

SBMSA Football Program Rules and By-Laws



Amended as of April 2014

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SPRING BRANCH-MEMORIAL SPORTS ASSOCIATION

FOOTBALL PROGRAM

The Board of Directors of the Spring Branch-Memorial Sports Association (“SBMSA”) empowers the Board of Football Commissioners (the “Football Board”) to administer all phases of this football program (the “League”), which are not specifically reserved for the SBMSA Board of Directors and are not in direct violation of SBMSA’s by-laws, as outlined in these rules. Within these limits, any majority decision of the Football Board will be official, final, and non-appealable. No meeting of the Football Board is official unless there are at least three (3) members present, one of which must be the Program Director.

PROGRAM ADMINISTRATION

I. Football Board

- A. No fewer than five (5) members shall administer the Football Board.
- B. The Football Board shall consist of a Program Director appointed by the President of the SBMSA and approved by the SBMSA Board of Directors with the balance of the Football Board to be selected by the Program Director subject to the approval of the SBMSA Board of Directors.
- C. Football Board Organization: (Example – may vary by season)

Program Director

Tackle Director

- ◆ Varsity Commissioner
- ◆ Junior Varsity Commissioner
- ◆ Sophomore Commissioner
- ◆ Freshman Commissioner
- ◆ Area Representatives

Flag Director

- ◆ Junior Varsity Commissioner
- ◆ Freshman Commissioner
- ◆ Area Representatives

D. Responsibilities of the above listed officers:

- 1. Program Director
 - a. Answer to the SBMSA Board of Directors.
 - b. Administer all functions of the Football Board in managing, supervising and delegating authority within the proper guidelines as directed by the SBMSA Board of Directors.
 - c. Assures that all Head Coaches and Assistant Coaches have agreed to allow SBMSA to conduct a criminal background check on them, and assures that such checks are completed.
- 2. Tackle and Flag Directors

- a. Administer respective programs.
 - b. Direct the operations of the Commissioners.
3. Division Commissioners
- a. Answer to the Directors.
 - b. Recruit Head Coaches.
 - c. Direct the operations of their Division.
 - d. Review all proposals and/or complaints from coaches and parents.
 - e. Instruct all Head Coaches in the administration of those functions designated by the Football Board.
 - f. Assume responsibility for the playing fields.

II. Head Coaches

- A. Responsible for the proper operation of the teams according to the Rules and Regulations as set forth by the Football Board and the SBMSA, including submitting a roster in the form found in Appendix C.
- B. Must submit to a criminal background check using procedures proscribed by SBMSA, and must register according to process required by SBMSA.
- C. Answers directly to their Division Commissioner.
- D. Assumes the responsibility for appointing assistant coaches and submitting a list of these assistants to their Division Commissioner for approval prior to the first practice. **Note: The Football Board and/or the SBMSA reserve the right to approve or disapprove any appointments.**
- E. Responsible for promoting Sportsmanship including being responsible for the behavior of assistant coaches, parents and fans of their respective teams. See Appendix D – Coaches’ Responsibility Form – to be executed by all coaches.
- F. Responsible for the financing of their team thru fund raising, donations or other approved means, which shall be approved by the Program Director. A coach may not assess a player’s family for the cost of uniforms.
- G. Responsible for conveying to players and parents all SBMSA rules regarding minimum playing requirements, number of coaches on the sidelines, persons authorized to be on the sidelines, persons authorized to be in the film tower, and rules related to working on the chain crew
- H. Must secure a signed Coaches’ Responsibility Form from each Coach permitted to be on the sideline, and responsible for all assistant coaches registering with the League for the purpose of submitting to a criminal background check.
- I. Must assure that the following are turned in for each player **prior to player attending practice:**

1. Completed and signed player registration/parent consent form;
 2. Registration fee or signed fee waiver form; and
 3. Proof of age (for player who did not participate the prior year) to the SBMSA office. The player will not be allowed to practice or play in any game until these requirements are met. **If an ineligible player is found in a game, it will result in forfeiture.**
- J. The Head Coach of the winning team must report scores of all games to the Statistician as designated by the Division Commissioner within 24 hours after the game.
- III. Publicity - The Program Director or his appointed representatives must **approve all public relations programs regarding football activities.**
- IV. Parent and Auxiliary Organizations
- A. Fundraising activities – Parents are encouraged to support their child’s team through fundraising efforts which can help offset expenses incurred by the team. Parents may raise funds through any appropriate endeavor that is not in competition or conflict with the League’s fundraising efforts.
 - B. Cheerleaders – With the approval of the Head Coach, cheerleaders may be chosen for any team. Cheerleaders will not be permitted on the playing fields, but can position themselves on the sidelines immediately in front of their team’s fans. There will not be any competition between groups of cheerleaders.
- V. Qualifications and Eligibility
- A. Player Eligibility
 1. In order for the League to accurately and fairly assign players to their proper Division and proper team or draft pool, all players who register for the League shall be required to provide the League with a valid birth certificate and an accurate address for the player’s place of residence. **A player’s family shall comply with any reasonable requests from the League regarding production of a valid birth certificate and any documents necessary to prove residency.**
 2. The official playing age of any player is his/her age as of April 30th of the current year.
 - a. Based on that date, players age 5 through 12 are eligible to participate in the League.
 - b. A player attending 7th or 8th grade at a school that does not have a football program may participate in the Varsity Tackle Division, provided their age meets the criteria above.

- c. Any player in the 6th grade of a private school who elects to play for his or her school team may not participate in the SBMSA League

Note: Excerpt from SBMSA By-Laws: Section 4. Player Eligibility

Upon written request of a parent or guardian, the director of a program MAY permit a player to play up one age level above the one determined by the player's age if (1) such request is made at registration and prior to the draft, (2) in the judgment of the director the player has acquired the abilities to compete at that level and (3) there is a coach or coaches willing to accept such a player.

Upon written request of a parent or guardian, the director of a program MAY permit a player to play down one level below the one determined by the player's official age if:

- (1) *Such child is enrolled in a special education program because of a physical disability (as a result of placement by an ARD committee). The student's IEP must indicate his/her disability or enrollment in an Adaptive Physical Education class, and a copy of the IEP must accompany the participant's registration, and*
- (2) *Such request is made at registration and prior to the draft or team assignment, and*
- (3) *In the judgment of the program director the player does not have the ability to compete in his or her proper age group, and*
- (4) *There is a coach or coaches in the lower level willing to accept such a player.*

B. Division Classification

<u>TACKLE</u>		<u>FLAG</u>	
Freshman:	Ages 6, 7 and 8	Freshman:	Ages 5 and 6
Sophomore	Age 9	Junior Varsity:	Ages 7 and 8
Junior Varsity:	Age 10		
Varsity:	Ages 11 and 12		

C. Team Formation

- 1. Players qualifying for the Freshman Tackle and the Freshman and Junior Varsity Flag Divisions will be placed on teams according to the geographic area in which they reside. Players qualifying for the Sophomore, Junior Varsity, and Varsity Tackle Divisions will be placed on teams via a draft. The Football Directors and respective Commissioners will determine the draft pools, skills evaluation and draft process, and the number of teams in each pool after registration is completed.
- 2. Exceptions:
 - a. A Head Coach coaching a team outside his own geographic area,

as designated by the Football Director, may at his own option and with the approval of the Football Board, play his child(s) on the team he coaches. The child(s) must be otherwise eligible to play in the League. With the approval of the Football Board the same privilege may be given to an Assistant.

- b. Players from area pools with too few players to field a team but having the desire to play, will be assigned to the nearest elementary or middle school for draft pool assignment by the Director and Division Commissioner. Any deviation from this rule must have the approval of the Football Board.
3. No player may be registered on any team after that team plays its first official game, or after a date set by the Football Board.

D. Illegal and Ineligible Players

1. An illegal player is one who plays on a team for which he could not have become eligible within the current year under any circumstances. Among the issues which make a player illegal are:
 - Being 13 years of age or older;
 - Attending 7th grade or higher at a school that offers a football program;
 - Knowingly providing the League with an invalid or falsified birth certificate;
 - Knowingly providing the League with an inaccurate residential address or other information with the intent to manipulate which team or draft pool to which the player will be assigned.

Use of an illegal player may result in sanctions including but not limited to game forfeitures, disqualification of the player, and suspension of the Coach.

2. An ineligible player is one who fails to meet certain correctable criteria for participation in a Division or game. Among the issues which may make a player ineligible are:
 - failure to submit player registration or parent consent forms;
 - failure to pay the registration fee or obtain a waiver of the fee;
 - failure to submit a valid birth certificate;
 - failure to be properly listed on the team roster;
 - lacking an official weight;

Use of an ineligible player in a game before the eligibility issue has been corrected may result in sanctions including but not limited to forfeiture of the game Upon finding an issue regarding the eligibility of a player, the League may temporarily suspend the player until such time as the eligibility

issue is corrected.

3. A protest regarding the eligibility of a player will be considered valid only if proper notification of such protest is made during the course of a subject game to the head game Official and/or to the opposing Coach and if a full written protest is presented to the Division Commissioner within twenty-four (24) hours of the game completion. If a protested game is played on a Saturday, the time limit for presentation will be extended to forty-eight (48) hours from game completion. No protest will be considered involving judgment calls of game Officials.

- VI. Football Sizes: (Each team is responsible for providing a game ball that is in good playing condition)

Freshman Tackle, Freshman & Junior Varsity Flag: Wilson K-2 or MacGregor Peeewe (MCFMXPWF), Riddell (RDP), GST or composite balls, Rawlings Pro V (PW), or Rawlings Pro ST V (PW).

Sophomore, Junior Varsity, and Varsity Tackle: Wilson TDJ or MacGregor Junior (MCFMCJNR), Riddell (RDJ), GST or composite balls, Rawlings Pro V (JRB), or Rawlings Pro ST V (JRB).

SPORTSMANSHIP AND CONDUCT

- I. Smoking – There will be no smoking or use of other tobacco products inside the playing area or on SBISD property.
- II. Coaches – No persons other than approved coaches (maximum of five (5) coaches per team) may appear on the sideline with the team. The game official or a representative of the Football Board for not following this rule may assess a penalty of five (5) yards. This same penalty shall apply to the unauthorized use of photographers or film persons. Any variations of this must be approved by the Football Board.
- III. All Persons – Profanity, fighting, abuse of players, unsportsmanlike-like conduct, and use of alcoholic beverages or illicit drugs, or violation of any SBMSA rules will not be tolerated and each such violation reported to or discovered by the Football Board may result in game forfeiture or suspension depending on the circumstances.
- IV. Texas law prohibits the use of alcoholic beverages or any controlled substance by anyone on school property. All SBMSA facilities, including Reggie Grob and Darryl Tully Stadium parking lots, are considered school property. Any violation of this rule may result in the suspension of participation (including a parent of player) in the Football Program.
- V. Teams – The Head Coach and his staff shall maintain order and discipline among his players. Unsportsmanlike-like conduct on the part of the players or Assistant Coaches shall reflect directly on the coaching staff.

- VI. Crowds – The conduct of spectators supporting his team is the direct responsibility of the Head Coach of the team. Fans shall abide by UIL rules with respect to behavior, including the UIL prohibitions regarding artificial noisemakers.
- VII. Penalties – On continued violation of any of the above conduct responsibilities, the Officials will assess a 10-yard penalty on the offending team. Subsequently, a full report should be made to the Division Commissioner detailing the circumstances leading to such disciplinary action. Such penalty may also be assessed by a Football Board Member witnessing the violation.
- VIII. No one will be allowed to enter the playing area (designated by the field fence) unless he/she is a Football Board Member, Division Commissioner, approved coach or cameraperson. Exception: a parent(s) of an injured player may enter. After one warning a team will be assessed a five (5) yard penalty if the Referee or a League Official notes a violation of the above.
- IX. The scouting or filming of other team’s practices is prohibited.
- X. **SBMSA Suspension Rule** - One of the primary goals of the SBMSA is to teach Good Sportsmanship to our area youth. Displays of poor sportsmanship by players, coaches, and / or fans will not be tolerated. As a discouragement of such displays, the SBMSA Executive Board has adopted a policy which mandates a one-half game suspension for any football player or coach ejected from a game by a game official based on poor sportsmanship. This suspension shall be administered by the Program Director and the Football Board during the next scheduled game, including any make-up game or playoff game. While the one-half game suspension is mandated, the Program Director and Board may for particularly outrageous behavior or recurring incidents, levy suspensions of additional games up to and including the remainder of a season or future seasons.

The Program Director and the Football Board, before issuing the suspension, should: (1) interview both coaches; (2) request a written report from the game official and; (3) if no Board members witness the incident, seek to interview third party witnesses.

The decision of the Program Director and the Football Board shall be final and not subject to an appeal to the SBMSA Executive Board.

XI. **SBMSA Football Code of Conduct**

PLAYERS will be accountable for their actions.

PLAYERS will strive to play by the rules.

PLAYERS will treat other players, coaches, and officials with respect.

PLAYERS will maintain their schoolwork and understand that Football is secondary to academics.

PARENTS will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials.

PARENTS will never scorn or yell at their child or other children for making a mistake on the field.

PARENTS will respect the coaches' time and ability, and will not interfere with practices or games.

COACHES will support the other coaches, Board members, and others working with the team, and strive to make this a positive experience for everyone.

COACHES will educate themselves on the rules of the game and will teach these rules to their team.

COACHES will encourage effort and development, and will realize that mistakes are part of the learning process.

COACHES will ask their team treat the opposing players, coaches, football officials, and all others with respect.

COACHES will support and respect contest officials and refrain from public criticism or embarrassment.

XII. **Texas Criminal Statutes** regarding interaction on the field or court of play with an Umpire or Referee

§ 22.01. **ASSAULT.**

(a) **A person commits an offense if the person:**

(1) intentionally, knowingly, or recklessly causes bodily injury to another, including the person's spouse; (2) intentionally or knowingly threatens another with imminent bodily injury, including the person's spouse; or

(3) **intentionally or knowingly causes physical contact with another when the person knows or should reasonably believe that the other will regard the contact as offensive or provocative.**

* * *

(c) **An offense under Subsection (a) (2) or (3) is a Class C misdemeanor, except that the offense is:**

* * *

(2) **a Class B misdemeanor if the offense is committed by a person who is not a sports participant against a person the actor knows is a sports participant either:**

- (A) while the participant is performing duties or responsibilities in the participant's capacity as a sports participant; or
 (B) in retaliation for or on account of the participant's performance of a duty or responsibility within the participant's capacity as a sports participant.

(3) "Sports participant" means a person who participates in any official capacity with respect to an interscholastic, intercollegiate, or other organized amateur or professional athletic competition and includes an athlete, referee, umpire, linesman, coach, instructor, administrator, or staff member.

§ 42.01. **DISORDERLY CONDUCT.**

(a) A person commits an offense if he intentionally or knowingly:

(1) **uses abusive, indecent, profane, or vulgar language in a public place**, and the language by its very utterance tends to incite an immediate breach of the peace; or

(2) makes an offensive gesture or display in a public place, and the gesture or display tends to incite an immediate breach of the peace;

TACKLE PROGRAM

I. RULES AND REGULATIONS

A. Player Weights – Tackle Program

1. Maximum Player weights by Division are:

Freshman	125 pounds
Sophomore	150 pounds
Junior Varsity	150 pounds
Varsity	185 pounds

Players who exceed these maximum weights will be required to compete in the next higher Division. A player exceeding 185 pounds will not be allowed to participate in the League.

2. There are no minimum weights in any Division. Players who exceed the following weights are required to compete as a *designated down-lineman*:

Freshman	80 pounds
Sophomore	90 pounds
Junior Varsity	100 pounds
Varsity	120 pounds

3. A Varsity Division player who is 11 years old and weights less than 65 pounds *may* petition the Program Director to allow the player to play down in the Junior Varsity Division.

4. The League will conduct a formal weigh-in to establish each player's official playing weight for the entire season (including playoffs). For the Sophomore, Varsity, and Junior Varsity Divisions, the formal and official weigh-in will occur at the Skills Assessment associated with team formation. For the Freshman Division, the formal and official weigh-in will occur at a date set by the League.

Each player must have an official weight prior to playing in his first game. A member of the Football Board must be present at any weigh-in. If a Freshman player is not going to be present at his team's assigned official weigh-in time, or if a Varsity, Junior Varsity, or Sophomore player does not attend the Skills Assessment, he must obtain permission from the Program Director to weigh-in at a different time.

Re-Weigh to Make Ball Carrying Weight - Each player in the Sophomore, Junior Varsity, and Varsity Divisions will be weighed officially at Skills Assessment. Any player who is five (5) pounds or less over the proscribed ball carrying weight for his division will be allowed an opportunity to re-weigh at the weigh-in for the Freshman Division if the player would like to reach the ball carrying weight.

Re-Weigh to Make Maximum Weight - Any player who qualifies to play in the Sophomore or Junior Varsity Divisions based on age but weighs ten (10) pounds or less over the maximum weight for his Division at the Skills Assessment will be allowed an opportunity to re-weigh at the weigh-in for the Freshman Division in an attempt to reach the maximum weight for his Division. All Sophomore and Junior Varsity players who weigh more than ten (10) pounds over the maximum weight for his Division at the Skills Assessment will be required to play in the next higher Division for which he qualifies in terms of weight. If a player elects to attempt to reach the maximum weight for his Division, but does not, he will not be able to play Football in any Division (because teams will have been formed) and no refund will be offered.

All players weighing more than 185 pounds at Skills Assessment will be afforded the opportunity to re-weigh at the weigh-in for the Freshman Division in an attempt to reach the maximum weight for the Varsity Division. Any player who does not make weight on such day will not be allowed to play and will be offered a refund.

Note: The SBMSA Football Board is concerned for the health and safety of the players. To that end, the Football Board has set the above parameters for making weight and strongly discourages inappropriate and unhealthy weight loss techniques by players to make a specific weight. While a desire to make a certain weight is admirable, it should be undertaken by the player (with his parents' consent) in a controlled and healthful manner, over a long period of time; players should not crash diet, or use diuretics or similar substances. Additionally, coaches are

prohibited from “sweating” players to make a certain weight. The Football Board reserves the right to discipline coaches found to be in violation of this directive. Discipline options shall include banishment from coaching. The Football Board also reserves the right to disallow a player’s official weight, if it is determined that the weight was achieved through improper means.

5. ***Designated Down-lineman*** - A designated down-linemen (a player whose exceeds the above limits for his Division) is defined as any player required to play from a three- or four-point stance on the line of scrimmage, except on kicking teams (kickoff, kickoff receiving, punt, extra-point, and field goal teams; does not include the punt return team). Designated down-linemen may be the punter, kicker, or the holder for extra points and field goals, but may not advance or pass the ball. If a designated down-lineman is the punter, kicker, or holder, he need not be in a three- or four- point stance or on the line. If a designated down-lineman is on the punt, extra-point, or field goal team and is not the punter, kicker, or holder, he must play on the line of scrimmage from a three- or four-point, or from a two-point stance with his elbows on his knees.

B. Weekly Activities (Games and Practices)

1. There is no limitation on the number of times a team may practice or meet per week, provided however, that a team shall have no more than three (3) contact sessions per week. A “contact session” is defined as a practice in full pads where there is player-to-player contact, a scrimmage, or a game; practices where there is player-to-sled or player-to-dummy contact are not considered “contact sessions.” A week constitutes the seven (7) day period from Sunday through Saturday, except in the Varsity Tackle Division, where the week shall be from Monday through Sunday. Each game played during the week counts as one (1) of the three contact sessions. **Any violation may result in appropriate disciplinary actions or possible game forfeiture as determined by the Football Board.** The Football Board may authorize more than three contact sessions per week for some or all teams to accommodate playoffs schedules and schedule changes due weather or other League-wide concerns. **All teams must have, and all players must participate in, one (1) non-contact practice prior to conducting or participating in a contact practice.**
2. Scrimmage games may be scheduled any time after the first week of practice. No scrimmage games may be held between teams of different age classifications. Scrimmages with teams of other programs or school teams are not allowed without the consent of the Program Director and/or the Football Board. A scrimmage counts as a “contact session.”

C. Game Rules and Conduct

1. Both teams shall be located on the same side of the field opposite the spectators (exceptions may be allowed in playoff games or due to weather

conditions). Players and coaches shall remain at least two (2) yards from the sideline and within the zone from the twenty (20) yard line to the forty (40) yard line (midfield). In the Varsity Tackle Division, the teams shall be on opposite sides of the field and may use the entire sideline, but may go no closer to the end zone than the twenty (20) yard line.

2. Officials – While the association’s policy is to supply two SFOA Officials, at least one (1) Official must be used in all League games. In the event that only one TASO. Official is present, an additional Official may be appointed from the field. If that appointed Official is not a member of the Football Board, the appointee is subject to the approval of both coaches and the Official present. However, the TASO. Official shall be fully responsible for all decisions made throughout the game. If a Football Board Member is present, at his discretion, he may start the game with no TASO Official being present. If no Official or Football Board Member is present for the game, and both coaches agree that two parents/fans can officiate, the game may be played and it shall be considered an official game and will not be rescheduled. **It is the responsibilities of each coach to inform the officials of our specific rules which conflict with or are different from UIL/NCAA rules.**
3. The use of cellular phones, hand held radios, “walkie talkies”, or any other personal, portable communications devices to communicate with coaches or individuals either on the field, on the sidelines, in the film tower, or in the stands is prohibited.
4. On-Field Coaching (Freshman Division only) – One coach per team will be allowed on the field for all games in the Freshman Division. The intent of the rule is for the on-field coach to assist in calling the play or defensive scheme while in the huddle. **Instructions to players may not be given during “play.” Likewise, on-field coaches may not move players through signals or otherwise during “play.”** For purposes of this rule, “play” begins when the offensive huddle is broken and ends upon the whistle stopping the play. Upon the first violation of this rule by a team, the official shall stop play, stop the clock, and issue a warning to the offending coach. The penalty for subsequent violations shall be a 5-yard penalty and loss of down for an offensive violation, or a 5-yard penalty and automatic first down for a defensive violation. In the event the offense is running a no huddle offense, the Board recognizes the need for some coaching between plays, but it shall be at the official’s discretion if excessive coaching is occurring during “play”. **If a team is ahead by 18 or more points at any time during a game, on-field coaching for that team is not permitted until such time as the margin drops below 18 points.**
5. Basic playing rules are in accordance with now-current University Interscholastic League (“UIL”) Rules, except where modified by these SBMSA Rules. **See Appendix B for copy of card explaining differences**

given to game officials.

a. Game time – Tackle Program

- (1) Freshmen, Sophomore, and Junior Varsity – nine (9) minute quarters with a five (5) minute half time. Varsity - ten (10) minute quarters with a ten (10) minute half time.
- (2) In playoff games, the half-time break may be lengthened to allow ample time for ceremonies.
- (3) Game Clocks – the field clock shall be considered official time when available; otherwise, the time shall be kept by one of the Officials, and it shall be considered official time. **UIL rules govern the running of the clock.**
- (4) Time Keeper – The SBMSA will supply timekeepers to operate available field clocks. They shall take given signals from the referees to cause the starting and stopping of the clock. Coaches should be aware that the Timekeepers are Officials of the game and should be given the same respect as the Officials on the playing surface. Excessive verbal abuse used towards the timekeepers may subject you to disciplinary actions from the Football Board. Such disciplinary actions could include ejection from the game being played and/or further game/practice suspensions.

b. Player Participation

- (1) Free substitutions rules will apply and **maximum use of all players is encouraged.**
- (2) Each player must participate in at least twelve (12) plays during each game. A play which is nullified by a penalty after the snap of the ball (*i.e.*, Holding, Pass Interference, etc.) is considered to be a play.
- (3) In the Freshman Division only, participation on the Kick off or Kick off Return Teams does **not** count toward the required twelve (12) plays.
- (4) The only exceptions to the rule are cases of illness, injury, or disciplinary action by the Head Coach (in the case of disciplinary action, such actions must be applied consistently for all team members). In such cases the opposing Head Coach **must** be notified prior to the start of the game.
- (5) It is the responsibility of each Head Coach to assign an Assistant Coach to monitor its teams' players' participation, utilizing the "Game Monitor Sheet" provided by the League (Appendix E). **It is recommended that each Head Coach review his player participation form at half time.** The Assistant shall be one of the five (5) coaches allowed per team on the sideline. Each team's "Game

Monitor Sheet” must be signed by both Monitors after the completion of the game and returned to the Division Commissioner for verification of player participation within 48 hours or the end of the game played. The Game Monitor Sheets are signed only to verify what was recorded on the monitor sheet, not to attest to the accuracy of what was recorded.

Note: The participation rule is a matter between a Head Coach, his players, their parents/guardian, and the League; it does not involve the opposing team. If a player, parent, assistant coach, opposing coach, or League official believes that a team is not allowing some or all of its players to participate fully in football games, that person should report his or her concerns to the age level Commissioner for the team involved. It is not the responsibility, nor is it appropriate, for a person not associated with a team to monitor that team’s compliance with the participation rule.

Consequences of violations: If a team is found to have violated the participation rule, the Football Board shall impose remedies and/or sanctions as are appropriate, based on a case by case analysis of the facts presented. Remedies for violations include but are not limited to allowing the players who did not fully participate to make up the lost plays in the next scheduled game. Sanctions for violations of this rule include but are not limited to game suspension(s) of the Head Coach and/or Assistant Coaches from the violating team and/or game forfeiture(s). The rule is not intended, however, as a means for one team to claim victory over an opponent after having lost on the field, and forfeiture is a penalty of last resort which will be imposed only after a team, Head Coach, and play monitor coach have been adequately warned by the Football Board that they are in violation of the participation rule. Such warning may, however, occur in the game which ultimately is forfeited.

c... Jersey numbering

- (1) Designated down-linemen must wear jerseys numbered 90 through 00. If there are more than ten (10) designated down-linemen on a particular team, the team shall issue jerseys numbered 01, 02, 03, etc. to the designated down-linemen who are not issued jerseys numbered 90 through 00.
- (2) Receivers and eligible ball carriers – The nature of the League with regard to frequent positions changes and player-supplied game jerseys prevents enforcement of rigid eligible receiver numbering rules. It is recommended that the TASO officials be advised of the fact in the pre-game conference.

- (3) No two players on the same team may have the same jersey number.
- d. Penalties – Penalties shall be 5 yards for UIL/NCAA 5-yard penalties and 10 yards for UIL/NCAA 10-yard and 15-yard penalties, except in the Varsity Tackle Division where UIL/NCAA Rules shall govern all penalties (5-, 10- or 15-yard penalties).
- e. Game scoring – UIL/NCAA football scoring rules shall apply to all games with the following exceptions:
 - (1). In Freshman, Sophomore, and Junior Varsity Tackle Divisions, extra points shall be attempted from the 2-yard line. A successful run shall score one (1) point, and a successful forward pass completed in the end zone shall score two (2) points.
 - (2). In the Varsity Tackle Division, extra points shall be attempted from the 3-yard line. A successful run or forward pass shall score one (1) point and a successful kicked extra point shall score two (2) points.
 - (3). In the Varsity Tackle Division, Field Goals are scored as three (3) points.
 - (4). In all Tackles Divisions, in the event that the defense returns a botched or blocked extra point, it will be scored as the following: The defense will receive the same number of points as the offense was attempting. The League provided official will prevail on any disagreements as to the point value given for a successful extra point.
Examples: 1. The offense throws a pass in the end zone and it is intercepted – defense would receive two (2) points if returned. 2. The offense throws a pass and it is intercepted on the 2-yard line – defense will receive two (2) points if returned. 3. Offense runs the ball and fumbles on the 2-yard line – defense will receive one (1) point if returned. 4. Offense sets up for a extra point kick – defense will receive two (2) points in all situations (meaning fumbled snap, fumbled fake or intercepted pass on fake or blocked extra point) Please also note that if an extra point kick does not go threw the uprights, it may be returned by the defensive team for two (2) points, but the offensive team will receive no points if recovered in the end zone.
- f. Tie-Break Procedures for Games
 - (1) Regular Season Game;
 - (a) Coin-flip for possession (winner chooses offense or defense; loser chooses the end-zone of play, which shall remain the same throughout all overtime

- sessions).
- (b) Each team has one (1) time-out in each overtime session.
 - (c) The ball will be placed on the 10-yard line during the first overtime possession. **No chance for a first down, unless by rule violation.**
 - (d) Each team has one (1) possession going into the same end-zone.
 - (e) In case of a tie after the first possession, the ball will be placed on the 5-yard line and each team will get one (1) additional possession. The team that had possession of the ball first in the first overtime will be on defense first in the second overtime.
 - (f) In the case of a tie after the second overtime, the game will result in a tie.
- (2) Playoff Game – Play will continue after the second overtime at the 5-yard line, rotating possession, until a winner is decided.

g. Rules concerning *designated down-linemen*;

- (1). A designated down-linemen will wear a jersey number from 90-00, which shall be referred to as a “90-series” number.
- (2) The maximum number of designated down-linemen, wearing a 90-series number, participating in the game may not exceed five (5) per team on any given play. In the event that a team would otherwise be unable to field 11 players for a game and thus forfeit the game, the Head Coaches can agree to allow one team to play more than five (5) 90-series numbers. They must continue to play as down-linemen.
- (3) Must be in a three- or four- point stance when the ball is snapped, except as where otherwise permitted on kicking teams under Rule IV (A)(3).
- (4) On offense, he must be the center, a guard, a tackle, or a tight-end which is a non-eligible receiver, and aligned as an interior lineman. An “interior linemen” shall be defined as a center, guard, tackle, or end that lines up within 7 yards of the ball.
- (5) On defense, he must play noseguard, tackle, or defensive end (not a stand-up end).
- (6) On kickoff receiving team, he must play on the front line, but does not have to be in a three- or four- point stance.
- (7) On kickoff team, he may play anywhere including kicker, but does not have to be in a three- or four-point stance.
- (8) On punt team, he may punt, but cannot advance the ball by running or throwing. It is the Officials’ decision if on a muffed snap from the center whether he is attempting to

advance the ball. If so, the ball is dead where fielded.

- (9) On the extra-point and field goal teams, he may be the kicker or holder in extra point or field goal attempts, but may not advance the ball by running or throwing, but he may participate in as a blocker following a muffed snap.
- (10) A designated down-lineman may not advance the football under any circumstances.

h. Rules concerning Kickoffs and Free Kicks

- (1) On all kickoffs and free kicks following a safety, the kicking team must have at least four (4) players (not counting the kicker) on either side of the ball and must have at least three (3) players outside each hash mark.
- (2) In all divisions, free kicks following a safety shall be from the kicking team's 20 yard line unless moved by penalty.
- (3) Kickoffs in Varsity Division shall be from the kicking team's 40 yard line unless moved by penalty.
- (4) Kickoffs in Junior Varsity, Sophomore, and Freshman Divisions shall be from the kicking team's 30 yard line unless moved by penalty.

- i. **Mercy Rule:** At anytime in the 2nd half, with the approval of both Head Coaches, the Officials may institute a running clock. If both coaches do not agree, normal play will be in force no matter the score. In the event the Mercy Rule has been enacted, the timekeeper will be instructed by the game officials not to stop the clock unless a timeout is called or at the change of quarter. Once the Mercy Rule has been invoked it will remain in play for the remainder of that game. **At no time will the minimum play rules be relaxed for either team. It is recommended that the Mercy Rule not be enacted by either head coach until all players have reached their minimum play requirements.** The Program Directors or Division Commissioners may overrule any determination to enact the Mercy Rule at his/her discretion if there is reason to believe it was enacted without proper cause. The Program Directors or Division Commissioners decision will be final in all cases.

Note: The Football Board encourages each coach to be mindful of those situations where there is a mismatch on the field and the score is lopsided. There is no prescribed way to keep the score down in these situations, however the Board recommends that at a minimum the leading team's starting backfield be replaced. Please be mindful of not putting any player in danger due to lack of practice time at a particular position.

7. Game Cancellation

- a. In the event of severe rain, extreme cold, or lighting, a game may be cancelled, delayed, or postponed to later in the day. (**NOTE: Lightning will cause immediate suspension of activities for a minimum of 20 minutes, no exceptions.**). A game may be delayed or postponed to later in the day by Game Officials, the Division Commissioner, or the SBMSA Football Board members on duty, or in their absence, by both coaches. A game may be cancelled (subject to replay on a later date) by only the SBMSA Football Board members on duty. The Division Commissioner must be notified as soon as possible of any such cancellations, postponements, or delays.
- b. In the event any game is halted because of inclement weather, it shall be called a game if one half (two quarters) of the game has been completed; otherwise, the game will be rescheduled and be played at a later date, beginning again from the opening kickoff, at a site to be designated by the Division Commissioner. However, both Head Coaches may petition the Division Commissioner to consider the game to be a complete game. **Any decisions regarding scheduling of make up games or resummptions of games shall be made by the Football Board.**
- c. Any team not appearing for a game, failing to field eleven (11) players, or otherwise not ready for play within 15 minutes after the scheduled game time, will forfeit the game. **In the event that the Football Board determines that a team intentionally forfeited a game to improperly alter its seeding or playoff status, or that of another team, or to provide the team with additional days off, the Football Board may take action against the Head Coach and/or the team, including a maximum penalty of suspension of the Head Coach and disqualification of the team from the playoffs.**

D. Equipment and Fields

1. Uniforms – All teams must be completely uniformed. Division Commissioners must approve team names and uniform color schemes. The uniform shall include: regulation football pants; protective hip, tail, thigh and knee pads; shoulder pads; NOC-SAE approved helmet with approved face mask; mouth piece attached to face mask and single or double chin strap; socks; shoes with molded, non-detachable cleats (waffle-sole shoes are permitted) or non-metallic, rubber, detachable cleats not more than $\frac{3}{4}$ " in length; and game jersey. Tinted visors may not be worn. In the event that a League supplied uniform is provided to a team it must be worn for all games (pre-season, regular and playoffs). The SBMSA Football Board reserves the right to ban any equipment that is deemed unsafe by the Board or the Officials involved in a specific game.

NOTE: It is League policy that coaches comply with all recommendations from the manufacturer when painting helmets.

2. Fields –

Freshman, Sophomore, and Junior Varsity Tackle: Playing field shall measure at least forty (40) yards by eighty (80) yards except when playing on regulation fields, in which case the lateral dimensions shall become the existing width while retaining the eighty (80) yard length.

Varsity Tackle: Regulation NCAA Football Field

3. Care and maintenance of fields;

- a. All teams, home and visitors will be responsible for cleaning the fields immediately area after each game.
- b. The teams will perform all maintenance to the fields.

E. Photographing Games

1. It is the League’s policy to allow one adult per team inside the playing field to film or photograph the game being played. In the event that there is a League provided filming/scorekeeping tower, one additional adult from each team may be placed in the tower for filming purposes only. Under no circumstances should the towers be utilized for coaching or observation purposes. In addition, only participants of the current game are allowed inside the playing field for filming purposes. (*i.e. no scouting inside the fences*). **The Football Board and the Game Officials are authorized to remove violators from the film towers or from inside the fences.**
2. The cameraperson not utilizing the film tower will position himself between the end of the end zone and the twenty (20) yard line (either end) on the team side of the field only. The cameraperson may “roam” the sideline opposite the teams, but at no time enter the field of play.
3. The Head Coach of each team is responsible for designating the cameraperson and/or film person. These people can be a different person for each game.
4. If a paid film person or photographer is used, or if the film person or photographer intends to offer the game films or photographs for sale to the team members, the film person or photographer must be pre-approved by the League. A list of already approved photographers and film persons is available from the Program Director.

F. Chain Crew

1. Chain crews consist of volunteer adults acceptable to both Head Coaches and the Officials. An Adult is defined as someone over the age of 17. A minor may operate the chains, with specific approval from Head Coaches, Game Officials, and the Football Board Member on duty.
2. Three (3) and only three (3) people may operate chains and down markers at one time.
3. There will be **no smoking or use of any tobacco products** by the chain crew.
4. There will be no coaching from the chain crew. If at the determination of the Football Board this rule is consistently being violated by a particular chain crew member that person could be suspended from acting as a member of the chain crew for future games. This suspension may not be appealed.
5. Chain gang members are Officials of the game. They must not question a referee's call, hinder or harass referees, players, or fans, and/or coach any player on his or the opposing team.

II. REGULAR SEASON AND DIVISIONAL BOWL CHAMPIONSHIP

A. Division Format and Regular Season Schedule

1. The regular season schedule cannot be decided until after registration is closed.
2. It will be the Program Directors' and each Division Commissioner's responsibility to determine the number of teams within each Division or Conference and the regular season game schedule for such Division or Conferences.
 - b. Division with nine (9) or fewer teams;
 - (1) All Teams compete in one (1) Division.
 - (2) All Teams will play each other at least once during the regular season to determine the Regular Season Division Champion and to determine the play-off seeding.
 - (3) The number of teams advancing to the play-offs will be as follows:

1) Number of Teams in Division

4 Teams
5 Teams
6 Teams

2) Play-off Qualifiers

All 4 Teams Advance
Top 4 Teams Advance
All 6 Teams Advance

7 Teams
8 Teams
9 Teams

Top 6 Teams Advance
All 8 Teams Advance
Top 8 Teams Advance

- c. Division with ten (10) or more teams;
- (1) The teams will be divided into at least two (2) separate Conferences. The Program Director and the Division Commissioner serving that season will establish the Conferences.
 - (2) The Conferences will be designated as the Blue Conference and the White Conference (and Red and Gold Conferences if needed). The Division Commissioner should make every effort to create these Conferences equally.
 - (3) All teams within the same Conference will play each other once during the regular season.
 - (4) The balance of the regular season games will be played against some of the teams from the other Conference(s).
 - (5) All teams will play a minimum of a seven (7) game regular season schedule.
 - (6) Conference Regular Season Champions will be decided based on their record against teams with-in their conference only.
 - (7) In the event of two (2) Conferences, the top four (4) teams from each Conference advance to the Play-offs for the Bowl Championship. In the event of three (3) or more Conferences, the Conference Regular Season Champions and any runners-up and wild card teams (based on written criteria set forth by the Division Commissioner prior to the season) shall advance to the Play-offs for the Bowl Championship.

B. Regular Season Champion and Bowl Format

1. Playoff Brackets can be found in Appendix A.
2. Rules and Regulations for playoff games at SBISD's Grob and Tully Stadiums are found at Appendix F.
3. Division with nine (9) or fewer teams;
 - a. To determine the Regular Season Champion, standings will be determined using the win/loss decimal for each team: ties count as a $\frac{1}{2}$ win and a $\frac{1}{2}$ loss. See below for example:

Wins	Losses	Ties	Ratio	Decimal
5	3	0	5/8	.625
4	2	2	5/8	.625

- b. If the regular season win/loss decimal results in a tie for 1st place, all teams tied are considered Regular Season Co-Champions.
- c. To determine the play-off seeding, each team's win/loss decimal will be used. In the case of a tie, the following tie-break procedures will be used:
- (1) Two-way tie:
- Head to head
 - Record versus highest ranked opponent based on standings created above
 - Coin toss in the presence of at least two (2) Football Board Members
- (2) Three-or more way tie (*note that if the three or more way tie is broken prior to a coin flip and teams are still left tied, a three way or two way tie-breaker is then used, depending on the number of teams left tied*):
- Head to head – if one team beat the other two it gets the highest seed, if one team lost to the other it gets the lowest seed and possibly eliminated
 - Record versus highest ranked opponent based on standings created above
 - A three-way coin toss in the presence of at least two (2) Football Board Members, where odd man gets highest seed and the remaining teams re-toss for the next seed and possibly elimination
4. Division with ten (10) or more teams;

- a. To determine the Conference Champions, Conference standing will be determined using the win/loss decimal for each team within Conference play only, where ties count as a ½ win and a ½ loss. See below for example:

Wins	Losses	Ties	Ratio	Decimal
5	3	0	5/8	.625
4	2	2	5/8	.625

- b. Based on the win/loss decimal, if there is a tie for a Conference Champion, each will declare Conference Co-Champions.
- c. To determine the play-off seeding within each Conference, each

team's win/loss decimal will be used. In the case of a tie, the following tie break procedures will be used:

(1) Two-way tie:

- Head to head
- Best Regular Season (all games)
- Coin toss in the presence of at least two (2) Football Board Members

(2) Three or more-way tie (*note that if the three or more way tie is broken prior to a coin flip and teams are still left tied, a three way or two way tie breaker is then used, depending on the number of teams left tied*):

- Head to head – if one team beat the other two it gets the highest seed, if one team lost to the other two it gets the lowest seed and possibly eliminated
- Best Regular Season (all games)
- A three-way coin toss in the presence of at least two (2) Football Board Members, where odd man gets highest seed and the remaining teams re-toss for next seed and possibly elimination.

d. To determine the play-off seeding between teams from different Conferences, each team's win/loss decimal will be used. Additionally, the teams shall be grouped for seeding purposes based on their finish within their Conference (*e.g.*, in a three conference Division, a Division winner cannot be seeded lower than 3, and a runner-up cannot be seeded lower than 6, regardless of record). In the case of a tie, the following tie break procedures will be used:

- Conference record
- Head to Head results
- Match up that avoids playing a team from team's own conference (note that the League will attempt to avoid first round match-ups between teams from the same conference. So, for example, if Team A is the 5 seed and from the Red Conference and Teams B (Red) and C (White) are tied for 11 and 12 with same conf record and no head to head (or a head to head tie), team C would play team A to avoid a conf opponent in the first round.
- Record vs. Common opponent(s)
- Overall Record
- Coin toss in the presence of at least two (2) Football Board Members

FLAG FOOTBALL PROGRAM

I. PREAMBLE

The Flag Football Rules are intended to provide the framework for games that can be carried out in a competitive but sporting manner. A key concept in flag football is that it is a “non-contact” or “limited contact” sport. And emphasis will be placed on limiting player contact. Another key concept in flag football is participation in at least one-half of the game by the participants. Coaches should attempt to not only comply with the letter of the rules, but with the spirit of the rules as well. It is expected that all involved in flag football, coaches, participants, parents and spectators, will treat each other with courtesy and respect in order to provide the best possible environment for the participants.

These rules are intended to complement the rules adopted by the Board of Directors of the Spring Branch Memorial Sports Association governing the SBMSA football program. For issues not dealt with in these rules, reference should be made to the applicable provisions of those rules.

II. THE GAME, COACHES, FIELD, PLAYER CONDUCT, UNIFORMS & EQUIPMENT

A. TEAMS, PLAYERS, AND ELIGIBILITY

1. Teams will have from 10-14 players on their rosters as determined by SBMSA.
2. A player’s eligibility is determined by the player’s age as of the cutoff date established by the SBMSA Board. Current age Divisions include:

Freshmen Division:	5-6 year olds
Junior Varsity Division:	7-8 year olds

Players may play up one Division or if eligible, down one Division. See Tackle Program Rules for criteria used to determine eligibility for doing so.

3. Players will be placed on teams according to the geographic area in which they reside.
4. As an exception to c. above, a Head Coach coaching a team outside his own geographic area, as designated by the Flag Football Director, may at his own option and with the approval of the SBMSA Football Board, play his child or children on the team he coaches. The child or children must be otherwise eligible to play in the program. With the approval of the Football Board, the same privilege may be given to an Assistant.

5. Players from area pools with too few players to field a team but having the desire to play, will be assigned to the nearest elementary or middle school for draft pool assignment by the Program Director, the Flag Football Director and Division Commissioner. Any deviation from this rule must have the approval of the SBMSA Football Board.
6. No player may be registered on any team after that team plays its first official game, or after a date set by the Football Board.
7. The game shall be played between two teams of no more than eight (8) players each, on a rectangular field with a properly shaped, sized and inflated ball.
8. A team must field at least six (6) players in order to play a game.
9. All players must be eligible under SBMSA rules. To be eligible, each player must have completed and returned a SBMSA flag football registration form and provided an acceptable proof of age.

B. COACHES

1. Each team may have three (3) coaches (one head coach and two assistants) on the sidelines during the games.
2. Coaches must meet SBMSA requirements established for coaches including the completion of all forms and submission to a background check.
3. One coach from each team may be in the offensive and defensive huddle. The offensive and defensive coach on the field may not communicate with the players (whether verbal or non-verbal communications) once the offense breaks its huddle. For the Freshmen Division, offensive or defensive coach on the field cannot communicate with the offensive or defensive players on the field (whether verbal or non-verbal communications) after the offense is set.

C. Persons Subject to the Rules

1. All players, coaches or persons affiliated with the teams on the field or involved with the contest are subject to the rules and shall be governed by the officials and/or the SBMSA officials.
2. It is the policy of the SBMSA to permit photographs and filming of games subject to the following rules:
 - a. It is the Leagues' policy to allow one adult per team inside the playing field to film or photograph the game being played. In the event that there is a League provided filming/scorekeeping tower,

one additional adult from each team may be placed in the tower for filming purposes only. Under no circumstances should the towers be utilized for coaching or observation purposes. In addition, only participants of the current game are allowed inside the playing field for filming purposes (i.e., no scouting inside the fences).

- b. The cameraperson not utilizing the film tower will position himself between the end of the end zone and the twenty (20) yard line (either end) on the team side of the field only. The cameraperson may “roam” the sideline opposite the teams, but at no time enter the field of play.
 - c. The Head Coach of each team is responsible for designating the cameraperson and film person.
 - d. These people can be a different person for each game.
3. Chain crews consist of volunteer adults acceptable to both head coaches and the officials. An “adult” is defined as someone over the age of 17. A minor may operate the chains, except with specific approval from both head coaches, game officials and the Football Board Member on duty. Chain crew members will be subject to the following rules:
- a. There will be no smoking or use of any tobacco products by the chain crew;
 - b. There will be no coaching from the chain crew. If at the determination of the Football Board this rule is consistently being violated by a particular chain crew member that person could be suspended from acting as a member of the chain crew for future games. This suspension is not appealable.
 - c. Chain gang members are officials of the game. They must not question a referee’s call, hinder or harass referees, players or fans or coach any player on his or the opposing team.
4. No one will be allowed to enter the playing area (designated by the field fence) unless he/she is a Football Board Member, Division Commissioner, approved coach or cameraperson. Exception: a parent(s) of an injured player may enter. After one warning a team will be assessed a five (5) yard penalty if the Referee or a League Official notes a violation.

D. THE FIELD

1. The field shall be 60 yards from goal line to goal line with two end zones of 10 yards each.
2. The field shall be divided into zones of 10 yards each.
3. The field shall be a minimum of 40 yards wide and a maximum of 53-1/3 yards wide.

4. The field may have markings at the three (3) yard line for use during the point after touchdown.
5. Lines should be clearly marked and use of cones or yard line markers along the sideline to signify zone lines are strongly recommended for use during play.
6. When teams and players are in the team area, adequate room along the sideline must be made available in order for officials to work the sideline and to properly officiate the contest.
7. Bench areas are between the 10 yard line and mid-field. Only players and coaches are allowed in the bench areas.

E. THE BALL

Teams shall use the proper size football for each age group as designated by SBMSA. Each team may utilize its own ball while on offense. The ball may not be altered. This includes the use of any ball-drying substance or substances used to enhance a player's grip on the ball (*e.g.*, "stickem").

F. PLAYER CONDUCT

1. Any verbal badgering of officials or derogatory language between opposing players after officials have asked once for coaches' control can result in player or players involved in an action being disqualified.
2. First derogatory action or language should be penalized 10 yards and the coach will be warned.
3. Second derogatory action or language will cause players to be disqualified plus 10 yards. Sideline players are subject to the same disqualification for abusive, obscene or badgering language to either opposing players or officials. If the coach of the penalized team cannot control the actions of his players, game can be forfeited.

G. UNIFORMS

1. All uniforms shall be League approved.
2. Players may wear no jewelry of any kind. No headwear with an extended bill may be worn. (Ex: caps, visors, etc.)
3. All members of the same team must wear the game jersey provided by SBMSA. Jerseys must be tucked in. No article of clothing may cover any portion of a player's flag. Officials should warn violators of this between plays. If a jersey becomes untucked during a play, it must be re-tucked before the next play.

4. Any shorts or pants worn during flag football League play must not have pockets. This is to reduce the risk of injury when pulling flags. If discovered during a game or a pocket becomes ripped during a play (an attempt at deflagging a player), if successful, player will be ruled down as if he were legally deflagged from a flag belt. All shorts or pants must be white. In the event that white pants are worn (i.e. sweatpants) that have pockets the player must put white shorts with no pockets on over the long pants.
5. Any flat soled or completely molded cleat shoes are acceptable. Removable cleats, baseball or track spikes or any shoes that have steel or metal tips are prohibited. All players must wear shoes.
6. Helmets, shoulder pads, thigh pads are prohibited. The referee of that game shall decide any questions as to the legality of players' equipment. The use of any unyielding hard substance cannot be used to protect an injury, no matter how well covered or padded. Therapeutic or prevention knee braces can be used if covered from direct external exposure.
7. The type of flags supplied by the League must be used during the game. No substitutes or alterations will be allowed. Each player on the field (8 offensive and 8 defensive) will wear 2 flags at the waist, one on each side. Flags must be attached to a belt and the belt will be worn snug around the waist to eliminate being turned partially around the waist during an attempted deflagging.
8. Mouthpieces are not required but are strongly encouraged!

H. Enforcement of Uniforms and Equipment Rules

1. If, in the discretion of the officials, a player's non-conforming uniform will not result in confusion to the other team or give the player wearing the non-conforming uniform or the player's team an unfair advantage, there will be no penalty and the player will be allowed to participate in the game. If the official determines that the non-conforming uniform will result in confusion or provide an unfair advantage to the player or the player's team, the player may not play until the situation is rectified to the satisfaction of the officials.
2. Illegal alteration, securing or substitution of flags or belts will result in removal of a player or players from the game and a 10-yard penalty from the line of scrimmage of last snap if offense and if defense from the point of infraction. Any player with less than two (2) flags in the proper position at the snap shall be ruled deflagged immediately at the point where he gains possession of the football where the flags are no longer in the proper position.

III. APPROVED RULINGS AND PROTESTS

A. APPROVED RULINGS

1. An approved ruling is an official decision on a given statement of facts made by the flag Commissioner, the flag coordinator or the SBMSA Football Board. This is to illustrate the spirit and application of rules. If there is a conflict between an approved ruling and the official rule, the official rule takes precedence.
2. Judgment calls/interpretation of rules cannot be protested. Enforcement of penalties may be questioned and confirmed at the time of enforcement, but not protested.

IV. COIN TOSS, PERIODS OF PLAY, SCORING, AND TIME OUTS

A. Coin Toss

At the beginning of each game, a coin toss will be held. The winner of the coin toss will have the following options: (1) offense, (2) defense, or (3) choice of goal to defend. The loser of the opening toss will have choice of the remaining options for the first half and will have the first choice of all options in the second half. The loser of the toss shall have first choice at the beginning of the second half. The winner of the toss has the remaining second half options. There is NO DEFERMENT to the second half.

B. Game Times and Periods

1. Periods of play include Regulation, Point after Touchdown (PAT), the 7 Play Period, and Tiebreaker.
2. The game clock will be continuous and will start when the official puts the ball in play.
3. The official's whistle or signal makes the ball ready for play and starts the play clock prior to each down throughout the games.
4. After a team time-out, the game clock will start at the snap of the ball.
5. Because the game clock is continuous, it does not stop during point after touchdown attempts.
6. The game clock will stop for all team time-outs and official time-outs.
7. The play clock is forty-five (45) seconds for Freshmen Division and thirty-five (35) seconds for Junior Varsity Division and starts once the official marks the ball ready for play. A Delay of Game penalty will result if the play clock is exceeded.

8. Half-time will be 5 minutes.
9. The game shall be played in 2 halves of 18 minutes in length for the Freshmen Division and 20 minutes in length for Junior Varsity Division. In all games the clock will be running continuously.

C. 7 PLAY PERIOD

1. With two minutes remaining in the regulation period (16 minutes into the half for Freshmen and 18 minutes into the half for Junior Varsity) of the first and second half, teams will be given a two minute warning and be instructed that the 7 Play Period will begin. During the 7 Play Period, there will be 7 plays. The 7 Play Period has only the play clock to use as a time guideline between plays. The officials will give down, distance and play number on all plays remaining. Teams must continue to make first downs if they want to keep possession, as it is during the regulation period. However, if they do not make a first down, the defense has a chance to gain possession and use the remainder of the seven (7) plays. Point after touchdown attempts will not count as one of the seven plays.
2. Penalties during the 7 Play Period may or may not result in a loss of one of the plays. See Section 13.2 d.

D. TIEBREAKER

In the event of a tie game at the end of the second half, the following method will be used:

1. After an official's time out of two (2) minutes, during which time officials and team captains will have a coin toss, the winner will have the choice of playing offense or defense first. Both teams will go in the direction of the wind or to avoid bad field conditions (mud, etc.) or if no wind or bad field conditions exist, in the direction chosen by the loser of the toss.
2. Ball will be placed on the 30 yard line and each team will have 4 consecutive plays unless terminated by an interception (including a lateral or fumble which is caught in the air by the defense), in which to score the most points or gain the most yards. If no team scores, the team that gains the most additional positive yardage shall be the winner in the opinion of the officials. Positive yardage is defined as yardage gained while on OFFENSE ONLY and must be in advance of the 30 yard line. If after 4 consecutive downs each, the two teams remain tied in all of the above combinations, additional downs will be played, one down at a time, alternating, until a winner is decided. Determination of the amount of yardage gained will be in the discretion of the officials.
3. If a team scores a touchdown, it will be allowed to use its remaining downs, beginning again at the 30 yard line. Point after touchdown

attempts after each touchdown will not be counted as a down.

4. During Tie Breaker, teams will be allowed one time out each.
5. An interception terminates the offensive team chances. The offensive team is credited with positive yardage gained to point of the last snap or any score prior to the interception. The defense may not advance the interception. Play stops.

E. SCORING

1. A Touchdown counts as 6 points (Hips in which flags are attached must be on or in advance of the goal line before any points can be awarded.).
2. A Point After Touchdown begins at the 3 yard line and counts as 1 point for a run and 2 points for a pass. Passes must be caught beyond the line of scrimmage to count as 2 points. The point after touchdown period is a separate period of the game. During regulation time, the game clock continues to run. During the 7-Play Period and Overtime Period, the point after touchdown does not count as a numbered play. If infractions occur during the point after touchdown, proper penalty enforcement may cause a re-play of the point after touchdown and in some cases may be marked from the succeeding spot. Enforcement depends on the type of infractions that occurs.
3. Safety – 2 points (For Junior Varsity and Varsity: Punt ball from 10 yard line. For Freshmen: Play begins from the 30 yard line).
4. Forfeited Game. – Score is 7 – 0.
5. Winner of Tie Breaker – 1 point.

F. TIME OUTS

1.
 - a. Each team shall have two (2) time outs per half.
 - b. Each time out will be one (1) minute in length.
 - c. Each team will be allowed only one (1) time out during a tiebreaker period.
 - d. A “time out” to be called from any coach or any player that participated on the playing field during the previous play is allowable. Said player may not have left the field and returned prior to the request.
 - e. A team MAY NOT use a time out to change any 4th down option.
2. NOTE: During a team charged time out, coaches may confer with their team either on the field or at the sidelines.

V. THE BALL: LIVE, DEAD, LOOSE

A. LIVE BALL

A live ball is a ball in play. A pass, lateral, kick or a fumble that has not touched the ground is a live ball in flight.

B. DEAD BALL

A dead ball is a ball not in play (i.e., any time a ball touches the ground it is a dead ball).

C. WHEN A BALL IS MARKED READY FOR PLAY

A dead ball becomes ready for play once the referee:

1. If time is in, sounds his whistle and/or signals ready for the play. The play clock begins on that whistle. A Delay of Game penalty is enforced if exceeds time to put ball in play.
2. If time is out, sounds his whistle and either signals “start the clock” or “ready for play.”

D. “IN POSSESSION”

1. A player is “in possession” when in the judgment of the covering official, the player exhibits control or is holding the ball.
2. A team is “in possession” of the ball when its players is “in possession” or attempting to punt; while a pass or lateral is in flight; or when one of its players was last in possession during a loose ball.

E. CATCH OR INTERCEPTION

1. A catch is the act of establishing player possession of a live ball in flight.
2. A catch of an opponent’s pass, lateral or fumble (prior to touching the ground) is an interception.
3. Simultaneously catch or a double reception of an offensive pass or lateral always goes to the offense.

F. FUMBLE

1. When a backward pass hits the ground between the goal lines or a fumble occurs, the ball becomes dead and belongs to the team last in possession at the spot where the ball hits the ground or at the spot where the ball goes out of bounds (if in the air). If a ball is fumbled on a backward pass and hits the ground in the end zone, the play will result in a safety.

2. When a forward fumble occurs and hits the ground, it is considered dead. The end of the run in this case would return to the point and which control was lost or from where the fumble originated. If the offensive fumbles forward and crossed or hits the ground beyond the next line-to-gain or goal line, the result will bring the ball back to where the fumble occurred and next down will be played.

VI. LINE OF SCRIMMAGE AND NEUTRAL ZONE

A. LINE OF SCRIMMAGE

1. Is the plane of the ball that extends from sideline to sideline and ninety (90) degrees from the plane face of the field, once an official places his ball marker and signal the ball “ready for play.” Once the ball marker is set, the neutral zone becomes established.
2. If a change of team possession occurs between the five (5) yard line and the goal line due to an interception or a kick catch and the original momentum of the player catching the ball carries him into the end zone where he is downed by any means, the ruling will be a touchback.

B. NEUTRAL ZONE

The neutral zone is the space between the ends of the ball when in a normal resting position on its long axis while parallel to the sidelines. This zone extends from sideline to sideline and is established once the ball is marked ready for play.

VII. LINE TO GAIN AND SERIES OF DOWNS

A. LINE TO GAIN

The line to gain is the established line designating ten yard zones as well as the ten yard end zones. The zone shall be considered reached when the hops (flags) are on or in advance of the line marking the next zone or in this case “the line to gain” when the play is declared dead.

B. SERIES OF DOWNS

A team will be allowed four downs to advance the ball from one zone to the next. (A zone is to be 10 yards.) If after four (4) consecutive downs, a team has failed to advance the ball into the next zone, possession shall go to the defense at that spot.

VIII. POSITIONING, MOTION, SHIFT, SUBSTITUTION

A. HUDDLE/LINING UP ON OFFENSE OR DEFENSE

1. Teams may choose to huddle prior to a play. It is not necessary to huddle after a play if a team wishes to use predetermined plays or audible signals.

2. A minimum of 3 players must be on the offensive of scrimmage at the snap. On punts, the defense must have a minimum of 5 players on the line of scrimmage and offense must have 3 players on the line of scrimmage.

B. SUBSTITUTION AND MINIMUM PLAYING TIME

1. Each player must play a minimum of two full quarters. Having a player playing only offense or only defense is an acceptable method of meeting the “minimum play” requirements of two quarters. If the Commissioner becomes aware of abuses of the letter or spirit of the minimum play rule, the Commissioner can require the coach of the offending team to play players only on offense or defense without free substitution and take other actions that the Commissioner deems appropriate or deemed necessary to enforce the spirit of the minimum play rule.
2. Subject to the minimum play rule (see above), there will be free substitution as long as players being substituted for are off the field prior to the next snap OR player is out of the area of play and is departing the field in haste.
3. “Sleepers” on substitutions will not be allowed on any play. No player may line up closer than 5 yards from the sideline unless he came out of the huddle or unless he was on the field of play during the previous play and did not leave the field of play.

C. SHIFT

One or more offensive players may be shifting their position at the same time prior to the snap. Their movement may be in any direction but they must become set for one full count before the ball is snapped or before another player can go in motion prior to the snap.

D. MOTION

Only one player is allowed to be in motion at the snap and his movement must be parallel or away from the line of scrimmage and must be continuous.

E. STANCE

No three or four point stances are permitted except for the center.

F. ENCROACHMENT/OFF-SIDES

1. Encroachment shall be called if either the offense or the defense passes over the plane of their line of scrimmage before the ball is snapped. A false movement of the football by the center shall constitute offensive encroachment. These are dead ball fouls and the play shall be immediately

whistled dead before play begins and penalty yardage automatically marked off against the encroaching team. (Exception: Defensive encroachment resulting in an offensive first down will become an offense's choice penalty).

2. If a player on either side lines up off sides, the official will point toward that player's team side. If that player does not get back on-sides before the ball is snapped, he will be considered as having been off sides at the moment of snap. If an official has not "off sides warned" a team for lining up off-sides, by pointing at them, he should not call off-sides on them at the snap of the ball. Play continues in this instance and following the play, this becomes a captain's choice penalty.

IX. CENTER SNAP

- A. A center snap that touches the ground before it gets to the quarterback is a dead ball. If quarterback muffs the ball to the ground or the ball goes past the quarterback, it is dead where the ball touches the ground.
- B. All center snaps (other than punts) must be made between the center's legs. A false movement of the football by the center after he is set shall constitute encroachment. On punts, the center may hand the ball to the punter. At all times the ball shall be snapped from the spot marked by the official ball marker.

X. SCREENING AND RUSHING

A. SCREENING

1. Only screen blocking is permitted. "Screen blocking" is defined as obstructing the rusher's path to the quarterback or ball carrier, with any part of the body except head, hips and legs. There can be no independent movement of the elbows.
2. A screener may not leave his feet to screen.
3. The screener may not step into the rusher.
4. A penalty will automatically be called if a screener does not comply with the types of permitted screens. **THE MAIN RESPONSIBILITY OF AVOIDING CONTACT RESTS WITH THE RUSHER.**

B. RUSHING

1. The rusher may not run over the screener. The rusher may not pull the screener toward him or push the screener away from him. The rusher must make an effort to go around the screener at all times.
2. A penalty will be automatically called if the rusher touches the screener's

head as long as the screener is screening upright.

3. Roughing the passer when the pass is incomplete will be marked off 10 yards from the line of scrimmage; when the pass is complete the penalty will be 10 yards marked off from the end of the run and automatic first down in either case.
4. If the rusher touches the quarterback in the head in his attempt to block the pass, a penalty will be called. This will also go for striking the passer's arm when in a forward motion while attempting to block a pass. Roughing the passer will be called when the rusher, if while attempting to de-flag the quarterback or block a pass, lets his momentum carry him into the passer. Defensive player may not have any contact with the passer when he is passing. The defensive may rush as many players as it wishes. NOTE: OFFICIALS SHOULD BE AWARE IF PASSER STEPPING UP OR MOVING INTO RUSHER CAUSES CONTACT.

IT IS ASKED THAT BOTH THE SCREENER AND THE RUSHER STRIVE FOR NON-CONTACT AT ALL TIMES.

XI. PASSING REGULATIONS

A. PASSING

1. There can only be one forward pass per play. A "**forward pass**" is defined as a live ball thrown toward the opponent's goal line.
2. A completed direct handoff, even if bobbled, shall not be considered an exchange of the football in the air.
3. If the passer has crossed the line of scrimmage when the football is released, an illegal forward pass has occurred. Illegal forward passes will be marked from the point of infraction.
4. Once the ball has crossed the line of scrimmage, in the air or in possession of a player, it cannot be passed forward, even if the ball is first returned back across the line of scrimmage.
5. Intentional grounding shall also constitute an illegal forward pass.
6. A lateral will be any pass thrown overhand or underhand perpendicular or away from the direction of advancement of team in possession. Forward laterals are treated as an illegal forward pass if beyond the line of scrimmage.
7. Push or Shovel Passes thrown in any direction is legal if initiated behind the line of scrimmage. Once a player crosses the line of scrimmage, push or shovel passes are legal if thrown parallel or behind the ball carrier.

B. RECEIVING

1. All players of both teams are eligible pass receivers. Each player is eligible, even if he steps out of bounds or out of end zone, as long as he catches the ball in bounds or comes down first in bounds with at least one (1) foot. If a receiver comes down with one foot in bounds and one foot out of bounds simultaneously, the pass is incomplete. The lines marking the sidelines and the extreme end of the end zone shall be considered out of bounds if stepped on to any degree.
2. Two or more offensive receivers or defensive players may touch a pass in succession, resulting in a completion. After a pass is thrown, it is too much to expect of the officials to keep track of exactly who touched the ball and in what order, if receivers and defenders are battling for possession. Therefore, the only things that will be judged will be (1) did pass interference occur, (2) who caught the ball and (3) was receiver in bounds with at least one foot a moment of possession.

C. PASS INTERFERENCE

1. Pass Interference Rules shall apply to any pass made from behind the line of scrimmage, whether it is a forward pass or a lateral pass and applies to both offensive and defensive players. After the pass is in the air, neither the pass receiver nor the defender may touch the other player until one of them touches the ball, or else offensive or defensive pass interference may be called. If contact occurs after one of them touches the ball, then pass interference cannot be called unless one of them catches the ball and the other “strips” or attempts to “strip” the ball from his hands.
2. Receiver stripping is attempting to take the ball from the grasp of a receiver after he has caught the ball, but before he has brought the ball into a possessive position. In which case, Pass Interference will be called. If player established possession of the football, the defender must go for the flag and not the ball.

D. PASS INTERFERENCE ENFORCEMENT

1. Any contact that occurs after the pass is touched (excluding Receiver Stripping) and is either complete or incomplete, must be judged by the officials as either non-intentional contact caused by both players “playing the ball” or intentional contact/pass interference which shall be a 10-yard penalty from the line of scrimmage or the point of infraction, whichever is shorter. The penalty will result in an automatic first down.
2. All pass interference plays, offensive or defensive, whether they occur during the “Regulation Play Period”, “7-Play Rule”, “Tie Breaker Period”, or the “Point After Touchdown Try Period”, will be team’s choice

penalties. If the team refuses the penalty the play will stand.

3. All offensive pass interference plays, whether they occur during the “Regulation Play Period”, “7-Play Period”, “Tie Breaker Period”, or the “Point After Touchdown Try Period” which are accepted by the defensive captain shall be marked off from the line of scrimmage with a loss of down (and loss of play number if during the 7-Play Period or a Tie Breaker).
4.
 - a. Defensive pass interference plays, which occur on the playing field, during the “regulation play period”, “7-Play Rule Period” and the “Tie Breaker Period” and are accepted, shall be marked 10 yards from the line of scrimmage or the point of infraction, whichever is shortest, automatic first down (except in Tie Breaker), and play number will be run again.
 - b. Defensive pass interference that occurs in the end zone during the “Regulation Play Period” and accepted: ball will be placed on one (1) yard line and 1st down.
 - c. Defensive pass interference that occurs during the “Point After Touchdown Try Period”, and accepted: ball will be placed on one (1) yard line – P.A.T. try will be rerun.
 - d. Defensive pass interference, which occurs in the end zone during the “Tie Breaker Period”, or “7-Play Rule Period” and accepted: ball will be placed on the one (1) yard line and same play will be run again.
5. Shielding/screening a receiver’s eyes by a defender without playing the football is pass interference and shall be penalized as such.
6. Bump and Run, or checking an offensive receiver during a passing play will be a penalty from point of infraction and team’s choice.

XII. RUNNING WITH THE BALL

A. Ball Carrier

1. The responsibility of avoiding contact rests with the ball carrier. He must show the officials he made an effort to avoid contact. The ball carrier will not deliberately run or drive into a defensive player. A ball carrier may not jump or leave his feet for any reason but may spin (but only one time in succession). The “Stiff Arm” is illegal. Penalty will be made from the point of infraction and will result in loss of down.
2. The ball carrier shall not protect his flags by blocking with his hand, arm or head, the opportunity to pull his flags.
3. If any of the above acts are judged to have caused excessive contact, 5 yards and loss of down.

B. Deflagging the Runner

1. The ball carrier is down and the ball is dead when either flag is detached from his belt or when the ball or either knee touches the ground. A defensive player may leave his feet to pull the offensive player's flag but may not make contact while doing so. When a defensive player pulls the ball carrier's flag he should stop and hold it above his head for officials to see. If the act of deflagging a player is simulated or faked, the infraction will be treated as a delay of game penalty.
2. Tackling is prohibited. Tackling is grasping or encircling the body of the ball carrier with a hand or arm. Grabbing the ball carrier's clothing shall be penalized as tackling. If the defensive player reaches across the body of a ball carrier to pull his flag, and contact occurs, the responsibility of the contact lies with the defensive player. The penalty will be assessed from the point of infraction or the line of scrimmage.
3. Illegal deflagging is prematurely pulling an opponent's flag with the intent of making the offensive player ineligible to become a ball carrier. Runner Stripping occurs when a defender attempts to strip or take the ball from the grasp of a player in possession. This is a form of Illegal Deflagging.
4. The intended receiver of either a pass or lateral may be deflagged only after first touching the ball – even whole fumbling or bobbling the ball and before possession is established. That receiver will be considered downed at the point he was deflagged.
5. If the quarterback's arm was in forward motion when his flag was pulled, the pass is allowed. If the passer is legally deflagged as he is passing the football, and later in that play receives the ball back, he shall be downed at that spot. If he is deflagged after he has released the football and he then receives the ball back, illegal deflagging should be called.
6. A defender may not push or knock a ball carrier out of bounds.
7. A defender may not strip the ball from the runner. This is a form of illegal deflagging. The defender must attempt to pull the ball carrier's flags.

XIII. PUNTS

- A. If a punt is to be made, the offense must announce it to the referee before the ball can be declared ready for play. Offense must declare within 10 seconds after asked by referee on 4th down play. (Penalty delay of game) After offense declares, the referee will mark ball ready for play whereupon the offense will have 15 seconds to punt the ball.
- B. When the offense declares the punt, it becomes a guaranteed punt, and only if a defense penalty occurs after the offense declares punt can the offense reconsider,

due to change in field position.

- C. The ball will not be dead if it touches the ground before the punt is made even if muffed by the punter. After a punt has been declared, it must be made and neither team may cross the line of scrimmage until the ball is kicked. The offense must have at least three players on the line of scrimmage. The punt returning team must have 5 players on the line of scrimmage and they must remain in that zone until the punt returner enters that zone, at which time they may provide stationary screens or maneuver for a lateral. These 5 men may not attempt to screen any member of the punting team as they pass through this 5 yard zone. There can be no running up to the line of scrimmage and jumping in an attempt to block a punt (jumping while stationary is permitted).
- D. If the punt hits a member of the punting team, which has not crossed the line of scrimmage, it is dead at that spot. Any member of the punting team may down the punt if it is beyond the line of scrimmage and has touched the ground prior to being downed. The punt will be declared dead at the spot where it is first touched by the punting team.
- E. The punt receiving team must be given an opportunity to field the punt in the air; therefore, there will be a 10 yard penalty if touched in the air beyond the line of scrimmage by the punting team, from the point of infraction.
- F. On a punt play, there is no line-to-gain lines (1st down lines) established. When the punt receiving team is returning a punt, any live ball fouls committed by either team, which are accepted, will result in the penalty being marked off after which the next line will become the line-to-gain for a first down. As soon as the play is blown dead, the line-to-gain is established. Any dead ball fouls that occur will result in the line-to-gain remaining the same (unless the enforced penalty leaves the ball past the line-to-gain).
- G. When a punt touches the ground, it becomes dead where it touches the ground.
- H. Quick kicks are allowed.
- I. Punts muffed by the receiving team in the end zone before possession, and ball hits in or out of end zone, it will be a touchback. If the ball is touched in the air or on the ground by the punting team in the zone, it is a touchback. If a punt receiver who has gained possession of the punt in the end zone is deflagged prior to crossing the goal line into the field of play, it is a touchback. If punt receiver remains in end zone 5 seconds after fielding punt, or downs punt by knee or ball touching ground after possession, it is a touchback. **A muffed lateral in the end zone will be a safety.**

XIV. PENALTY ENFORCEMENT

A. PENALTY INFORMATION

1. All live ball fouls (fouls which occur while play is in progress) are a team's choice. All dead ball fouls (fouls which occur prior to snap or after ball is blown dead) will automatically be marked off. This means if a foul occurs during a down and is a live ball foul and then a dead ball foul occurs, both fouls will be enforced. They do not offset, even if against different teams.
2. In the judgment of any game official, the following acts are deliberate or flagrant, the player or players involved shall be ejected from the game:
 - a. using fists, kicking or kneeing;
 - b. illegal use of hands, forearms or elbows;
 - c. tackling;
 - d. any deliberate or flagrant act which could cause injury;
 - e. any act of unsportsmanlike conduct;
 - f. abusive, profane or insulting language;
 - g. any act of unfair play;
 - h. harassment of officials or other players;

A minimum penalty of suspension from the first half of the next game will be imposed on a player ejected from a game. The Board may impose a longer suspension, which may be appealed.

3. Penalties which would otherwise be marked off past the goal line shall be placed on the one yard line.
4. Offsetting Penalties – If offsetting fouls occur during a down or which the ball is ready-for-play, that down shall be played over. If offsetting fouls occur between successive downs, the next down shall be the same as if no fouls occurred.
5. If there is a change of team possession during a down, the team last gaining possession may decline the offsetting fouls and retain possession after the penalty for its own infraction providing that the infraction occurs after the change of possession. If offsetting fouls occur prior to change of possession, play shall be repeated.

B. SBMSA FLAG FOOTBALL PENALTY CHART See *Appendix G*

1. All “minor” penalties will be marked 3 yards for the Freshmen Division and 5 yards for the Junior Varsity Division. All “major” penalties will be 10 yards in all Divisions. If in the opinion of the officials the foul is flagrant or excessive contact, the player (or players) may be ejected.
2. In order to establish a simple philosophy in assessing penalties, these general rules hold true with only a few exceptions:
 - a. All Accepted Penalties: are marked from the end of the run, line of scrimmage or point of infraction, whichever hurts the infracting

- team the most and the down may or may not be replayed.
 - b. All Refused Penalties: the ball stays where blown dead and down is not replayed.
 - c. All Live Ball Fouls: are team's choice
 - d. All Dead Ball Fouls: are not team's choices and will be marked off.
- 3. "Little-To-Lose" Penalties: If the full penalty cannot be marked off due to the field position relative to the goal line, the ball will be marked off to the one yard line.
 - a. Defensive penalties on teams backed up within 1 yard from their goal will result in play being run again from line of scrimmage.
 - b. Offensive penalties on team backed up to within 1 yard from their goal will result in Loss of Down unless there is a change of possession during a play.
 - c. Offensive fouls in their own end zone will be team's choice: Safety or Loss of Down.
- 4. Penalty Enforcement During 7-Play Period and Tie Breaker Periods: When infractions occur during either the 7-Play Period or the Tie-Breaker Period, if the penalty is accepted, the down number may or may not be lost, depending on the penalty (see Penalty Chart). In turn, that same infraction may or may not also lose the play number, depending on the penalty. Officials must enforce the combination that hurts the infracting team most. Exception: Only the offensive pass interference penalty during the tiebreaker period, if accepted, will cause that play number not to be repeated.
- 5. Penalties on the playing field during the tiebreaker period shall be marked the same as during regulation time.
- 6. Penalties Enforcement and Line-To-Gain
 - a. Enforcement of any penalty which leaves the ball across the line-to-gain will result in a new line-to-gain (1st down).
 - b. After enforcement of any live ball foul that leaves the ball short of the line-to-gain will result in the first down line remaining the same.
- 7. All defensive dead ball fouls after a touchdown but before the ball is put into play after change of possession will be penalized from the 30 yard line. All live ball fouls during this period are coaches' choice penalties.

C. DEFENSIVE FOULS DURING/AFTER TOUCHDOWNS AND PAT ATTEMPT

- 1. Touchdowns

Penalty A: **Live Ball Fouls** – Coaches’ Choice Penalties (can take points & have penalty marked off from 30 yard line after PAT attempt.)

Penalty B: **Dead Ball Fouls** – Marked Off After Change of Possession from the 30 Yard Line

Foul C: **PAT Attempt**

Penalty C: (1) **Coaches’ Choice Penalties Which if Accepted:** Ball Marked to 1 Yard Line and PAT run again (same point value)

(2) **Live Ball Fouls:** Coaches’ Choice Penalties (can take points and have penalty marked off from 20 Yard Line).

Penalty D: **Dead Ball Fouls** – Marked off after change of possession from 20 Yard Line.

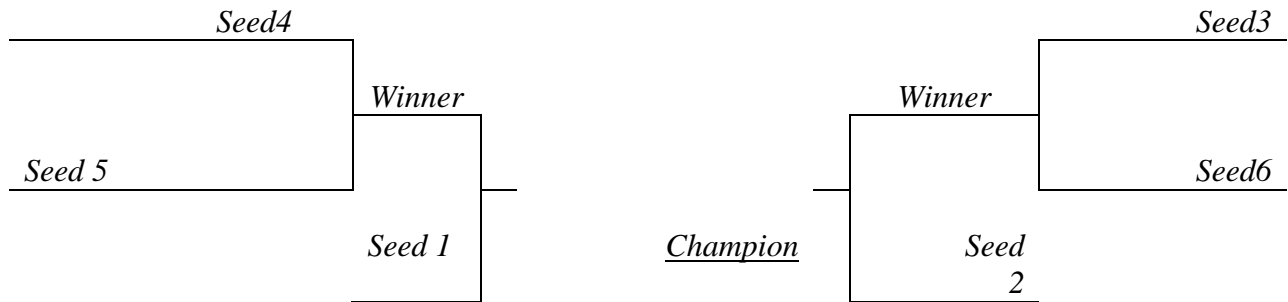
Appendix A – Playoff Brackets

Division Having Nine (9) or Fewer Teams

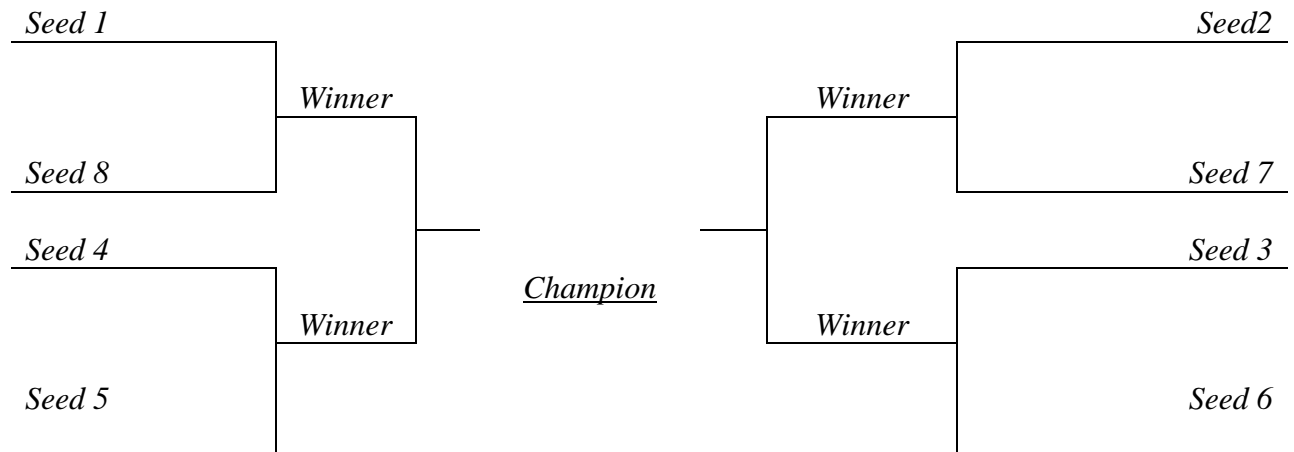
Four (4) Team Play-off Pairings



Six (6) Team Play-off Pairings

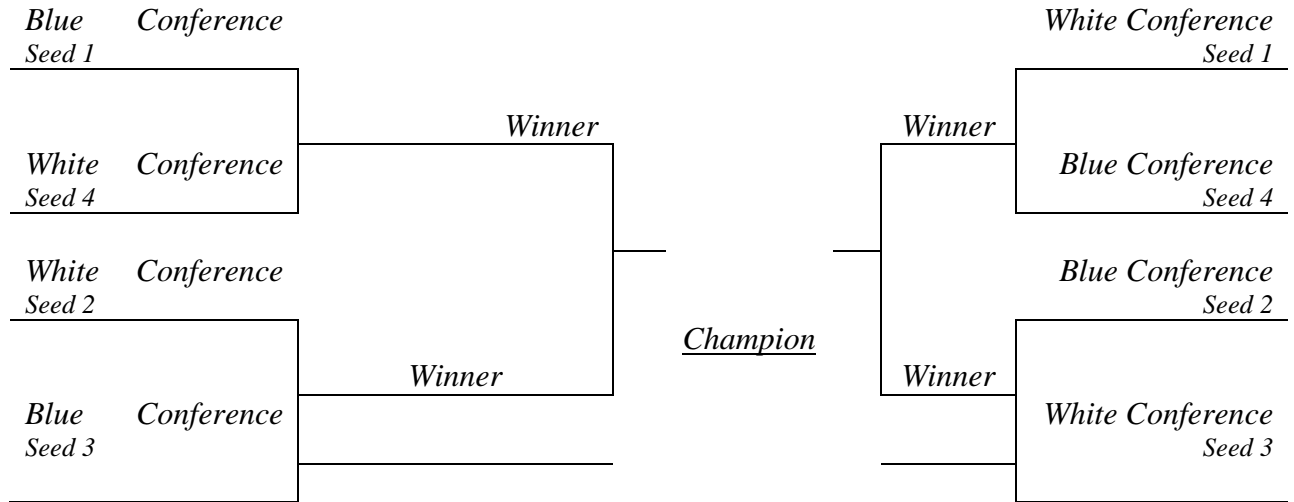


Eight (8) Team Play-off Pairings

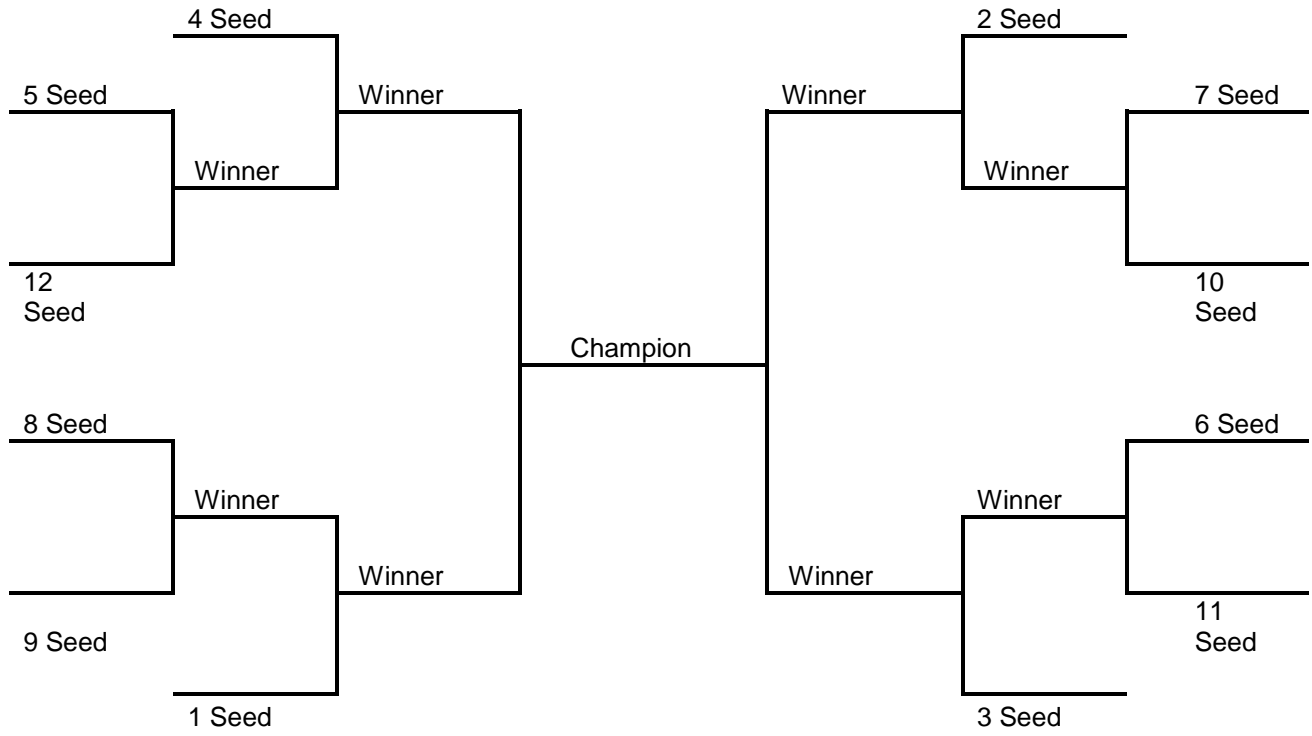


Division Having Ten (10) or More Teams

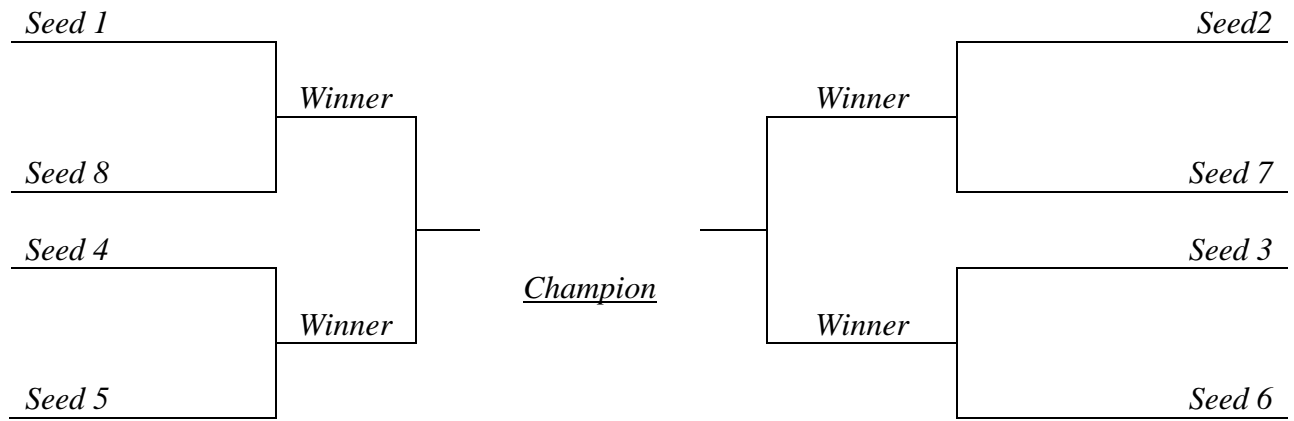
Two (2) Conference Play-offs



Three (3) Conference Play-offs



Four (4) Conference Play-offs



Appendix B -- SBMSA Tackle Football Highlights of Modified Rules

NCAA Rules: Followed for play
UIL Rules: Followed for running of the clock

Game Time:

FR, SOPH, & JV: 9 minutes Quarter / 5 minute halftime.

VARSAITY: 10 minute Quarter / 10 minute halftime.

There is no running clock—except in 2nd half and both coaches agree (must be a lopsided game).

Sidelines:

Each team's players and coaches must remain between their own 20-yard and their 40/50-yard line.

Five (5) coaches per team are allowed on the sideline.

Freshman Division may have one (1) coach on the field. If in referee's judgment they are coaching after the huddle is broken it is a 5 yard penalty with loss of down for offensive infraction and an automatic first down if defensive infraction.

All coaches must show valid ID with Approved Coaching Card to Officials prior to game. If a coach does not have the required information he may not be on the sideline.

(5-yard penalty per infraction of these rules)

Penalties:

FR, SOPH, & JV: 5-yards for NCAA 5-yard penalties; 10-yards for NCAA 10-yard and 15-yard penalties.

VARSAITY: NCAA Rules

Player's wearing number 90-00 jerseys:

Must start from a three or four point stance, but the offensive line may start with their elbows on their knees on the field goal, extra point and punt team. Offense - play as a center, guard, tackle or tight end. Defense - Must be on the line of scrimmage. May not advance the football. On kick-off receiving teams, he must play on the front line. Can be the kicker or punter, but can not advance the ball. Limit to 5 players per team on any given play. (10-yard penalty per infraction of these rules)

Game Scoring: NCAA Rules, except as follows:

FR, SOPH & JV: Extra Point, ball is placed on the 2-yard line.
A successful run scores 1 point.
A successful forward pass in the end zone scores 2 points.

VAR: Extra Point, ball is placed on the 3-yard line.
A successful run scores 1 point.
A successful forward pass in the end zone scores 2 points.
A successful kick scores 2-points

Tie Break Procedures:

Coin-flip for possession (winner chooses offense or defense; loser chooses the end-zone of play, which shall be the same throughout all overtime sessions.) Each team has 1 time-out in each overtime session. The ball will be placed on the 10-yard line starting the first over-time possession. No chance for a first-down unless by rule violation. Each team has 1 possession going into the same end zone. Upon a team scoring, they may try for their PAT. In case of a tie after the first overtime session, each team will get one additional possession from the 5-yard line. The team that had possession first in the first overtime will be on defense first in the second overtime session. In the case of a tie after the second overtime, the game will result in a tie (except for playoffs).

Kickoffs and Free Kicks:

In JV, Soph, and Frosh, all kickoffs from kicking team's 30 yard line unless moved by penalty
In VAR, all kickoffs from kicking team's 40 yard line unless moved by penalty
All free kicks following a safety from kicking team's 20 yard line
On all kickoffs and free kicks, kicking team must have at least four (4) players other than kicker on either side of ball and at least three (3) players outside the hash marks on both sides.

Appendix C – Team Roster Form

Appendix D – Coaches' Responsibility Form

Appendix E – Play Monitor Form

Appendix F – Rules and Regulations for Use of SBISD Stadiums

GROB AND TULLY RULES AND PROCEDURES

GENERAL

You have been provided with proper credentials for all non-player participants. Please instruct personnel to keep these visible at all times. Nobody will be allowed admittance to the Field or Press Box without these credentials. These have been provided for identification and as a courtesy to SBISD officials. Please return the Neck Chords to the Press Box or Ticket Booth after your game so that they may be utilized at future events.

Your team rosters and Team Captains will be announced 10 Minutes prior to the game. In addition, the National Anthem will be played at the first game of each age group approximately 2 minutes prior to game time. Please have your player's line up on the sideline for this event facing the Flag Pole. There may not be a Flag at Grob, face the scoreboard if not.

REGGIE GROB STADIUM

- **Each team will be responsible for providing 1 adult volunteer to help with the Gate for the game prior to your game. If you are not needed the gate personnel will let you know at that time**
- No more than 5 coaches on the field/sideline.
- At Grob, 1 Photographer/Camera allowed on the field/sideline. There is not any elevated location for filming. Do not get on-top of the restrooms.
- Each team will need to provide the Press Box with a complete Roster including uniform numbers in case that the Opening Day Roster printed in the program has changed or was inaccurate.
- Home Team – East Side
- Visiting Team – West Side (Same side as Scoreboard indicates)
- Adults only for the Chain Crew. Provided by the Home Team positioned on the West Sideline (Visiting Sideline). Please inform your Chain Crew that they are officials of the game and that they should not coach from the sideline. In addition, they should not have any contact with the team at half-time.
- Each team will be allowed to begin warm-up in the end zones of the stadium no more than 45 minutes prior to scheduled game time. The Home Team should go to the South side and the Visiting Team the North
- All Participating Teams should bring a Team Photograph to the Press Box prior to the start of each game. The losing team will receive its photo back immediately following the game and the winning team will receive its photo at Tully the next week. These photos will be used for the Tully Championship Program.
- Properly credentialed Players and Coaches will be allowed free admittance into the facility for all games. **Please inform all parents that there will be a \$3 charge for Adults and \$1 for Students for admittance.**

- Banners or Signs are permitted at this facility. They may be hung on the North or South fences. No signs should be attached to any metal railings or to the stadium seating. **Masking Tape ONLY is permitted. NO DUCT TAPE.** Please make sure that the signs are immediately taken down after your game. If you would like to have some kind of Run-Through Banner or Sign, this will be permitted. All remnants of the sign must be cleaned up immediately following the Run-Through.
- **LET'S KEEP OUR RELATIONSHIP WITH THE SCHOOL DISTRICT STRONG AND OBEY ALL SCHOOL DISTRICT POLICIES**

DARRELL TULLY STADIUM

- **Each team will be responsible for providing 1 adult volunteer to help at the Gate for the game prior to your game.**
- No more than 5 coaches on the field/sideline.
- At Tully, you will be allowed 1 Photographer on the field and 1 Film Person in the Press Box.
- Each team will need to provide the Press Box with a complete Roster including uniform numbers in case that the Opening Day Roster printed in the program has changed or was inaccurate.
- Home Team – West Side
- Visiting Team – East Side
- All Fans will be positioned on the West Side of the Stadium
- Adults only for the Chain Crew. Provided by the Home Team positioned on the East Sideline (Visiting Sideline). Please inform your Chain Crew that they are officials of the game and that they should not coach from the sideline. In addition, they should not have any contact with the team at half-time.
- Each team will be allowed to begin warm-up in the end zones of the stadium no more than 45 minutes prior to scheduled game time. The Home Team should go to the South side and the Visiting Team the North
- Properly credentialed Players and Coaches will be allowed free admittance into the facility for all games. **Please inform all parents that there will be a \$3 charge for Adults and \$1 for Students for admittance.**
- It is permissible to hang banners or signs on the fence at Tully provided that proper tape is used (Masking). **NO DUCT TAPE.** Also, all banners or signs must be taken down immediately following that game. If you would like to have some kind of Run-Through Banner or Sign, this will be permitted. All remnants of the sign must be cleaned up immediately following the Run-Through.
- Only water will be permitted on the Sideline at Tully Stadium. No Food or any other types of Drink.
- **LET'S KEEP OUR RELATIONSHIP WITH THE SCHOOL DISTRICT STRONG AND OBEY ALL SCHOOL DISTRICT POLICIES**

SAMPLE GAME DAY SCHEDULE

Pre-Game Announcements	Stay off of Playing Surface, Etc. . Call for Chain Crew Call for Team Photographs
10 Minutes Prior to Game	Announce Teams, Age Group and Rosters
2 Minutes Prior to Each Game	National Anthem
Game Time	Announce Captains

Halftime Announcements:

- Equipment Donation Program
- Regular Season Programs for sale at Gate (\$2)
- Championship Programs for sale next week at Tully (\$5)
- Please renew your Chronicle through the SBMSA website

Post Game Announcements:

- Announce next game and that it is possible that the tackle games will be played on Sunday due to a scheduling conflict at Tully Stadium Saturday afternoon. High School Playoffs
- Take Banners and Sign Down
- Thank you to all Coaches for their Time and Dedication

Appendix G -- SBMSA PENALTY CHART

General Infractions	Rule Number (Section/Article)	Type of Penalty/Marked From	Coaches' Choice	Loss of Down (If Accepted)
Clothing Covering Flag		MINOR/LOS	NO	NO
Improper Equipment		MINOR LOS/EOR	NO	NO
Flag or Belt Improperly Positioned at Possession		MINOR POI/LOS	YES	NO
Flag Improperly Altered or Attached		MAJOR LOS/POI	NO	NO
Delay of Game: Time Outs		MINOR/EOR	NO	NO
Illegal Substitution		MINOR/LOS	YES	NO
Illegal Participation		MINOR/LOS	YES	NO
Unsportsmanlike Conduct		MAJOR LOS/EOR	YES/NO	NO
Faking Excessive Contact		MAJOR/EOR	NO	NO
Begging A Call		MINOR/EOR	NO	NO
Encroachment		MINOR/LOS	NO	NO
Offsides		MINOR/LOS	YES	NO
Illegal Advancement		MINOR/POI	YES	NO

LOS = Line of Scrimmage

EOR = End of Run

POI = Point of Infraction

Offensive Infractions	Rule Number (Section/Article)	Penalty/Marked From	Coaches' Choice	Loss of Down (If Accepted)
Too Small Football: Prior to Snap After Snap		MAJOR/LOS Possession Reversed at Previous LOS	NO NO	NO NO
Delay of Game:		MINOR/LOS	NO	NO
Illegal Shift or Motion		MINOR/LOS	YES	NO
Illegal Screening (Behind LOS)		MINOR/LOS	YES	NO
Illegal Downfield Screening IF EXCESSIVE		MINOR/POI/EOR MAJOR/POI/EOR	YES YES	NO YES
Illegal Screening (Punt)		MINOR/EOR/POI	YES	NO
If Flagrant		MAJOR/LOS/EOR	YES/NO	NO
Illegal Forward Pass		MINOR/POI	YES	YES
Intentional Grounding		MINOR/POI	YES	YES
Forward Lateral (Beyond LOS)		MINOR/POI	YES	YES
Pass Interference in: (Playing Field & End Zone)				
Regulation Time Period		MAJOR/LOS OR POI, whichever is shorter	,	YES
7-Play Rule		MAJOR/LOS OR POI, whichever is shorter	YES	YES (may be out of play #)
Tie Breaker		MAJOR/LOS OR POI, whichever is shorter	YES	YES & LOSS OF PLAY #
P.A.T.			YES	YES
Stiff Arm		MAJOR/POI/LOS	YES	YES
Protecting Flags		MAJOR/POI/LOS	YES	YES
Charging Into Defense		MAJOR/POI/LOS	YES	NO
IF EXCESSIVE		MAJOR/POI/LOS	YES	YES
Illegal Snap		MINOR/LOS	YES	NO
Delay of Game: Declare Punt		MINOR/LOS	NO	NO
Illegal Touching Punt In Air		MINOR/POI	NO	NO
Quick Kick		MINOR/LOS	YES	YES
Sideline Interference		MAJOR/LOS	YES	YES

Defensive Infraction	Rule Number (Section/Article)	Penalty/Marked From	Coaches' Choice	First Down (If Accepted)
Illegal Line Play		MINOR/LOS	YES	NO
Illegal Rushing		MAJOR/LOS	YES	NO

Defensive Infraction	Rule Number (Section/Article)	Penalty/Marked From	Coaches' Choice	First Down (If Accepted)
Contact w/Passer ("Roughing)		MAJOR/LOS/EOR	YES	YES
Contact w/Receiver ("Bump & Run" – See Below – Pass Interference)				
Pass Interference in: (Playing Field)				
Regulation Time		MAJOR/POI or LOS (whichever is shortest) Automatic 1 st Down	YES	YES
7-Play Rule		MAJOR/POI OR LOS (whichever is shorter) Automatic 1 st Down	YES	YES & PLAY # OVER
Tie-Breaker		MINOR/POI OR LOS (whichever is shorter) Automatic 1 st Down	YES	NO & PLAY # OVER
PAT		BALL ON 1 YARD LINE	YES	PLAY OVER PLUS 1 FREE IF NEEDED
(End Zone) Regulation Time		BALL ON 1 YARD LINE	YES	YES
All Others		BALL ON 1 YARD LINE	YES	PLAY OVER
Stripping		SAME AS PASS INTERFERENCE		
Screening Receiver's Eyes		SAME AS PASS INTERFERENCE		
Bump & Run		MINOR/POI	YES	NO
Tackling: Impeding Encircling		MINOR/POI/LOS MAJOR/POI/LOS	YES	YES
Impeding T.D.		BALL ON 1 YARD LINE	YES	YES
Impeding T.D. in Tie Breaker		BALL ON 1 YARD LINE	YES	PLAY OVER
Illegal Deflagging		MINOR/LOS/EOR	YES	NO
Runner Stripping		MINOR/POI/LOS	YES	NO
Pushing Ball Carrier out of bounds		MAJOR/POI/LOS	YES	NO
IF EXCESSIVE		MAJOR/POI/LOS	YES	NO
Faking Deflagging		MINOR/POI/LOS	YES	NO
Sideline Interference*		MAJOR/EOR/POI	YES	YES

