

**2014 UIL Exceptions to NCAA Football Rules
2014-15 School Year**

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

1. In all instances where “NCAA Sanctions” appears, UIL rules will govern.
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.

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 and may not contain advertisements or logos. 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. 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.

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. 1-2-7-a. The yardage chain shall join two rods not fewer than 5 feet high, the rods’ inside edges being exactly 10 yards apart when the chain is fully extended.

EXCEPTION: 1-2-7-a. Add the following sentence: 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.

12. 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.

13. 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. (A.R. 1-3-2-I).

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.

14. 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.”

15. 1-4-2-d. When a player enters the game after changing his jersey number, he must report to the referee, who then informs the opposing head coach and announces the change. A player who enters the game after changing his number and does not report commits a foul for unsportsmanlike conduct.

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.)”

16. 1-4-4-c-1. *Jersey*. 1. Design. The jersey must have sleeves that completely cover the shoulder pads. It must not be altered or designed to tear. It must conform with Rules 1-4-5 and paragraph 3 below. The jersey must be full-length and tucked into the pants. Vests and/or a second jersey worn concurrently during the game are prohibited.

EXCEPTION: 1-4-4-c-1. Add: (EXCEPTION: For UIL games, jerseys must come to the top of the waist with all equipment covered. All pads must be covered during play.)

17. 1-4-4-c-3 *Jersey*. 3. Numerals. 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. *(Note: This rule takes effect for FBS institutions in 2013 and for FCS, Division II and Division III institutions in 2014.)*

EXCEPTION: 1-4-4-c-3. Change Note to read: “(Note: For UIL games, noncompliance with this rule should be noted in the UIL game report filed by the Referee after the contest.)”

18. 1-4-4-d. *Knee Pads*. Knee pads must be at least 1/2-inch thick and must be covered by pants. It is strongly recommended that they cover the knees. No pads or protective equipment may be worn outside the pants.

EXCEPTION: 1-4-4-d. For UIL games, knee pads must cover the knee.

19. 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: White sweat socks.)

20. 1-4-5-a-1. 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.

EXCEPTION: 1-4-5-a-1. 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.

21. 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.

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.

22. 1-4-8-a. No player wearing illegal equipment shall be permitted to play.

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

23. **(New NCAA editorial change for 2014 – paragraph “d” added to 1-4-8)**

1-4-8-d. Teams wearing jerseys that do not conform to Rules 1-4-4-c and 1-4-5 will be asked to change into legal jerseys before the game and before the start of each quarter until the jerseys are changed. Officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn.

EXCEPTION: 1-4-8-d. Delete paragraph “d” and replace with this note: “(NOTE: For UIL games, noncompliance with Rules 1-4-4-c and 1-4-5, as amended by UIL Exceptions, should be noted in the UIL game report filed by the Referee after the contest.)”

24. 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.)

25. 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.

26. 2-27-12-b. A disqualified player must leave the playing enclosure within a reasonable amount of time after his disqualification. He must remain out of view of the field of play under team supervision for the duration of the game.

EXCEPTION: 2-27-12-b. Does not apply to UIL games.

27. 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’.

28. 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).

29. 3-1-1. Each half shall start with a kickoff. 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. 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 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.”

30. 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.

31. 3-1-3-b. 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 to read: “In overtime the officials will escort the coaches to the center of the field for the coin toss.”

32. 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).

- a. No period shall end until the ball is dead and the referee declares the period ended [S14].
- b. 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).

- 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 a maximum of 28 minutes [S2].

33. 3-2-2-h. Timing adjustments for games using Instant Replay are governed by Rule 12-3-5.

EXCEPTION: 3-2-2-h. Does not apply to UIL games.

34. 3-2-4. Timing Devices

a. *Game Clock.*

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.

b. *40-Second Clock.*

1. When an official signals that the ball is dead, the play clock shall begin a 40-second count.
2. If the 40-second clock does not start or the count is interrupted for reasons beyond the control of the officials or the play-clock operator (e.g., clock malfunction), the referee shall stop the game clock and signal (both palms open in an over-the-head pumping motion) that the play clock should be reset at 40 seconds and started immediately.

3. In the event that the 40-second clock is running and the ball is not ready to be snapped after 20 seconds into the count, the referee shall declare a timeout and signal that the play clock be set at 25 seconds. When play is to be resumed, the referee will give the ready-for-play signal [S1] and the play clock shall begin the 25-second count. The game clock will start on the snap unless it had been running when the referee declared a timeout; in that case, it will start on the referee's signal (Rule 3-3-2-f).

c. *25-Second Clock*. If the officials signal the game clock to be stopped for any of the following reasons, the referee shall signal (one open palm in an over-the-head pumping motion) that the clock should be set at 25 seconds:

1. Penalty administration.
2. Charged team timeout.
3. Media timeout.
4. Injury timeout for a player of the offensive team only. The play clock is set to 40 seconds for an injury to a player of the defensive team.
5. Measurement.
6. Team B is awarded a first down.
7. After a kick down.
8. Score.
9. Start of each period.
10. Start of a team's possession series in an extra period.
11. Instant replay review.
12. Other administrative stoppage.
13. An offensive team player's helmet comes completely off through play.

The play clock is set to 40 seconds if the helmet comes completely off a player of the defensive team. [Exception: If there is an option for a 10-second subtraction in either half the play clock is set at 25 seconds for any player.] When play is to be resumed, the referee will give the ready-for-play signal [S1] and the play clock will begin the 25-second count.

d. *Device Malfunction*. If a visual 40/25-second timing device becomes inoperative, both coaches shall be notified by the referee immediately and both clocks shall be turned off.

EXCEPTION: 3-2-4-c-13. Delete the exception in item 13. (NOTE: There is no 10-second runoff option in UIL games, therefore if the game clock is stopped because a defensive player's helmet comes off, the play clock is always set to 40 seconds and starts on the referee's ready-for-play signal).

35. 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:

2. 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)."

36. 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:

3. 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.

37. 3-3-5-e & f-1,2,3,4 & 5. Injury Timeout

- e. Following a timeout for an injured player of the defensive team, the play clock shall be set at 40 seconds.

- f. 1. If the player injury is the only reason for stopping the clock (other than his or a teammate's helmet coming off, Rule 3-3-9) with less than one minute in the half, the opponent has the option of a 10-second runoff.
2. The play clock will be set to 40 seconds for an injury to a player of the defensive team and to 25 seconds for injury to a player of the offensive team (Rule 3-2-4-c-4).
3. If there is a 10-second runoff the game clock will start on the referee's signal. If there is no 10-second runoff the game clock will start on the snap.
4. The 10-second runoff may be avoided by a charged team timeout if available.
5. There is no option of a 10-second runoff if there are injuries to opposing players.

EXCEPTION: 3-3-5- f-1, 2, 3, 4 & 5. Delete the contents of paragraph "f -1,2,3,4 &5" in its entirety and replace with the following: "If the player injury is the only reason for stopping the clock (other than his or a teammate's helmet coming off, Rule 3-3-9), the play clock will be set to 40 seconds for an injury to a player of the defensive team and to 25 seconds for injury to a player of the offensive team (Rule 3-2-4-c-4). The game clock will start on the referee's signal." (NOTE: 10-second runoffs do not apply to UIL games.)

38. 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.

EXCEPTION: 3-3-7-b. Delete – does not apply to UIL games.

39. 3-3-9-b-1 & 2. When the helmet coming off is the only reason for stopping the clock, other than due to an injury to the player or his teammate (Rule 3-3-5), the following conditions apply:
1. With one minute or more remaining in either half the play clock will be set at 25 seconds if the player is on offense and at 40 seconds if the player is on defense. The game clock will start on the referee's signal.
 2. If there is less than one minute in the half the opponent has the option of a 10-second subtraction. The play clock will be set at 25 seconds. If there is a 10-second subtraction the game clock will start on the referee's signal. If there is no 10-second subtraction the game clock will start on the snap. The 10-second subtraction may be avoided by the use of a team timeout, if available.

EXCEPTION: 3-3-9-b-1 & 2. Delete 1 & 2 and change 3-3-9-b to read: "When the helmet coming off is the only reason for stopping the clock, other than due to an injury to the player or his teammate (Rule 3-3-5), the play clock will be set at 25 seconds if the player is on offense and at 40 seconds if the player is on defense, and the game clock will start on the referee's signal." (NOTE: 10-second runoffs do not apply to UIL games.)

40. 3-4-4. 10-Second Subtraction from Game Clock
- a. With the game clock running and less than one minute remaining in either half, if a player of either team commits a foul that causes the clock to stop, the officials may subtract 10 seconds from the game clock at the option of the offended team. The fouls that fall in this category include but are not limited to:
 1. Any foul that prevents the snap (e.g., false start, encroachment, defensive offside by contact in the neutral zone, etc.);
 2. Intentional grounding to stop the clock;
 3. Incomplete illegal forward pass;
 4. Backward pass thrown out of bounds to stop the clock;
 5. Any other foul committed with the intent of stopping the clock.

The offended team may accept the yardage penalty and decline the 10-second subtraction. If the yardage penalty is declined the 10-second subtraction is declined by rule.

- b. The 10-second rule does not apply if the game clock is not running when the foul occurs or if the foul does not cause the game clock to stop (e.g., illegal formation).

- c. After the penalty is administered, if there is a 10-second subtraction, the game clock starts on the referee's signal. If there is no 10-second subtraction, the game clock starts on the snap.
- d. If the fouling team has a timeout remaining they may avoid the 10-second subtraction by using a timeout. In this case the game clock starts on the snap after the timeout.

EXCEPTION: 3-4-4. Delete Rule 3-4-4 in its entirety – does not apply to UIL games.

- 41. 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.

- 42. 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: 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.

- 43. 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—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. The disqualification is subject to review by Instant Replay (Rule 12-3-5-f). **(NCAA Rule Change for 2014) – When the Instant Replay Official reverses the disqualification: If the targeting foul is not accompanied by another personal foul, the 15-yard penalty for targeting is not enforced. If another personal foul is committed 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 second half, the conference may 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. **(NCAA Rule Change for 2014)**—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.

EXCEPTION: 9-1-3 and 9-1-4 PENALTY. For UIL games, delete the penalty statements for 9-1-3 and 9-1-4 and replace each 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. Disqualification is for remainder of the game only. Local school districts and/or UIL District Committees may apply additional disciplinary action.”

44. 9-2-1-b-2. No disqualified person shall be in view of the field of play (Rule 9-2-6).

EXCEPTION: 9-2-1-b-2. Does not apply to UIL games.

45. 9-2-2-d-PENALTY—Disqualification for the remainder of the game and the team's next game [S27 and S47]. Administer as a dead ball foul; penalty enforced at the succeeding spot, and Team B fouls do not require a first down. Team timeout. VIOLATION—Rules 3-3-6 and 3-4-2-b [S23, S3 or S21]. If the disqualification occurs during the last game of a season, players with eligibility remaining will serve the next-game disqualification during the first game of the next season for which they are eligible.

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

46. 9-2-6-b. A disqualified player must leave the playing enclosure within a reasonable amount of time after his disqualification. He must remain out of view of the field of play under team supervision for the duration of the game.

EXCEPTION: 9-2-6-b. Does not apply to UIL games.

47. 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. Disqualification 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. Disqualification 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 disqualified for fighting a second time during that season, he shall be disqualified 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 disqualifications 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 disqualification for the remainder of the game.

b. During either half, any person authorized to be in the team area shall not leave their

team area to participate in a fight. EXCEPTION: Coaches designated by their head coach prior to the game may enter and leave their team area to act as peacemakers. It is recommended that at least one coach remain in their team area to assist in preventing persons from leaving their team area to participate in a fight. PENALTY -15 yards from the basic spot or the succeeding spot and disqualification for the remainder of the game.

NOTE: Persons leaving the team area during a fight are to be penalized for fighting.

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

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

48. 9-6 Flagrant Personal Fouls Player Ejection ARTICLE 1. When a player is disqualified from the game due to a flagrant personal foul, 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.

49. 11-1 The officials' jurisdiction begins 60 minutes before the scheduled kickoff and ends when the referee declares the score final [S14].

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

50. 11-2-1. The game shall be played under the supervision of four, five, six or seven officials.

EXCEPTION: 11-2-1. Number of required officials may be waived.

51. 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.

52. Rule 12 -Replay

EXCEPTION: Rule 12 does not apply to UIL games.

April 10, 2014