

~ 2009-10 UIL FOOTBALL CALENDAR ~

4A and 5A Schools Without Spring Training, 3A, 2A, 1A-11-man, 1A-Six-man

First day of conditioning (No contact activities permitted.

No contact equipment except helmets may be worn.).....	August 3
First day of contact	August 7
First scrimmage	August 15
Second scrimmage.....	August 20
Third scrimmage.....	August 25
(Schools opting for a third scrimmage shall not play on zero date)	

4A and 5A Schools With Spring Training

First day of conditioning	August 10
First day of contact	August 14
First scrimmage	August 22*
Second scrimmage	August 27
(Schools opting for a second scrimmage shall not play on zero date)	

*Exception: A school may participate in a scrimmage after six (6) days of contact practice activities if either team participating in the scrimmage conducted spring training and plays a zero [0] week game.

Possible Playing Dates

Zero Week	August 27, 28, 29
Week One	September 3, 4, 5
Week Two	September 10, 11, 12
Week Three	September 17, 18, 19
Week Four	September 24, 25, 26
Week Five	October 1, 2, 3
Week Six	October 8, 9, 10
Week Seven	October 15, 16, 17
Week Eight	October 22, 23, 24
Week Nine	October 29, 30, 31
Week Ten	November 5, 6, 7

District Certification.....November 7

Schools have 11 weeks to play a maximum of 10 games

Conference 1A and 3A schools with byes have 12 weeks to play 10 games.

District Certification 1A and 3A with byes: November 14, 2009

Playoff Dates

Week 1	November 12, 13, 14
Week 2	November 19, 20, 21
Week 3	November 26, 27, 28
Week 4	December 3, 4, 5
Week 5 (Division I—1A 11-Man, 2A, 3A,.....	December 10, 11, 12
& 1A Division I & II 6-Man Finals)	
Week 6 (Division II—1A 11-Man, 2A, 3A, 4A, 5A,	
& Division 1—4A, 5A)	December 17, 18, 19

Junior High Football -- Practice shall not begin prior to the first day of school. Football equipment may be checked out to the players on any one day during the week preceding the first day of school.

The first four days of practice shall be conducted without any contact equipment except helmets. During the first four days, only shoes, socks, T-shirts, shorts and helmets may be worn. During the four-day acclimatization period, no contact activities shall be permitted. All student athletes who arrive after the first day of practice are required to undergo a four-day acclimatization period. No interschool scrimmages or games shall be allowed until after a period of at least seven days of contact football.

No junior high student or team shall participate in any scrimmage or contest until they have had four days of practice without any contact equipment except helmets, and seven additional days of contact practice.

From the first day of school, schools shall have 80 consecutive calendar days to practice outside the school day; 63 of the 80 consecutive calendar days may be used to complete scrimmages and games.

~ UIL RULE CHANGES ~

All amendments below are effective for the 2009-10 school year, unless otherwise noted.

- In football, Conference 1A, 11-man participating schools will be divided in to two divisions.
- Change in "Reclassification and Realignment" process by which six-man schools determine enrollment figures.
- Allow track and field regional and/or state qualifiers, including alternates to be eligible to participate in any event at a regional and/or state qualifiers meet. (Effective January 2009)
- Changes to the official fee scale for wrestling.
- Allow a school golf coach to coach from green to tee.
- Allow swimming and diving consolation finals at the regional meet.
- Change in the time frame to identify or place overage students in 504 or special education for an athletic eligibility waiver prior to the end of his or her second year in high school.
- Change to the softball practice start date.

~ FOOTBALL PLAN ~

EXCERPT FROM 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 4A and 5A only, 18 spring training practice days which may be conducted in a period of 30 consecutive calendar days. Exception: Conference 4A and 5A 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 3A, 2A, A and Six-Man.
 - (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. See Section 1206 (d).
 - (3) Summer Practice. Any specific grouping of high school athletes during the summer months for the purpose of conditioning and/or organized athletic (football) instruction is prohibited and is a violation.
 - (4) Summer Camps. For rules and applicable penalties see 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 must be in accordance with the following regulations:
 - (i) Student-athletes shall not engage in more than three hours of practice activities on those days during which one practice is conducted.

- (ii) Student-athletes shall not engage in more than five hours of practice activities on those days during which more than one practice is conducted.
 - (iii) The maximum length of any single practice session shall be three hours.
 - (iv) On days when more than one practice is conducted, there shall be, at a minimum, one hour of rest/recovery time between the end of one practice and the beginning of the next practice.
- (B) In Conferences A, 2A, 3A and Six-Man, practice shall begin no earlier than first Monday in August. In Conferences 4A and 5A, practice shall begin no earlier than the second Monday in August. Exception: If Conference 4A or 5A schools forego the 18 days of spring training, they may begin workout days the following August as delineated for Conferences 3A, 2A, A and Six-Man. No interschool scrimmages shall be allowed until after a period of at least seven days of contact football. (Exception: A school may participate in a scrimmage after six (6) days of contact practice activities if either team participating in the scrimmage conducted spring training and plays a zero [0] week game.)
- (C) The first four days of practice shall be conducted without any contact equipment except helmets. Other contact equipment may be fitted and placed in lockers the first day workouts are permitted. During the first four days, however, only shoes, socks, T-shirts, shorts and helmets may be worn. During the four-day acclimatization period, no contact activities shall be permitted. All student-athletes who arrive after the first day of practice are required to undergo a four-day acclimatization period.
- (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.
- (F) Interschool Games. No high school (9-12) interschool games shall be allowed until the last Thursday in August. However, schools that play prior to the first Thursday in September shall omit a scrimmage and have an open date during the season. For 7th and 8th grade regulations see Section 1478.
- (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 4A and 5A schools provided (a) that such participation is on a site and 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) SIX-MAN FOOTBALL. Schools may choose to participate in six-man football with an enrollment of 99.9 or below. If enrollment in grades 9-12 is greater than 99.9, and the school is currently playing six-man football, it may continue to participate if any one of these three conditions exist: Enrollment of 99.9 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 99.9 or below must 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. (See exception 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. See Section 28 (j) 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.
- (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. (See Section 1204 [l] and [m].) 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 League 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. See Section 1208 (k).
- (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. (See 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. 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. (Exception: Conference 5A-Division I and II state championship games.) 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.
 - (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 must 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. 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) FIFTEEN PERCENT POST-DISTRICT RECEIPTS. Fifteen percent of the gross receipts of post-district games shall be paid to the League to maintain a fund for investigating eligibility questions and to supplement printing, salary, office appropriations relating to football, and for the purchase of medals, trophies and awards in UIL state meets. The radio broadcast receipts and the telecast receipts are considered a part of the game receipts in all post-district games.
- (k) REPORTS. Each team shall make a complete report in duplicate (forms furnished by the League) of every game immediately after the game. One report shall be sent to the chair of the district committee. The other shall be filed at the school. The district committee may disqualify a team for its failure to promptly report its games. This rule gives the district committee authority to interpret the word "promptly."
- (l) NO INTERSCHOOL SPRING SCRIMMAGE OR POST SEASON FOOTBALL GAMES. No participant 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.
- (m) POSTSEASON GAMES. No school may engage in any postseason game, other than in regular interdistrict playoffs scheduled by the League. 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.
- (n) 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.
- (o) See football manual for NCAA rules exceptions.
- (p) GAME TAPES. Playoff teams are required to exchange two game tapes. The opposing school selects the two tapes desired from all previous games of the current season.

~ FOOTBALL RULES ~

~ ADDITIONAL FOOTBALL RULE CHANGES FOR 2009 ~

Rule 1-1-b-2 & 7-1-3-b-1

No longer have to have 7 players on the line of scrimmage. Now required to just not have more than 4 in the backfield.

Rule 1-4-3-a

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

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. The home team will be required to make any changes necessary.

Rule 2-3-6

The blocking zone is now defined as a rectangle centered on the snapper and extending 5 yards laterally and 3 yards longitudinally in each direction.

Rule 2-34

The tackle box is defined as a rectangular area enclosed by the neutral zone, the two lines parallel to the sidelines 5 yards from the snapper, and Team A's end line.

Rule 3-2-3

The period is not extended if time expires during a down when there is a foul that has a penalty statement which includes loss of down.

Rule 9-1-2-q

No player shall twist, turn or pull the face mask, **chin strap** or any helmet opening of an opponent. It is not a foul if the face mask, **chin strap** or helmet opening is not twisted, turned or pulled.

Rule 9-1-4

The kicker loses protection if he carries the ball outside the tackle box before kicking it.

Points of Emphasis

Protection of Defenseless Players

Sideline Control

Sportsmanship

Proper uniforms (jerseys covering pads, knee pads covering knees)

Does not apply to UIL games

Rule 1-4-3-a

Rule 3-2-4

Rule 3-3-5

Rule 9-6

~ UIL EXCEPTIONS TO NCAA RULES FOR 2009 ~

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 individuals 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, on each end zone, placed at the inside corners of the four intersections of the sidelines with the goal lines and end lines is 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 Add: "EXCEPTION: 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-d Gloves and/or hand pads that are not gray in color or not in conformance with Rule 1-4-5-b (EXCEPTION: Gloves may be any color).
18. 1-4-4-b Require all players of a team to wear facemasks of the same color (Exception: facemasks may be any color).
19. 1-4-4-e Jerseys must be full length and tucked into the pants. (EXCEPTION: UIL jerseys must come to the top of the waist with all equipment covered. All pads must be covered during play.)
20. 1-4-4-h All squad members must wear visible socks or leg coverings that are identical in color and design, (EXCEPTION: White sweat socks.)
21. 1-4-5 Elastic Ankle Coverings/Spats
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 insignia. Towels may not contain numbers.
24. 1-4-5-s Eye Shields: Only eye shields that are completely clear will be allowed. Waivers will no longer be granted for tinted eye shields, regardless of circumstance.
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. 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."
27. 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" with UIL exceptions.
28. 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."
29. 3-2-1-b Change to read: "The maximum intermission between halves shall be 28 minutes."
30. 3-2-2-h Does not apply to UIL games.
31. 3-2-2-i Does not apply to UIL games.
32. 3-2-4 NCAA 2005 Rule Book will be used for timing in UIL games.
33. 3-2-4-b &
3-2-4-c All timing will be done under NCAA Timing Rules of 2005.
34. 3-2-5-a All timing will be done under NCAA Timing Rules of 2005.
35. 3-2-5-a-12 Does not apply to UIL games.

36. 6-1-1 Change "35 yard line" to "40 yard line."
37. 6-1-1 Unless relocated by penalty, the kicking team's restraining line on kickoffs shall be the 40-yard line.
38. 9-2-2-d-pen UIL: Disqualification is for remainder of game only. UIL District Committees may apply additional disciplinary action.
39. 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.
40. 9-6 Does not apply to UIL games.
41. 3 In overtime the officials will escort the **coaches** to the center of the field for the coin toss.
42. 11 The Officials Mechanics approved by the TASO or UIL Football Board of Directors shall be used.
43. 11-1 Change: The officials jurisdiction begins 30 minutes before the scheduled kickoff and ends when the referee declares the score final.
44. 12 Rule 12 does not apply to UIL games.
45. The Referee WILL NOT announce the number of the player committing the foul. (TASO Mechaics Manual)

~ NCAA TIEBREAKER SYSTEM ~

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.

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.
 2. **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.**
- g. 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.

2009-10 Sport Season Dates and Number of Games Allowed

	Sport	Number of Contests Allowed	Conference	First Day of Practice	Certification Deadline	Date(s) of State Championship
*	Baseball (Boys)	2 invitational tournaments plus 19 games or 3 invitational tournaments plus 17 games	all conferences	1/29	5/4	6/9-12/2010
*	Basketball (Girls)	3 invitational tournaments plus 21 games	all conferences	10/21	2/13	3/4-6/2010
*	Basketball (Boys)	3 invitational tournaments plus 21 games	all conferences	10/28	2/20	3/11-13/2010
**	Cross Country (Girls & Boys)	8 meets	all conferences	year round	10/31	11/14/2009
*	Football (Boys)	10 games	Districts w/byes in first playoff round Districts w/o byes in first playoff round 2A, 3A, 4A, 5A w/no spring training 4A, 5A w/spring training	8/3 8/3 8/3 8/10	11/14 11/7 11/7 11/7	12/12/2009--Division I— 1A 11-man, 2A, 3A; 1A 6-man Division I & II 12/19/2009--Division II— 1A 11-man, 2A, 3A, 4A; 4A, 5A Division I & II
**	Golf (Girls & Boys)	8 tournaments	1A, 2A, 4A, 3A, 5A	year round	4/17 4/17	5/10-11/2010 5/13-14/2010
*	Soccer (Girls & Boys)	3 invitational tournaments plus 15 games	4A 5A	11/30 11/30	3/16 3/20	4/8-10/2010
*	Softball (Girls)	2 invitational tournaments plus 19 games or 3 invitational tournaments plus 17 games	all conferences	1/22	4/27	6/3-5/2010
**	Swimming & Diving (Girls & Boys)	8 meets	all conferences	year round	2/6	2/26-27/2010
*	Team Tennis (Girls & Boys)	8 tournaments (team & individual combined)	4A, 5A	year round	10/27	11/6-7/2009
**	Tennis-Individual (Girls & Boys)	8 tournaments total (team & individual combined)	all conferences	year round	4/17	5/10-11/2010
**	Track & Field (Girls & Boys)	8 meets	2A, 3A, 4A, 5A 1A	year round	4/17 4/10	5/14-15/2010
*	Volleyball (Girls)	3 invitational tournaments plus 23 matches-all conferences	all conferences	8/3	10/31	11/19-21/2009
**	Wrestling (Girls & Boys)	8 tournaments	all conferences	year round	2/6	2/26-27/2010

*District chair is responsible for sending certification form to the UIL office.

**District chair is responsible for sending district results to regional director.