



FOOTBALL MANUAL



2020 + 2021

UILTEXAS.ORG

~2019-2020 STATE FOOTBALL CHAMPIONS~

Blum High School
1A 6-Man Division I State Champion



Mart High School
2A Division II State Champion



Richland Springs High School
1A 6-Man Division II State Champion



Grandview High School
3A Division I State Champion



Refugio High School
2A Division I State Champion



Gunter High School
3A Division II State Champion



**Carthage High School
4A Division I State Champion**



**Aledo High School
5A Division II State Champion**



**Texarkana Pleasant Grove High School
4A Division II State Champion**



**Galena Park North Shore High School
6A Division I State Champion**



**Alvin Shadow Creek High School 5A
Division I State Champion**



**Austin Westlake High School
6A Division II State Champion**



~UIL PERSONNEL~

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PURPOSE | To acquaint football coaches and administrators with the policies, rules, procedures, and forms necessary for proper enforcement of regulations for football, and to insure a better opportunity for coaches to have first-hand information.

LIMITATIONS | This manual does not cover all rules. The Constitution and Contest Rules is the official UIL rulebook and covers information more detailed than does this manual. Coaches should confer with their principals and superintendents if there are questions concerning the rules.

WARNING ABOUT THE INHERENT DANGERS OF ATHLETIC PARTICIPATION

Student athletes and parents should be aware that any athletic participation will always have inherent dangers. Although rare, death or catastrophic injury can result from participation in sports, and care should be taken by all concerned to minimize such dangers through the use of appropriate equipment, proper training methods and common sense.

The UIL encourages student athletes in all sports, and their parents, to discuss risks minimization with coaches and school administrators.

~UIL REGULATIONS~

2020-21 Football Calendar

All 1A through 4A Schools:

July							07
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
			1	2	3	4	
5	6	7	8	9	10	11	
12	13	14	15	16	17	18	
19	20	21	22	23	24	25	
26	27	28	29	30	31		

August							08
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
						1	
2	3	4	5	6	7	8	
9	10	11	12	13	14	15	
16	17	18	19	20	21	22	
23	24	25	26	27	28	29	
30	31						

September							09
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
		1	2	3	4	5	
6	7	8	9	10	11	12	
13	14	15	16	17	18	19	
20	21	22	23	24	25	26	
27	28	29	30				

October							10
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
				1	2	3	
4	5	6	7	8	9	10	
11	12	13	14	15	16	17	
18	19	20	21	22	23	24	
25	26	27	28	29	30	31	

November							11
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
1	2	3	4	5	6	7	
8	9	10	11	12	13	14	
15	16	17	18	19	20	21	
22	23	24	25	26	27	28	
29	30						

December							12
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
		1	2	3	4	5	
6	7	8	9	10	11	12	
13	14	15	16	17	18	19	
20	21	22	23	24	25	26	
27	28	29	30	31			

YELLOW – Scrimmages

GREEN – Regular Season Begin/End

BLUE – State Championships

SUMMER S&C – SPORT SPECIFIC SKILL	-Continue with current regulations through August 3 rd
--	---

Regular Season	Schools who have offered strength and conditioning in the previous two weeks:
	August 3 rd : Begin Acclimatization Period
	August 20-22: Scrimmage Dates
	Week One: August 27,28, or 29
	*Schools will have 11 weeks to play 10 games
	**The above is only for schools who were not shut-down through August 3 rd
	District Certification - Saturday, November 7 th
	Schools who have <u>not</u> offered strength and conditioning in the previous two weeks:
	August 3 rd : S&C and Sport Specific activities only, no pads or helmets allowed
	August 10 th : Begin Acclimatization Period
	August 20-22: Scrimmage Dates
	Week One: August 27,28, or 29
	*Schools will have 11 weeks to play 10 games
	District Certification- Saturday, November 7 th

Post Season	4 Qualifiers from each District
	November 12-14: Bi-District
	November 19-21: Area
	November 26-28: Regional
	December 3-5: Quarter-Final
	December 10-12: State Semi-Final
	December 16-19: State Championships

All 5A & 6A Schools:

August 08

Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

September 09

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

October 10

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

November 11

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

December 12

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

January 1

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

YELLOW – Scrimmages

GREEN – Regular Season Begin/End

BLUE – State Championships

Summer S&C – Sport Specific Skill	Continue with current regulations through the August 3 rd
	August 3 rd – sport specific time increases to 2 hours per day per sport, Monday -Friday; 2 hours of sport specific training will stay into effect through September 7 th for Fall sports. The school athletic period will count towards the 2 hour allotted time once your school year has started.

Regular Season	Schools who have offered strength and conditioning in the previous two weeks:
	September 7 th : Begin Acclimatization Period
	September 17-19: 1 st Scrimmage
	September 24-26: Week One
	December 5 - District Certification
	*Schools will have 11 weeks to play 10 games
	**The above is only for schools who were not shut-down through September 7 th
	Schools who have <u>not</u> offered strength and conditioning in the previous two weeks:
	September 7 th : S&C and Sport Specific activities only, no pads or helmets allowed
	September 14 th : Begin Acclimatization Period
	September 21 st : May scrimmage on September 24,25, or 26
	September 28 th : May begin playing games October 1,2, or 3
	December 5 th - District Certification
*Schools will have one less scrimmage in this scenario	

Post Season	4 Qualifiers from each District
	December 10 – 12: Bi-District
	December 17-19: Area
	December 24 or December 26: Regional (No games may be played on December 25 th)
	December 31- January 2: Quarter-Final
	January 7-9: State Semi-Final
	January 11: State Championship Games TBD

~UIL & NCAA FOOTBALL RULE CHANGES~

New for 2020

GENERAL

- **Coaches Certification Program (CCP)** - The CCP consists of both UIL and state law requirements and requires a coach to complete the prescribed components on a yearly basis, prior to their sport season. Completion of the CCP will recognize coaches as UIL certified coaches. All coaches shall annually complete the UIL Coaches Certification Program prescribed by the UIL prior to their sport season or prior to the first day of school if their sport is not in season. A coach who is hired less than one week prior to the start of the sport season or after the first day of school (whichever is earlier) must complete the CCP within thirty (30) days of being hired.
- **Physicals** – For the 2020-21 school year only, any participant in athletics or marching band, in any grade level, who has not previously completed a preparticipation physical examination (PPE), and been cleared for participation, will be required to complete the medical history form as noted below, as well as a PPE prior to participation in any UIL practices, games, performances, or matches.
- **Practice Regulations** – Sessions for strength & conditioning instruction may be conducted by school coaches for students in grades 7-12 from that coaches attendance zone starting the first day of school. A strength and conditioning session shall be no more than one hour per day outside the school day, Monday through Friday, and a student shall attend no more than one session of supervised instruction per day.
- **Officials Fees** – The flat fee schedule and mileage reimbursement has increased by \$5 per official. In addition, the scrimmage flat fee has increased by \$25. The updated Official's Fee schedule can be found on the UIL website.
- **Eligibility (1st six weeks)** –
 - (a) Grades Nine and Below. Students must have been promoted from the previous grade. (Refer to Official Interpretation 01-09-18 Appendix I).
 - (b) SECOND Year of HIGH School. **Two and one-half accumulated credits** that count toward state graduation requirements.
 - (c) THIRD Year of HIGH School. Ten accumulated credits that count toward state graduation requirements or student must have earned at least **two and one-half credits** within the last twelve months that count toward state graduation requirements.
 - (d) FOURTH Year of HIGH School. Fifteen accumulated credits that count toward state graduation requirements or student must have earned at least **two and one-half credits** within the last twelve months that count toward state graduation requirements.

SPORT SPECIFIC

- **Football**
 - GAME VIDEOS - Playoff teams are required to exchange all videos leading up to the playoff game to include regular season and post-season games. Upon mutual agreement, teams may agree on trading a specific number of games.
 - (1) All videos must be traded by noon on the day following the last game played by the two teams involved. Example: Team (A) plays on Friday and Team (B) plays on Saturday, all videos must be traded by noon on Sunday. BY mutual agreement games may be traded earlier.
 - Best Practices in Tackling (Atavus) certification will be required for all first-year football coaches and for all football coaches once every two years. All football coaches that are first time coaches in Texas are required to have this certification completed by August of 2020.

UIL STAFF STUDIES/MONITOR

- A proposal to adjust the start time for Junior High Athletic Competitions
- A proposal to create a separate 1A Conference in Volleyball, Softball, and Baseball
- A proposal to consider a &5 increase for official's for the 2021-22 school year or create a long term plan

~2020 NCAA FOOTBALL RULE CHANGES~

1. Players Numbering – Rule 1-4-2

With the recognized popularity of the single digit numbers, the digit “0” is added as a legal number. Any number to be preceded by “0” such as “07” or “00” remains illegal.

UIL Application: Rule change will apply to UIL games as written.

2. Jersey / Concurrently Worn / Jersey Violations – Rule 1-4-5

A second jersey meeting all requirements of Rule 1-4-5 worn concurrently is allowed. Vests and/or altered jerseys with zippers, Velcro, clasps or other fasteners are not allowed.

UIL Application: Rule change pertaining to a second jersey will apply as written.

In addition, the penalty for a team not complying with the jersey rule (i.e., legal and contrasting numbers or a colored jersey in violation of the rule) will be a 15-yard penalty after the kickoff of each half and the loss of a timeout in each quarter that illegal jerseys are worn.

UIL Application:

- (1) There will be no penalty nor loss of timeout for jersey color violation.
- (2) For non-compliance with the 2020 UIL jersey numeral policy (black or dark numerals on white or light colored jerseys; white or light colored numerals on dark jerseys) the penalty will include a 15 yard penalty after the kickoff of each half and the loss of a timeout in each quarter that the illegal jerseys are worn

3. Targeting - Disqualified Player – Rule 2-27-12

There were no changes to the Targeting rule from an on-field officiating perspective and from the 2019 adjustment in Instant Replay. The change for 2020 is that now a player disqualified for Targeting will be declared ineligible for further participation in the game, but the player may remain in the team area. If the targeting foul is committed in the second half, the disqualified player cannot participate in the first half of his team’s next scheduled game but may participate in pre-game warm-up activities and stay in the team area during the first half.

All other disqualifying fouls such as Fighting, two Unsportsmanlike Conduct fouls, Flagrant Personal fouls, etc. will be reclassified as fouls requiring ejection. Players ejected will be required to leave the playing enclosure and must remain out of view of the field of play under team supervision.

UIL Application: 2019 UIL exceptions pertaining to disqualification/ejections will remain in effect, i.e., disqualified/ejected players are not required to leave the playing enclosure, and any future game participation is governed by local school districts and/or UIL District Committees.

4. Pregame Warmup – Rule 3-1-1

When any Squad Member enters the playing enclosure prior to the officials escorting the captains out for the coin toss, the head coach or an assistant coach from that team must be present on the field. Furthermore, when any Squad Member is present within the playing enclosure subsequent to the officials’ jurisdiction, they must be wearing their jersey or have their numeral readily visible. Players without their numeral readily visible must leave the playing enclosure.

UIL Application: Rule change will not apply to UIL games.

5. Defensive Team Substitution Infraction – Rule 3-5-3

The defense is allowed to briefly retain more than 11 players on the field to anticipate the offensive formation, but it may not have more than 11 players when the ball is snapped. The new rule change would stipulate that this infraction will be treated as a live-ball foul. Under the current rules, the foul can be either a live ball or dead ball foul, and this change will bring consistency to this enforcement.

UIL Application: Rule change will apply to UIL games as written.

6. Defensive Linemen on Scrimmage Kick Plays – Rule 6-3-14

To enhance the protection of the snapper on scrimmage kicks, if the offense is in a scrimmage kick formation at the snap, any defensive player within one yard of the line of scrimmage must be aligned completely outside the frame of the body of the snapper at the snap. This change paired with current Rule 9-1-14 that does not allow the defense to initiate contact with the snapper until one second has elapsed on these type plays will further protect the snapper on kick downs.

UIL Application: Rule change will apply to UIL games as written.

7. Unfair Tactics – Rule 9-2-2

No more than two Squad Members may be assigned or wear the same jersey number. There were no limits to duplicate numbers in previous seasons. This foul is an Unsportsmanlike Conduct charged against the Head Coach and the players must immediately correct the numbering and report the change.

UIL Application: Rule change will not apply to UIL games.

8. Penalty Enforcement / Carryover to Extra Periods – Rule 10-2-5

All fouls that have an option to carry over to the succeeding kickoff will also contain an option to carry over to the succeeding spot in extra periods.

UIL Application: Rule change will apply to UIL games as written.

9. Officials Jurisdiction - Rule 11-1

The officials' jurisdiction now begins at 90 minutes before kickoff (previously 60 minutes) and ends when the Referee declares the score final. It is expected that a minimum of 3 officials will take the field at 90 minutes. All officials will be on the field at 40 minutes prior to kickoff.

At 90 minutes before kickoff the playing field will be divided into an L-shaped configuration with the 30 yard-lines forming the "L". No later than 40 minutes before kickoff, the configuration will change to the "Buffer Zone" configuration, and no player shall enter the 10- yard buffer zone between the 45 yard-lines.

UIL Application: Rule change will not apply to UIL games. Officials' jurisdiction will remain at 30 minutes before scheduled kickoff, and the pregame field configuration will remain governed by UIL/UIL District Committees.

10. Instant Replay / Clock Adjustment – Rule 12-3-6

If the clock expires at the end of a half, and replay determines that there was time remaining on the clock, and the clock would start on the Referee's signal after review, there must be at least 3 seconds remaining when the ball should have been declared dead to restore time to the clock.

With 2 seconds or 1 second remaining on the clock, the half is over. This change will not impact situations when the clock is stopped and will remain stopped until the snap such as incomplete passes and runners out of bounds.

UIL Application: Rule change will be included in the "2020 UIL Modified Rule 12 – Instant Replay" document and will apply as written to UIL games in which Replay is used.

11. Instant Replay Review Time – Rule 12-6-2

The expectation is that the Instant Replay Official will not exceed two minutes to complete a review. If the review has end of game impact or has multiple aspects as a part of the review, it should be completed efficiently but will have no stated time limit.

UIL Application: Rule change will be included in the "2020 UIL Modified Rule 12 – Instant Replay" document and will apply as written to UIL games in which Replay is used.

NOTE: For 2020, the UIL will discontinue allowing medical exemptions for tinted eye shields, however exemptions for tinted eyeglasses and/or goggles will be allowed with the same restrictions/requirements as stated in the 2019 UIL Exceptions #20.

2020 UIL Exceptions to NCAA Football Rules 2020-21 School Year

The numbering of the exceptions has been altered as necessary to maintain sequential numbering consistent with the NCAA Football Rule Book and to replace deleted exceptions. Other changed or altered items are identified by a shaded background.

1. In all instances where “NCAA Sanctions” appears, UIL rules will govern. **The UIL Exceptions to NCAA Football Rules apply to respective and applicable NCAA Approved Rulings and Interpretations.**

2. 1-1-1-a. The game shall be played between two teams of not more than 11 players each, on a rectangular field and with an inflated ball having the shape of a prolate spheroid.

EXCEPTION: 1-1-1-a. Change to read: “The game shall be played between two teams of not more than 11 players each in UIL Eleven Man Games – not more than six players each in UIL Six Man Games – on a rectangular field and with an inflated ball having the shape of a prolate spheroid. (Note – additional UIL EXCEPTIONS to NCAA Football Rules are addressed in the UIL (Texas) Six Man Football Rules Exceptions found in the UIL Football Handbook).

3. 1-1-7-a, b, c
 - a. NCAA member institutions and affiliated officiating organizations shall conduct all contests under the official football-playing rules of the Association.

 - b. NCAA-affiliated officiating organizations shall use the current Football Officials Manual published under the jurisdiction of the College Football Officiating, LLC (CFO).

 - c. NCAA member institutions and affiliated officiating organizations not complying with NCAA football-playing rules are subject to sanctions (See appropriate divisional NCAA Manual).

EXCEPTION: 1-1-7-a, b, c. Does not apply to UIL games.

4. 1-2-1-b. Twenty-four-inch short yard-line extensions, four inches inside the sidelines and at the inbounds lines, are mandatory; and all yard lines shall be four inches from the sidelines (Rule 2-12-6).

EXCEPTION: 1-2-1-b. Change “mandatory” to “recommended.”

5. 1-2-1-c. A solid white area between the sideline and the coaching line is mandatory.

EXCEPTION: 1-2-1-c. Change “mandatory” to “recommended.”

6. 1-2-3-a. Limit lines shall be marked with 12-inch lines and at 24-inch intervals 12 feet outside the sidelines and the end lines, except in stadiums where total field surface does not permit. In these stadiums, the limit lines shall not be less than six feet from the sidelines and end lines. Limit lines shall be 4 inches in width and may be yellow. Limit lines designating team areas shall be solid lines.

EXCEPTION: 1-2-3-a. Change the first sentence to read: “It is recommended that limit lines be marked with 12 inch lines at 24 inch intervals 12 feet outside the side lines and the end lines, except in stadiums where total field surface does not permit.”

7. 1-2-4-b. The team area shall be limited to squad members in full uniform (see Appendix D) and a maximum of 60 other individuals directly involved in the game. All persons in the team area are subject to the rules and are governed by decisions of the officials (Rule 1-1-6). The 60 individuals not in full uniform shall wear special team area credentials numbered 1 through 60. No other credential is valid for the team area.

EXCEPTION: 1-2-4-b. Limit of 60 individuals not in full uniform is waived for UIL games.

8. 1-2-5-a. Each goal shall consist of two white or yellow uprights extending at least 30 feet above the ground with a connecting white or yellow horizontal crossbar, the top of which is 10 feet above the ground. The inside of the uprights and crossbar shall be in the same vertical plane as the inside edge of the end line. Each goal is out of bounds (see Appendix D).

EXCEPTION: 1-2-5-a. Add: “In UIL games 30 foot uprights are recommended, 20 foot uprights are mandatory.”

9. 1-2-5-b. Above the crossbar, the uprights shall be white or yellow and 18 feet, six inches apart inside to inside.

EXCEPTION: 1-2-5-b. Change to read: “Above the crossbar the uprights shall be white or yellow and 23 feet 4 inches apart inside to inside. (EXCEPTION: When UIL schools are playing on collegiate fields with 18 feet 6 inches goal posts, and 23 feet 4 inches goal posts are not available, the collegiate goal posts may be used by mutual agreement of the competing schools.)”

10. 1-2-6. Soft, flexible four-sided pylons 4 inches by 4 inches with an overall height of 18 inches, which may include a 2-inch space between the bottom of the pylon and the ground, are required. They shall be red or orange in color. One manufacturer’s logo or trademark is permitted on each pylon. Institutional logos, conference logos and the name/commercial logo of the sponsor of postseason games are also allowed. Any such marking may not extend more than 3 inches on any side. They are placed at the inside corners of the eight intersections of the sidelines with the goal lines and end lines. The pylons marking the intersections of the end lines and hash marks extended shall be placed three feet off the end lines.

EXCEPTION: 1-2-6 Add: “The use of 12 pylons is recommended, but 8 pylons, placed at the inside corners of the four intersections of the sidelines with the goal lines and end lines of each end zone is mandatory.”

11. 1-3-1-j & k

j. Professional football league logos are prohibited.

k. Advertising is prohibited on the ball [*Exceptions:* (1) Ball manufacturer’s name or logo, (2) institutional logo, (3) conference logo, and (4) AFCA logo].

EXCEPTION: 1-3-1-j & k Do not apply to UIL games.

12. 1-3-2-a. The game officials shall test and be sole judge of not more than six balls offered for play by each team before and during the game. The game officials may approve additional balls if warranted by conditions.

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

13. 1-3-2-g. When the ball becomes dead in a side zone, is unfit for play, is subject to measurement in a side zone or is inaccessible, a replacement ball shall be obtained from a ball person (A.R. 1-3-2-I).

EXCEPTION: 1-3-2-g. Add: “(if balls are available and ball persons are being used).”

14. 1-4-2-d. When a player enters the game after changing his jersey number, he must report to the referee. The officiating crew informs the opposing head coach and the referee announces the change. A player who enters the game after changing his number and does not report commits a foul for unsportsmanlike conduct. [S27]. (A.R. 1-4-2-I)

EXCEPTION: 1-4-2-d. Add: “(Note: For UIL games, the announcement of the change is dependent upon whether a Referee microphone is being utilized.)”

15. 1-4-4-h. Players of a team must wear socks or leg coverings that are identical in color and design (*Exceptions*: Unaltered knee braces, tape or a bandage to protect or prevent an injury, and barefoot kickers).

EXCEPTION: 1-4-4-h. Add: “(EXCEPTION: Any player may wear white sweat socks in lieu of socks or leg coverings that are identical in color and design worn by teammates.)”

16. 1-4-5-a-2

a. *Design*

2. Other than the player’s number, the jersey may only contain:

Player’s name;

School name;

Mascot name;

NCAA logo;

Sleeve stripes;

Logo for school, conference, mascot, postseason-game, memorial, the military;

Graduate or Academic Recognition as part of an institutional or conference logo;

The letter “C” to identify a Team Captain;

American flag

State flag

Permissive for the 2019 season only: College Football 150th Anniversary Mark.

EXCEPTION: 1-4-5-a-2. Delete all of item 2 and replace with the following:

2. Other than the player’s number, the jersey may only contain:

Player’s name, or, words that reflect positive values, such as “Honor”, “Integrity”, “Courage”, etc., substituted for the player’s name on the back of the jersey (by local district approval)

School name

Mascot name

UIL Logo

Sleeve stripes

Logo for school, conference, mascot, postseason-game, memorial, the military

Team slogan/acronym (by local district approval)

The letter “C” to identify a Team Captain

American flag

State flag

- 17.1-4-5-b

b. *Color*

1. Players of opposing teams shall wear jerseys of contrasting colors. Players on the same team shall wear jerseys of the same color and design.

2. The visiting team shall wear white jerseys; however, the home team may wear white jerseys if the teams have agreed in writing before the season.

3. If the home team wears colored jerseys, the visiting team may also wear colored jerseys, if and only if the following conditions have been satisfied

a. The home team has agreed in writing prior to the game; and

b. The conference of the home team certifies that the jersey of the visiting team is of a contrasting color.

4. If on the kickoff at the start of each half, the visiting team wears a colored jersey in violation of the conditions specified in paragraph 3, it is a foul for unsportsmanlike conduct.

PENALTY: Administer as a dead-ball foul. 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the home team. [S27]. In addition, Officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn, or a foul for delay of the game if all timeouts have been used.

EXCEPTION: 1-4-5-b-2. Add: “EXCEPTION: Light colored jerseys, instead of white, are

acceptable if jersey colors of the teams are obviously contrasting colors with clearly visible numbers. Home teams are required to make any changes necessary.”

DELETE: Paragraph 3

DELETE: Paragraph 4

DELETE: PENALTY (including deletion of charging of a timeouts)

18.1-4-5-c-1&2

c. *Numerals*

1. The jersey must have clearly visible, permanent Arabic numerals measuring at least 8 and 10 inches in height front and back, respectively, of a color which itself is clearly in distinct contrast with the color of the jersey, irrespective of any border around the number.

2. Teams wearing jerseys/numerals that do not conform to this rule will be asked to change into legal jerseys before the game and before the start of the second half. On the kickoff at the start of each half, if a team wears a jersey in violation of the conditions specified in paragraph 1, it is a foul for unsportsmanlike conduct.

PENALTY—Administer as a dead-ball foul. 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the home team. [S27] In addition, Officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn, or a foul for delay of the game if all timeouts have been used. (A. R. 1-4-5-I)

EXCEPTION: 1-4-5-c-1. Add to 1-4-5-c-1: “The numerals on white or light colored jerseys must be black or dark color; numerals on dark colored jerseys must be white or light color.

(Note: Numerals must be “clearly visible” on the field and from press box level – i.e., coaches, media, etc., can clearly see the numerals from the press box, and the numerals are clearly visible on film.”

19. 1-4-6-a-1. *Towels and Hand Warmers.* 1. Solid white towels no smaller than 4” X 12” and no larger than 6” X 12” with no words, symbols, letters, or numbers. Towels may bear the team logo. They may also contain a single manufacturer’s or distributor’s normal label or trademark not to exceed 2-1/4 square inches in area. Towels that are not solid white are not permitted.

EXCEPTION: 1-4-6-a-1. Exception: For UIL games, towels may be of school color and may contain school name, school initials and/or mascot insignia. Towels may not contain numbers.

20. 1-4-6-c *Eye shields.* Eye shields must be clear, not tinted, and made from molded or rigid material. Eyeglasses and goggles also must be clear and not tinted. No medical exceptions are allowed.

EXCEPTION: 1-4-6-c. DELETE the last sentence that states: “No medical exceptions are allowed.”

ADD: “Exception: A player(s) is permitted to participate in UIL games wearing tinted eyeglasses or goggles, if the player has been issued a current season UIL Medical Exemption Form that allows for his/her participation wearing tinted eyeglasses or goggles. Prior to the start of each game in which the player will potentially participate wearing tinted eyeglasses or goggles, the Head Coach must present to the Referee of the game a copy of the properly completed UIL Medical Exemption Form that allows for the player’s participation with tinted eyeglasses or goggles. Once the game begins, no player may participate wearing tinted eyeglasses or goggles unless the coach has presented the UIL Medical Exemption Form to the Referee prior to the start of the game. (Note: The exemption applies only to tinted eyeglasses or goggles – tinted eye shields are prohibited and medical exceptions are not allowed for tinted eye shields.)”

- 21.1-4-8-a. No player wearing illegal equipment or failing to wear mandatory equipment shall be permitted to play, (Exception: Rule 1-4-5-c).

EXCEPTION: 1-4-8-a. Add: “Exception: Players are allowed to wear Elastic Ankle Coverings/Spats in UIL games.”

22. 1-4-11-c. Media communication equipment, including cameras, sound devices, computers and microphones, is prohibited on or above the field, or in or above the team area (Rule 2-31-1). **Exceptions:**
1. Camera equipment attached to a goal support behind the uprights and crossbar.
 2. Camera(s) embedded in any pylon.
 3. A camera, with no audio component, may be attached to the cap of any official with prior approval of the conference and the participating institutions.

EXCEPTION: Change 1-4-11-c-3 to read:

“A camera, with no audio component, may be attached to the cap of any official with prior approval of the official, the UIL, and the participating institutions.”

- 23.1-4-13. A microphone is mandatory for the referee to be used for all game announcements. It is strongly recommended that it be a lapel-type microphone. The microphone must be controlled by the referee. It may not be open at other times. Microphones on other officials are prohibited. *Exception:* A protected wireless communication system open only to the officiating crew and conference officiating observer is allowed.

EXCEPTION: 1-4-13. In the first sentence, change “mandatory” to “recommended”.

(Note: This exception only removes the mandatory requirement to provide a referee’s microphone – the other provisions of the rule remain as written in the NCAA Rule Book. If a referee’s microphone is provided, the announcement of a player’s number who has committed a foul is considered to be part of “game announcements” and is not prohibited by NCAA rule or by UIL exception.)

- 24.2-16-4-a. A field goal place kick is a kick by a player of the team in possession while the ball is controlled on the ground by a teammate.

EXCEPTION: 2-16-4-a. Change to read: A field goal place kick is a kick by a player of the team in possession while the ball is controlled on the ground or a tee by a teammate. If a tee is used it shall not elevate the ball’s lowest point more than two inches above the ground.

25. 2-27-12

a. *Disqualified Player:*

1. A disqualified player is one who is declared ineligible for further participation in the game and is allowed to remain in the team area.
2. A player serving a first-half suspension due to his disqualification in the team’s previous game may participate in pre-game warm-up activities. During the first half he may remain in the team area but may not participate in the first half of the game.

b. *Ejected Player:*

1. An ejected player is one who is declared ineligible for further participation in the game and is not allowed to remain in the team area. This player must leave the playing enclosure under the escort of team personnel before the next play after his ejection. He must remain out of view of the field of play under team supervision for the duration of the game.
2. A player serving a first-half suspension due to his ejection in the team’s previous game may participate in pre-game warm-up activities. During the first half he must remain out of view of the field of play under team supervision.

EXCEPTION: 2-27-12. Delete Article 12 in its entirety and replace with the following: “A disqualified player, or an ejected player, is one who is declared ineligible for further participation in the game. A disqualified/ejected player is not required to leave the team area. Participation in any future game is governed by local school districts and/or UIL District Committees”

- 26.2-29-1. The game clock is any device under the direction of the appropriate official used to time the 60 minutes of the game.

EXCEPTION: 2-29-1. Change ‘60’ to ‘48’.

- 27.2-29-2. Each stadium shall have a visual play clock at each end of the playing enclosure. The play clock must be

capable of counting down from both 40 seconds and 25 seconds. It should automatically default to 40 seconds and start immediately upon being reset by the play-clock operator when any official signals that the ball is dead after a play.

EXCEPTION: 2-29-2.. At the beginning of the first sentence, add the following: “It is recommended that”.....and delete the word ‘shall’. (Note: Visual play clocks are not mandatory, but if visual play clocks are available and operated, they must be capable of counting down from both 40 seconds and 25 seconds).

28.3-1-1

- a. *Pregame Warmup.* Prior to regular season games, teams may have access to the field for pregame warm-ups until at least 22 minutes before the opening kickoff. This may be altered in advance through written mutual agreement of the teams. Game management personnel are responsible for administering this rule.
- b. When any Squad Member enters the playing enclosure prior to the officials escorting the captains out for the coin toss, the head coach or an assistant coach from that team must be present on the field.
- c. When Squad Members are present within the playing enclosure subsequent to the officials’ jurisdiction, they must be wearing their jerseys or have their numerals readily visible. Any player without their numeral readily visible must leave the playing enclosure.
- d. Each half shall start with a kickoff.
- e. Three minutes before the scheduled starting time, the referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. Before the second half, the referee will obtain the teams’ second-half options.
- f. During the coin toss, each team shall remain in the area between the nine yard marks and its sideline or in the team area. The coin toss begins when the field captains leave the nine-yard marks and ends when the captains return to the nine-yard marks.

EXCEPTION: 3-1-1-a, b & c: Items “a, b, & c” do not apply to UIL games

EXCEPTION: 3-1-1-e: Replace item “e” with the following: “It is recommended that the coin toss be conducted at midfield three minutes before the scheduled starting time. The referee shall toss the coin in the presence of no more than four field captains of the opposing teams and another game official, first designating the visiting field captain to call the fall of the coin. Before the second half, the referee will obtain the teams’ second-half options.”

29.3-1-3. The NCAA tiebreaker system will be used when a game is tied after four periods. NCAA football-playing rules apply, with the following exceptions:

EXCEPTION: 3-1-3 Change to read: “UIL varsity games and playoff games that end in a tie will be decided using the NCAA Tiebreaker Procedure”. “Exception – in district games in which the referee has been informed before the game that the game will be played using the UIL “positive points” tie breaking criteria, the scoring team may elect to play the try down after scoring a touchdown during an extra period. If the team on defense refuses to play the try down, the Referee may award the number of points the team could have scored had the defense played the try down without the snap of the ball being required.

30.3-1-3-b.

- b. The officials will escort the captains (Rule 3-1-1) to the center of the field for the coin toss. The referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. The winner of the toss may not defer the choice and shall choose one of the following options:
 1. Offense or defense, with the offense at the opponent’s 25-yard line to start the first possession series.
 2. Which end of the field shall be used for both possession series of that overtime period. The officials will escort the captains (Rule 3-1-1) to the center of the field for the coin toss.

EXCEPTION: 3-1-3-b. Change the first paragraph to read: “In overtime the officials will escort the head coaches to the center of the field for the coin toss. The referee shall toss a coin at midfield

in the presence of the head coach of each team and another game official, first designating the head coach of the visiting team to call the coin toss. The winner of the toss may not defer the choice and shall choose one of the following options:"

31. 3-2-1. The total playing time in a collegiate game shall be 60 minutes, divided into four periods of 15 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half) (*Exception:* A one-minute intermission between the first and second and the third and fourth periods may be extended for radio and television timeouts).
- No period shall end until the ball is dead and the referee declares the period ended [S14].
 - The intermission between halves shall be 20 minutes, unless altered before the game by mutual agreement of the administrations of both schools. Immediately after the second period ends, the referee should begin the intermission by signaling to start the game clock [S2].

EXCEPTION: 3-2-1. Change to read as follows:

The total playing time in UIL Varsity games shall be 48 minutes, divided into four periods of 12 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half) (*Exception:* In games below the varsity level, periods may be shortened by mutual consent of the competing schools).

- No period shall end until the ball is dead and the referee declares the period ended [S14].**
- The intermission between halves, which begins when the field is clear of all players and coaches, shall be a maximum of 28 minutes for regular season games and 24 minutes for post-season games. The intermission between halves for post-season games may be 28 minutes if mutually agreed upon by both schools. [S2]**
- Halftime of State Championship games shall be 24 minutes. [S2]**

32. 3-3-2-d-2 . *Starts on the Snap.* For each of the following, the game clock is stopped on an official's signal. If the next play begins with a snap, the game clock will start on the snap:
- With fewer than two minutes remaining in a half a Team A ball carrier, fumble or backward pass is ruled out of bounds. (*Exception:* After a Team A forward fumble, the clock starts on the referee's signal.)

EXCEPTION: 3-3-2-d-2. Replace 3-3-2-d-2 with:

A Team A ball carrier, fumble or backward pass is ruled out of bounds. (*Exception:* After a Team A forward fumble, the clock starts on the referee's signal.).

33. 3-3-2-e-3. *Starts on the Referee's Signal.* For each of the following reasons, the game clock is stopped on an official's signal. If the next play begins with a snap, the game clock will start on the referee's signal:
- Other than with fewer than two minutes remaining in a half, a Team A ball carrier, fumble or backward pass is ruled out of bounds.

EXCEPTION: 3-3-2-e-3. Delete – does not apply to UIL games.

34. 3-3-3-c. If a game is suspended under Rules 3-3-3-a and b before the end of the fourth period and cannot be resumed, there are four possible options:
- Resume the game at a later date;
 - Terminate the game with a determined final score;
 - Forfeit of the game; or
 - Declare a no contest.

The option that takes effect shall be determined by conference policy if both institutions are members of the same conference. In non-conference competition, the directors of athletics at the participating institutions or their designees, in consultation with the coaches, must agree on one of the four options. This agreement will include the final score if the game is terminated (Rule 8-1-2). In the event that the directors of athletics do not reach an agreement, the conference policy of the home team shall be used to determine the outcome.

DELETE the last paragraph in its entirety and replace with the following paragraph:

"The option that takes effect shall be determined by District Policy if both schools are members of

the same district. In non-district competition, the directors of athletics at the participating schools or their designees, in consultation with the coaches, must agree on one of the four options. This agreement will include the final score if the game is terminated (Rule 8-1-2). In the event that the directors of athletics do not reach an agreement, UIL policy shall be used to determine the outcome if both schools are UIL member schools”.

35. 3-3-7-b. Length of Timeouts

b. For live televised games only, a charged team timeout shall be 30 seconds plus the 25-second play clock interval. However, the head coach may request that one of the allowed three timeouts in each half be a full timeout. This request should be communicated to the referee when the timeout request is made to the officials. The charged team timeout during an extra period may be a full timeout, at the request of the head coach.”

EXCEPTION: 3-3-7-b. Delete paragraph “b” in its entirety – does not apply to UIL games.

36.6-1-1 For any free kick formation, the kicking team’s restraining line shall be the yard line through the most forward point from which the ball shall be kicked, and the receiving team’s restraining line shall be the yard line 10 yards beyond that point. Unless relocated by a penalty, the kicking team’s restraining line on a kickoff shall be its 35-yard line, and for a free kick after a safety, its 20-yard line.

EXCEPTION: 6-1-1 Change the last sentence to read: Unless relocated by a penalty, the kicking team’s restraining line on a kickoff shall be its 40-yard line, and for a free kick after a safety, its 20-yard line.

37. 8-3-2-a. The ball shall be put in play by the team that scored a six-point touchdown. If a touchdown is scored during a down in which time in the fourth period expires, the try shall not be attempted unless the point(s) would affect the outcome of the game. (*Exception:* If the scoring team is ahead by one or two points, they have the option to forego the try.).

EXCEPTION: 8-3-2-a. Varsity district games using "positive points" tie breaking criteria will use the following exception:

Coaches in the game should inform the referee before the game (pre-game conference) that the game will be played using the UIL "positive points" exception. Failure to notify the referee prior to the coin toss does not negate specific DEC rules relating to "positive points". If notification is given to the referee, the tie game will be played with the following exception to rule 8-3-2-a:

If a touchdown is scored during a down in which time in the fourth period expires, the scoring team may elect to play the try down. If the team on defense refuses to play the try down, the Referee may award the number of points the team could have scored had the defense played the try down without the snap of the ball being required.

38. 9-1-3 TARGETING AND INITIATING CONTACT WITH THE CROWN OF THE HELMET (PENALTY Statement)

and

9-1-4 TARGETING AND INITIATING CONTACT TO HEAD OR NECK AREA OF DEFENSELESS PLAYER (PENALTY Statement)

PENALTY [ARTICLE 3 and ARTICLE 4]—15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules. For fouls in the first half: Disqualification for the remainder of the game. For fouls in the second half: Disqualification for the remainder of the game and the first half of the next game. If the foul occurs in the second half of the last game of the season, players with remaining eligibility shall serve the suspension during the first game of the following season. If a student-athlete receives a third or any subsequent targeting foul within the same season, that player is disqualified for the remainder of that game and the player would receive an automatic one-game suspension in his team’s next scheduled game. The disqualification is subject to review by Instant Replay (Rule 12-3-5-f).

When the Instant Replay Official reverses the disqualification:

If the targeting foul is not in conjunction with another personal foul by the same player, the 15-yard penalty for targeting is not enforced. If the player commits another personal foul in conjunction with the targeting foul, the 15-yard penalty for that personal foul is enforced according to rule.

For games in which Instant Replay is not used:

If a player is disqualified in the first half, at the option of the conference or by pre-game mutual agreement of the teams in inter-conference games, during the intermission between halves the referee will be provided a video of the play in question for his review in the officials' private secure location. The referee will review the video to determine whether the disqualification is reversed. The decision of the referee is final. *Note:* The video source and the location of the review will be determined prior to the game through mutual agreement of the teams and the referee.

If a player is disqualified in the second half, the conference has the option to consult the national coordinator of football officials who would then facilitate a video review. Based on the review, if the national coordinator concludes that the player should not have been disqualified, the conference may vacate the suspension. If the national coordinator supports the disqualification, the suspension for the next game would remain.

EXCEPTION: 9-1-3 and 9-1-4 - PENALTY [ARTICLE 3 and ARTICLE 4]: For UIL games, delete the entire penalty statement for ARTICLE 3 and ARTICLE 4 and replace with the following penalty statement:

PENALTY—15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules. Flagrant offenders shall be disqualified. A subsequent targeting foul committed by the same player in the game requires the player to be disqualified. Disqualification is for remainder of the game only. Local school districts and/or UIL District Committees may apply additional disciplinary action.

If Instant Replay is used, a disqualification of a player due to a targeting foul will automatically be reviewed to determine if the foul met the criteria and/or definition of a targeting foul – replay will either confirm or reverse the foul for targeting based on the video evidence. When the Instant Replay Official reverses the disqualification, if the targeting foul is not in conjunction with another personal foul by the same player, there is no foul and therefore no penalty. If the player commits another personal foul in conjunction with the targeting foul, the 15-yard penalty for that personal foul is enforced according to rule.

(UIL NOTE: In accordance with Rule 9-1-3 & Rule 9-1-4, when in question as to whether there is a foul for targeting, a foul should be called. If the foul is flagrant (“contact so extreme or deliberate that it places an opponent in danger of catastrophic injury”) the player shall be disqualified. If the foul is the player’s first targeting foul of the game, AND the foul is deemed not to be flagrant, the foul does not require disqualification. A second targeting foul by the same player in the same game is automatically classified as flagrant and therefore requires the player to be disqualified.)

39. 9-1-6-a. *Team A prior to a change of team possession:*

Linemen with initial position completely inside the tackle box may legally block below the waist inside the tackle box until the ball leaves the tackle box. All other Team A players are allowed to block below the waist only if the force of the initial contact is directed from the front. “Directed from the front” is defined as within the clock-face region between “10 o’clock and 2 o’clock” forward of the area of concentration of the player being blocked.

Exceptions:

1. Team A players may not block below the waist when the block occurs five yards or more beyond the neutral zone.
2. Players outside the tackle box at the snap, or any time after the snap, or in motion at the snap may not block below the waist toward the original position of the ball at the snap.
3. Once the ball has left the tackle box a player may not block below the waist toward his own end line.

ADD UIL NOTE: “(UIL NOTE: For a lineman’s initial position to be considered “completely inside the tackle box”, he must be positioned within five yards of the snapper, and be no more than the second lineman from the snapper).”

40.9-2-1-b-2. No ejected person shall be in view of the field of play (Rule 9-2-6).

EXCEPTION: 9-2-1-b-2. Does not apply to players, or squad members in uniform, in UIL games.

41.9-2-2-e & f

e. No more than two Squad Members may be assigned or wear the same jersey number.

PENALTY—Unsportsmanlike Conduct charged against the Head Coach and the players must immediately correct the numbering and report the change [S27].

EXCEPTION: 9-2-2-e & PENALTY. Does not apply to UIL games. (Note – although more than two Squad Members may be assigned & wear the same jersey number, they may not wear the same number during the game if they play the same position [Rule 9-2-2-d], nor may they participate in the same down wearing identical numbers [Rule 1-4-2-b]

f. No player may play with cleats more than 1/2-inch in length (Rules 1-4-7-d).

PENALTY—Ejection for the remainder of the game and the team’s next game [S27 and S47]. Administer as a dead-ball foul; 15-yard penalty enforced at the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules. Team timeout. **VIOLATION—**Rules 3-3-6 and 3-4-2-b [S23, S3 or S21]. If the ejection occurs during the last game of a season, players with eligibility remaining will serve the next-game ejection during the first game of the next season for which they are eligible.

EXCEPTION: 9-2-2-f-PENALTY. For UIL games, ejection is for remainder of game only. Local school districts and/or UIL District Committees may apply additional disciplinary action.

42. 9-2-6-a, b, c, d, & e. **EJECTED PLAYERS AND COACHES**

a. Any coach, player or identified squad member in uniform who commits two unsportsmanlike conduct fouls in the same game shall be ejected.

b. A player ejected from the game (Rule 2-27-12) must leave the playing enclosure under team supervision within a reasonable amount of time after his ejection. He must remain out of view of the field of play under team supervision for the remainder of the game.

c. A player serving a first-half suspension due to his ejection in the team’s previous game may participate in pre-game warm-up activities. During the first half he must remain out of view of the field of play under team supervision.

d. A coach ejected from the game must leave the playing enclosure within a reasonable amount of time after the ejection and must remain out of view of the field of play for the remainder of the game.

e. A head coach ejected from the game may designate a new head coach.

EXCEPTION: 9-2-6-a. ADD sentence to read: “Exception: In UIL games in which there is only one sideline coach, two unsportsmanlike conduct fouls committed by the coach will not result in his/her ejection”.

EXCEPTION: 9-2-6-b & c. Does not apply to UIL games. Ejected players are not required to leave the playing enclosure, and potential suspension in future game(s) participation is governed by local school districts and/or UIL District Committees.

43. 9-5-1, 2, 3 **ARTICLE 1.**

a. Before the game, squad members in uniform or coaches shall not participate in a fight (Rule 2-32-1). During the first half, players shall not participate in a fight.

PENALTY—15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Also, first down for Team B fouls if the first down is not in conflict with other rules. Ejection for the remainder of the game [S7, S27 or S38, and S47].

b. During the half-time intermission, squad members in uniform or coaches shall not participate in a fight. During

the second half, players shall not participate in a fight.

PENALTY—15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Also, first down for Team B fouls if the first down is not in conflict with other rules. **Ejection** for the remainder of the game and the first half of the next game [S7, S27 or S38, and S47]. For fights that occur in the last game of a season, squad members in uniform, coaches and players with eligibility remaining will serve fight-related suspensions during the first game of the next season for which they are eligible.

ARTICLE 2.

a. If the squad member, coach or player is **ejected** for fighting a second time during that season, he shall be **ejected** for that game and suspended for the remainder of the season.

b. If a second fighting suspension occurs in the final game of a season, he shall be suspended for the first game of the next season for which he is eligible. This suspension is considered to be his first fight of that season.

ARTICLE 3. The referee will notify (in writing) his assigning agency of all **ejections** for fighting. The assigning agency becomes responsible for implementation of the penalty.

EXCEPTION: 9-5-1, 2, 3 Replace Rule 9 Section 5 in the NCAA Football Rules and interpretations with the following:

Section 5. FIGHTING

ARTICLE 1

a. Before, during any intermission, or during the game, squad members in uniform and coaches shall not participate in a fight. (Rule 2-32-1).

PENALTY -15 yards from the basic spot or the succeeding spot and ejection/disqualification for the remainder of the game.

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

ARTICLE 2. Coaches who are **ejected/disqualified** for fighting may not be in the playing enclosure during the remainder of the game. (See 2-31-5 for the definition of the playing enclosure).

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

(Note - In UIL games in which there is only one sideline coach, fighting, or participation in a fight by the coach, will not result in his/her ejection).

44. **9-6 FLAGRANT PERSONAL FOULS**

PLAYER EJECTION ARTICLE 1: When a player is **ejected** from the game due to a flagrant personal foul (Rule 2-10-3), that team's conference shall automatically initiate a video review for possible additional sanctions before the next scheduled game.

FOUL NOT CALLED ARTICLE 2. If subsequent review of a game by a conference reveals plays involving flagrant personal fouls that game officials did not call, the conference may impose sanctions prior to the next scheduled game.

EXCEPTION: 9-6 Does not apply to UIL games.

45.11-1-1& 2

ARTICLE 1. The officials' jurisdiction begins 90 minutes before the scheduled kickoff and ends when the referee declares the score final [S14]. It is expected that a minimum of three officials will take the field at 90 minutes before kickoff. All officials will be on the field at 40 minutes prior to kickoff.

ARTICLE 2. At 90 minutes before kickoff the playing field will be divided into an "L-shaped" configuration with the 30 yard-lines forming the "L" (See Appendix D). No later than 40 minutes before kickoff, the configuration will change to the "Buffer Zone" configuration, and no player shall enter the 10-yard buffer zone between the 45 yard-lines (See Appendix D).

EXCEPTION: 11-1

ARTICLE 1 - Delete & replace with: "The officials' jurisdiction begins 30 minutes before the scheduled kickoff and ends when the referee declares the score final."

ARTICLE 2 – Delete in its entirety

46.11-2-1-a & b

- a. The game shall be played under the supervision of four, five, six, seven or eight officials.
- b. Officiating crews, including the Instant Replay Official, will be assigned from the same officiating organization (effective August 1, 2020).

**EXCEPTION: 11-2-1-a. Number of required officials may be waived in UIL games
11-2-1-b. Does not apply to UIL games**

47.11-2-2. Officiating responsibilities and mechanics are specified in the current edition of the Football Officials Manual, published annually under the jurisdiction of the Collegiate Commissioners Association. Officials are responsible for knowing and applying the material in the Manual.

EXCEPTION: 11-2-2. The Officials Mechanics approved by the TASO or UIL Football Board of Directors shall be used.

48.Rule 12 -Replay

EXCEPTION: Rule 12 – Replay. Instant replay may only be used in televised state championship games. The decision to use, or not to use, instant replay in a game will be determined by the UIL. If instant replay is used, it must be used in full compliance with the "2020 UIL Modified RULE 12 – Instant Replay" document.

June 18, 2020

~FOOTBALL PLAN~

Excerpt from the UIL Constitution and Contest Rules

Section 1250: FOOTBALL PLAN

- (a) ATHLETIC PURPOSES, CODES, PLAN APPLICABLE. Rules in Sections 1200-1209 also apply to the Football Plan.
- (b) DATES AND OFF-SEASON REGULATIONS.
- (1) *Spring Training.* There shall be no school football practice or training for a contestant or team, and no football equipment issued after the close of the regular season schedule, except as incidental to the football championship playoffs, and in Conferences 5A and 6A only, 18 spring training practice days which may be conducted in a period of 34 consecutive calendar days. **Exception:** Conference 5A and 6A schools may choose not to conduct the 18 days of spring training, replacing said training the next school year by following the workout days as specified for Conferences 4A, 3A, 2A and 1A.
 - (A) The first two days of spring training shall be conducted without any contact equipment except helmets.
 - (B) During spring training, a maximum of 12 practices may contain full contact. Refer to the football manual for explanations of full contact.
 - (C) During spring training, football players are not allowed to participate in more than 90 minutes of full contact practice per week. Refer to the football manual for explanations of full contact.
 - (D) During spring training, a maximum of three practices per calendar week may include full contact.
 - (2) *Off-Season Workouts.* Accelerated physical education activities, calisthenics, individual football skills, strength training or conditioning exercises may be conducted during the school term within the school day provided such activities do not exceed one regular classroom period, not to exceed 60 minutes per day (or 300 minutes per week on a block schedule). Practice may include eleven-on-eleven drills without contact activities or equipment. Activities before or after school or during the lunch period are specifically prohibited. Allowed equipment is limited to a football, cleated shoes, passing and punting machines and physical education attire. Air or padded blocking dummies or devices, and other similar devices are prohibited. Refer to Section 1206 (d).
 - (3) *Summer Practice.* Refer to Section 1206 (h).
 - (4) *Summer Camps.* For rules and applicable penalties refer to Section 1209.
 - (5) *Fall Practice, Beginning Dates.*
 - (A) Practice Regulations Outside the School Year. Any football practice conducted by a school outside the school year shall be in accordance with the following regulations:
 - (i) Student-athletes shall not engage in more than three hours of practice activities, with up to a one hour break, on those days during which one practice is conducted. The one hour break is not included as a part of the practice time limit. Total time shall not exceed four hours.
 - (ii) A one hour walkthrough is allowed on days during which one practice is conducted. There shall be, at a minimum, two hours of rest/recovery time between the end of one practice and the beginning of the walkthrough.
 - (iii) Student-athletes shall not engage in more than five hours of practice activities on those days during which more than one practice is conducted.
 - (iv) The maximum length of any single practice session shall be three hours.
 - (v) On days when more than one practice is conducted, there shall be, at a minimum, two hours of rest/recovery time between the end of one practice and the beginning of the next practice.
 - (vi) Schools shall not schedule more than one practice on consecutive days and student-athletes shall not participate in multiple practices on consecutive days.
 - (B) In Conferences 1A, 2A, 3A and 4A and all 9th graders in 5A and 6A, practice shall begin no earlier than the date set forth by the UIL calendar. In Conferences 5A and 6A, practice shall begin no earlier than the date set forth by the UIL calendar. **Exception:** If Conference 5A or 6A schools forego the 18 days of spring training, they may begin workout days on the date set forth by the UIL calendar as delineated for Conferences 4A, 3A, 2A and 1A and all 5A and 6A 9th graders. Interschool scrimmages shall be allowed on the date set forth by the UIL calendar.

- (C) Acclimatization Period. The first two days of practice shall be conducted without any contact equipment except helmets. Other contact equipment may be fitted and placed in lockers. During the first two days, however, only shoes, socks, T-shirts, shorts and helmets may be worn. On the third and fourth days of practice, helmets, shoulder pads and padded girdles (shells) may be worn, but no player to player contact is allowed. On day five of the acclimatization period, helmets, shoulder pads and padded girdles (shells) may be worn, and player to player contact is permitted. During the five-day acclimatization period, no full contact activities shall be permitted. All student-athletes who arrive after the first day of practice are required to undergo a five-day acclimatization period. During the five day acclimatization period and subject to the rules as noted in (A) (i-vi) above, if more than one practice is conducted on the same day, the second practice shall be a teaching period/walkthrough practice only with no conditioning or contact activities/equipment permitted. At a minimum, there must be two hours of rest/recovery time between the end of one practice and the beginning of the walkthrough.
- (D) Football equipment is interpreted to mean football shoulder pads, hip pads, thigh pads, shoes, helmets, football pants or any other equipment used primarily in football. Football practice or training is interpreted to mean any organized instruction in football plays, formations or team skills.
- (E) Ninth grade football practice shall correspond with the high school dates whether the ninth grade is in high school, junior high or on a separate campus. Exception: 5A and 6A ninth graders may start on the date set forth by the UIL calendar as delineated for Conferences 4A, 3A, 2A and 1A.
- (F) *Interschool Games*. With the exception of certain sub-varsity games as outlined in the *Football Manual*, no high school (9-12) interschool games shall be allowed until the date set forth by the UIL calendar. However, schools that play prior to the first Thursday in September shall omit a scrimmage and have an open date during the season. Refer to Section 1478 for 7th and 8th grade regulations.
- (G) During the pre-season, regular season and post-season, football players are not allowed to participate in more than 90 minutes of full contact practice per week. Refer to the Football Manual for explanations of full contact.
- (6) *Preseason or Summer Practice for Seventh and Eighth Grade or Elementary School Students Prohibited*. Schools may not:
- (A) hold any preseason football practice in junior high school (eighth grade and below) or elementary school, individual or team, prior to the opening day of school; or
- (B) conduct any spring training either in elementary school or seventh and eighth grade the preceding spring. This section does not prevent students from participating in summer camps, as allowed in Section 1209. Penalty for violations shall be assessed by the appropriate executive committee.
- (7) *Spring Training For Ninth Graders Restricted*. Students in the ninth grade may participate in spring training in Conference 5A and 6A schools provided:
- (A) that such participation is at the same time as the high school squad practices; and
- (B) that said high school is the one which the ninth grade students will attend the following fall. Penalty for violations shall be assessed by the appropriate executive committee.
- (c) 1A FOOTBALL. Schools may choose to participate in 1A football with an enrollment of 104.9 or below. If enrollment in grades 9-12 is greater than 104.9, and the school is currently playing 1A football, it may continue to participate if any one of these three conditions exist: Enrollment of 104.9 or below in grades 7, 8, 9 and 10, or grades 8, 9, 10 and 11, or grades 9 and 10 doubled. The pertinent figures that total 104.9 or below shall be submitted with reclassification and realignment figures.
- (d) PLAYOFF ELIMINATIONS ALL CONFERENCES. District representatives are bracketed for elimination play to the state championships on a weekly schedule beginning the first weekend after the specified date for determining district representatives. State elimination games may not be scheduled earlier than the first Thursday after the certification date for district representatives.
- (e) NUMBER OF GAMES; TIME BETWEEN GAMES.
- (1) *Maximum Number of Regular Season Games*. No team or student shall participate in more than 10 games during the 11-week regular season, prior to bi-district play. **Exception:** See below for ten-team districts that zone. Some districts do not play bi-district games and have 12 weeks to play 10 regular season games.
- (2) *Exception For Ten-Team Districts That Zone*. A football district that contains 10 schools, by majority vote of the District Executive Committee, may subdivide into zones for contest purposes. Districts that choose this option are allowed to schedule and play one additional regular season game to determine an overall district champion. This additional game is only allowed for the first and second place team in each zone. Districts

choosing this option are required to play their first game during the first week games are allowed. Refer to Section 28 (k) for information on zones.

- (3) *Minimum Time Between Regular Season Games.* Up to and including the final district game, no team or student in any conference shall be permitted to take part in more than one game within five calendar days. Example: A team playing Saturday night cannot play again until the following Thursday night. A team playing Monday night could play any time on Saturday.
 - (4) *Minimum Time Between Playoff Games.* No team or student in any conference shall be permitted to take part in more than one playoff game within six calendar days, unless mutually agreeable to play within five calendar days. This rule also applies to the first playoff game.
- (f) **PRACTICE SCRIMMAGE.** A practice scrimmage is a meeting of up to four teams for practice purposes which does not count as a game for any of the teams. Admission may be charged. Officials may be paid in accordance with the schedule in Section 1204 and may, by prior agreement with the school, be reimbursed for mileage and meals. Refer to Section 1204 (n) and (o). There shall be no kickoff.
- (1) *Scrimmages.* No team or student shall participate in more than one interschool football scrimmage during any given period of five calendar days, prior to the playing of the first football game.
 - (A) Example: A team scrimmaging on Saturday cannot scrimmage again until the following Thursday.
 - (B) A team scrimmaging on Saturday may play a game or scrimmage the next Thursday. (Five calendar day rule applies.)
 - (C) No team or student may participate in more than three scrimmages.
 - (2) *Scrimmage Limits.* No interschool scrimmages shall be allowed after a school has played its first interschool game in football.
- (g) **EXPENSES.** Expenses of visiting teams, officials, advertising, labor, services and printing incident to the contest shall be considered as expenses of the game. These expenses shall be itemized with supporting bills, properly receipted. Number of participants allowed upon expense account shall be agreed upon by the school administration of the teams involved. Unless mutually agreeable otherwise, the home team will furnish a playing field without cost to the visiting school.
- (1) *Seating.* The visiting team has the right to demand one-half of the stadium seats in relation to the 50-yard line in all UIL football contests, whether district games, non-district games or playoff games, unless mutually agreed otherwise by the two schools involved. A visiting team can demand one half of the reserved seats. A visiting team has a right to split the stadium in relation to the fifty yard line, subject to the end zone situation being equal, unless mutually agreeable otherwise.
 - (2) *Season Tickets.* Proceeds from the sale of season tickets are considered a part of the receipts of the game.
 - (3) *Radio, Television Proceeds.* Proceeds from radio and television are considered a part of the receipts of the game.
 - (4) *Gate Receipts.* Refer to Section 1208 (j).
- (h) **TIED GAMES.**
- (1) *Non-district Varsity, District Varsity and Post-District Games.* The NCAA overtime system shall be used in all non-district varsity games, district varsity games and post-district games tied at the end of regulation play. (Refer to *Football Manual*.)
 - (2) *Other Games.* The NCAA overtime system shall not be used in any sub-varsity games or junior high games.
- (i) **SITE AND DAY OF GAME.**
- (1) *Non-District Games.* Mutual agreement determines site and day of game.
 - (2) *District Games.* District schedules, unless unanimously agreeable otherwise, shall be made by a draw for a two-year period. Home team may designate the day of the game. **Exception:** When a school district has more than one home game per week and only one stadium, the day of the game shall be determined by a draw unless mutually agreeable otherwise. Starting time shall be set by the District Executive Committee, unless mutually agreeable otherwise.
 - (3) *Playoff Games.* Excluding state championship games, unless mutually agreeable otherwise, the place for playing a playoff game shall be determined on a "home and home" basis for the past two football seasons. The team that was the visiting team the last time the two teams met on a home field in a post-district playoff game may require the game be played at its home field. In case of disagreement between two teams who have not played a post-district playoff game during the past two football seasons, the game site shall be decided by a coin toss. A school cannot be required to flip for a playoff site that is not large enough to accommodate the fans from both schools. **Exception:** In 5A and 6A, for the first round of the playoffs only, the opponent with the higher district finish will determine whether the game is played on its home field or mutually agree to

play the game at a neutral site. If the opponents have the same district finish, the two teams will flip a coin or agree on a neutral site.

- (4) *Home Sites*. When two schools flip for two separate sites other than their home field, the sites are considered home sites unless both sites are near mid-point.
 - (5) *Neutral Sites*. A site mid-point or near mid-point or a site agreed on by both schools as neutral, is a neutral site. Unless mutually agreeable, a site cannot be neutral if it is more than two-thirds the total distance between the two schools.
 - (6) *Playoff Contract*. Post-season contracts should show either home site, neutral site or mutually agreed-on site.
 - (7) *Day of Game*. The home team may designate the day of the game for non-district games during the regular season only. **Exception:** If the visiting school has to miss class time to travel to the game, the game shall be played on a non-school day unless mutually agreed otherwise.
- (j) SIXTEEN PERCENT POST-DISTRICT RECEIPTS. Sixteen percent of the gross receipts of post-district games shall be paid to the UIL. The radio broadcast receipts and the telecast receipts are considered a part of the game receipts in all post-district games.
 - (k) NO INTERSCHOOL SPRING SCRIMMAGE OR POST-SEASON FOOTBALL GAMES. No member school shall play any football game, practice or scrimmage with another high school after the close of its season. The penalty for violation of this rule shall be assessed by the State Executive Committee.
 - (l) POST-SEASON GAMES. No school may engage in any postseason game, other than in regular inter-district playoffs scheduled by the UIL. A postseason football game in all conferences is one played between two schools after the deadline for certifying district representatives. The penalty for violation of this rule shall be assessed by the State Executive Committee.
 - (m) TRAINING RESTRICTED TO LOCAL ISD. The pre-season conditioning and fall training period shall be conducted on the campus of the local school or on a site controlled by the school board and lying within the boundaries of the school district. On-campus workout sessions which involve meals and/or overnight lodging are prohibited.
 - (n) Refer to football manual for NCAA rules exceptions.
 - (o) GAME VIDEOS. Playoff teams are required to exchange all videos leading up to the playoff game to include regular season and post-season games. Upon mutual agreement, teams may agree on trading a specific number of games.
 - (1) All videos must be traded by noon on the day following the last game played by the two teams involved. Example: Team (A) plays on Friday and Team (B) plays on Saturday, all videos must be traded by noon on Sunday. BY mutual agreement games may be traded earlier.

~NCAA TIEBREAKER SYSTEM~

Excerpt from NCAA

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

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

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

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

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

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

Note: The winner of the toss may not defer his choice.
- c) The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra periods.
- d) Extra periods: An extra period shall consist of two series with each team putting the ball in play by a snap on or between the inbounds lines on the designated 25-yard line, which becomes the opponent's 25-yard line. The snap shall be from midway between the inbounds lines on the 25-yard line, unless a different position on or between the inbounds lines is selected before the ready-for-play signal. After the ready- for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting penalties.
- e) Team series: Each team retains the ball during a series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first and 10 if it again possesses the ball after a change of team possession.

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

Overtime Scoring -Rule 3-1-3-f

There is no change to the first four overtime periods. Beginning with the fifth extra period, a team's possession series will be one play for a two-point try from the three-yard line, unless relocated by penalty.

In the absence of a media timeout, after the second and fourth extra period, there will be a two-Minute mandatory break period.

EXAMPLES:

1. After each team has put the ball in play by snap at the beginning of its series, the score is tied or there has been no score. RULING: Begin the second extra period with the loser of the toss at the beginning of the first extra period having the choice of the two options.
2. Other than on the try, Team B intercepts a pass or fumble for a touchdown or recovers a fumble or a backward pass and scores a touchdown. RULING: Period and game are ended, and Team B is the winner. *See substitute example on previous page regarding positive points exception.
3. During the first series of a period, Team B intercepts a pass or fumble or recovers a fumble or a backward pass and does not score a touchdown. RULING: Team A series ended and Team B, which becomes Team A, starts its series of that period.

4. During the first series of a period, Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the neutral zone, and runs for a touchdown. RULING: Six points for Team A, and Team B begins its series of the period after the try.
 5. Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the neutral zone, and runs for a first down. RULING: Team A's ball, first and 10.
 6. Team A attempts a field goal on first, second or third down, and the kick is blocked. Team A recovers the kick, which never crossed the neutral zone, and does not gain a first down. RULING: Team A's ball, next down.
 7. Team A attempts a field goal and the kick is blocked. Team B recovers the kick and runs it into Team A's end zone. RULING: Touchdown, game is ended. *See substitute example on previous page regarding positive points exception.
 8. During the first series of a period, Team B—after gaining possession—loses possession to Team A, which scores a touchdown. RULING: The score counts, and Team B begins its series of the period after the try.
 9. During the first series of a period, Team B—after gaining possession—loses possession to Team A, which fails to score a touchdown. RULING: Team A series is ended, and Team B begins its series of that period.
 10. During the first series of a period, Team A fumbles into Team B's end zone on a second down of a series. Team B recovers and downs the ball in its end zone. RULING: Team A series of that period is ended. Team B series of the period begins.
 11. During the first series of a period, B10 intercepts a forward pass on his three-yard line and downs the ball in his end zone (no momentum involved). RULING: Score two points for Team A. Team A's series is over. Team B will put the ball in play, first and 10 on the 25-yard line at the same end of the field.
 12. Team A's field-goal attempt is untouched beyond the neutral zone until it is muffed by B17 at the five-yard line. A75 recovers at the three-yard line. RULING: First down for Team A at the three-yard line.
- f) Scoring: The team scoring the greater number of points during the regulation and extra periods shall be declared the winner. There shall be an equal number of series, as defined in (e) above, in each extra period. Beginning with the third extra period, teams scoring a touchdown must attempt a two-point try. A one-point try by Team A (although not illegal) will not score a point.

EXAMPLES:

1. On the first possession of a period, Team A scores a touchdown. On the try, Team B intercepts a pass and returns it for a two-point touchdown. RULING: Team B is awarded the ball on the 25-yard line to start its series of the period with the overtime score 6-2.
- g) **If a touchdown is scored that determines the winning team in an extra period and proper notification has been provided, the scoring team may elect to play the try down. If the team on defense refuses to play the try down, the Referee shall award the number of points the team could have scored had the defense played the try down.**
- Fouls after Team B possession:
1. Distance penalties by either team are declined by rule in extra periods (Exceptions: Dead-ball fouls and live-ball fouls penalized as dead-ball fouls).
 2. Scores by fouling teams are canceled.
 3. If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed.

EXAMPLES:

1. After the end of the first series of a period by Team A, Team B commits a dead-ball foul. RULING: Team B starts its series on the 40-yard line, first and 10.
 2. During the first series of a period, Team A passes and a Team A back is illegally in motion during the down. The pass is intercepted, and Team B commits a foul before scoring a touchdown. RULING: Score not allowed. The series is ended, and Team B begins its series on the 25-yard line.
 3. During the second series of a period, Team B intercepts a pass and runs for a touchdown. During the run, Team B clips at midfield. RULING: Nullify the score, and if the score is tied, the next period will start with first and 10 at the 25-yard line.
- h) Timeouts: Each team shall be allowed one timeout for each extra period. Timeouts not used during the regulation periods may not be carried over into the extra period(s). Unused extra-period timeouts may not be carried over to other extra periods. Timeouts between periods shall be charged to the succeeding period.

~PRE-SEASON REGULATIONS~

UIL Coach Education and Training Requirements

All high school coaches must be full-time employees of the school district EXCEPTION: A retired teacher/ administrator who has 20 or more years of experience may serve as an assistant coach in all athletics and as a head coach for golf, tennis, team tennis, cross country, track and field, and swimming. (This rule shall not affect the status of a coach on a leave of absence attending college.) Also, student teachers, while they are assigned to a participant school to fulfill their student teaching requirements, may volunteer to serve as an assistant coach in all athletics. Schools shall not pay student teachers for assisting athletic coaches.

Texas Education Code Requirements (State law) law

- TEC Chapter 33.086 - Certification - CPR and First Aid Training
 - Athletic coaches, athletic trainers, cheerleading sponsors and other head directors of UIL extra-curricular activities must have a current certification filed with the district.
- TEC Chapter 22.902 - Certification - AED Training
 - Athletic coaches and sponsors, school nurses, PE teachers, marching band directors, and students that serve as an athletic trainer must have a current certification filed with the district.
- TEC Chapter 33.202 - Annual Requirement – Safety Training
 - Training provided by UIL within the Rules Compliance Program (RCP).
 - Athletic coaches must complete prior to contact with students.
- TEC Chapter 38.158 - Annual Requirement - Concussion Training (2 hours every other year/1 hour annually)
 - Athletic coaches, athletic trainers and potential members of the Concussion Oversight Team must complete the training annually.

Coaches Certification Program (CCP)

The CCP consists of both UIL and state law requirements and requires a coach to complete the prescribed components on a yearly basis. Completion of the CCP will recognize coaches as UIL certified coaches. All coaches shall annually complete the UIL Coaches Certification Program prescribed by the UIL prior to their sport season or prior to the first day of school if their sport is not in season. A coach who is hired less than one week prior to the start of the sport season or after the first day of school (whichever is earlier) must complete the CCP within thirty (30) days of being hired.

Required CCP Modules:

1. Constitution & Contest Rules
2. Ethics & Sportsmanship
3. UIL Steroid Education
4. Safety Training (state law)
5. Concussion Training (state law)
6. Sport Specific Training – each sport has a sport specific CCP module
7. **Football coaches only – Best Practices in Tackling (Atavus)** certification that will be required for all first-year football coaches and for all football coaches once every two years. All football coaches that are first time coaches in Texas are required to have this certification completed by August of 2020.
8. **First Year Coaches Only - Fundamentals of Coaching in Texas** – required for first year coaches (or JH volunteers) or coaches in their first year to coach in the state of Texas.
9. **Cheerleading Coach/Sponsor only - Safety/Risk Minimization for Cheerleading Course**
 - A. Must have a current certification or annual training completed prior to contact with participants.
 - B. Districts shall determine the organization that will provide the certification or training. Resources are available but not limited to those on the UIL web site.

Eligibility for Athletic Contests

Eligibility rules are found in Section 400 and 403 of the Constitution and Contest Rules. Any question regarding a student's eligibility, should be addressed to the school principal and/or superintendent. Residence requirements according to Sections 400 (d) 403, and 442 should be thoroughly investigated for any student new to school.

Students are eligible to represent their school in varsity interscholastic activities if they:

- are not 19 years of age or older on or before September 1 of the current scholastic year. (See 504 handicapped exception.)
- have not graduated from high school.
- are enrolled by the sixth-class day of the current school year or have been in attendance for fifteen calendar days immediately preceding a varsity contest.
- are full-time day students in a participant high school.
- initially enrolled in the ninth grade not more than four calendar years ago.
- are meeting academic standards required by state law.
- live with their parents inside the school district attendance zone their first year of attendance. (Parent residence applies to varsity athletic eligibility only.) When the parents do not reside inside the district attendance zone the student could be eligible if: the student has been in continuous attendance for at least one calendar year and has not enrolled at another school; no inducement is given to the student to attend the school (for example: students or their parents must pay their room and board when they do not live with a relative; students driving back into the district should pay their own transportation costs); and it is not a violation of local school or TEA policies for the student to continue attending the school. Students placed by the Texas Youth Commission are covered under Custodial Residence (see Section 442 of the Constitution and Contest Rules).
- have observed all provisions of the Awards Rule.
- have not been recruited. (Does not apply to college recruiting as permitted by rule.)
- have not violated any provision of the summer camp rule, Section 1209.
- have observed all provisions of the Athletic Amateur Rule, Section 441.

Limitation on Awards. Schools may give one major award, not to exceed \$70.00 in value, to a student during high school enrollment at the same school for participation in one of the UIL interschool competitions listed in Section 480. One additional symbolic award, not to exceed \$20.00 in value, may be presented for participation in each additional UIL activity listed in Section 480. The \$20.00 award may be given to a student for an activity during the same year that the major award is given for that activity.

Student-athletes shall be in compliance with the Athletic Amateur Rule from the first day of attendance in the ninth grade through their last day of UIL athletic competition in grade twelve. This includes during school and during non-school time and applies to all UIL competition and to non-school participation in the same sports sponsored by the UIL. (For instance, a race of six miles or longer is not considered to be a cross-country meet, so the Amateur Rule is not applicable to students participating in this type of race.)

Student-athletes in grades 9-12 shall not:

- Accept any valuable consideration as an award for winning or placing in an athletic contest. Valuable consideration is defined as anything wearable, usable or sellable, and includes such items as tee-shirts, hamburger coupons, free or reduced rate tennis racquets, etc.
- Accept valuable consideration for teaching or coaching any UIL sport, except beginning swimming or lifesaving lessons.
- Accept valuable consideration for allowing their name to be used for advertisement of a product, plan or service.
- Accept any special service or benefit offered only to athletes or members of an athletic team.

Exception:

Students may accept reasonable fees that do not exceed prevailing rates for teaching or coaching activities provided they confine the work to teaching or coaching skills.

Students may accept reasonable fees that do not exceed prevailing rates for officiating athletic contests

The penalty for violation of the Amateur Rule is forfeiture of varsity eligibility in the involved sport for at least one year from the date of the violation. The Athletic Amateur Rule is sport specific, so that a violation in one sport would make the student ineligible only in that sport, not in all UIL athletic activities.

Student Participation Required Forms

It shall be the responsibility of each school to keep on file the following required annual forms for each student who participates in any practice, scrimmage, or game. Forms to be filed can be downloaded from the UIL website (www.uiltexas.org/athletics/forms/).

- **Pre-Participation Physical Examination Form.** As a minimum requirement, a Physical Examination Form must be completed prior to junior high athletic participation and again prior to first and third years of high school athletic participation. Local district policy may require an annual physical exam. The form must be filled in and signed by either a Physician, a Physician Assistant licensed by a State Board of Physician Assistant Examiners, a Registered Nurse recognized as an Advanced Practice Nurse by the Board of Nurse Examiners, or a Doctor of Chiropractic. Examination forms signed by any other health care practitioner, will not be accepted. *See updated language for the 2020-21 school year.*
- **Medical History Form.** Each year prior to any practice or participation a UIL Medical History Form signed by both a student and a parent or guardian is required. A Medical History Form shall accompany each physical examination and shall be signed by both a student and a parent or guardian.
- **Parent or Guardian Permit.** Annual participation permit signed by the student's parent or guardian.
- **Rules Acknowledgment Form.** Annual UIL Rules Acknowledgment Form signed by the student and the student's parent or guardian.
- **Parent/Student Anabolic Steroid Use and Random Steroid Testing Form.** The parent/guardian of each high school athlete, along with each high school athlete, must annually sign the UIL Illegal Steroid Use and Random Steroid Testing Parent and Student Notification/Agreement Form.
- **Concussion Acknowledgement Form.** Annual UIL Concussion Acknowledgment Form signed by the student and the student's parent or guardian.
- **Sudden Cardiac Arrest Awareness Form.** Annual UIL Sudden Cardiac Arrest Awareness Form signed by the student and the student's parent or guardian.

Varsity Participation Required Forms

It shall be the responsibility of each school to keep on file the following required forms. Forms to be filed can be downloaded from the UIL website (www.uiltexas.org/athletics/forms/).

- **Eligibility Form.** Schools must submit comprehensive eligibility blanks for football, basketball, volleyball, softball, baseball, and soccer. For all other athletic activities general alphabetical listing of eligible athletes is required. One copy shall be sent to the district executive committee chair and one copy shall be filed in the school's office. Completed eligibility forms are to be signed by the superintendent or a designated administrator and the coach. These forms are to be postmarked before a contestant is allowed to participate in a varsity contest. Failure to furnish correct and complete information may, upon request by the proper committee, constitute grounds for suspension.
- **Previous Athletic Participation Form.** New students in grades 9-12 who represented their former school in a varsity or sub-varsity athletic contest or practice in grades 8-12 in any previous school year must have a Previous Athletic Participation Form completed prior to participation in a varsity contest at the new school.
- **Late Forms.** If an eligibility form or a Previous Athletic Participation Form was not filed prior to competition, and it was an inadvertent error and the student is actually eligible under Subchapter M of the Constitution, the district executive committee is not required to demand forfeiture or to rule the student ineligible. They may assess the minimum penalty of private reprimand to the school.
- **Foreign Exchange Students.** Subject to the other eligibility rules of the Constitution, foreign exchange students in approved CSJET foreign exchange programs are allowed to apply for exceptions to the residence rule through the UIL waiver process. A waiver could be granted in certain activities if they have not received advanced training or have not had extensive experience in the activity of their choice. Foreign exchange students are not eligible for varsity athletic participation unless they are granted a Foreign Exchange Student Waiver.
- **Varsity Athletic Eligibility for Over-Age Student.** Subject to the other eligibility rules of the UIL Constitution, an individual is eligible to participate in a League varsity athletic contest as a representative of a participant school if that individual is less than 19 years old on September 1 preceding the contest; or has been granted eligibility based

on a handicapping condition which delayed his or her education by at least one year and the student is currently in special education and under the auspices of an ARD Committee or has been identified as a 504 student prior to the end of their second year in high school (effective for entering ninth graders in the current school year).

Practice Regulations – Outside Of The School Year

Practice regulations for sports that practice outside of the school year are as follows-

- Students-athletes shall not engage in more than three hours of practice activities on those days during which one practice is conducted.
- Student-athletes shall not engage in more than five hours of practice activities on those days during which more than one practice is conducted.
- The maximum length of any single practice session is three hours.
- On days when more than one practice is conducted, there shall be, at a minimum, TWO hours of rest/ recovery time between the end of one practice and the beginning of the next practice.
- **Schools shall not schedule more than one practice on consecutive days, and student-athletes shall not participate in multiple practices on consecutive days. (Exception - Volleyball)**

When determining how to count time spent as "practice activities" please consult the following chart:

<u>What Counts</u>	<u>What Doesn't Count</u>
Actual on field/ court practice	Meetings
Sport specific skill instruction	Weight training*
Mandatory conditioning	Film study
Water breaks	Injury treatment
Rest breaks	Voluntary conditioning*

*Does not count towards practice time, but cannot be done during the two hour rest/recovery time.

In reference to the minimum TWO hour rest/ recovery time between the end of one practice and the beginning of the next practice (on days when more than one practice is scheduled), there can be no practice activities at all during this time. This time is exclusively for students to rest/ recover for the following practice session, whether that session is an actual on field/ court practice or a mandatory conditioning period.

Practice Regulations – When School Is In Session

- Eight Hour Rule – Practice outside the school day, from the beginning of the school week through the end of the school week (excluding holidays), is limited to a maximum of eight hours per school week, per activity.
- **Sessions for strength & conditioning instruction** may be conducted by school coaches for students in grades 7-12 from that coaches attendance zone in off-season starting the first day of school. A strength and conditioning session shall be no more than one hour per day outside the school day, Monday through Friday, and a student shall attend no more than one session of supervised instruction per day.
- The in-school athletic period and the one-hour strength & conditioning does not count towards the allotted 8 hours.
- Any time used in connection with a practice that is not part of the athletic period or the one-hour strength & conditioning counts as part of the 8 hours. (dress, video/meetings, etc).

Contest Schedule Rules

The following section combines State Law, State Board of Education regulations, and UIL rules. The Texas Education Agency defines participation as being involved with the activity, traveling with the team, or sitting on the bench. UIL defines participation of a student athlete as actually entering the contest as a player. Example: On a Tuesday night, the student's name is on the scorebook but she remains on the bench and does not actually enter the game. This counts as participation for TEA but not UIL. In other words, that student cannot participate again until Friday after school because of TEA regulations, however that game does not count as one of the allowable games as determined by UIL policy.

Constitution and Contest Rules: Section 5: Definitions

- **Calendar week** means 12:01 a.m. on Sunday through midnight on Saturday.
- **School week** means the week beginning at 12:01 a.m. on the first instructional day of a calendar week and ends at the close of instruction on the last instructional day of the calendar week, excluding holidays.
19 TAC 97.113 (K) (1).
- **One contest per school week:** School districts shall adopt policies limiting extracurricular activities from the beginning of the school week through the end of the school week (excluding holidays) by scheduling no more than one contest or performance per activity per student.*Exception: Tournaments and post-season competition, as well as district varsity contests postponed by weather or public disaster, may also be scheduled during the school week.
- **Eight-hour practice rule:** School districts shall adopt policies limiting extracurricular activities from the beginning of the school week through the end of the school week (excluding holidays) by limiting practice outside the school day to a maximum of eight hours per school week per activity.

Participation

- (b) **SUNDAYS.** A League participant school shall not participate in any athletic contest or conduct any practice, or teach any plays, formations, or skills on Sunday.
- (1) Violation. Any showing of films to, or meetings of athletes for the purpose of instructions or reviewing of plays, formations, or skills in any sport will be construed as a violation.
 - (2) Coaches Sunday Meetings. This does not prevent coaches from meeting on Sunday or from viewing films or planning an instructional program, provided that no athletes are involved in this meeting.

Equipment

Helmets

All high school varsity players are required to wear helmets that meet NOCSAE standards. Any team not wearing NOCSAE approved helmets will be in violation of NCAA rules. Warning labels shall be placed on the outside lower rear portion of the helmet. <https://nocsae.org/>

FOOTBALL HELMET SAFETY REQUIREMENTS

According to section Sec. 33.094 of the Texas Education Code:

- (a) A school district may not use a football helmet that is 16 years old or older in the district's football program.
- (b) A school district shall ensure that each football helmet used in the district's football program that is 10 years old or older is reconditioned at least once every two years.
- (c) A school district shall maintain and make available to parents of students enrolled in the district documentation indicating the age of each football helmet used in the district's football program and the dates on which each helmet is reconditioned.
- (d) The University Interscholastic League may adopt rules necessary to implement this section, provided that the rules must be approved by the commissioner in accordance with Section 33.083(b).

Fitting the Football Helmet.

Although the helmet is not capable of eliminating head injuries completely, it does appear to lessen their severity. An improperly fitted and/or improperly worn helmet increases the chances for head injuries to occur. This outline depicts the procedural steps necessary to insure proper fitting and proper wearing of the helmet.

The comments below concern fitting the suspension helmet, padded, air, and fluid liner helmets.

General Preparation

- Fit helmet at normal hair length.
- Observe any noticeable head shape variation such as long, oval-shaped head, a slanting forehead, a heavy brow, or an extra-long occipital bone, etc.

Proper Method of Entering Helmet

- Put thumbs in ear; hold with fingers up along side of helmet.
- Put on directly over head, tilted to back, and rotate it to front while pulling it down into position.

Side-to-Side Check

- Make a quick visual examination to be sure that the fit is close to being correct.
- Have player hold his head straight forward and try to turn the helmet on his head. Helmet should turn only slightly if the fit is correct.

Jaw Pad Fit

- A correct-size jaw pad fits the jaw area snugly and prevents lateral rocking of the helmet.
- Jaw pads are available in different sizes.

Chin Strap Fit

- Adjust to a tight position with equal tension on both sides. A tight chin strap protects better.
- The four-point chin strap is required.

Football Helmet Warning Stickers: Helmet warning labels must be on each football helmet.

Regulation on Football Helmet for the First Four Days of Practice: Football helmets may be worn the first four days of practice. There shall be no contact activities during these four days.

Tooth and Mouth Protectors

- Mouthpieces are required for all players. It is mandatory that all players wear tooth and mouth protectors. It is a part of the equipment necessary to participate in a game. This requirement will be enforced by the game officials.
- If the referee discovers that a player is not wearing a tooth and mouth protector as required, the offending player is not to be allowed to enter or continue in the game until there is compliance with the rule.

“Each player shall wear an intra-oral (within the mouth) mouth and tooth protector which includes an occlusal (protecting and separating the biting surfaces) and a labial (protecting the lips) portion. It is recommended that the protector be 1) constructed from a model made from an impression of the individual’s teeth or 2) constructed and fitted to the individual by impressing his teeth into the mouth and tooth protector itself.”

- Occlusal, as used in the rule, means the protector must separate the biting surfaces of the teeth. Some authorities have stated that the teeth separation should be 1/16 of an inch. The occlusal portion of the guard generally will afford protection from blows from beneath the chin, which frequently result in chipped teeth. In addition, the occlusal portion tends to absorb shock from blows underneath the chin, thereby reducing the possibility of concussion.
- The wording of the rule enables a free choice of protector selection on the part of the coach or player. While it is recommended that the protectors be of the “fitted” type, it is not mandatory that they be so.
- Colored mouthpieces: Any other readily visible colored mouthpieces with FDA-approved base materials (FDCA) shall be mandatory. White or clear material is not permitted.

NOCSAE Manual Helmet Information

Licensed reconditioners themselves test used helmets to the original standard applicable when the helmet was new.

The NOCSAE helmet standards are voluntary test standards that have been developed to reduce head injuries by established requirements of impact attenuation for football helmets/face masks, baseball/softball batting helmets, baseball and softballs, and lacrosse helmets/face masks. These standards are adopted by various regulatory bodies for sports, including the National Collegiate Athletic Association (NCAA) and the National Federation of State High School Associations (NFHS).

NOCSAE continually studies all types of helmets and test conditions, and the severity of the tests will be changed when credible evidence is presented that such changes will affect injury reduction.

The NOCSAE helmet standard is not a warranty, but simply a statement that a particular helmet met the requirements of performance tests when it was manufactured or reconditioned. For football helmets, NOCSAE does recommend that the consumer adhere to a program of periodically having used helmets recertified. Because of the difference in the amount and intensity of usage on each helmet, the consumer should use discretion regarding the frequency with which certain helmets are to be recertified. Those helmets which meet the NOCSAE standard must bear the seal, "Meets NOCSAE standards" and the logo for that type of helmet. The seal and the logo are permanently branded on the outside rear portion of the helmet.

The NOCSAE standard does not require the use of specific brand name replacement parts when helmets are reconditioned. Neither the test nor the performance standard call for any specific materials or designs. The standard speaks only to the performance for the helmet when new, or after reconditioning and rectification.

A list of NOCSAE licensed reconditioners, contact information and other additional information is available from the National Athletic Equipment Reconditioners Association at www.naera.net.

NOCSAE Statement on Third Party Helmet Add-On Products and Certification

There are many new products on the market that are intended to be added to helmets, in particular football helmets, which products claim to reduce concussions and make helmets safer and more protective. Whether these are additional liners or padding on the inside, or bumpers, pads, coverings or electronic devices that attach to the outside of the helmet, these products were not included in the certification testing and quality control programs that are required for all helmets that are certified to the NOCSAE standards. To address this situation, and to protect the integrity of the NOCSAE standards, the NOCSAE board of directors has adopted the following position: "NOCSAE helmet standards are specific to models which are identical in all aspects, except as to size. The testing required to support the certification is also specific to the model being certified. NOCSAE standards require that any change in configuration, padding, shell geometry, or protective system requires a new model designation with separate certification testing. The addition of after-market items by anyone that changes or alters the protective system by adding or deleting protective padding to the inside or outside of the helmet, or which changes or alters the geometry of the shell or adds mass to the helmet, whether temporary or permanent, voids the certification of compliance with the NOCSAE standard."

Effective January 1, 2017 - NAERA members will not recondition/recertify any football helmet 10 years of age or older. NOCSAE has also updated their language concerning recertification.

NOCSAE 6.1.1. Helmets intended to be recertified shall have a recertification interval provided by the manufacturer. Certification life is limited to this time period. Helmets not recertified during the stated interval shall no longer be certified. Recertification interval required for warranty validation shall satisfy this requirement.

NAERA (National Athletic Equipment Reconditioners Association) recommends every football helmet should be reconditioned annually. Only companies licensed by NOCSAE to recertify football, lacrosse and baseball/softball helmets can perform the recertification. For a list of NAERA members that are licensed by NOCSAE please visit the NAERA web site www.NAERA.net.

Helmets that no longer meet the NOCSAE standard are rejected from the reconditioning/recertification process. NAERA members notify the organization or school that sent in the helmets of the rejected helmets.

For more information and a list of NAERA members please see our website at www.naera.net
Or contact Tony Beam, Executive Director of NAERA 717 317-2143

~REGULAR SEASON~

Football Regulations

Number of Contests allowed (2020-21)

- 10 Games

Football Practice Limits

Pre-Season Dates. In Conferences 1A, 2A, 3A, 4A, and all 9th grade, practice shall begin no earlier than a date set forth by the UIL calendar. In Conferences 5A and 6A, practice shall begin no earlier than a date set forth by the UIL calendar. Exception: If Conference 5A or 6A schools forego the 18 days of spring training, they may begin workout days the following August as delineated for Conferences 4A, 3A, 2A and 1A. Interschool scrimmages shall be allowed on a date set forth by the UIL calendar.

Acclimatization Period. The first five days of practice shall be an acclimatization period for all student-athletes in accordance with the below regulations. All student-athletes who arrive after the first day of practice are required to go through the 5-day acclimatization period.

- First 2-Days
 - ONE Practice allowed.
 - Only t-shirts, shorts, and helmets may be worn, and no contact activities are permitted.
 - Practice: 3-hour time limit with up to a 1-hour break. The 1-hour break is not included as a part of the practice time limit. Total time shall not exceed 4 hours.
 - 1-hour walkthrough allowed in addition to the practice with at least a 2-hour break between the practice and walkthrough.
- Days 3 & 4
 - ONE Practice allowed.
 - Only helmets, shoulders pads, and girdles (shell) allowed, and no person-to-person contact is permitted.
 - Practice: 3-hour time limit with up to a 1-hour break. The 1-hour break is not included as a part of the practice time limit. Total time shall not exceed 4 hours.
 - 1-hour walkthrough allowed in addition to the practice with at least a 2-hour break between the practice and walkthrough.
- Day 5
 - ONE Practice allowed.
 - Only helmets, shoulders pads, and girdles (shell) allowed.
 - Person-to-person contact is allowed, but full contact is not allowed.
 - Practice: 3-hour time limit with up to a 1-hour break. The 1-hour break is not included as a part of the practice time limit. Total time shall not exceed 4 hours.
 - 1-hour walkthrough allowed in addition to the practice with at least a 2-hour break between the practice and walkthrough.

Full Equipment & Full Contact Period. Following the 5-day acclimatization period, full pads and full contact are permitted in accordance with the following regulations.

- Practice regulations outside the school year (prior to school starting)
 - 1 Practice - Student-athletes shall not engage in more than three hours of practice activities with up to a 1-hour break. The 1-hour break is not included within the practice time limit on those days during which one practice is conducted.
 - 2 Practices - Student-athletes shall not engage in more than five hours of practice activities on those days during which more than one practice is conducted. On days when more than one practice is conducted, there shall be, at a minimum, two hours of rest/recovery time between the end of one practice and the beginning of the next practice. On those days where more than one practice occurs, full contact is allowed in only one of the two practices. Schools shall not schedule more than one practice on consecutive days and student-athletes shall not participate in multiple practices on consecutive days.
 - The maximum length of any single practice session shall be three hours.
 - During the pre-season, regular season and post season, football players are not allowed to participate in more than ninety (90) minutes of full contact practice per week. See the Football Manual for explanations of full contact.
- Practice regulations during the school year (once school has started)

- State law limits schools to no more than eight hours of practice outside of the school day during the school week, per activity. School week is defined as Monday (12:01 AM) to the end of school on the last instructional day of the week (usually Friday). This does not include the athletic period.
- During the pre-season, regular season and post season, football players are not allowed to participate in more than ninety (90) minutes of full contact practice per week. See the Football Manual for explanations of full contact.

*Full Contact – Any football drill or live game simulation where players are at a “competitive” full-speed pace, and players are taken to the ground. **NOTE: Any school that starts Full-Contact Drills prior to the allowable date set forth in the acclimatization period will be prosecuted by the DEC.**

Player Ejection. Any player ejected from a contest is subject to an automatic penalty. The automatic penalty for such an ejection is as follows:

- (A) Football. Ejected player misses the rest of the game in which they were ejected plus the first half of the following game.

Coach Ejection – In addition to the penalty imposed by the local school district on a coach who is ejected from a game, the Automatic Minimum Penalty is discussed in [Section 1208: Athletic Regulations](#) of the Constitution & Contest Rules

- The automatic penalty for a coach who is ejected from a contest *who is not current* on their UIL Coaches Certification Program is suspension in the next contest.

UIL Texas Scoreboard. The UIL Texas Scoreboard will be a multimedia tool available only on uiltexas.org. Leader boards, regular season game results, stats, and team information will be available on the UIL Texas Scoreboard. The data presented via the UIL Texas Scoreboard will be dependent upon information submitted by coaches and schools to MaxPreps.

Registration. A school which does not participate in football after registering may be suspended in this activity for a period of one year, unless sufficient justification is shown for not entering a team.

Officials

Please refer to the UIL Constitution and Contest Rules, Section 1204 on the UIL website (<http://www.uiltexas.org/policy/constitution/category/constitution-athletics>), for the latest information regarding officials (fee schedule, tournament fees, travel reimbursement, mileage calculator, scrimmage fees, other allowable expenses, scratch form, evaluation form, FAQs, etc.)

Assignment of Officials Out of The UIL Office

- Member schools shall use registered officials in all varsity contests.
- Neutral Officials. In all contests, schools should always attempt to secure neutral officials who have no affiliation with either school.
- The two schools have the right to “scratch” any chapters or officials they wish. However, the UIL office urges the use of discretion in scratching entire chapters or areas. NOTIFICATION: When names of officials are received by the visiting school, the visiting school shall immediately notify the host school if officials are not satisfactory. Failure of the visiting school to solicit names of officials from the home school within four days of the contest constitutes agreement.
- To request officials from the UIL office, go to <https://www.uiltexas.org/form/officials-request/football.php> and complete the Football Officials Assignment Request Form. This form will go directly to the UIL office, and all correspondence will be via email.
- After the schools have indicated officials and/or chapters they do not want, the UIL office then contacts a chapter not scratched and requests officials. **Schools are not permitted to talk with representatives of the chapter once they have agreed for the League to assign officials.**
- Once the officials have been assigned out of the UIL office, the schools may not request a change in the assignment and must pay the assigned officials if they are not used, unless:
 - a. The UIL office makes a mistake by contacting a chapter which the schools have indicated they do not want.
 - b. Communication problems between the school which contacted the UIL and the opponent results in officials being assigned from a chapter which one school had scratched.

- The UIL recommends that officials or chapters not acceptable be written down at the meeting, reviewed by each school to see if the list is complete and accurate, and signed by school authorities from both schools. This should be a part of the contract procedure and a copy retained by each school.
- Once a game has begun there shall be no protest based on the selection of game officials. Beginning a contest constitutes agreement.
- Payment of officials (for all games other than tournament games) shall be according to Section 1204 in the UIL Constitution and Contest Rules. <https://www.uil texas.org/athletics/officials-fee-schedule>

Pregame Activities and Regulations

Pregame Activities. Schools select their pregame activities. Pre-game activities must be completed and the field cleared of all non-team personnel no later than 6 minutes prior to the scheduled starting time. This includes the national anthem, the school songs, etc. In addition, the team personnel need to be fully aware of the timing of pregame events, and have their captains and teams ready to go, without delay, at the appropriate times. This will permit the unhindered administration of the coin toss, and, thus, the prompt starting of the game.

Coin Toss Time. The coin toss should be executed at three minutes before game time in all UIL football contests.

Game Balls and Ball Persons. The home team should provide a minimum of three legal game balls, and the visiting team, if it desires to use its own game balls, should also provide a minimum of three legal game balls. The home team shall provide a minimum of two ball persons (preferably age 12 or older); one ball person should be positioned on the home sideline, and the other should be positioned on the visiting sideline. In this case, each ball person should assist the officials with the game balls for both teams. The visiting team shall have the option of providing two additional ball persons (preferably age 12 or older) to assist the officials with their own game balls, if desired. Note: If the visiting team chooses to use its own ball persons, they must provide two persons; one to be positioned on the visiting sideline, and one on the home sideline. In this case, the ball persons from each team would handle only the game balls for their respective teams.

Ball Boys, Chain Crews and the Addition of the 40/25 Second Clock to UIL Football

Ball Boys. With the addition of the 40/25 clock to UIL games, it will be extremely important to get the ball on the ground and ready for play as soon as possible. To that end, it will be highly recommended that game balls for both teams be on both sidelines. This means that both teams will either have to count on the opposing team's ball boys to administer their game balls, or that each team will have to place ball boys on both sidelines. Additionally, it is recommended for each team to provide a 'ball retriever' to assist the ball boys. In the ideal situation there would be two ball boys (one for each team) and one ball retriever on each sideline. It is recommended that ball boys be at least seventh grade students or above (Freshman or JV players would be optimal). Ball retrievers (those who will 'chase' balls that are downfield or that end up on the opposite sideline) could be younger students working in conjunction with the ball boys.

Chain Crew. With the addition of the 40/25 clock to UIL games, it will be extremely important to get the chains set and ready for the next play. The chain crew, but most importantly, the down box/marker must hustle (and sometimes run!) to the succeeding spot. If the school is able, it would also be recommended that there be an 'alternate' down box on the opposite side of the field that can hold the previous spot in case it is necessary to return to that spot for some reason. In that scenario, the 'alternate' down box would remain at the previous line of scrimmage until the ball was marked ready for play' at the succeeding spot and then move to that spot for the ensuing snap.

Video Replay Boards. In stadiums where video replay boards are utilized replays of game action may only be shown once. Slow motion replays may not be shown. Coaches may not utilize video monitors for coaching purposes in the press box coaches' booths.

Half-Time Regulations. The NCAA Football Rules specify a penalty be assessed to the home team at the beginning of the second half if the half-time exceeds allowable limits. Texas high schools play by NCAA rules, therefore the half-time length regulations will be enforced by football officials.

- Maximum half-time length for UIL varsity games is 28 minutes. Please note that half-time is not required to be this long. Many districts have adopted a shorter period of time, for example 24 minutes. Note: Junior high and sub-varsity half-time should not be longer than 20 minutes.
- Timing for the half-time should begin when all players and personnel have cleared the field at the end of the first half of play.
- Bands should be ready at that time to come onto the field for their half-time show. Undue delay by the visiting team band could result in a penalty being assessed to the home school. Many schools are placing a time limit on each band, insuring that the first part of the half-time intermission will not cause the entire half-time to exceed the allotted time limit.
- Football teams should have at least 3-4 minutes to warm up after the half-time intermission prior to the second-half kickoff.
- When homecoming activities and/or other half-time activities necessitate an extra long half-time, it may be advisable for the visiting band to give its show prior to the game.
- Both schools should cooperate to ensure proper half-time procedures.

Videotaping/Filming/Technology

All Athletic Contests.

- Videotaping/Filming/Recording by Schools.
 - A non-competing school shall not film, videotape or otherwise make a visual recording of an athletic contest without the prior written consent of the schools competing in the contest.
 - A school does not have to obtain permission to film or tape, or otherwise make a visual recording of an athletic contest in which it is competing. However, the film or videotape or other visual recording may only be reviewed or otherwise utilized during the contest in accordance with applicable contest rules.
 - Films, videotapes and all other kinds of visual recording of all athletic contests in compliance with league rules are the property of the school that made them unless their ownership, use or distribution is governed by district rule or, if there is no agreement between the schools competing in the contest.
- Videotaping/Filming/Recording by Individuals and Organizations. Except for persons or organizations acting under subsections (1) (A) (i) and (ii) above, no person or organization shall film, videotape or otherwise make a visual recording of any athletic event or activity without prior written consent of the schools that are competing in the event. Any filming videotaping or other recording of an athletic contest may not obstruct the view of other spectators of the contest.
- Commercial Uses. Use of films, videotapes or other visual recordings of regular season athletic contests for commercial purposes shall be approved in writing by all schools competing in the contest. Any agreements between the competing schools regarding the filming, videotaping or other visual recording of regular season athletic contests, including without limitation any commercial uses, shall be consistent with the League's Constitution and Contest Rules and any contracts made thereunder.
- Technology during Contests
 - Per NCAA Rule 1-11-a, technology is not permitted in the press box, locker room, or any other team area during a game. This includes computers, replay monitors, televisions with replay ability, motion pictures, video tapes, etc. This rule would not restrict technology to be used at the location of the film deck or endzone camera as long as the video/technology is not transmitted to those involved in the game.

Policy on Rain/Flood Games

Games scheduled for Friday night canceled by rain or inclement weather:

Options:

- Find another site and play the game on Friday night as scheduled: a) Option to go to visiting school, if mutually agreeable; b) Option to find a neutral field.
- Play Saturday at original site, visiting site, or neutral field: a) Mutual agreement or b) district executive committee action.

- If conditions which do not permit any of the above persist: The district executive committee may reschedule district games for Monday night. Then the game scheduled for the following Friday must be rescheduled for Saturday, to meet the five-day interval requirement of the Football Plan of the Constitution and Contest Rules.
- Note: It may be necessary to have the district executive committee reschedule a number of games.
- For non-district games - agreement between two schools involved.

Live Regular Season Telecast

UIL member schools shall not permit the live telecast of a regular season football game on a Friday night. Live telecasts and other types of live broadcasts of UIL football post-regular season games shall be permitted if provided for in a UIL broadcast rights contract.

Forms and Reports

Eligibility Form. Schools must submit a comprehensive eligibility form through the UIL Portal.

UIL Playoff Reporting - Teams Advancing. Coaches are required to submit playoff results immediately following their contest. The winning school should submit playoff game results and next round information via MaxPreps through the assigned coach/admin account. The score reported by a coach on a team's page will automatically fill in the bracket. The completeness of the data presented on the UIL Texas Scoreboard will be dependent upon the participation of schools and coaches. For more information, please see <http://www.uiltexas.org/athletics/uil-maxpreps>

Injury Report Form. The UIL Legislative Council passed a proposal requiring all 6A schools to participate in the ConTex concussion reporting program for ALL SPORTS, not just football. Instructions for the ConTex Program can be found on the Rules and Guidelines Page. All conferences may participate in the reporting, but 6A is the only conference required to participate. NOTE: There is no other injury reporting required.

~POST SEASON~

Playoff Information

District representatives are bracketed for playoffs to a state championship on a weekly schedule beginning the first weekend after the designated date for determining district champions.

Playoff game site will be determined according to Section 1250 (i) of the Constitution and Contest Rules. See the playoff brackets found at www.uiltexas.org/football/playoff-brackets to determine the elimination schedule for each conference.

Playoff games past the district level may not be scheduled earlier than the first Thursday after the certification date for district champions.

District representatives in all conferences must be determined and certified no later than November 10th. The district chair must complete the district certification form found on the UIL website.

GAME VIDEOS. Playoff teams are required to exchange all videos leading up to the playoff game to include regular season and post-season games. Upon mutual agreement, teams may agree on trading a specific number of games.

(1) All videos must be traded by noon on the day following the last game played by the two teams involved.

Example: Team (A) plays on Friday and Team (B) plays on Saturday, all videos must be traded by noon on Sunday.

BY mutual agreement games may be traded earlier.

Teams Advancing to the Playoffs

Conference 1A (six-man) Division I and II: the top two teams from each district advance to the playoffs. One state champion is crowned in Conference 1A (six-man) Division I and one state champion is crowned in 1A (six-man) Division II.

Conference 2A, 3A, 4A & 5A Division I and II: the top four teams from each district advance to the playoffs. One state champion is crowned in 2A, 3A, 4A, 5A Division I and one state champion is crowned in 2A, 3A, 4A, 5A Division II.

Conference 6A: the top four teams from each district advance to the playoffs. The two schools with the largest enrollments automatically advance to the Division I bracket. The remaining two schools advance into the Division II bracket. There are two state champions per conference in Conference 5A & 6A. As a pilot study in 6A only, for the first round of the playoffs only, the opponent with the higher district finish will determine whether the game is played on its home field or mutually agree to play the game at a neutral site. If the opponents have the same district finish, the two teams will flip a coin or agree on a neutral site.

Ranking 6A Schools: Enrollment figures used for the official reclassification and realignment procedure in October 2017 will be used to determine Division I and Division II representatives. (Exception: School enrollments affected by the opening of new high schools.)

UIL PLAYOFF REPORTING

District Representatives. The district chair must go to the UIL website at <http://www.uil texas.org/football/forms> and fill out the corresponding conference District Certification Form before the district certification deadline. The district certification deadline is November 10, 2020. Each district must have a true 1 through 4th place district finish when submitting this form.

Teams Advancing. Coaches are required to submit playoff results immediately following their contest. The winning school should submit playoff game results and next round information via MaxPreps through the assigned coach/admin account. The score reported by a coach on a team's page will automatically fill in the bracket.

The completeness of the data presented on the UIL Texas Scoreboard will be dependent upon the participation of schools and coaches. For more information, please see <http://www.uil texas.org/athletics/uil-maxpreps>

Failure to submit this information could result in a range of penalties as described in Section 27 (b) of the UIL Constitution and Contest Rules which will be enforced.

Site of the Game. All potential neutral and home sites (town and stadium) should be designated prior to any coin toss.

Home Field Advantage 5A, & 6A. For the first round of the playoffs only, the opponent with the higher district finish will determine whether the game is played on its home field or mutually agree to play the game at a neutral site. If the opponents have the same district finish, the two teams will flip a coin or agree on a neutral site.

Guidelines

Neutral Sites are sites that are approximately mid-distance from the two schools involved or a site or sites the two schools involved agree to designate as a neutral site or sites.

Home Sites are those sites near the home school selected by the two schools involved OR the actual home playing field. **For the first round of the playoffs, in 5A and 6A only, the higher district finish will determine whether the game is played on their actual home field or mutually agree to play the game at a neutral site.**

A stadium selected as the home site, other than the actual home field, should not be an unreasonable distance from the visiting school's home stadium.

Example

San Antonio and Dallas have not met in the playoffs for the past 2 years (2012 and 2013):

1. Designate potential sites. San Antonio: Belton-neutral; Alamo Stadium-home. Dallas: Temple-neutral; Cotton Bowl-home.

2. Flip for type of site (either neutral or home and home). Heads for home and home. Tails for neutral. Comes up heads.
3. Flip to see who wins home. Dallas calls tails for home. San Antonio calls heads for home. Comes up tails.

Game is played at the Cotton Bowl as the Dallas home site.

Game Balls. NCAA rules prevail.

Post Season Halftime Structure:

- Playoff games – Halftimes shall be 24 minutes for post-season games. The intermission between halves for post-season games may be 28 minutes if mutually agreed upon by both schools.
- State Championship Games - Halftimes shall be 24 minutes.

Team Information & Pictures. Teams winning the regional quarterfinal game must submit the following materials to the UIL no later than **Wednesday, December 12th:**

- Team Information Form (list of players, coaches, etc.; and list of all games played) – fill out online on the UIL website at <https://www.uil texas.org/forms/team-info-football>
- Team Picture – 1MB, color, email to pictures@uil texas.org
- Picture of Head Coach (head and shoulder shot) – 1 MB, email to pictures@uil texas.org
- School's Mascot (camera ready art work if possible, if not a copy of the mascot from your letterhead, etc.) – 1MB email to pictures@uil texas.org

Failure to submit this information could result in a range of penalties as described in Section 27 (b) of the UIL Constitution and Contest Rules or your team not appearing in the State Tournament program.

Football State Championship Games

Schools Eligible to Compete. Only the teams qualifying through the semifinal game are eligible to compete in the state championship game.

2020 UIL STATE FOOTBALL CHAMPIONSHIP GAMES AND SITES

AT&T Stadium, Arlington

Wednesday, December 16, 2020

Conference 1A (6-Man) Division II

Conference 1A (6-Man) Division I

Conference 2A Division II

Thursday, December 17, 2020

Conference 2A Division I

Conference 3A Division II

Conference 3A Division I

Friday, December 18, 2020

Conference 4A Division II

Conference 4A Division I

Conference 5A Division II

Saturday, December 19, 2020

Conference 5A Division I

Conference 6A Division II

Conference 6A Division I

State Qualifier Information. All information concerning the Football State Championship games will be sent to each school that wins the quarterfinal games.

Halftime Structure. State Championship Games - Halftimes shall be 24 minutes.

Instant Replay. 2020 UIL Modified RULE 12 – Instant Replay**SECTION 1. PURPOSE AND PHILOSOPHY****Purpose**

ARTICLE 1. Instant replay is a process whereby video review is used to confirm, reverse or let stand certain on-field decisions (Rule 12-3) made by game officials.

Philosophy

ARTICLE 2. The instant replay process operates under the fundamental assumption that the ruling on the field is correct. The replay official may reverse a ruling if and only if the video evidence (Rule 12-6-1-c) convinces him beyond all doubt that the ruling was incorrect. Without such indisputable video evidence, the replay official must allow the ruling to stand. *Exception – a **disqualifying targeting foul will either be confirmed by replay or reversed by replay based on the video evidence – “stands” will not be a replay option.***

SECTION 2. ELIGIBILITY FOR INSTANT REPLAY**Participation**

ARTICLE 1. The UIL will determine what games will be played using instant replay. If instant replay is used in a game, it must be used in full compliance with this rule..

SECTION 3. REVIEWABLE PLAYS**Scoring Plays**

ARTICLE 1. Reviewable plays involving a potential score include:

- a. A potential touchdown or safety. [**Exception:** Safety by penalty for fouls that are not specifically reviewable.]
- b. Field goal attempts if and only if the ball is ruled (a) below or above the crossbar or (b) inside or outside the uprights when it is lower than the top of the uprights. If the ball is higher than the top of the uprights as it crosses the end line, the play may not be reviewed.

Passes

ARTICLE 2. Reviewable plays involving passes include:

- a. Pass ruled complete, incomplete or intercepted anywhere in the field of play or an end zone.
- b. Forward pass touched by a player (eligible or ineligible) or an official, including whether the touching is beyond or behind the line of scrimmage.
- c. Forward pass or forward handing when a ball carrier is or has been beyond the neutral zone.
- d. A forward pass or forward handing after a change of team possession.
- e. Pass ruled forward or backward.
 1. If the pass is ruled forward and is incomplete, the play is reviewable only if the ball goes out of bounds or if there is clear recovery of a loose ball in the immediate continuing football action after the loose ball. If the replay official does not have indisputable video evidence as to which team recovers, **does not have confirmation of the recovery by the officials on the field,** or the ball going out of bounds, the ruling of incomplete pass stands.
 2. If the replay official reverses an incomplete forward pass ruling and the ball is recovered, it belongs to the recovering team at the spot of the recovery and any advance is nullified.
- f. Location of the passer when he is obviously in the field of play and a ruling of intentional grounding would result in a safety by penalty.

Dead Ball and Loose Ball

ARTICLE 3. Reviewable plays involving potential dead balls and loose balls include:

- a. Loose ball by a potential passer ruled a fumble.
- b. Loose ball by a passer ruled incomplete forward pass when there is clear recovery in the immediate continuing action after the loose ball.
 1. If the replay official does not have indisputable video evidence as to which team recovers, **does not have confirmation of the recovery by the officials on the field,** or the ball going out of bounds, the ruling of incomplete pass stands.
 2. If the replay official rules fumble, the ball belongs to the recovering team at the spot of the recovery and any advance is nullified.
- c. Live ball not ruled dead in possession of a ball carrier.
- d. Loose ball ruled dead (Rule 4-1-2-b-2), or live ball ruled dead in possession of a ball carrier, when the clear recovery of a

loose ball occurs in the immediate continuing football action.

1. If the ball is ruled dead and the replay official does not have indisputable video evidence as to which team recovers or does not have confirmation of the recovery by the officials on the field, the dead-ball ruling stands.
 2. If the replay official rules that the ball was not dead, it belongs to the recovering team at the spot of the recovery and any advance is nullified.
- e. Ball carrier's forward progress, spot of fumble, or spot of out-of-bounds backward pass, with respect to a first down or the goal line.
 - f. Catch or recovery of a fumble by a Team A player other than the fumbler before any change of possession during fourth down or a try.
 - g. Ball carrier in or out of bounds. If a ball carrier is ruled out of bounds, the play is not reviewable, except as in Rules 12-3-1-a and 12-3-3-d.
 - h. Catch, recovery or touching of a loose ball by a player in bounds or out of bounds.
 - i. A loose ball touching on or beyond a sideline, goal line, or end line, touching a pylon, or breaking the plane of a goal line.
 - j. Catch or recovery of a loose ball in the field of play or an end zone.
 - k. Forward fumble that goes out of bounds with respect to a first down.
 - l. Live ball declared dead under Rule 4-1-2-b-2 and b-3 (inadvertent whistle).

Kicks

ARTICLE 4. Reviewable plays involving kicks include:

- a. Touching of a kick.
- b. Player beyond the neutral zone when kicking the ball.
- c. Kicking team player advancing a ball after a potential muffed kick/fumble by the receiving team.
- d. Scrimmage kick crossing the neutral zone.
- e. Blocking by players of the kicking team before they are eligible to touch the ball on an on-side kick.
- f. A player touching or recovering a kick or loose ball who is or has been out of bounds during the kick.

Targeting

ARTICLE 5. The replay official shall review all disqualifying targeting fouls, Rules 9-1-3 and 9-1-4. The review includes all aspects of the targeting foul to ascertain whether there is at least one indicator of targeting action (Note 1 to Rules 9-1-3 and 9-1-4), and:

1. Whether the crown of the helmet is used to make forcible contact (Rule 9-1-3); OR
2. Whether there is forcible contact to the head or neck area of a defenseless opponent (Rules 9-1-4 and 2-27-14)

The replay official must either confirm or reverse a disqualifying targeting foul. There is no option for stands as a part of a targeting review. If any element of a disqualifying targeting foul cannot be confirmed, then the Replay Official shall overturn the disqualifying targeting foul.

Targeting elements include:

1. Rule 9-1-3:
 - (a) A player takes aim at an opponent for the purposes of attacking with forcible contact with the crown of the helmet.
 - (b) An indicator of targeting is present.
2. Rule 9-1-4:
 - (a) A defenseless opponent (Rule 2-27-14).
 - (b) A player takes aim at a defenseless opponent for the purposes of attacking with forcible contact to the head or neck area.
 - (c) An indicator of targeting is present.

Miscellaneous

ARTICLE 5. Situations that may be addressed by the replay official:

- a. The number of players on the field for either team during a live ball.
- b. Clock adjustment and status when a ruling is reviewed.
- c. With less than one minute in either half and a replay review results in the on-field ruling being reversed, and the correct ruling would not have stopped the game clock, then the clock will be reset to the time the ball is declared dead by replay. The referee will subtract 10 seconds from the game clock and the game clock will start on the referee's signal. Either team may use a team timeout to avoid the runoff.
- d. Clock adjustment at the end of any quarter. (**Exception:** Rule 3-2-5-b) If at the end of any quarter the game clock expires, either during a down in which it should be stopped by rule through play when the ball becomes dead or after the down upon a request for an available team timeout, the replay official may restore time only under these conditions:

1. The replay official has indisputable video evidence that time should have remained on the game clock when the ball became dead or when the team timeout was granted;
 2. In the second and fourth quarters only, the team to which the ball would belong after it becomes dead would next put the ball in play from scrimmage (not the try) and if after the reversal the game clock starts on the Referee's signal, there must be at least three (3) seconds restored to the game clock in order to continue the half;
 3. If time expires in a half, and the clock would start on the Referee's signal after review, there must be at least 3 seconds remaining when the ball should have been declared dead to restore time to the clock. With 2 seconds or 1 second remaining on the clock, the half is over unless Team A has a time out remaining (This does not impact situations when the clock is stopped and will remain stopped until the snap such as an incomplete pass or a ball carrier out of bounds.);
 4. In the fourth quarter only, either the score is tied or the team that will next snap the ball is behind by eight points or fewer; and
 5. The replay official's video evidence includes the timeout signal by an official in the case where the game clock should have stopped for a requested team timeout.
- e. Correcting the number of a down.
1. This includes the result of a penalty enforcement that includes an automatic first down or loss of down.
 2. The correction may be made at any time within that series of downs or before the ball is legally put in play after that series.
- f. Any person who is not a player interfering with live-ball action occurring in the field of play (Rule 9-2-3).
- g. An injured player at the initiation of the medical observer.

Limitations on Reviewable Plays

ARTICLE 6. No other plays or officiating decisions are reviewable. However, the replay official may correct egregious errors, including those involving the game clock, whether or not a play is reviewable. This excludes fouls that are not specifically reviewable (See Article 8, following).

Reviewable Fouls

ARTICLE 7.

The following plays are reviewable and the replay official may create a foul when there is no call by the on-field officials:

- a. Player making a forward pass or forward handoff when beyond the neutral zone or after a change of possession (Rule 12-3-2-c and -d).
- b. Player beyond the neutral zone when kicking the ball (Rule 12-3-4-b).
- c. Blocking by players of the kicking team before they are eligible to touch the ball on an onside kick (Rule 12-3-4-e).
- d. The number of players on the field for either team during a live ball (Rule 12-3-6-a).
- e. Illegal touching of a forward pass by an originally eligible receiver who has gone out of bounds. (Rules 12-3-2-b and 12-3-3-h).
- f. A player touching or recovering a kick or loose ball who is or has been out of bounds during the kick. (Rule 12-3-4-f).
- g. Forward pass that becomes illegal as a second pass after an on-field ruling of a backward pass is reversed (Rule 12-3-2-e).

SECTION 4. INSTANT REPLAY PERSONNEL, EQUIPMENT AND LOCATION

Personnel

ARTICLE 1. Instant replay personnel shall consist of the number of persons needed to operate the replay equipment within the necessary time constraints. There shall be a minimum of three persons to ensure that all plays are reviewed in an efficient and timely manner. Such persons are normally referred to as replay official, communicator and technician. Additional personnel may be used as needed.

Equipment

ARTICLE 2. The type of equipment used to carry out necessary instant replay duties shall be determined by the UIL.

Location

ARTICLE 3. a. All equipment used reviewing a play during the replay process and the personnel using that equipment shall be located in a separate, secure location in the press box. This room shall not be available or accessible to any person not directly involved in instant replay.

b. Additional telephonic equipment needed to allow instant replay personnel to communicate with the game referee when a game has been stopped for a play review shall be located on a sideline near the field of play and preferably outside a team area. Such equipment shall provide the game referee and the replay official a secure and private

means of communication.

SECTION 5. INITIATING THE REPLAY PROCESS

Game Stop

ARTICLE 1. a. There shall be NO coaches' challenge to stop play to review a ruling on the field. Other than when a foul is called for targeting that results in a disqualification (which requires an automatic stop), only the replay official determines whether to stop or not stop a game to review a ruling on the field. The replay official and his crew shall review every play of a game, and may stop a game at any time before the ball is next legally put in play (*Exception*: Rule 12-3-6-d) whenever he believes that:

1. There is reasonable evidence to believe an error was made in the initial on-field ruling.
2. The play is reviewable.
3. The outcome of a review would have a direct, competitive impact on the game.

b. When a foul is called for targeting that results in a disqualification, the game is stopped automatically for review. After announcing the foul for targeting and disqualification, but prior to administering the penalty, the referee shall announce, **“The previous play is under further review”**. If the referee fails to announce the game will stop for review, the replay official shall stop the game – all called disqualifying targeting fouls shall be reviewed by the instant replay official.

When To Stop a Game

ARTICLE 2. a. A game may be stopped by the replay official at any time before the ball is next legally put in play (*Exception*: Rule 12-3-6-d).

b. No game official may request that a game be stopped for a play to be reviewed.

SECTION 6. REVIEWING AN ON-FIELD RULING

Procedures

ARTICLE 1. a. When a game is to be stopped by the replay official, the designated officials on the field will be notified by a buzzer system or other appropriate means.

b. When a review is initiated by the replay official, the referee shall announce:

“The ruling on the previous play is ... (brief description of ruling). The play is under further review.”

c. All reviews shall be based upon video evidence provided by and coming directly from the televised production of the game or from other video means available to the replay official that is also available to the television producer.

d. After the referee has conferred with the replay official and the review process has been completed, he shall make one of the following announcements:

1. If the video evidence confirms the on-field ruling:
“After further review, the ruling on the field is confirmed.”
2. If there is no indisputable (conclusive) evidence to reverse the on-field ruling:
“After further review, the ruling on the field stands.”
3. If the on-field ruling is reversed (Rule 12-7):
“After further review, the ruling is [followed by a brief description of the video evidence]. Therefore, [followed by a brief description of the impact of the ruling].”

e. If a ruling is reversed, the replay official shall supply the referee with all pertinent data as needed (next down, distance, yard line, position of the ball, clock status/adjustment) in order to resume play under the correct game conditions.

Restrictions

ARTICLE 2. a. There is no restriction on the number of times the replay official may stop a game for reviews.

b. The expectation is that the replay official will not exceed two minutes to complete a review. If the review has end of game impact or has multiple aspects as a part of the review, it should be completed efficiently but will have no stated time limit.

SECTION 7. REVERSING AN ON-FIELD RULING

Criterion for Reversal

ARTICLE 1. To reverse an on-field ruling, the replay official must be convinced beyond all doubt by indisputable video evidence through one or more video replays provided to the monitor.

NOTE: This modified Rule 12 for UIL games mirrors the NCAA Replay 12 rule in regards to the philosophy and purpose of instant replay, the replay crew's duties and responsibility, and to what is and is not reviewable. In addition to the authority

under which replay is allowed to be used, the primary and notable differences between the UIL Modified Rule 12 and the NCAA Rule 12 are **(1) there are no coaches' challenges allowed within the UIL rule, (2) the UIL rule does not allow the replay official to create a targeting foul in those instances that the targeting foul was not called by the on-field officials, and, (3) there is no provision for a collaborative replay experiment in the UIL rule.** Any applicable UIL Exception to NCAA Football Rules is to be adhered to when considering a reversal of the ruling on the field.

June 18, 2020

Officials. Schools must agree. If schools need officials assigned, please notify the UIL office by noon on Monday prior to your game.

Tickets. Each school will receive tickets for their state championship game to be sold the week of the game upon winning their quarterfinal game. Upon request, a participating school can order additional tickets.

Supervision of Students and Cheerleaders. Each school is responsible for their students and behavior exhibited during all contests.

Programs and Merchandise. The UIL will provide a championship program for sale at the games. Schools and unauthorized individuals are prohibited from selling or distributing programs or rosters, t-shirts or any other merchandise inside the venue or surrounding the championship site. The UIL official merchandise vendor will have items for sale at championship games, including items specific to each team participating.

Pre-Game/Warm-Ups. There will be a pre-game warm-up for each game. If the first game goes into overtime, the second game will be adjusted to a later start if needed. It is understood that subsequent games will not start earlier than the scheduled time.

Awards and Post-Game Ceremony. Trophy and medal presentations to the coaches and teams will take place immediately following the completion of the game. The UIL will provide 25 medals for 1A (6-man), 40 medals for 2A, 45 medals for 3A, 50 medals for 4A, 60 medals for 5A and 70 medals for 6A to the first, second, and third place teams. Additional extra medals may be ordered after the championship game. An order form will be included in the coach's state information packet. There will be a first-place trophy, runner-up trophy and semifinal plaque awarded to the teams. Semifinal plaques and bronze medals will be shipped to the schools after the regional final round.

Lodging Regulations. Each school must take care of their own lodging. Coaches are responsible for the proper conduct of their players while staying at the hotels. Please bring a tax-exempt number to avoid paying tax.

Radio Broadcasting and Telecasting. The UIL retains the rights for telecasts of all final games. Broadcasting and televising include every nature of transmitting audio or video whether over the radio, television, internet, or other. Any requests for broadcasting and telecasting rights must be arranged with the UIL staff the week before the championship game.

Post-Game Interviews. Interviews will be conducted in a designated area after each game.

~OFF-SEASON REGULATIONS~

Off-Season Regulations

Spring Training Practice Regulations

Section 1250 of the UIL C&CR

Spring Training. There shall be no school football practice or training for a contestant or team, and no football equipment issued after the close of the regular season schedule, except as incidental to the football championship playoffs and, in Conferences 5A and 6A only, 18 spring training practice days which may be conducted in a period of 34 calendar days. Exception: Conference 5A and 6A schools may choose not to conduct the 18 days of spring training, replacing said training the next school year by following the workout days as specified for Conferences 4A, 3A, 2A and 1A.

Spring Training Practice Regulations. Any 5A or 6A school participating in Spring Training shall be in accordance with the following regulations:

- No more than 18 practices over a 34-day period exclusive of Sunday.
- During the first two days of Spring Training, only t-shirts, shorts, and helmets may be worn, and no contact activities are permitted.
- A maximum of 12 of the allotted 18 practices may contain full-contact activities.
- Football players are not allowed to participate in more than ninety (90) minutes of full contact practice per week.
- Only 3 practices per calendar week may contain full contact activities during Spring Training.

*Full Contact – Any football drill or live game simulation where players are at a “competitive” full-speed pace, and players are taken to the ground.

Team Practice. School teams shall be prohibited from practicing team skills before or after school except during the specified practice dates and during the one allowable period during the school day.

Off-Season Participation. Varsity or non-varsity athletes shall not be required to participate in an off-season program on the day of an in-season competition.

Participation Requirement. Students shall not be required to participate in one school sport as a prerequisite for participation in another school sport.

Policies. Written school policies for use of facilities during the off-season, outside the school day, and during the summer months should be approved by the school administration and dispersed to all staff and students.

Off-Season Period Limits. Off-season activities are limited to one regular classroom period (max. 60 minutes) per day within which all suiting out, related activity, and redressing must occur. (See Side by Side Manual for block schedules, etc.)

Power and/or Weight Lifting. Off-season athletes whose schools have an athletic period during the school day may not participate on power lifting teams unless weight training is provided for off-season athletes during the in-school-day athletic period. It would also make it a violation for power lifting teams to be limited to athletes or to be required as part of an athlete’s off-season program.

- A number of member schools have power lifting or weight lifting clubs. These clubs are involved in weight lifting tournaments or contests throughout the academic year. These guidelines are intended to control a problem that now exists as opposed to encouraging or requiring year-round workouts. It is the intent to insure that the use of summer weight rooms is a strictly voluntary activity on the part of any athlete.
 - Schools may open weight training facilities for general student body use. Schools may NOT open weight training facilities for members of athletic teams only.
 - Supervision of the facility by faculty members is permitted for safety and security purposes. Supervisors may NOT provide specific sport team skills instruction for members of school athletic teams.

- A schedule of when the weight training facility will be open should be publicized. Schools may NOT set a schedule for members of athletic teams to appear at the facility at a particular time or have a sign-in sheet or check-in list for athletes.
- It is permissible to have a supervisor of the facility provide instruction for proper lifting, spotting, care of and placement of weight apparatuses. The supervisor of a facility may NOT require athletes to lift specified amounts of weight or require that they complete prescribed sets.
- Schools may hire a coach or another faculty member to supervise the facility as outlined in #2. This hiring or appointment must be approved by the superintendent or his/her designee. Schools may have more than one school employee in a supervisory capacity at any one time.
- Schools may provide a general weight schedule for students but may NOT provide athletes individual workout schedules which require activities to be at specified hours, specify a number of workouts, or designate specified groups of students to be involved at a certain time.
- Weight training schedules provided to students may be sequential. Schedules may NOT be provided that include calendar designations requiring specific days for certain sequential activities such as July 1 upper body, July 2 lower body, etc.
- Students may keep progress charts but shall NOT be required to turn them in to coaches.
- If there is a report of a violation, the burden of proof to the contrary rests with the school or school employee.
- If a large majority of a team is working out together, it could be considered strong evidence that it is a team workout and a possible violation.
- All weight training facility use and policies must be approved by the superintendent or his/her designee.

~QUICK LINKS~

Below are Links to help you find information pertaining to UIL Rules and Regulations

Constitution and Contest Rules (C&CR) . The UIL Constitution and Contest Rules are the official rules that govern all UIL-sponsored activities and also define the direction, function and purpose of the League.

- <https://www.uil texas.org/policy/constitution>

TEA-UIL Side-by-Side. The UIL publishes this document to provide member schools notice of the Texas Education Agency which relate to UIL and all other extracurricular activities sponsored or sanctioned by the school district.

- <https://www.uil texas.org/policy/tea-uil-side-by-side>

Booster Club Guidelines. This document provides guidelines which govern all booster club activities related to UIL-sponsored competition. Since the UIL regulates and governs what participants, sponsors, and coaches may and may not accept, it is very important booster club members and parents are aware of these guidelines.

- <https://www.uil texas.org/policy/guidelines-for-booster-clubs>

Football Plan – Section 1250 of the C&CR

- <https://www.uil texas.org/policy/constitution/athletics/football>

Employment of Coaches – Section 1202 of the C&CR

- <https://www.uil texas.org/policy/constitution/athletics/overview>

Athletic Eligibility – Section 1205 the C&CR

- Sections 1205 – 1206 <https://www.uil texas.org/policy/constitution/athletics/eligibility>
- Eligibility Standards for UIL Contests <https://www.uil texas.org/policy/eligibility>

School Practice and Game Restrictions – Section 1206 of the C&CR

- Sections 1205 – 1206 <https://www.uil texas.org/policy/constitution/athletics/eligibility>
- Summer Strength and Conditioning Program Regulations
 - <https://www.uil texas.org/athletics/summer-strength-conditioning>
- Off Season and Non-School Participation Regulations
 - <https://www.uil texas.org/files/athletics/Non-School-Final.pdf>

Rules Violations and Penalties – Section 1207 of the C&CR

- Sections 1207 – 1210 <https://www.uil texas.org/policy/constitution/athletics/eligibility>

Athletic Regulations – Section 1208 of the C&CR

- Sections 1207 – 1210 <https://www.uil texas.org/policy/constitution/athletics/eligibility>



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