



PRIMETIME FOOTBALL RULES

Football Game Day

Rule 1.1 – Game Rules

1. GAME DURATION

- A.** Regular season games shall be played according to the following time limitations: Apply to all divisions unless specifically noted.
 - I.** Flag Division (6U) – (4) 8 min. quarters Amended Clock*)
 - II.** Tackle Division (6U/8U) – (4) 8 min. quarters (Amended Regulation Clock*)
 - III.** Tackle Division (8U/10U/12U) – (4) 10 min. quarters (Amended Regulation Clock*)
 - IV.** Tackle Division (13U) - (4) 12 min. quarters (Amended Regulation Clock*)
 - V.** (3) Time outs per half

NOTE: In the event of inclement weather or a league official deems it necessary to get league play back on schedule, all games will go to regular season 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-13U levels. The time will be held on the field by the Head Official.

3. Clock Rules

- A.** In the event of scoreboard failure or malfunction, Head Official will keep game time on the field.
- B.** PrimeTime Sports League operates under an amended regulation clock for all divisions.
- 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 snapped 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.** Players who run out of bounds start when the ball is spotted.
 - X.** Touchdown – restarts on ensuring kickoff (Starts when the ball is kicked).
 - XI.** When the 24 POINT rule is in effect there will be a running clock.
 - XII.** 30 second play clock rules ALL levels (refs will manage this from the field and will indicate by hand signal when there are 10 seconds left).

- 4.** Helmet visors are allowed and up to Primetime Sports Commissioners/President 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 a helmet, chin strap, mouthpiece, shoulder pads, pants, two knee pads, two thigh pads, one tail bone pad, and two hip pads.
- 6.** Game jerseys must have numbers on the 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 a 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, (flag 6U 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 the away team will supply 1 volunteer per game to operate the 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. (PrimeTime Sports 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.

1. Each team must have 2 game balls each game. Game Balls must be:
 - A. (Wilson Football Only) 6U-8U-K2
 - B. (Wilson Football Only) 10U –TDJ
 - C. (Wilson Football Only) 12U/13U–TDY
2. Ball carrying eligibility. All certified kids are eligible.
3. **ALL FLAG PLAYERS MUST HAVE PRIMETIME/TEXASPORTS REQUIRED FLAGS.**
4. All levels in PrimeTime Sports are unlimited weight.

Flag (6U) Division

1. Field size is 100 yards in length.
- ~~2. Spring boys flag only. 1st down chains will not be used. 1st downs will be determined by the line to gain. The line to gain for 1st down is the 20's and 40's yard lines.~~
3. No quarterback sneaks. Quarterback MUST run outside the TACKLE BOX. Result to loss of down.
4. Stripping is not allowed result to 5-yard penalty.
5. 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.
6. Point after touchdown (PAT) is one (1) point for running or two (2) points for forward passing.
7. Flag players must wear jerseys with numbers on the front and back of the jersey and football game pants or shorts. (Soft helmets are optional) Hip, tail and thigh pads are. optional. All flags must be giving by each organization as specified by the PrimeTime Sports.
8. A player is dead at the point of contact if a player touches the football without wearing flags.
9. Any player who handles the football and has their jersey untucked at the start of the play; the play will be considered dead.

10. Any player who handles the football and their jersey becomes Un-tucked before the play, that ball will be considered down at the spot of contact.
11. Linemen may block with arms extended and inside the shoulders of the opponent.
12. A stiff arm is considered illegal and will result in a five (5) yard penalty.
13. Tackle is confirmed as making contact and no attempt to reach the offensive player's flags.
14. All other types of flag belts are prohibited and cannot be used during any (PrimeTime Sports) Games.
 - A. Flags must be purchased through the league's vendor.
15. Each eligible ball carrier must wear two(flags) All players do not have to have on; flags ball carriers only. This is optional per coach to have all players with flags. No flags on play is dead with 5 yard penalty.
16. All flags will be 5 yards other than personal foul flags 15 yards.
17. A flag game will consist of four (4) 8-minute quarters.
18. 6U FLAG PLAYS WITH 11 PLAYERS.
19. 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.
20. There will be a minimum of (9) players on the field.
21. There will be five (5) players on the offensive line of scrimmage tackle to tackle.
22. Two (2) coaches allowed on the field.
23. 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.
24. Coaches may not talk to players once the offense starts his Cadence or get under center.
25. 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.
26. Tackling: This is a non-contact sport; if a ball carrier is intentionally knocked down or tackled this will constitute unsportsman like conduct. A fifteen (15) yards penalty and automatic first down. Tackling can further be defined as or to include HOLDING & GRABBING.
27. 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).
28. Defensive players must stand at least one (1) yard off the line of scrimmage. Violations will be 5-yard penalty.
29. Defense isn't allowed to line up in the A gap. Defense must line up in front of the Offensive Guard.
30. Fumbles are not advanced it will be a dead ball spot and the new line of scrimmage.
31. 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.
32. There are NO punts on division. 30-yard walk off.
33. 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.
34. If a ball carrier flag is pulled or falls in the ball carriers endzone it's a safety. There is no kickoff, the ball will be placed on the 40-yard.

(8u) Division

1. Kickoffs for 8U are from the 40-yard line.
2. 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 counting. There is a "no rush" punt rule 5 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)

3. The ball must go at least 3 yards, or it will be required to re-kick or throw.
4. 8u is played like regular football outside of the rules clarified above.

(10u-13u) Division

1. These levels are played under regular UIL rules.
2. 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 (8u)
3. 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. (8u)
5. If a team does not declare a punt/kick, the defense may rush the punter/kicker. (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 procession after the penalty and wants a declared punt/kicking, they must redeclare.
9. If punter attempts to run the ball, the play will be called dead and turn over on downs will apply. (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 (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 (8u-13u) tackle level will be from the 40-yard line.
15. Punts and PATs are not safe (10U,12U,13U). CENTERS are protected.

Rule 1.4 – Coaches on the field of Play

1. Two 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. No coaches on the field for 8U-13U levels.
3. On the field coaching includes but is not limited to.
 - A. Giving instructions
 - B. Positioning players
 - C. Calling plays (both offensive and defensive).
4. 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.
5. Once the quarterback starts his cadence the on-field coaches can no longer talk to players in the game.
6. 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 doesn't have a current badge or has a fictitious badge they will be removed and ban 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 include in the 10 on the 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. **8U-13U (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 not 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 a 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 FOR 1 GAME
 - D. FOURTH OFFENSE- PLAYER SUSPENDED FROM 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. Players 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 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 (PrimeTime Sports) official. The referee will note the time left in the quarter and the score.
3. Protests must be submitted in writing to any (PrimeTime Sports) Officials within 24 hours of occurrence.
4. The (PrimeTime Sports) official will rule on all protests within (72) hours of protest or challenge being filed.
5. The decision of the (PrimeTime Sports) 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 fifteen (15) minutes, 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.
4. All games forfeited will be subject to a fine. PrimeTime Sports will excess fine to the Organization in the amount of referee fees. 2 forfeits per season will result in \$500 fine.

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 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 (PrimeTime Sports).
6. Zero tolerance on anyone getting removed from the field, stadium, etc. by a league director or a president of the organization for what we may deem unsafe or could provoke an unsafe environment. The person and the child will be removed for the season.
7. **Early stoppage of games - Effected immediately if the officials must stop a game early due to sideline (Coaches) or spectators' behavior. The game will not be replayed and the team responsible will take the loss regardless of score and will be fined for a forfeit.**

Rule 1.12 – 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 to 8 Teams depending on the Conference. (Top 4 to 8 teams in each Conference or top 8 if one conference) automatically qualify for the (PrimeTime Sports) post season play depending on participating teams within the league.
4. Seeding will be determined by regular season ranking as an organization.

Violations/Penalties – Section 2

Rule 2.1 – Questions of Eligibility

1. The PrimeTime Sports Football Commissioner/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 (PrimeTime Sports). 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: \$500 FINE AND SUSPENSION OF HEAD COACH AND PLAYER FOR THE REMAINING OF THE SEASON. THE TEAM FORFEITS THEIR GAMES UP TO THAT POINT.
 - B. 2ND OFFENSE: \$500 FINE AND THE ENTIRE TEAM WILL FOREFEIT ALL REMAINING GAMES ON THE SCHEDULE, FORFEIT ALL PRIOR GAMES WON IN THE LEAGUE FROM THE LEAGUE. THERE WILL BE NO REFUNDS.
3. DUAL CERTIFICATION IS NOT ALLOWED IN TEXASPORTS or PrimeTime Sports.
4. ONCE A PLAYER HAS BEEN CERTIFIED IF A PLAYER IS DIMISSED OR LEAVES THAT TEAM FOR ANY REASON THE PLAYER IS NOT ELIGIBLE TO PLAY FOR ANY OTHER TEAM AFTER WEEK 2 IN THE LEAGUE FOR THE UPCOMING OR REMAINDER OF THE CURRENT SEASON.
5. IF WE FOUND THAT YOU HAVE ILLEGELY CERTIFIED OVERAGE PLAYER FOR THE LEVEL THEY CERTIFIED ON THERE WILL BE A \$600.00 FINE THE PLAYER AND PARENTS WILL BE BANNED FROM THE LEAGUE IMMEDIATELY. (NO APPEAL PROCESS)
6. ALL PLAYER MUST BE VERIFIED BEFORE EACH GAME. NO WRISTBAND-NO PLAY. IF EITHER TEAM DOES NOT CERTIFY THE GAME WILL GO AS A FORFEIT FOR BOTH TEAMS AND END 0-1 FOR EACH TEAM. IF ONE TEAM AGREES TO CERTIFY AND THE OPPOSING TEAM DOESN'T. THE GAME WILL BE FORFEITED FOR THE TEAM THAT IS NOT IN AGREEMENT TO CERFITY. EACH ORGANIZATION THAT DOES NOT CERTIFY WILL PAY \$100 FINE BEFORE PLAYING THE FOLLOWING GAME.

Rule 2.2 – Ejection and Suspension during a Game

1. Players, coaches, or spectators may be ejected from the game by a game official for violation of the rules under which the game is played if so provided for in the playing rules or an (PrimeTime Sports) 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.
3. **FIRST OFFENSE:**
 - A. A player must leave the field and be accompanied by their guardian after ejection. If a player is ejected in the 4th quarter of the game, he will be suspended for the next game. (NO EXCEPTIONS)
 - B. Spectators ejected must leave the field and cannot attend the next game or longer depending on the offense and safety of the youth.
 - C. A coach who is ejected must leave the stadium immediately. The member organization they are affiliated with will incur a fine of \$200. He nor his team will be allowed to participate again until a fine is paid.
4. **SECOND OFFENSE:**

- A. A player must leave the stadium and be accompanied by their guardian after ejection. The Player will also be suspended for the next game.
- B. A coach who is ejected must leave the stadium. The member organization they are affiliated with will incur a fine of \$400. The coach will also be suspended for the next game. He nor his team will be allowed to participate again until a fine is paid.

5. THIRD OFFENSE:

- A. A player must leave the field and be accompanied by their guardian after ejection. The Player will be suspended for the next 4 games.
- B. A coach who is ejected must leave the stadium. The member organization they are affiliated with will incur a fine of \$600. The coach will also be suspended for the remainder of the season.

6. FOURTH OFFENSE:

- A. A Player will be suspended for the season.
- B. Whenever a player, coach or spectator is ejected, the head coach or program director shall report the circumstances thereof **to the league within 24 hours.**

- 7. Suspension of games means the player; coach or spectator for any level of the organization cannot participate in ANY (PrimeTime Sports) game or events during their suspension. This includes sitting in the stands or volunteering in another area of the organization (If violence or harm to others was caused). The suspension will resume with the next scheduled games and or until further notice based off of the offense: it will not include the current game the player or coach is being ejected from.
- 8. Any suspension that exceeds more than four games shall require a hearing before consisting of the Primetime/ TexaSports Executive Board, Head Referee Official. Unless otherwise requested by the person involved, the hearing shall be held, and a decision shall be rendered and announced before the temporary suspension has expired. A request for delay or failure to appear at a hearing shall be considered a waiving of the decision by the person involved.
- 9. An appeal hearing will only be granted if there is just cause to do so with \$100 contest fee. The individual requesting the hearing must provide just cause and/or proof that the previous decision was unjust, and the claims provided do not support such a decision. If an appeal is denied; the individual requesting the hearing will be notified via email and/or a phone call as well as their member organization's Athletic Director and President. Rule 2.3 Coaches/Staff

- **NOTE: All coaching staff need to make sure they follow the updated dress code of being in the same or similar attire on the sidelines with their badge on. The preference is to be in something with your team brand on it.**

Rule 2.5 – Revoking Membership

- 1. An organizations membership may be revoked for the following reasons below:
 - A. Fighting or Altercations where physical contact is involved. Based on league investigation.
 - B. Repeated Violations of the (PrimeTime Sports) Rules and Regulations
 - C. Provide an unsafe environment for other members and youths of the (PrimeTime Sports). Based on investigation.
- 2. An organizations volunteer, coach, player, and spectator may be suspended (includes not attending any (PrimeTime Sports) events/games) for the following reasons below:
 - A. Unsportsmanlike Conduct (arguing, disrespecting refs, coaches, players, spectators or PrimeTime Sports representatives). If the action committed is found to be a serious offense or league violation immediate removal from the league will be executed.
 - I. Cheating- Any organization/coach that is found guilty of playing illegal players, the organization will be suspended until further investigation. No level will be able to perform or participate at any games, events or competition until investigation has been completed.

- II. Any organization that forfeits their rights to attend national implications after registration has been paid to attend by Primetime sports will be revoked to participate within the league the following season. Each level that does not attend the organization must pay double fee for the amount paid per team. Example: national fees \$500 and you do not attend after the league has paid that portion. Organization must pay \$1,000.00 to participate the following season along with losing eligibility to attend for 1 calendar season.
- B. Anyone found guilty of any of the above actions will be removed immediately; there is no appeal hearing on any suspension or removal. Once an organization membership is revoked, they are removed immediately from the remainder of the game schedule, cannot participate in the playoffs or championship games. The cheerleaders/drill team members will not be allowed to participate in any cheer/drill events; this includes the (PrimeTime Sports) Cheer/Drill Competition. There is no immediate appeal process on the decision of an organization's membership after it has been revoked. The (PrimeTime Sports) takes membership very seriously and before a decision of membership is revoked the Executive Board will weigh all evidence or material that has been set before them and render a decision in the best interest of the league and its member organizations. That organization can reapply for membership for the next season; in applying for membership, it does not grant any organization membership into the league. No refunds will be issued to that organization.

Rule 2.5 – Media

1. Organizations can purchase up to 2 media passes a year. The information needed for a Media Pass is:
 - A. Media Person must register on PrimeTime Sports website. (They must be approved by PrimeTime Sports)
 - B. They must have a headshot themselves in the PrimeTime Sports website.
 - C. They will be issued a PrimeTime Sports Media Pass badge and PrimeTime Sports Media vest. Both must be worn to be on the sideline or field. (If they have one without the other, they are not allowed on the field or sideline.) If caught without the proper credentials supplied by PrimeTime Sports the Organization will be fined \$75 for each occurrence.
 - D. NO MEDIA CAN STAND BEHIND OPPOSING TEAM AND FILM WHEN ON OFFENSE. ALL MEDIA REPS WILL BE REMOVED AND ORG WILL BE FINED \$75 FOR EACH OCCURRENCE.

Rule 2.6 - Field Director

- Note: **FIELD DIRECTORS ARE REQUIRED TO KEEP EVERY SPECTATOR BEHIND THE SECOND LINE OF EACH GAME (MULTIPLE FIELD DIRECTORS CAN BE ASSIGNED)**
1. Organizations are required to have a designated Field Director.
 2. Field Directors must be in a team attire and wearing their TexaSports issued badge.
 3. Field Directors are required to know the Primetime/TexaSports rules and be the bridge between the Organization and Primetime/TexaSports.
 4. Field Directors can help with a rule dispute between coaches and referees.
 5. Field Directors can remove staff from the sideline.
 6. Field Directors are required to ensure there are only 10 on the sideline.
 7. If Field Directors is not on the field at all times while a game is going on there will be a \$75 fine for each occurrence. ORGANIZATION PRESIDENTS CAN SERVE AS FIELD DIRECTORS. OR HEAD COACH DURING HIS/HER GAME.

PRIMETIME SPORTS RESERVED THE RIGHT THE REFUSED SERVICE FROM ANYONE.