



**Football
Division**

2010 TEXAS HIGH SCHOOL EXCEPTIONS

**FOR UIL, TAPPS AND OTHER
PRIVATE SCHOOL LEAGUES**

#	RULE REFERENCE	EXCEPTION
1		In all instances where "NCAA Sanctions" appears, UIL rules will govern.
2	1-1-1-a	Number of players changed to NO MORE THAN SIX players each in UIL Six Man Games. NOTE: UIL (Texas) Six Man Football Rules exceptions are listed in both NCAA Officials Manuals for a Crew of Four and a Crew of 2/3 Officials.
3	1-1-4-a	Number of required officials may be waived.
4	1-1-7-a & b & c	Does not apply to UIL games.
5	1-2-1-b	Change "mandatory" to "recommended".
6	1-2-1-c	Change "mandatory" to "recommended".
7	1-2-3-a	Change the first sentence to read: "It is recommended that limit lines be marked with 12 inch lines at 24 inch intervals 12 feet outside the side lines and the end lines, except in stadiums where total field surface does not permit."
8	1-2-4-b	Limit of 60 individual not in full uniform is waived.
9	1-2-5-a	Add: "In UIL games 30 foot uprights are recommended, 20 foot uprights are mandatory.
10	1-2-5-b	Change to read: "Above the crossbar the uprights shall be white or yellow and 23 feet 4 inches apart inside to inside. (EXCEPTION: When UIL schools are playing on collegiate fields with 18 feet 6 inches goal posts, and 23 feet 4 inches goal posts are not available, the collegiate goal posts may be used by mutual agreement of the competing schools.)"
11	1-2-6	Add: "The use of 12 pylons is recommended, but 8 pylons, placed at the inside corners of the four intersections of the sidelines with the goal lines and end lines are mandatory."
12	1-2-7-a	Change the second paragraph to read: Any other line-to-gain indicator that accurately measures the line to gain is permitted when determined by the home school. Mutual agreement is not required.
13	1-3-1-j & k	Does not apply to UIL games.
14	1-3-2-a	Add to the end of the first sentence: NOTE: It is mandatory that at least one ball be offered for play. It is recommended that each team offer at least two balls for play.
15	1-3-2-g	Add: "If balls are available and ball persons are being used."
16	1-4-3-a-2	Light colored jerseys, instead of white, are acceptable if jersey colors of the teams are of contrasting colors." Home teams are required to make any changes necessary.
17	1-4-3-a-2a, b & 3	Do not apply to UIL games
18	1-4-4-a	Pants or approved knee pads must cover the knee
19	1-4-4-b	Facemasks may be any color.



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20	1-4-4-e	UIL jerseys must come to the top of the waist.
21	1-4-4-h	All squad members must wear visible socks or leg coverings that are identical in color, design. (OMIT "and length", (Exception: White sweat socks.)
22	1-4-5-m	Gloves may be any color.
23	1-4-5-p	Exception for UIL: Towels may be of school color and may contain school name, school initials, mascot insigne. Towels may not contain numbers.
24	1-4-5-p	Elastic ankle covering/spats are allowed in UIL
25	2-15-4-a	Insert between "ground" and "by" "or a tee". If a tee is used it shall not elevate the ball's lowest point more than two inches above the ground.
26	2-15-10-a	<u>Applies to 6 MAN FOOTBALL ONLY</u> - Delete "and it is obvious that a kick may be attempted"
27	3-1-1	Change the second sentence to read: "It is recommended that the coin toss be conducted at midfield three minutes before the scheduled starting time. The referee shall toss the coin in the presence of no more than four field captains of the opposing teams and another game official, first designating the visiting field captain to call the fall of the coin."
28	3-1-3	Insert at beginning: "UIL varsity games and playoff games that end in a tie will be decided using the NCAA Tiebreaker Procedure." UIL exceptions below.
29	3-2	The UIL will use the Game Timing Section from the NCAA 2005 Rule Book. Items 28-31 pertain to the 2005 Rule Book. A copy of 3-2 from the 2005 Book is attached at the end of this document. <u>Omit ALL references to the 40 second play clock throughout the entire rules and interpretations!</u>
30	3-2-1	Change to read: "The total playing time in UIL varsity games shall be 48 minutes divided into four periods of 12 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half). EXCEPTION: In games below the varsity level, periods may be shortened by mutual consent of the competing schools."
31	3-2-1-b	Change to read: "The maximum intermission between halves shall be 28 minutes."
32	3-2-4-b	The use of visual 25 second clocks are recommended.
33	6-1-1	Change "30 yard line" to "40 yard line."
34	9-2-2-d-pen	UIL: Disqualification is for remainder of game only. UIL District Committees may apply additional disciplinary action.
35	9-5-1, 2, 3	Replace Rule 9 Section 5 in the NCAA Football Rules and Interpretations with the following:



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		<p>Section 5. FIGHTING</p> <p>ARTICLE 1 a. Before, during any intermission, or during the game, squad members in uniform and coaches shall not participate in a fight. (Rule2-32-1).</p> <p>PENALTY - 15 yards from the basic spot or the succeeding spot and disqualification for the remainder of the game.</p> <p>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.</p> <p>PENALTY - 15 yards from the basic spot or the succeeding spot and disqualification for the remainder of the game. NOTE: Persons leaving the team area during a fight are to be penalized for fighting.</p> <p>ARTICLE 2. Coaches who are disqualified for fighting may not be in the Playing Enclosure during the remainder of the game. (See 2-31-5 for the definition of the Playing Enclosure).</p> <p>ARTICLE 3. It is strongly recommended that coaches who are designated as peacemakers contact only their players in their attempt to stop a fight.</p>
36	11	ONLY the Official Mechanics approved by the TASO Football Board of Directors shall be used.
37	11-1-1	Change: The official's jurisdiction begins 30 minutes before the scheduled kickoff and ends when the referee declares the score final.
38		The Referee WILL NOT announce the number of players committing fouls.
39	12	Does not apply to UIL games



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40		<p>NCAA TIE BREAKER SYSTEM 3-1-3</p> <p>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:</p> <p>3-1-3-b. Coaches, not captains are escorted to mid field for the toss.</p> <p>Districts games that play using "positive points" will use the following exceptions:</p> <p>Coaches in the game MUST 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 will result in the contest being played under the NCAA tie breaker system. 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".</p> <p>Delete example 2. If a touchdown is scored that determines the winning team in an extra period, the try is cancelled.</p> <p>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.</p> <p>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.</p> <p>b. The officials will escort the captains to the center of the field for the coin toss. The winner of the toss shall choose one of the following options:</p> <ol style="list-style-type: none">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.
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		<p>Note: The winner of the toss may not defer his choice.</p> <p>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.</p> <p>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</p>

**2010 TEXAS HIGH SCHOOL TIMING RULES
FOR UIL, TAPPS AND OTHER PRIVATE SCHOOL LEAGUES**

FOOTBALL

2005

Rules and Interpretations



SECTION 2. Playing Time and Intermissions

Length of Periods and Intermissions

ARTICLE 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).

- a. No period shall end until the ball is dead and the referee declares the period ended [S14].
- b. The intermission between halves, which begins when the field is clear of all players and coaches, shall be 20 minutes.
- c. The 20-minute intermission between halves may start immediately after the second period ends if dictated by conference policy when both teams are in the same conference, or by mutual agreement of the competing teams.

Timing Adjustments

ARTICLE 2. Before the game starts, playing time and the intermission between halves may be shortened by the referee if he is of the opinion that darkness may interfere with the game. The four periods must be of equal length if the game is shortened before its start.

- a. Any time during the game, the playing time of any remaining period or periods and the intermission between halves may be shortened by mutual agreement of the opposing head coaches and the referee.
- b. Timing errors on the game clock may be corrected but shall be corrected only in the period in which they occur.
- c. If the referee has positive knowledge of the elapsed time, he will reset and appropriately start the game clock.
- d. Timing errors on a 25-second clock may be corrected by the referee. The 25-second clock shall start again.
- e. When the 25-second count is interrupted by circumstances beyond the control of either team, a new 25-second count shall be started and the game clock shall start on the snap.
- f. The 25-second clock is not started when the game clock is running with fewer than 25 seconds in a period.

- g. The game clock should not be stopped if the 25-second clock is started in conflict with Rule 3-2-2-f.

Extension of Periods

ARTICLE 3. A period shall be extended until a down (other than a try), free from live-ball fouls not penalized as dead-ball fouls, has been played when:

- A penalty is accepted for a live-ball foul(s) not penalized as a dead-ball foul that occurs during a down in which time expires (*Exception:* Rule 10-2-2-g-1) (A.R. 3-2-3-I-VIII).
- Offsetting fouls occur during a down in which time expires.
- An inadvertent whistle is sounded or an official signals the ball dead during a down in which time expires.

Timing Devices

ARTICLE 4. a. Playing time shall be kept with a game clock that may be either a stop watch operated by the line judge, back judge, field judge or side judge, or a game clock operated by an assistant under the direction of the appropriate judge. The type of game clock shall be determined by the game management.

- The 25 seconds between the ready-for-play signal and the ball being put in play shall be timed with a watch operated by the appropriate official or with 25-second clocks at each end of the playing enclosure operated by an assistant under the direction of the appropriate official. Visual 25-second clocks are mandatory (*Exception:* Visual 25-second clocks are not mandatory for games played on the home field of an NCAA Division III institution).
- If a visual 25-second timing device becomes inoperative, both coaches shall be notified by the referee immediately and both clocks shall be turned off.

When Clock Starts

ARTICLE 5. When the ball is free-kicked, the game clock shall be started when the ball is touched legally in the field of play or crosses the goal line after being touched legally by Team B in its end zone. On a scrimmage down, the game clock shall be started when the ball is snapped legally or on prior signal by the referee. The game clock shall not run during a try, during an extension of a period or during an extra period (A.R. 3-2-5-I-IV).

- When the clock has been stopped, the referee shall declare the ball ready for play (Rule 11-2-1-c) and the clock shall start on the snap unless it was

stopped because of one of the following situations (A.R. 7-3-2-I and A.R. 7-3-7-II):

1. When Team A is awarded a first down (*Exception:* After a legal kick).
 2. For a referee's timeout for an injured player or official, or when the runner's helmet comes off, or for an extended timeout for radio or television.
 3. At the referee's discretion (Rules 3-2-2-c and 3-4-3) (A.R. 3-3-2-II-IV).
 4. To complete a penalty (*Exception:* After a delay foul by Team A while in scrimmage-kick formation).
 5. For an inadvertent whistle (*Exception:* During a legal kick).
 6. For a head coach's conference.
 7. For a sideline warning.
 8. For an illegal pass to conserve time (A.R. 7-3-2-II-VIII).
 9. For a measurement.
 10. For a ball in an official's possession.
 11. For a fumble out of bounds in advance of the spot of the fumble (*Exceptions:* On legal kick downs and when Team B is awarded a first down).
- b. If the clock was stopped for incidents 1 through 11, it shall be started on the ready-for-play signal.
- c. If incidents 1 through 11 occur in conjunction with any other situation that starts the clock on the snap, the clock will start on the snap.
- d. The clock stops at the end of a legal kick down and starts on the snap (*Exception:* When the next play is a free kick or a try).
- e. When Team B is awarded a first down, the clock will be stopped and will start on the snap.

When Clock Stops

ARTICLE 6. The game clock shall be stopped when each period ends. An official shall signal timeout when the rules provide for stopping the clock or when a timeout is charged to a team or to the referee (*Exception:* Rule 3-3-2-b). Other officials should repeat timeout signals (A.R. 3-2-6-I).