

~ UIL Exceptions To NCAA Rules For 2009 ~

1. In all instances where "NCAA Sanctions" appears, UIL rules will govern.
2. 1-1-1-a Number of players changed to NO MORE THAN SIX players each in UIL Six Man Games. NOTE: UIL (Texas) Football Rules exceptions are listed in both Officials Manuals for a Crew of Four and a Crew of 2/3 Officials.
3. 1-1-4-a of required officials may be waived.
4. 1-1-7-a & b & c Does not apply to UIL games.
5. 1-2-1-b Change "mandatory" to "recommended."
6. 1-2-1-c Change "mandatory" to "recommended."
7. 1-2-3-a Change the first sentence to read: "It is recommended that limit lines be marked with 12 inch lines at 24 inch intervals 12 feet outside the side lines and the end lines, except in stadiums where total field surface does not permit."
8. 1-2-4-b Limit of 60 individuals not in full uniform is waived.
9. 1-2-5-a Add: "In UIL games 30 foot uprights are recommended, 20 foot uprights are mandatory."
10. 1-2-5-b Change to read: "Above the crossbar the uprights shall be white or yellow and 23 feet 4 inches apart inside to inside. (EXCEPTION: When UIL schools are playing on collegiate fields with 18 feet 6 inches goal posts, and 23 feet 4 inches goal posts are not available, the collegiate goal posts may be used by mutual agreement of the competing schools.)"
11. 1-2-6 Add: "The use of 12 pylons is recommended, but 8 pylons, on each end zone, placed at the inside corners of the four intersections of the sidelines with the goal lines and end lines is mandatory."
12. 1-2-7-a Change the second paragraph to read: Any other line-to-gain indicator that accurately measures the line to gain is permitted when determined by the home school. Mutual agreement is not required.
13. 1-3-1-j & k Does not apply to UIL games.

14. 1-3-2-a Add to the end of the first sentence: NOTE: It is mandatory that at least one ball be offered for play. It is recommended that each team offer at least two balls for play.

15. 1-3-2-g Add: "If balls are available and ball persons are being used."

16. 1-4-3-a Add: "Exception: Light colored jerseys, instead of white, are acceptable if jersey colors of the teams are of contrasting colors." Home teams are required to make any changes necessary.

17. 1-4-3-d Gloves and/or hand pads that are not gray in color or not in conformance with Rule 1-4-5-b (Exception: Gloves may be any color).

18. 1-4-4-b Require all players of a team to wear facemasks of the same color (Exception: facemasks may be any color).

19. 1-4-4-e Jerseys must be full length and tucked into the pants. (Exception: UIL jerseys must come to the top of the waist with all equipment covered. All pads must be covered during play.)

20. 1-4-4-h All squad members must wear visible socks or leg coverings that are identical in color and design, (Exception: White sweat socks.)

21. 1-4-5 Elastic Angkle Coverings/Spats

22. 1-4-5-m Gloves may be any color.

23. 1-4-5-p Exception for UIL: Towels may be of school color and may contain school name, school initials, mascot insignia. Towels may not contain numbers.

24. 1-4-5-s Eye Shields: Only eye shields that are completely clear will be allowed. Waivers will no longer be granted for tinted eye shields, regardless of circumstance.

25. 2-15-4-a Insert between "ground" and "by" "or a tee". If a tee is used it shall not elevate the ball's lowest point more than two inches above the ground.

26. 3-1-1 Change the second sentence to read: "It is recommended that the coin toss be conducted at midfield

three minutes before the scheduled starting time. The referee shall toss the coin in the presence of no more than four field captains of the opposing teams and another game official, first designating the visiting field captain to call the fall of the coin.”

27. 3-1-3 Change to read: “UIL varsity games and playoff games that end in a tie will be decided using the NCAA Tiebreaker Procedure” with UIL exceptions.

28. 3-2-1 Change to read: “The total playing time in UIL varsity games shall be 48 minutes divided into four periods of 12 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half). EXCEPTION: In games below the varsity level, periods may be shortened by mutual consent of the competing schools.”

29. 3-2-1-b Change to read: “The maximum intermission between halves shall be 28 minutes.”

30. 3-2-2-h Does not apply to UIL games.

31. 3-2-2-i Does not apply to UIL games.

32. 3-2-4 NCAA 2005 Rule Book will be used for timing in UIL games.

33. 3-2-4-b & c All timing will be done under NCAA Timing Rules of 2005.

34. 3-2-5-a All timing will be done under NCAA Timing Rules of 2005.

35. 3-2-5-a-12 Does not apply to UIL games.

36. 6-1-1 Change “35 yard line” to “40 yard line.”

37. 6-1-1 Unless relocated by penalty, the kicking team’s restraining line on kickoffs shall be the 40-yard line.

38. 9-2-2-d-pen UIL: Disqualification is for remainder of game only. UIL District Committees may apply additional disciplinary action.

39. 9-5-1, 2, 3 Replace Rule 9 Section 5 in the NCAA Football Rules and Interpretations with the following:

SECTION 5. FIGHTING

ARTICLE 1 a. Before, during any intermission, or during the game, squad members in uniform and coaches shall not participate in a fight. (Rule 2-32-1). PENALTY - 15 yards from the basic spot or the succeeding spot and disqualification for the remainder of the game.

b. During either half, any person authorized to be in the team area shall not leave their team area to participate in a fight. EXCEPTION: Coaches designated by their head coach prior to the game may enter and leave their team area to act as peacemakers. It is recommended that at least one coach remain in their team area to assist in preventing persons from leaving their team area to participate in a fight. PENALTY - 15 yards from the basic spot or the succeeding spot and disqualification for the remainder of the game. NOTE: Persons leaving the team area during a fight are to be penalized for fighting.

ARTICLE 2. Coaches who are disqualified for fighting may not be in the Playing Enclosure during the remainder of the game. (See 2-31-5 for the definition of the Playing Enclosure).

ARTICLE 3. It is strongly recommended that coaches who are designated as peacemakers contact their players in their attempt to stop a fight.

40. 9-6 Does not apply to UIL games.

41. 3 In overtime the officials will escort the coaches to the center of the field for the coin toss.

42. 11 The Officials Mechanics approved by the TASOor UIL Football Board of Directors shall be used.

43. 11-1 Change: The officials jurisdiction begins 30 minutes before the scheduled kickoff and ends when the referee declares the score final.

44. 12 Rule 12 does not apply to UIL games.

45. The Referee WILL NOT announce the number of the player committing the foul. (TASOMechaics Manual)

~ NCAA TiebreakerSystem ~

ARTICLE 3. The NCAA tie breaker system will be used when a high school varsity game is tied after four periods. football playing rules apply, with the following exceptions:

District games using "positive points" will use the following exceptions:

Coaches in the game should inform the referee before the game (pre game conference) that the game will be played using the UIL "positive point" exception. Failure to notify the referee prior to the coin toss does not negate specific DEC rules relating to "positive point". If notification is given to the referee, the tie game will be played with the following exception to rule 3-1-3-f. delete "if Team B scores during a period other than a try".

Delete example 2. If a touchdown is scored that determines the winning team in an extra period, the try is cancelled.

Substitute Example 2 : If a touchdown is scored that determines the winning team in an extra period, the scoring team may elect to play the try down. If the team on defense refuses to play the try down, the Referee may award the number of points the team could have scored had the defense played the try down.

- a. Immediately after the conclusion of the fourth quarter, officials will instruct both teams to retire to their respective team areas. The officials will assemble at the 50-yard line and review the tiebreaker procedures.
- b. The officials will escort the **coaches** to the center of the field for the coin toss. The winner of the toss shall choose one of the following options:
 1. Offense or defense, with the offense at the opponent's 25-yard line to start the first series.
 2. Which end of the field shall be used for both series of that overtime period.

Note: The winner of the toss may not defer his choice.

- c. The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra periods.

d. Extra periods: An extra period shall consist of two series with each team putting the ball in play by a snap on or between the inbounds lines on the designated 25-yard line, which becomes the opponent's 25-yard line. The snap shall be from midway between the inbounds lines on the 25-yard line, unless a different position on or between the inbounds lines is selected before the ready-for-play signal. After the ready-for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting penalties.

e. Team series: Each team retains the ball during a series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first and 10 if it again possesses the ball after a change of team possession.

Team A and B designations are the same as defined in Rule 2-27-1 in the NCAA Football Rule Book.

EXAMPLES:

1. After each team has put the ball in play by snap at the beginning of its series, the score is tied or there has been no score. RULING: Begin the second extra period with the loser of the toss at the beginning of the first extra period having the choice of the two options.

2. Other than on the try, Team B intercepts a pass or fumble for a touchdown or recovers a fumble or a backward pass and scores a touchdown. RULING: Period and game are ended, and Team B is the winner. *See substitute example on previous page regarding positive points exception.

3. During the first series of a period, Team B intercepts a pass or fumble or recovers a fumble or a backward pass and does not score a touchdown. RULING: Team A series ended and Team B, which becomes Team A, starts its series of that period.

4. During the first series of a period, Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the neutral zone, and runs for a touchdown. RULING: Six points for Team A, and Team B begins its series of the period after the try.

5. Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the neutral zone, and runs for a first down. RULING: Team A's ball, first and 10.

6. Team A attempts a field goal on first, second or third down, and the kick is blocked. Team A recovers the

kick, which never crossed the neutral zone, and does not gain a first down. RULING: Team A's ball, next down.

7. Team A attempts a field goal and the kick is blocked. Team B recovers the kick and runs it into Team A's end zone. RULING: Touchdown, game is ended. *See substitute example on previous page regarding positive points exception.

8. During the first series of a period, Team B—after gaining possession—loses possession to Team A, which scores a touchdown. RULING: The score counts, and Team B begins its series of the period after the try.

9. During the first series of a period, Team B—after gaining possession—loses possession to Team A, which fails to score a touchdown. RULING: Team A series is ended, and Team B begins its series of that period.

10. During the first series of a period, Team A fumbles into Team B's end zone on a second down of a series. Team B recovers and downs the ball in its end zone. RULING: Team A series of that period is ended. Team B series of the period begins.

11. During the first series of a period, B10 intercepts a forward pass on his three-yard line and downs the ball in his end zone (no momentum involved). RULING; Score two points for Team A. Team A's series is over. Team B will put the ball in play, first and 10 on the 25-yard line at the same end of the field.

12. Team A's field-goal attempt is untouched beyond the neutral zone until it is muffed by B17 at the five-yard line. A75 recovers at the three-yard line. RULING: First down for Team A at the three-yard line.

f. Scoring: The team scoring the greater number of points during the regulation and extra periods shall be declared the winner. There shall be an equal number of series, as defined in (e) above, in each extra period. Beginning with the third extra period, teams scoring a touchdown must attempt a two-point try. A one-point try by Team A (although not illegal) will not score a point.

EXAMPLES:

1. On the first possession of a period, Team A scores a touchdown. the try, Team B intercepts a pass and returns it for a two-point touchdown. RULING: Team B is awarded the ball on the 25-yard line to start its series of the period with the overtime score 6-2.

2. If a touchdown is scored that determines the winning team in an extra period and proper notification has been

provided, the scoring team may elect to play the try down. If the team on defense refuses to play the try down, the Referee shall award the number of points the team could have scored had the defense played the try down.

g. Fouls after Team B possession:

1. Distance penalties by either team are declined by rule in extra periods (Exceptions: Dead-ball fouls and live-ball fouls penalized as dead-ball fouls).
2. Scores by fouling teams are canceled.
3. If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed.

EXAMPLES:

1. After the end of the first series of a period by Team A, Team B commits a dead-ball foul. RULING: Team B starts its series on the 40-yard line, first and 10.
2. During the first series of a period, Team A passes and a Team A back is illegally in motion during the down. The pass is intercepted, and Team B commits a foul before scoring a touchdown. RULING: Score not allowed. The series is ended, and Team B begins its series on the 25-yard line.
3. During the second series of a period, Team B intercepts a pass and runs for a touchdown. During the run, Team B clips at midfield. RULING: Nullify the score, and if the score is tied, the next period will start with first and 10 at the 25-yard line.

- h. Timeouts: Each team shall be allowed one timeout for each extra period. Timeouts not used during the regulation periods may not be carried over into the extra period(s). Unused extra-period timeouts may not be carried over to other extra periods. Timeouts between periods shall be charged to the succeeding period.