

The 2010 NCAA Rules shall govern TAPPS football.

- A. NCAA RULES EXCEPTIONS. TAPPS Exceptions to NCAA Rules for the current year will be posted on the TAPPS Website, [www.tapps.net](http://www.tapps.net).
1. Live animal mascots, cannons, firearms, fireworks, etc. are prohibited at TAPPS athletic contests.
  2. No dogs or other animals are allowed at TAPPS contests.
  3. Except in their normal course of business, emergency vehicles shall not flash lights or sound sirens during the course of a game.
  4. Noisemakers are prohibited at TAPPS events held at field houses and/ or gymnasiums.
  5. In events held in field houses/gyms, megaphones may be used only by cheerleaders, in uniform. Megaphones must not be used to strike walls or playing surfaces.
  6. Bands, when permitted, shall play only during time-outs and intermissions. Individual instruments may not be used as noisemakers.
  7. No sound systems, other than the one(s) provided by the host school are allowed at TAPPS Secured sites or at neutral sites unless mutually agreed
  8. Body paint and like decoration shall not be permitted by players or spectators.  
(Exception: Small markings as sold by cheer or other school organization on the cheek are permitted) This rule applies to all games held at neutral sites. If a TAPPS school is not going to permit this activity at their facility, the opponent should be notified in advance of the contest.
  9. Air horns and bullhorns, handheld or otherwise, are not permitted at any TAPPS contest.
  10. The use of, or appearance of using, any controlled substance (alcohol, drugs, etc.) before, during or after games at contest sites is prohibited by TAPPS.
  11. Streamers, confetti or other such materials.
- B. PLAY-OFF GAMES INFORMATION:
1. *Team Colors*. Home team wears colored jerseys and visiting team wears white unless otherwise mutually agreed.
  2. *Tickets*.
    - a.) All school passes and season tickets are suspended.
    - b.) Admissions to play-off contests shall be a minimum of:  
ADULTS - \$6.00    STUDENTS - \$4.00
    - c.) State Finals

- 1) Pre-sale tickets for the State Finals will be provided by the TAPPS office.
  - 2) Tickets will be sent by Overnight Mail to one of the schools in each of the Semi-Finals games. Tickets should be given to the winning school in the semi-final game for pre-sale.
  - 3) Adult tickets will be \$12.00 at the gate. Adult tickets may be sold for \$10:00 at the school and the school retain \$2.00 for each ticket sold.
  - 4) Student tickets will be \$8.00 at the gate. Student tickets may be sold for \$6.00 at the school and the school retain \$2.00 for each ticket sold.
  - 5) Unsold tickets, the ticket sales report and the cash receipts for pre sales shall be turned in to the TAPPS Director or TAPPS Board Member at the site of the State Finals at least 2 hours before game time. A school check in the amount of the pre-sales, made payable to TAPPS is acceptable, instead of cash.
3. *Film exchange.* By mutual agreement between schools involved.
  4. *Officials.* Game officials for regional and semi-final games- by mutual agreement; participating schools will assign TAPPS APPROVED referees while working with a local officiating chapter. At least four officials shall be used in all play-off games. (See Officials, Section 134.)
  5. *Officials for Final Games.* TAPPS OFFICE will assign officials for Final Games.
  6. *Home Team Responsibilities:* (except Championship Game)
    - a. Collect all gate money;
    - b. Provide necessary personnel: announcer, clock operator, security, team doctor;
    - c. Programs are to be provided at the home team's expense;
    - d. Secure three chain crew officials to be paid from the gate receipts; and
    - e. Gate Receipt Division
      - 1) From the receipts, pay all expenses.
      - 2) After expenses--divide the remaining receipts between the schools as agreed upon BEFORE THE GAME begins.
    - f. REPORT RESULTS. The coach of the winning team of each play-off game shall complete as soon as possible after the conclusion of the game.
  7. *Game Balls for State Championship Games.* The game ball will be provided by TAPPS' official sponsor, WILSON SPORTING GOODS. Only Wilson footballs shall be used in the championship game(s). The **Wilson GST** will be supplied by the TAPPS office to all participants in the State Finals, no later than Monday before the championship game.

8. *TEAM ROSTERS* Team rosters of play-off qualifiers must be in the TAPPS STATE OFFICE by the deadline to be assured of being included in the state championship programs. The roster form on the TAPPS web site will be the only form accepted by the state office.
9. AWARDS AT STATE FINALS.
  - a. Trophy/Plaques shall be awarded as follows:
    - 1) State Champion trophy
    - 2) State Runner Up Plaque
  - b. Individual State Champion Medallions; and
  - c. Individual State Runner up Medallions for Players on program roster as follows:  
6-Man Football 25 players 5 coaches  
Division IV Football - 50 players 8 coaches  
Division III Football - 60 players 8 coaches  
Division II Football - 70 players 10 coaches  
Division I Football - 80 players 12 coaches
  - d. Champion and Runner up teams may purchase additional medallions from the TAPPS State office for \$10.00 each.

C. ADDITIONAL INFORMATION.

1. *Goal Posts.* Colleges have adopted an 18'6" wide goal-post. High schools remain the wider width. High schools (by prior mutual consent) may play games at college facilities which have the 18'6" width.
2. *Slingshot.* Single pedestal goal posts are not required under TAPPS rules.
3. *Padding.* Goal posts must be padded in accordance with NCAA rules.
4. *Towels* worn by players must be white, no larger than 4"x12". Do not purchase towels that have markings or those that do not meet size specifications.
5. *Quick Stick.* NCAA rules now permit the "Quick Stick" to be used for down and distance measuring, rather than the 10 yard chain. For more information on this device, please contact Dotson Lewis at 214-638-3722 at the Southwest Football Officials Association in Dallas.
6. *25 Second Clock.* If the stadium is equipped and one team wants to use the 25 second clock, it shall be available for use by both teams.
7. *Taunting.* Rules tighten sportsmanship standards!
  - a. *Classification of School District Personnel Violations.* Class B violations of sportsmanship codes include: Ejection from a contest for unsportsmanlike actions, or in football, being given three 15-yard unsportsmanlike penalties during the contest.
  - b. *Athletic Codes.* The Athletic Code for Coaches includes: Informing his or her immediate supervisor the next school day after a contest if he or she was ejected from the contest for unsportsmanlike actions, or in football, if

he was given three 15-yard unsportsmanlike penalties during one contest, knowing that such conduct requires automatic penalty.

- c. *Athletic Regulations*. Minimum penalty for unsportsmanlike conduct.
- 1) *Automatic Penalty*. Any coach who is ejected from a contest for unsportsmanlike conduct, or any foot-ball coach who is given three or more 15-yard unsportsmanlike penalties during a contest, for the first offense of the year in any sport is automatically placed on public reprimand and probation for one calendar year in the respective sport.
  - 2) Any further ejection while on probation will require the coach to appear before the TAPPS Executive Board for consideration of penalty.
  - 3) See Section 138.

D. TIE GAMES -NCAA TIE BREAKER SYSTEM. The NCAA tie breaker system shall be used when it is necessary to decide a game for the purposes of determining a champion in a conference with two or more divisions or a team's progress to or in a tournament. NCAA football playing rules apply, with the following exceptions:

1. 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 tie breaker procedures.
2. 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:
  - a. Offense or defense, with the offense at the opponent's 25-yard line to start the first series.
  - b. 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.
3. 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.
- 4) *Extra periods*: An extra period shall consist of two series with Team A and Team B each putting the ball in play by a snap on or between the inbound lines on the designated 25-yard line, which becomes the opponent's 25-yard line. The snap shall be from midway between the inbound lines on the 25-yard line, unless a different position on or between the inbound lines is selected before the ready for play. After the ready for play, the ball may be relocated after a charged team time-out, unless preceded by a Team A foul or offsetting penalties.
5. *Team series*: Each team retains the ball during a series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first and 10 if it again

possesses the ball after a change of team possession. Team A and B designations are the SAME AS DEFINED IN RULE 2-27-1 in the NCAA Football Rule Book.  
EXAMPLES:

- a. 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.
- b. Other than on the try, Team B intercepts a pass or fumble for a touchdown or recovers fumble and scores a touchdown. RULING: Period and game are ended, and Team B is the winner.
- c. During the first series of a period, Team B intercepts a pass or fumble or recovers a fumble and does not score a touchdown. RULING: Team A series ended and Team B, which becomes Team A, starts its series of that period.
- d. 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.
- e. 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 continues its series of the period with a first down and 10.
- f. During the first series of a period, 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 one, and does not gain a first down. RULING: Team A's ball, next down.
- g. 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.
- h. 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.
- i. 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.
- j. 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.

6. *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 (5) above, in each extra period, except if Team B scores during a period other than on the try. **EXAMPLE:** 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.
7. Fouls after Team B possession:
- a. Distance penalties by either team are enforced at the succeeding spot in extra periods.
  - b. Scores by fouling teams are canceled.
  - c. If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed. **EXAMPLE:**
    - 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 attempts a field goal. While the ball is in the air, Team B commits a post-scrimmage kick foul. The field goal is successful. **RULING:** Team A's field goal stands. Team A's series is ended. Team B will begin its series by snap, first and 10, from the spot where the distance penalty from the 25-yard line leaves the ball.
    - 3) During the first series of a period, Team A attempts a field goal. While the ball is in the air, Team B commits a post scrimmage kick foul. The attempt is unsuccessful. Team B catches the ball and returns it to Team B's 15-yard line, where Team B is downed. **RULING:** Team A's series is ended. Penalize Team B from the 25-yard line. It is Team B's ball, first down and 10.
    - 4) 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.
    - 5) 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 a 15-yard (or half the distance to the goal) penalty against Team B. The down and distance will be first and 10.

8. *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.

D. TIED GAMES

1. *Post-District Games:* The NCAA tie breaker system shall be used in all tied post-district games, to determine who advances in the playoffs, and the state champion.
2. *District Varsity Games:* The NCAA shall use the tie breaker system to break ties in varsity district games. Districts must determine prior to the season a method to certify district representatives in the event two or more teams are tied in win/loss percentage after district schedule.
3. *Other Games:* The NCAA tie breaker system may be used in any non-district varsity games, sub-varsity games, or junior high games by mutual agreement prior to the game.