY SUGGEST looking online to see if the individual park has specific rules particular to that facility or city.

NO DOGS (no matter the size) should be brought to any venue. In addition, many parks do not allow such thing as, cooler, totes, outside food or beverages,



noise makers, etc. Again, please check prior to bringing such items to any specific facility.

GENERAL EVENT RULES

Violation of these policies are grounds for team/player sanctions, and may include immediate disqualification of the coach, A player, parent(s), team and/or spectator(s). Although we have listed the most common rules, many facilities have additional local rules. It is the sole responsibility of each team, coach, player, and fan to familiarize themselves all park rules.

Please abide by the following policies, which are for your safety and the safety of others.

- NO ALCOHOLIC beverages are allowed at any facility or park.
- FIREARMS are strictly prohibited from all facilities and parks.
- NO PETS are allowed at any facility or park.
- TOBACCO may be allowed in Designated Areas Only dependent on the facility rules.
- ABUSIVE or VULGAR language is not allowed at any facility or park.
- NO Skateboards, Bicycles, Scooters, Roller Blades or Roller Skates are allowed.

FIELD DEMENSIONS

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



PLAYER EQUIPEMENT

- All teams will be asked to have two jerseys (a light and a dark jersey) with player's 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"
- 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.
- A mouthpiece is required. No player will be allowed to participate without a mouthpiece.
- Ball size shall be as follows; 8U Division – Wilson K2 or TDJ, 10U Division – Wilson TDJ or TDY, 12U Division Wilson TDJ or TDY, 13U/7th Grade Division – Wilson TDY or Official HS, 14U/8th Grade Division – 18U/Varsity Division – Official HS
- A soft-shell HELMET or HEADBAND will be REQUIRED for all Prospects Sports 7on7 Football Tournaments.
 - A soft-shell helmet/headband is defined as: Helmets/Headbands MUST have the Virginia Tech rating of 4 stars or higher. For info click: <https://www.helmet.beam.vt.edu/soccer-headgear-ratings.html>
 - Must not have metal components.
 - Must have fully functional retention system or chin strap,



STARTING THE GAME

- 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 10, 5, and 2-minute mark only.
- The home team will have first possession and wear dark color (***top team in bracket or first team listed will be the visitor. The bottom team in the bracket will be the home team***).
- 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.
- Ball is always placed on the right hash mark when at the 45-yard line.
- Referee will announce/post score before each offensive possession begins.

MOVING THE BALL

- Offensive Plays Must All Be Passes! (No Run plays or Kicking/Punting)
- Field is marked at 15-yard intervals. (3 first downs without a penalty would result in a touchdown)
- 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 of the ball, once the ball has been advanced.
- 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.
- Offenses always move in the same direction.
- No "Double Passes" are allowed.



- Once a forward pass has been thrown, a backward pass (lateral) is allowed. Lateral passes will result in a dead ball and loss of down.
- 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.
- Snapper will position the ball within 3 seconds at the next scrimmage spot. (Delay of game if not set)

SPECIAL RULES

- No blocking.
- Offensive Coach may be on the field thru 15U/9th Grade. (Prospects Sports or delegate reserve the right to remove any offensive coach on the field based on behavior.) Decisions will be final.
- 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.
- 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.
- Two delay of game penalties in the same possession results in a turnover.
- Any offensive penalties on the extra point try results in a turnover.
- 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.
- If release is at or under 4.0 seconds, the play goes on.



- 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.
- All penalties will be marked off on a 4 second count EXCEPT for pass interference.
- Defensive Pass Interference is the same as NCAA rules. (Automatic 1st down & spot foul up to 15 yds.)
- Responsibility to avoid contact is with the defense. There will be NO chucking, deliberate bumping, or grabbing. These actions will result in a 15 yd. unsportsmanlike penalty, automatic 1st down with the Unsportsmanlike penalty being assigned to the player involved. Expulsion of a player(s) if ruled unsportsmanlike & flagrant) any player/coach assessed 2 unsportsmanlike penalties in a game will be removed from the game and possibly the event.
- Offensive pass interference is the same as NCAA rules. (15-yard penalty)
- 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 (**6 Points will be awarded**). 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.
- 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.
- 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)
- 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).



- Absolutely NO taunting or “trash talking” These actions will result in an automatic 15 yd. 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.
- 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).
- 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! Throwing a punch will be an automatic disqualification for ALL future qualifiers and Nationals.
- 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.
- 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 45-yard line will result in a loss of down penalty. The defense, now the offense, would be starting play with 2nd down.
- 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.
- 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.

SCORING

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

TIE BREAKERS

- Tie Breaker (Applies to Bracket Games Only. NO overtime in pool games)
- There will be a coin flip to determine first possession; teams will alternate 4 down series from the 15-yard line.
- A winner is determined when one team scores during its possession and the other does not.
- If a second or more overtime periods are necessary, each team must then go for two points on the conversion attempts. (Repeat as Needed)

TIME

- 30-minute game during pool games (continuous clock - “starting the game”).
 - Championship game will consist of two 20-minute halves.



- Top Seeded team will have the choice of ball to start the game or to defer to the second half.
- Each team will be provided 1 time-out during the championship.
- No time outs during pool play and bracket play. (Exception: Injuries. All games will halt until player(s) can be removed as soon as safety dictates).
- Prospects Sports 2-minute half-time with games to start every 45 minutes.
- Prospects Sports 7v7 tournaments requires all games on adjacent fields start/end at the same time.
- Teams must be on site and ready to play when scheduled.
- 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 the games.
- A Forfeit will occur after 10 minutes of 30-minute games expire.
- Injury time outs may reduce the amount of time between games to maintain the game schedules.



OVERTIME RULES

PROSPECTS SPORTS 7v7 OVERTIME RULES

Over Time

1. THERE IS NO OVERTIME IN POOL PLAY
2. TEAMS MUST BE READY TO START GAMES ON TIME. IF THE TEAM IS NOT READY TO START OR NOT THERE AT THE GAMES ORIGINAL SET TIME, THE REFEREE WILL START THE GAME CLOCK AND AWARD THE PRESENT TEAM 2 POINTS. IF THE TEAM IS NOT THERE AFTER 5 MINUTES HAS ELAPSED THE REFEREE WILL CALL THE GAME A FORFEIT AND THE PRESENT TEAM WILL RECEIVE 6 POINTS. PRESENT TEAM WILL WIN THE FORFEITED GAME 8-0.
3. TEAMS WILL RECEIVE ONE TIME OUT IN CHAMPIONSHIP GAME ONLY.
4. OVERTIME- IN BRACKET PLAY ONLY
5. HIGHER SEEDED TEAM WILL CHOOSE OFFENSE OR DEFENSE IN 1ST OT
 - A. EACH TEAM WILL HAVE THREE PLAYS FROM THE 15 (YARD LINE WILL BE AT TOURNAMENTS DISCRETION)
6. SECOND OVERTIME THE CHOICE OF OFFENSE OR DEFENSE GOES TO LOWER SEED.
 - A. EACH TEAM WILL HAVE THREE PLAYS FROM THE 15 OR 10 YARD LINE TO SCORE.
7. IF AFTER 2 OVERTIMES IT IS STILL TIED. EACH TEAM WILL GET ONE PLAY FROM THE 45 AND THE TEAM THAT PRODUCES THE MOST YARDAGE WILL WIN.



TEAM RULES/TOURNAMENT FEES

- Players: Maximum of 24 players per team Age Based. This rule will be strictly enforced in all Tournaments! (A Max of 20 Awards will be given to 1st and finalist teams)
- Age Based Divisions: (8U thru 18U Only Age as of 1/1/2023)
- Team members may be from different schools, selected through a tryout or through an offer made to a said player.
- All participants must have at least one year remained of high school eligibility. Exception: Unsigned, Uncommitted High School Senior players who are within the 18U eligibility may be allowed to participate only after verification of eligibility has been determined by Prospects Sports.
- Out of state teams where squad members are from different schools must register to compete in qualifying tournament divisions.
- 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 be specific to a player's number and name. A fee of \$100 cash (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 (refunded if upheld) must accompany the filed protest. All decisions of the protest committee shall be final.

Tournament Fees:

- There will be a flat fee of \$625 per team (15u & 18u) for all Prospects Sports 7v7 tournament events with a 4-game guarantee, \$450 per team (14u, 12u, 10u, and 8u) for all Prospects Sports 7v7 tournament events



with a 4-game guarantee regardless of the minimum number of players on a roster.

- A NON-REFUNDABLE Deposit of \$225 per PEUSA Qualifying Tournament Event must be paid when registering for any Prospects Sports 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.

OFFICIALS

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

COACHES

- No high school coach may serve as a coach or stand with the team on the sideline.
- All high school coaches present must sit in the stands. No high school coaches are allowed on the team sideline.
- All team coaches MUST be listed on the teams GRIT Sports Team Roster and wear an identifying tag for clarification purposes. A team may not have more than four (4) coaches on the sideline at any given time.

FAILURE TO PAY TOURNAMENT ENTRY FEE

- Violation will result in a disqualification from advancement to the championship round of any qualifying tournament event.



- Violation may result in a disqualification from advancement to the Prospects Sports National Championships.

TEAM AREA

- No team shall have additional athletes on the sideline or in the team tent partially dressed in a team uniform. (Exceeding the maximum of 24 that are listed on the roster)
- 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.

TOURNAMENT TIE BREAKER

- Head-to-Head, Points Allowed will determine the pool winners and/or team seeding.
- 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 to head-to-head to break the remaining tie.
- 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!

FAN SEATING

- 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.

- Fans may not sit behind someone else's team during a contest.

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