

## DISTRICT 27 AA FOOTBALL RULES

February 22, 2006

2006-2007 & 2007-2008

1. DISTRICT FOOTBALL CHAIRMAN: CHARLES V. BUTCHER, Supt.  
BOLING ISD  
Executive Secretary Wade Stidevent, Assistant Superintendent  
Boling ISD

### 2. ADMISSION TO DISTRICT GAMES

Adult admission price is set at \$5.00 with no reduction in pre-sale prices.

Pre-sale student ticket price is set at \$3.00.

All tickets sold at the gate - price is set at \$5.00.

### 3. Game Officials

It was agreed that at least five (5) S.F.O.A. varsity game officials and one (1) S.F.O.A. certified timekeeper be used in District games. All officials will be agreed upon by both coaches, with notification of officials be given ten (10) days (if possible) in advance of the game.

When scratching entire chapters of officials from use in district play, the school doing the scratching is responsible for payment of official's travel, when it exceeds the amount of the local chapter being used.

### 4. Game Time

All varsity games start at 7:30 p.m.

### 5. PRE-GAME

Pre-game ceremonies will begin at 7:15 P.M. according to the schedule below. The home team principal will notify the visiting school in the event that there will be special pre-game ceremonies (homecoming, parent's night, etc.) that may require an alteration in the normal schedule. (CROWD CONTROL STATEMENT NEEDS TO BE READ SEVERAL TIMES DURING THE GAME AND ESPECIALLY AT THE END OF THE GAME.)

7:13 Teams off of the Field  
7:15 Opening Ceremonies at Football Games (Welcome)  
7:17 Visitors School Song  
7:19 Home School Song  
7:22 Teams on Field for Coin Toss  
7:25 Star Spangled Banner  
7:30 Kick-Off

### 6. HALF-TIME ACTIVITIES

Half-time activities shall be limited to a maximum period of twenty-two (22) minutes, ten (10) minutes per school, unless agreed previously by the principals. Lights will not be turned off.

7. TYPE OF BALL

The offense will use an approved regulation football.

8. GAME ANNOUNCER

The game announcer will stick to pertinent facts of the game. Plays and penalties will not be announced until officials have given the signals and choice of penalties. A memo concerning announcer etiquette will be posted at the press for the announcer to read and follow.

9. GUARANTEES

The passage of this article (\*9) of these minutes shall constitute binding contracts and the two competing schools will divide the total gate receipts 50%-50% after the officials fees in #3 (Game Officials above) have been deducted. **The home team will incur other local expenses.** A school canceling a varsity game must forfeit a \$500 fee to the opposing school. Schools that have not participated in football for two or more years must pay the guarantee up front (\$500 per district game) and will be reimbursed accordingly at the end of district play. Schools are to use the **Varsity Football Ticket Sales Report**. A sample copy is attached.

10. PASSES

Each school will be issued forty (40) passes by the district chairman and each pass will read "This pass entitles the bearer and **one** other person admission to District 27AA contests". Uniformed band and pep squad, bus drivers, sponsors, and parents involved in schools' parent night's activities will be admitted free. Passes in excess of the above (40) may be given but these must be counted in the total admissions. Senior citizens (65 years or older) will be allowed free entry with ID (drivers license, school pass, or etc.) Texas High School Coaches Association passes will be accepted for the bearer and one other person.

11. JERSEYS

Home teams will wear dark colored jerseys and visiting teams will wear white jerseys.

12. CHAINMEN AND SIDELINE MARKERS

Chainmen may be supplied by the SFOA. The Visiting school has the option to bring one chainman, but should notify home school 48 hours prior to game time. It is preferred that sideline markers be on both sides of the field. Chainmen must be at least 21 years of age and out of high school for varsity games.

13. SELECTION OF ALL-DISTRICT TEAM

The first week after district competition has been completed; coaches of member schools will meet and select an all-district team. The All District selection meeting for football will be held on the first Thursday after the last regular season game at 7:30 P.M. at Boling High School (Central Location) or at a time/place agreed upon by consensus of the head football coaches. The District will pay meal and/or refreshments and the expenses will be prorated and split among the member schools at the end of the year. Results of the all-district selection are to be sealed and kept by the district school's coach until after all teams representing the district are out of the play-offs.

14. ALL-ACADEMIC TEAM

Student shall have an overall 90 or better average by the student athlete during one grading period that falls within the confines of the district schedule. In the event more than one grade period falls within these parameters, the head coach will use his or her own judgment to determine which grading period will be used.

15. GAME FILM EXCHANGE

Three (3) good quality game video tapes, agreed upon by opposing coaches, one to include the previous game will be exchanged. Videotapes are not to be used at half time. An updated varsity roster will be exchanged at the time of film trade as well.

16. PROGRAM INFORMATION

Each school will send a complete roster by name, position, grade classification and jersey number for both dark and white jerseys to the home team at least one week prior to the date of the game. If possible bring junior varsity and junior high rosters to games for the fans.

17. DETERMINING THE DISTRICT CHAMPION AND RUNNER-UP

- A. The team with the highest won-lost percentage shall be the district champion. The team with second won-lost percentage shall be the district runner-up. In case of a tie for second place, the runner-up team will be determined in the same manner as the first place team.
- B. In the event that two teams tie, both teams will be declared co-champs. The team that defeats the other will be named the district champion. The other team will be named the runner-up.
- C. In case of a three-way or more ties, all will be declared champs. The team with the most positive points (point spread calculating positive and negative points...see policy) of the several teams involved will be declared the champion of the district. The team with the second most positive points will be the district runner-up. These two teams will be the representatives of the district. No team can receive more than 18 positive points in any one game. The losing team will receive an equal number of negative points. In case two teams tie on point spread, the team that won the game between those two teams will be declared the district champion. The other team will be declared the district runner-up. The positive points that are compared are the positive points received when the several teams involved played each other.

18. FRESHMEN, JUNIOR VARSITY, AND JUNIOR HIGH

Junior High and Junior Varsity football games will be played at opposite sites on Thursday prior to the Friday night varsity game. Junior high plays at the same site as the varsity game and the junior varsity is opposite of the varsity game. Starting time: 7th grade 5:00 p.m. (7 minute quarters), 8th grade 6:15 p.m. (8 minute quarters), Junior Varsity 6:00 p.m. (10 minute quarters). If there is a freshman game, the coaches are to agree to the starting time and the length of quarters. In Junior High, each school may use the type of regulation football that their team is accustomed to. Admission will be \$2.00 for adults and \$1.00 for students. Games need to start on time. If officials do not show up coaches will fill-in.

19. BEHAVIOR

Each school is responsible for notifying their visitors what the expected behavior will be at the home stadium. A district school, if they choose, will be allowed one mechanical noisemaker, to be operated by an adult appointed by that school, at **varsity football games**. These noisemakers shall **only** be used in the following situations:

- a. team entrance onto the field prior to kickoff
- b. following a touchdown or field goal, once that play has been declared over by the officials.

Examples of mechanical noisemakers include large bell, horns. Handheld bells or cowbells may be used by spectators. Any noisemakers that would simulated an official whistle shall not be possessed or used by spectators.

20. FILMS/TAPES AFTER DISTRICT PLAY

Schools will not share films or tapes in any manner after district play with any other teams except by consent of the teams involved in the playoffs.

21. STATISTICS

Maury Salinger will be used as the statistics person and be paid \$125. Coaches are to fax results to Maury Salinger and he will email statistics back. \$125 per school will be paid by District 27AA and then charged back out to each individual school with Spring Meet expenses.

22. DISTRICT TROPHY

The district champion is to purchase their own trophy.

23. REPORTING FORM

A UIL Game Report Form is to be used for all games and a copy sent to the executive secretary.

24. LIVE/DELAY RADIO BROADCAST

Live or delayed radio broadcasting of football games should be permitted between the two schools involved. Both schools must agree upon a live broadcast.

25. DISTRICT 27 AA FOOTBALL SCHEDULE - 2006-2008

Follow the attached football schedule for 06-07 as drawn and flip sites for 07-08. Coaches will exchange schedules prior to the start of the season.

26. AMBULANCE

An ambulance should be present at all games, including sub-varsity if possible.

27. PRE-GAME WARM-UP

Both teams will remain on their side of the 50-yard line during pre-game.

28. SECURITY

The home team is responsible for scheduling two or more security officers (uniformed) for varsity football games.

**Approved 2/22/06 for 2006-2007 & 2007-2008**