

FOOTBALL

All the rules and regulations governing football can be found in the NFHS Football Rule Book which all member schools have received from the Association Office with regard to the rules of playing the game, except any experiment approved by the Board of Control. **All football playing schools (host school) WILL receive a 2019 NFHS Football Rules Book.**

REGULATIONS PERTAINING TO FOOTBALL GAMES AND PRACTICE

Year	First Practice: Week/Date	First Contest: Week/Date
2019-20	Week 6/ August 12 th	Week 9/August 29 th
2020-21	Week 6/August 10 th	Week 9/August 27 th
2021-22	Week 6/August 9 th	Week 9/August 26 th
2022-23	Week 6/August 8 th	Week 9/August 25 th

2019 NFHS Football Rules

CHANGES BY STATE ASSOCIATION ADOPTION, USE OF VIDEO REVIEW ALLOWED FOR STATE POSTSEASON CONTESTS [1-3-7 NOTE (NEW), TABLE 1-7 – 1-3-7 NOTE (NEW)]

By state association adoption, instant replay may only be used during state postseason contests to review decisions by the on-field game officials. This adoption would allow state associations to develop protocols for use of video replay.

IMPROVED VISIBILITY OF NUMBERS [1-5-1c, 1-5-1c(6) (NEW)] The purpose of numbers on jerseys is to provide clear identification of players. In order to enhance the ability to easily identify players, the committee has clarified the size requirements for jersey numbers through the 2023 season. The committee also added a new requirement that, effective in the 2024 season, jersey numbers must be a single solid color that clearly contrasts with the body color of the jersey.

REDEFINED REQUIREMENTS FOR A LEGAL SCRIMMAGE FORMATION (2-14-1, 7-2-5a) A legal scrimmage formation now requires at least five offensive players on their line of scrimmage with no more than four backs. This change will make it easier to identify legal and illegal offensive formations.

40-SECOND PLAY CLOCK (2-35-1, 3-6-1, 3-6-2a, 7-2-1) To have a more consistent time period between downs, the rules committee approved situations where 40 seconds will be placed on the play clock. The new rule defines when 40 seconds will be placed on the play clock and when 25 seconds will be placed on the play clock.

PROHIBITION ON TRIPPING THE RUNNER [2-45, 9-4-3o (NEW), 9-4-3o PENALTY (NEW)] In an effort to decrease risk, tripping the runner is now prohibited. It is now a foul to intentionally use the lower leg or foot to obstruct a runner below the knees.

ILLEGAL KICKING AND BATTING PENALTY REDUCED (6-2-1 PENALTY, 9-7 PENALTY) The penalty for illegally kicking or batting the ball was reduced from 15 yards to 10 yards.

HORSE-COLLAR TACKLE ADDITION (9-4-3k) Grabbing the name plate area of the jersey of the runner, directly below the back collar, and pulling the runner to the ground is now an illegal personal contact foul.

Classification Of Schools

Class 4-A: Largest 42 schools by enrollment.

Class 3-A: Next 54 largest schools by enrollment.

Class 2-A: Next 54 largest schools by enrollment.

Class 1-A: Next 54 largest schools by enrollment.

Class A: The remaining 11-player football schools. (61)

Please Note: There are no enrollment minimum requirements for 11-player football. Schools who may qualify to play 8-player still have the option to play 11-player football.

Eight-Player: 63 schools

Any school interested in playing up a classification needs to notify the Iowa High School Athletic Association by December 1st of the year prior to the redistricting format.

8-player enrollments:

The enrollment cap to participate in 8-player football is the BEDS Document Certified Enrollment in grades 9-11 of 120 or less. The following exception was recommended by the Football Play-Off Committee and approved by the IHSA Board of Control.

EXCEPTION: An 8-player football school whose current enrollment is 115 or less, and whose enrollment increases above 115 following the 2017 season, will be allowed 8-player football status for an additional 2 years.

11-player enrollments:

If the 9-11 enrollment is larger than 120, schools must play 11-player football.

Football Play-Off Policy

The following exception was approved by the IHSAA Board of Control in June, 2010.

A football team would be allowed to compete in post season play in the class they have been assigned if its BEDs enrollment increases during the two year re-classification cycle because of whole grade sharing, reorganization, or dissolution.

Scholarship Rule Implementation Date

The implementation date for the scholarship rule for all football playing schools is Thursday, August 22nd. The 30 day ineligibility period begins on Thursday, August 22nd and ends on Friday, September 20th. All student-athletes in football are eligible at 12:01 AM on Saturday, September 21st.

Regulations Pertaining To Scrimmages

In football, a school may have one scrimmage, and this scrimmage may not take place until the school has had the opportunity for 10 days of practice or thereafter. Up to 4 (four) teams are allowed at one facility for a scrimmage, however, a school may only scrimmage one team. *Please keep in mind that a bona fide scrimmage is where no public announcement has been made, no admission charged, no scores kept, and no school time may be used for travel or participation in such a scrimmage.* See "Penalty For Violation".

Football Regular Season

Teams are permitted to use practice facilities other than their own with local school administration approval. **The UNI-Dome is not to be used for any regular season practices except those schools that use it as a home facility.**

1. Football teams are allowed four (4) hours of coach-athlete contact per day, in which no more than three (3) hours may consist of physical activity per day. Two-a-day practices are now prohibited. Warm-up, stretching, speed and agility rules, strength training, and cool down are all considered part of a practice. Football teams have the option of separating the three hours of physical activity with a brief, supervised period of education, re-energizing, or rehydrating. **Optional weight training activities that are available to all students are not considered part of the practice.**
2. The first two days of practice will consist of **no contact work of any kind**. Sleds, dummies, shields, and ropes will be permitted during the first two days of preconditioning practice. Helmets and mouth pieces may be worn during the first two days of practice. The IHSAA recommends that during these two days of preconditioning, helmets only be worn when players are doing football drills. It is recommended that during calisthenics, stretching, agilities, or any other time the players are not doing drill work that the helmets be removed. This policy is made for the safety of the players.
3. During days three, four and five of practice, helmets, mouth pieces, and shoulder pads are allowed. Contact above the waist is permitted, but players should not be brought to the ground. Contact with sleds, dummies, shields, and pads are allowed during days three, four, and five.
4. Beginning on day six, full person-to-person contact is allowed.
5. Beginning with practice on Monday, August 19th each **individual player** is limited to 30 minutes of contact per day using the USA Football definitions of levels of contact. In addition, each player is limited to 90 minutes of contact per week using the USA Football definitions of levels of contact. For those schools playing Week 0 contests, the beginning date is Monday, August 12th.

THUD: Drill is run at assigned speed through the moment of contact; no pre-determined "winner." Contact remains above the waist, players stay on their feet and a quick whistle ends the drill.

LIVE ACTION: Drill is run in game-like conditions and is the only time that players are taken to the ground.

6. No practice is allowed on Sunday, August 11th, August 18th for Week 0 playing schools and no practice on Sunday, August 18th and Sunday, August 25th for Week 1 playing schools.

7. District Alignments-

Classes 4A through Class 1A will each play 5 district games and 4 non-district games. The first four games will be non-district games.

Class A will consist of 6 districts playing 2 non-district and 7 district games and 2 districts playing 3 non-district and 6 district games. The two 7 team districts will be placed close in proximity to allow potential cross over non-district games.

Class 8 Player will consist of 5 districts playing 2 non-district and 7 district games and 3 districts playing 3 non-district and 6 district games.

8. Post Season Qualification:

- a. All 9 games will count toward post season qualification.
- b. The +/- 17 point tie breaker will be eliminated and will not factor into post season qualification
- c. Only the district champion will receive an automatic qualification into the post season.

If a tie exists between **two** teams with the fewest district losses, the tie will be broken by:

1. Head to Head competition, winner is district champion.

Loser enters into the at-large field of potential qualifiers.

If a tie exists between **three or more teams** with the fewest district losses, the tie will be broken by:

2. Head to Head Competition will be used, loser(s) out.
3. If all teams have defeated each other, the team with the highest RPI will be determined to be the district champion and have the opportunity to host.
4. The remaining teams enter into the at-large field of potential qualifiers. (These teams do not automatically qualify for the post season.)

- d. The remaining at-large qualifiers will be determined by a RPI (Rankings Performance Index). The RPI will use three criteria to determine post season qualification:
 1. Team's overall win/loss percentage (37 ½ %)
 2. Team's opponent's win/loss percentage (37 ½%)
 3. Team's opponent's opponent's win/loss percentage (25%)
- e. Do road wins count differently than home wins in the RPI? There is no advantage in the formula for winning on the road or at home. All wins and losses are factored in equally.
- f. Does the score of the contest matter in the RPI formula? Only in that it provides a winner and a loser. There is currently no factor for score differential in the RPI formula. A 14-13 win counts the same as 70-0 win.
- g. What happens if a game is cancelled and can't be rescheduled? Because the RPI system works off averages, it will not matter to the final formula if a game cannot be rescheduled. It would not penalize, nor benefit, any team involved in that scenario.
- h. How do schools that drop programs affect the RPI? If a school drops a program prior to the start of the competitive season, no forfeits will be involved. Instead, their opponents now have open dates in the spots where they were scheduled to play the teams who dropped their program, and they are free to try and find another game, if possible. If a school drops a program after the competitive season has started, that team shall forfeit their remaining games to their opponents. In this instance, the competitive season is defined as week 5 of the NFHS Standardized Calendar.

9. Out of State Competition:

The IHSAA recommends allowing schools to play varsity contests with schools bordering Iowa along with playing schools in the state of Kansas.

Week 0 Contests

Monday, August 5th – First Legal Day of Practice for any schools playing Week 0

- No Contact
- Helmets and mouth guards are permitted
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Tuesday, August 6th – Second Legal Day of Practice for any schools playing Week 0

- No Contact
- Helmets and mouth guards are permitted
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Wednesday, August 7th – Third Legal Day of Practice for any schools playing Week 0

- Contact above the waist is permitted (form tackling)
- Helmets, mouth guards and shoulder pads are permitted
- Contact with blocking sleds and tackling dummies may begin
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Thursday, August 8th – Fourth Legal Day of Practice for any schools playing Week 0

- Contact above the waist is permitted (form tackling)
- Helmets, mouth guards and shoulder pads are permitted
- Contact with blocking sleds and tackling dummies may begin
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Friday, August 9th – Fifth Legal Day of Practice for any schools playing Week 0

- Contact above the waist is permitted (form tackling)
- Helmets, mouth guards and shoulder pads are permitted
- Contact with blocking sleds and tackling dummies may begin
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Saturday, August 10th -Sixth Legal Day of Practice for any schools playing Week 0

- Full person-to-person contact may begin
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Sunday, August 11th

- No practice allowed

Monday, August 12th – Seventh Legal Day of Practice for any schools playing Week 0

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Tuesday, August 13th – Eighth Legal Day of Practice for any schools playing Week 0

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Wednesday, August 14th – Ninth Legal Day of Practice for any schools playing Week 0

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Thursday, August 15th – Tenth Legal Day of Practice for any schools playing Week 0

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Friday, August 16th – Eleventh Legal Day of Practice for any schools playing Week 0

- Scrimmage against another school is permissible on this date.
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Saturday, August 17th – Twelfth Legal Day of Practice for any schools playing Week 0

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Sunday, August 18th –

- No practice allowed

Monday, August 19th -Thirteenth Legal Day of Practice for any schools playing Week 0

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Tuesday, August 20th – Fourteenth Legal Day of Practice for any schools playing Week 0

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Wednesday, August 21st - Fifteenth Legal Day of Practice for any schools playing Week 0

- First day schools are allowed to lift weights/walk-through in the morning and then have one practice, maximum of three hours after school.
- Full person-to-person contact is allowed

Thursday, August 22nd -

- First Legal Playing Date for any schools playing Week 0-
- Implementation of Scholarship Rule begins

Week 1 Contests

Monday, August 12th – First Legal Day of Practice for any schools playing Week 1

- No Contact
- Helmets and mouth guards are permitted
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Tuesday, August 13th – Second Legal Day of Practice for any schools playing Week 1

- No Contact
- Helmets and mouth guards are permitted
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Wednesday, August 14th – Third Legal Day of Practice for any schools playing Week 1

- Contact above the waist is permitted (form tackling)
- Helmets, mouth guards and shoulder pads are permitted
- Contact with blocking sleds and tackling dummies may begin
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Thursday, August 15th – Fourth Legal Day of Practice for any schools playing Week 1

- Contact above the waist is permitted (form tackling)
- Helmets, mouth guards and shoulder pads are permitted
- Contact with blocking sleds and tackling dummies may begin
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Friday, August 16th – Fifth Legal Day of Practice for any schools playing Week 1

- Contact above the waist is permitted (form tackling)
- Helmets, mouth guards and shoulder pads are permitted
- Contact with blocking sleds and tackling dummies may begin
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Saturday, August 17th-Sixth Legal Day of Practice for any schools playing Week 1

- Full person-to-person contact may begin
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Sunday, August 18th-

- No practice allowed

Monday, August 19th – Seventh Legal Day of Practice for any schools playing Week 1

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Tuesday, August 20th – Eighth Legal Day of Practice for any schools playing Week 1

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Wednesday, August 21st – Ninth Legal Day of Practice for any schools playing Week 1

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Thursday, August 22nd – Tenth Legal Day of Practice for any schools playing Week 1

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed
- Implementation of Scholarship Rule begins for all football playing schools

Friday, August 23rd – Eleventh Legal Day of Practice for any schools playing Week 1

- Scrimmage against another school is permissible on this date.
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Saturday, August 24th – Twelfth Legal Day of Practice for any schools playing Week 1

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Sunday, August 25th –

- No practice allowed

Monday, August 26th -Thirteenth Legal Day of Practice for any schools playing Week 1

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Tuesday, August 27th – Fourteenth Legal Day of Practice for any schools playing Week 1

- Full person-to-person contact is allowed
- One practice, four hours of total coach/athlete contact allowed; maximum of three hours of physical activity is allowed

Wednesday, August 28th - Fifteenth Legal Day of Practice for any schools playing Week 1

- First day schools are allowed to lift weights/walk-through in the morning and then have one practice, maximum of three hours after school.
- Full person-to-person contact is allowed

Thursday, August 29th -

- First Legal Playing Date for any schools playing Week 1-

(It was intended that the local school could have more than 14 days for acclimatization and the local administrator, because of heat, Labor Day, or other complicating matters, would have the choice whether to practice or not to practice.) A weekday is considered Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday.

GENERAL INFORMATION

Concussion Course Requirement-All Football Coaches, Grades 7-12

All coaches, grades 7-12 will be required to view the NFHS course, "Concussion in Sports-", prior to the first legal practice date.

Cancellation vs. Forfeiture of Football Season

The season starts with the first game. If a team does not play a game, it does not have a season and this is considered a cancellation, not a forfeiture, Per Board of Control Policy, January, 2014, the continuation of the season for a team that forfeits a regular season game shall be determined by the IHSAA administrative staff and the school's administration.

The Board of Control of the IHSAA adopted the following policy March 1, 2003: If a team forfeits a game and it is the forfeiting team's opponent's home game, the forfeiting team will play at the opponent's site the following year if it is during a 2-year scheduling time period. **NOTE:** In simple terms, the canceling team gives their opponent a game back if it was the opponent's home game the year they forfeited.

Per Board of Control Policy, January, 2017, any school that forfeits a district football contest will be ineligible for the post season.

Individual Football Game Limitations-Season

A player may not participate in more than 14 football games in any one season. Those schools that are granted permission to play a 10th varsity game to help another school have a full schedule are still limited to 14 football games for all their players. The participation in the football playoffs is permitted in addition to the 14 games.

Individual Football Game Limitations-Daily

A player may dress for no more than two games per day as the maximum, and they may not play in any part of more than five quarters in the two games. A reminder that a player may only participate in 8 quarters per week. A week is defined as Sunday through Saturday. This would count as one game toward the player's game limitation. A player's participation in one or more quarters of a game constitutes a game with the following two exceptions. One play equals one quarter.

Exception One: Once a game has reached a 35-point differential, a substitute who enters the game for the first time at that point is not required to count that game toward the 14-game limitation rule, if the game differential falls below 35 points, it still does not count toward the 14-game limitation rule; however, participation in this game does count toward the five-quarter limitation rule in which a player may not play in any part of more than five quarters in one day or a total of 8 quarters per week.

Exception Two: A player who participates in only free kick downs and scrimmage kick downs during the game is not charged with game participation as it relates to the 14-game player limitation rule; however, participation in free kicks and scrimmage kicks does count toward the five-quarter limitation rule in which a player may not play in any part of more than five quarters in one day or a total of 8 quarters per week.

Hypothetical situation: Last Friday night Team A played Team C in a varsity only game on Friday night. Todd Tharp held the ball for the place kicker in all 4 quarters of that game with Team C. Todd Tharp is not charged with a game for playing only on free kick downs and scrimmage downs, according to exception two.

Now, this week in the Friday night sophomore curtain-raiser game against Team B, Todd Tharp will be playing quarterback all 4 quarters against Team B. The question: Can Todd Tharp be the place-kick holder in the varsity game to be played afterwards?

The answer: Yes, but Todd Tharp can play in one quarter and one quarter only of the varsity contest. Playing in more than one quarter regardless of the score of the contest or playing on specialty teams only will result in Todd Tharp being an ineligible athlete, due to playing in more than 5 quarters in a day and the contest in which he played as an ineligible athlete being forfeited.

If Todd Tharp plays in two quarters of the sophomore game, he is allowed to play in three quarters of the varsity game. Yes, and it counts as one game out of the 14 he is allowed. Just a reminder, if you have a curtain raiser game and a player plays in all 4 quarters of that game, he can play in one quarter and one quarter only of the varsity contest.

Todd Tharp plays in all 4 quarters of the sophomore game prior to the varsity game for Team A. After half-time of the varsity game, Team A is ahead by 35 points and the continuous clock is in affect. Can Todd Tharp play in the varsity contest?

The answer: Yes, Todd Tharp can play in either the third quarter or the fourth quarter, but cannot play in both quarters as that would put him over the 5 quarter daily limitation.

Team Football Game Limitations- Season

A team is permitted to play a maximum of nine regular season games, unless approval is given by the Board of Control for an additional game to help a school with a scheduling conflict. All varsity regular season football games must be played by the ninth Friday of the football season (calendar week #16).

Suspended Games

In the event of inclement weather, a postponed 9th game must be played. Suspended game provisions apply to games in progress and postponed. The season ends for a playoff qualifying team when they are defeated in the postseason. **If a regular season game that has been suspended cannot be completed by the ninth Friday of the football season, that game will be considered final at the point of suspension. All necessary points will be awarded at that time.**

Scheduling of Games

No football game may be scheduled after the start of the football season without the approval of the Board of Control. Any school desiring to schedule an additional game must write to the IHSAA Office and ask for permission.

No Week 9 football game may be moved to an earlier date after the beginning of the football season (August 22, 2019) unless written permission is granted by the Iowa High School Athletic Association.

No junior varsity, sophomore, or freshman games may be played after the last varsity playing date without the approval of the Iowa High School Athletic Association.

Drones

IHSAA TOURNAMENT EVENTS OR VENUES:

The use or possession of unmanned aircraft or aerial systems (UAS), also known as drones, is prohibited for any purpose by any person or entity at any IHSAA post-season tournament events or venues. An exception to this policy may be granted in writing by the IHSAA executive director to law enforcement, public safety agencies, IHSAA media partners, or other entities or individuals.

This prohibition applies to the area above and upon all spectator areas, fields of play, courts, arenas, stadiums, mats, gym floor or pool, practice facilities, parking areas, and includes a ban on the entire facility or property being used as part of the IHSAA event.

For purposes of this policy, a UAS is any unmanned airborne device or aircraft. The IHSAA reserves the right to refuse admission to anyone possessing, operating, or attempting to operate a UAS or to request the immediate removal of any person using or attempting to use a UAS in violation of this policy.

For regular season contests, the use of drones at practices and competitions is a local school district decision.

8 Player Field Dimension Requirements

All 8 player games shall be played on the NFHS requirements of the dimensions of an 8 player field, which is 80 yards long and 40 yards wide. Those schools that share a facility with an 11 player school will need to make provisions to play on the properly marked field.

35 Point Rule- 8 Player Football Only

The 35-point differential rule is in effect for all games played in Iowa, grades 7-12. If there is a 35-point differential at the end of **the first quarter or anytime after**, the game will be continued with a running clock. Beginning with the ensuing kick-off when the 35-point differential becomes effective, the following changes, and only these changes, will be made regarding rules determining when the clock will and will not be stopped.

The clock will run continuously except for the following situations when it will be stopped:

- (1) Anytime a time-out is charged to a team;
- (2) After a score;
- (3) Intermission between first and second quarter;
- (4) Intermission between third and fourth quarter;
- (5) Administration of a penalty;
- (6) Extended injury time-out;
- (7) Anytime officials determine it is necessary for safety reasons.

Anytime the score differential gets below 35 points, regular timing procedures will be used. Please keep in mind we play the first quarter to completion with regular timing during an 8 player contest. During an 8 player contest, if the differential is 35 points or more at the end of the first quarter or anytime there is a 35-point differential during the second quarter, third quarter, or fourth quarter, the running clock procedures will be used.

35 Point Rule- 11 Player Football

(11 Player Only) The 35-point differential rule is in effect for all games played in Iowa, grades 7-12. If there is a 35-point differential at the end **of the first half or anytime after**, the game will be continued with a running clock. Beginning with the ensuing kick-off when the 35-point differential becomes effective, the following changes, and only these changes, will be made regarding rules determining when the clock will and will not be stopped.

The clock will run continuously except for the following situations when it will be stopped:

- (1) Anytime a time-out is charged to a team;
- (2) After a score;
- (3) Intermission between third and fourth quarter;
- (4) Administration of a penalty;
- (5) Extended injury time-out;
- (6) Anytime officials determine it is necessary for safety reasons.

Anytime the score differential gets below 35 points, regular timing procedures will be used. Please keep in mind we play the first half to completion with regular timing for 11 player contests. If during an 11 player contest the differential is 35 points or more at half-time or anytime there is a 35-point differential during the second half, the running clock procedures will be used.

Sub-Varsity Overtime Procedures

In junior varsity, sophomore, and freshman games, a maximum of one overtime period will be allowed. After each team has had the opportunity to play offense and defense, the game will end, regardless of the score.

Football Field Markings/Collegiate Field Use

A 4-inch-wide broken restraining line shall be placed around the outside of the field, at least 2 yards from the sidelines and end lines, as an extension of the line limiting the team box area. The line shall be 12 inches in length and occur every 24 inches.

If the field of play has a logo in the center or at any other part of the field of play, that logo should not obstruct the visibility of the required marks every five yards. A solid or shadow-bordered 4-inch-wide line is permissible. A shadow line is a line that designates the required 4-inch width by use of a border or outline lines, at least ¼-inch wide which shall lie within the 4-inch width. Shadow lines that are the natural color of the field of play are permissible. The area within these lines need not be one color, but the continuous 4-inch-wide outline must be clearly visible to the game officials.

It is permissible to use college fields with hash marks marked at the distance specified by their respective codes along with goal post width specified by their respective codes.

Advertising and/or commercial markings may be placed on the field of play by home management as long as they do not obstruct the yard lines, hash marks or nine-yard marks (seven-yard marks for nine-, eight-, and six player).

Protocols Regarding Marching Bands Playing During The Game

The pep/marching band may play during pre-game, half-time, quarter breaks, and time-outs. Once the ball has been marked ready for play by the referee (white hat) and the 25 second clock has begun, there is to be no music played by the pep/marching band, nor any artificial noise over the public address system.

Immediately after a down has finished and before the ready for play has been signaled for the next play, the band may play during that very quick interval. Pep/marching bands that violate this protocol may subject their team to penalties which could include 5 yard delay of game penalties, all the way to 15 yard unsportsmanlike penalties.

Referee Microphone and 25/40 Second Play Clocks

Microphones on referees and 25-second clocks are both permitted. IHSA permission is not needed, nor is mutual consent required. Use of a referee microphone and a 25-second clock is a host school decision. The use of electric clocks, including the 25-second clock, is considered official. The line/back judges will coordinate with the timers. The Referee shall announce the offender's number when using a microphone. All football field markings should be in compliance with NFHS rules. It is permissible to play on a field marked for collegiate games.

Visible 25/40-second play clocks are not mandatory for high school football.

Use of 25/40-second clocks is a home team management decision. Following are general guidelines for the usage of these clocks.

- (1) Placement: A visible 25/40-second play clock should be placed in EACH end zone, a safe distance off the end line and at a height so that players and officials may view them.
- (2) Operator: The visible play clock operator shall meet with the game official (BJ) prior to the game. The operator shall start the play clock on the Referee's signal and reset the clock to 25/40 on the snap of the ball or when told to by the Referee's signal (upward hand push). The operator shall keep the play clock at zero (0) if it runs out prior to the snap. If the game clock is running with less than 25 seconds in a quarter, the 25/40-second play clocks shall be turned off or not started. The 2/405-second play clocks shall operate by rule for PAT, kick-off and over-time plays.
- (3) Officials: If a school has the 25/40-second play clock, use them. The Referee may correct a timing error on the 25/40-second play clock and a new 25/40-second timing started. If any timing error occurs, the game clock and 25/40-second play clocks shall be reset and re-started by rule. If the officials cannot determine the game clock

elapsed time, a new 25/40-second play clock shall be started and the game clock shall start on the snap. If one of the play clocks becomes inoperative, BOTH will be turned off with both coaches notified. The Back Judge will then time the 25/40 seconds. The Back Judge remains the primary official for timing/operation/enforcement of the play clock.

Event*	Play Clock Starts at	Game Clock Starts at	Covering Officials' Signal	Referee's Signal
Dead Ball Inbounds	40	Running	Hand above Head	None
Dead Ball Out of Bound	40	Snap	Waves hands above head	None
Incomplete Pass	40	Snap	Waves hands in front of body	None
Team A awarded 1 st Down	40	Signal of 1 st Down	Waves hands above head	Wind the clock
Double change of Possession-Team A snaps	40	Ready for Play	Hand above head	Wind the clock

Event*	Play Clock Starts at	Game Clock Starts at	Covering Officials' Signal	Referee's Signal
Penalty Administration	25	Ready for Play	Waves hands above head	Wind the clock
Charged Team Timeout	25	Snap	Waves hands above head	Ready for Play
Injury/Helmet Off	25	Ready for Play	Waves hands above head	Wind the clock
Measurement	25	Ready for Play	Waves hands above head	Wind the clock
Change of Possession- Team B Snaps the ball	25	Snap	Waves hands above head	Ready for Play
Touchdown	25	N/A	Touchdown	Ready for Play
Try, Field Goal, Safety	25	Varies**	Varies**	Ready for Play
Start of Each Period	25	Snap	N/A	Wind the clock
Legal Kick	25	Snap	Waves hands above head	Ready for Play
Start of Overtime	25	N/A	N/A	Ready for Play
Other Administrative Stoppages ***	25	Ready	Waves hands above head	Wind the clock

*If the event does not occur in conjunction with any other event that stops the clock

**The game clock will start on the free kick by rule.

***Includes inadvertent whistle and period extension.

Issuing Football Equipment

Schools are permitted to issue football equipment prior to the opening date of practice sessions. This is one date selected by the school prior to the start of practice.

Videotaping of Opponents

Videotaping or filming is permissible in scouting your opponent during both scrimmages and regular/post season contests. It is a common courtesy that the host school shall be notified. Space for taping or filming for scouting is not required of the host school. Hand-held cameras are recommended. Patrons are allowed to videotape contests with paid admission to a contest. Tripods are not recommended to be used from spectator seating.

Game Official Jurisdiction

The game officials maintain administrative responsibilities for the contest through the completion of any required reports or correspondence in response to any action occurring while the officials have jurisdiction. The Iowa High School Athletic Association may intercede in the event of unusual incidents after the officials have signaled the end of the game or in the event that a game is terminated prior to the conclusion of regulation play.

Spring Football Meeting

A member school's football coach is permitted to have a meeting with his football squad in the Spring to discuss next year's program, hand out play books, distribute exercise sheets which he wants the players to follow to be in condition, distribute information concerning the protection of their eligibility during the summer months, and any other pertinent information that a player should have relative to the next year's season.

Coach-Athlete Contact Outside the Football Season

There may not be any mandatory football practice after the championship series and until the starting date the following August. Football coaches are allowed contact with their players beginning on June 1st.

IHSAA Post Season Football

The 2019 Playoff football will be the Spalding J5V- Advance Horween Leather #628998-performance lace (Rubberized Lace).

Game Protests Not Upheld

The Board of Control will not uphold any protest by a member school arising from any interscholastic contest involving the question of rules interpretation by any of the contest officials. This includes appeals regarding the ejection of any student-athletes.

Team Box Area Restriction Rule

Any player/athlete on the bench as a substitute or in uniform who is involved in the breaking up, participating in, or initiating a fighting incident will be automatically ejected from that contest and the PENALTY of the student athlete ejection rules will be invoked.

Coach Ejection Policy

Any coach at any level grades 7-12 who is ejected from an IHSAA sanctioned sport will be required to take the NFHS Fundamentals of Coaching elective course "Teaching and Modeling Behavior." The course must be viewed prior to being able to return and coach an interscholastic contest and the certificate of course completion must be sent to the IHSAA office. In addition, the cost of the course will be the responsibility of the individual coach. The approximate cost of the course is \$20. This mandate is in addition to missing the next regularly scheduled game/meet which is defined as the next scheduled, rescheduled, or contracted date. Coaches failing to complete the course prior to coaching in an interscholastic contest are considered ineligible coaches and forfeiture may occur.

Student-Athlete Ejection Policy

Any student-athlete at any level grades 7-12 who is ejected from an IHSAA sanctioned sport will be required to take the NFHS Fundamentals elective course "Sportsmanship- It's Up to You." The course must be viewed prior to being able to return and compete in an interscholastic contest and the certificate of course completion must be sent to the IHSAA office. There is no cost associated with taking this course. This mandate is in addition to missing the next regularly scheduled game/meet which is defined as the next scheduled, rescheduled, or contracted date. Students failing to complete the course prior to participating in an interscholastic contest are considered ineligible athletes and forfeiture may occur.

Video Guidelines For Regular Season Exchange

The Iowa Football Coaches Association feels that the exchange of game tapes is a vital part of our football program. Each year both the Iowa Football Coaches Association and the Iowa High School Athletic Association receive concerns regarding the quality and integrity of game tapes. The Iowa Football Coaches Association based, on a recommendation from the Football Playoff Advisory Committee has created the following guidelines to help with the consistency of how games are recorded and exchanged. Any issues or concerns regarding regular season film exchange need to be addressed with the Iowa Football Coaches Association. The Iowa Football Coaches Association understands and appreciates that often times volunteers and students are those that have the responsibility to videotape. Hopefully, these general guidelines will allow practice and improve consistency in the game exchange process.

General Points:

1. Close up shots are not often necessary. Zoom in on the players as the play ends to see how both teams are moving, blocking, and tackling.
2. Do not zoom out too much. The idea is to see the players, not empty grass. There is no need to see things off the football field.
3. Focus on the action. When the play starts, try to have all of the players on the screen. You should have the entire offensive backfield on one side and the entire defensive backfield on the other side.
4. Hold the camera as steady as possible and mute the sound if at all possible. Be sure that you are on "Record" or "Pause". Check this before each play.
5. Remember, more is better. It is better to stop later than too soon. The coaches can edit time, but cannot regain a play.

Special Teams: Kickoff, Punt, Field Goal & Point after Touchdown

1. Take a wide angle shot of the teams as they line up. Keep all the players in the picture before the kick.
2. After the kick, focus on the return team. Do not track the ball in the air. Simply pan back to the returner and capture the blockers and coverage as they come to him.
3. Keep the returner on one side of the screen and slowly zoom in as the players converge on the returner.

Scrimmage Plays:

1. Start to record as the offensive team breaks the huddle. Show the defensive front seven and the offensive line. Then zoom back to show the formation and any motion.
2. Running Plays- Follow the runner to include the blockers and defenders in the area as you close in on the action.

3. Passing Plays- Zoom out to include all players on the screen. The quarterback should be on one side of the screen with defenders and pass patterns on the other side of the screen. Once the ball is thrown, treat like a kick. Do not film the ball in the air, but instead follow the action on the field.
4. After the play ends, zoom in so the runner/receiver, blockers and tacklers can be seen as they unpile.
5. Film referee's preliminary signal after each penalty.
6. Film the scoreboard after each score and at the start of each quarter.

Checklist:

1. Extra batteries that are charged
2. Extension cord and battery adapter (in case the battery fails)
3. Tripod- Reminder that by IHSAA policy, tripods are not allowed in the bleachers during contests to video tape contests.

Coach-Athlete Contact ("Camps & Clinics Rule")

(36.15(6) *Summer camps and clinics and coaching contacts out of season.*

(a) School personnel, whether employed or volunteers of a member or associate-member school shall not coach that school's student athletes during the school year in the sport for which the school personnel are currently under contract or are volunteers, outside the period from the official first day of practice through the finals of tournament play, nor shall volunteer or compensated coaching personnel require students to participate in any activities outside the season of that coach's sport as a condition of participation in the coach's sport during the season.

(b) A summer team or individual camp or clinic held at a member or associate-member school facility shall not conflict with sports in season. Summertime coaching activities shall not conflict with sports in season.

(d) Penalty. A school whose volunteer or compensated coaching personnel violate this rule is ineligible to participate in a governing organization-sponsored event in that sport for one year with the violator(s) coaching.

Football Policy: The Board of Control has adopted the following policy as it relates to football camps/football clinics:

1. Camps/clinics conducted by school personnel, whether employed or volunteers, must be non contact with no player wearing protective equipment (helmets, shoulder pads etc.)
2. Practice equipment such as dummies, sleds, ropes, etc., will be allowed for use during football camps/clinics.

Mandatory Reporting Of Stats

Based on a recommendation from the Executive Board of the Iowa Football Coaches Association, head varsity football coaches are mandated to enter required statistical data at the quik stats website, www.quikstatsiowa.com. Statistical data needs to be entered by 3:00 PM on the Tuesday following the third, sixth, and ninth games of the season. For teams making the 1st round of the playoffs and continuing to the conclusion of their season, statistical data must be entered by noon the next day after each contest.

The following data is required to be reported:

- | | |
|------------------------------------------------|-----------------------------------------------------------------------|
| 1. Rushing- Attempts-Yards-TDs | 8. Punt Returns-Number-Yards-TDs |
| 2. Receptions- Number-Yards-TDs | 9. PAT-Rush/Receiving |
| 3. Passing- Attempts-Completions-Int-Yards-TDs | 10. Scoring-Rush Pts.-Rec. Pts- FG Pts.-PAT-Kick-PAT-2 pt-Return Pts. |
| 4. Punting-Attempts-Yards | 11. Tackles |
| 5. Field Goals-Made-Attempts-Long | 12. Interceptions & Return Yards |
| 6. Kicking-PAT-Attempts-Made | 13. Fumble Recoveries & Return Yards |
| 7. KO Returns-Number-Yards-TDs | 14. Touchbacks (Kickoffs) |

The penalty for failure to report on time is: **First offense**, a letter/e-mail to the head coach and athletic director from the IHSAA sport administrator giving 3 days to comply with the mandate; **Second offense**, a letter to the athletic director with a copy to the principal from the IHSAA executive director, giving 3 days to comply with the mandate. **Third offense**, IHSAA member school's expense allowances will be withheld by the IHSAA in the sport in which the third offense occurred.

Football Post Season

The UNI-Dome in Cedar Falls will be used only for semifinal and championship round contests unless the host school uses the UNI-Dome as their primary home facility.

Lightning Safety

The safety of the players and spectators is always more important than the game! Communication between game management, officials & coaches is essential for the safety of everyone.

Lightning only takes an instant to strike. You are in danger from lightning if you can hear thunder.

All thunderstorms produce lightning and are dangerous. Lightning often strikes as far as 10 miles away from rainfall. Don't wait until the last minute to seek shelter.

If thunder is heard, or cloud-to-ground lightning is seen, immediately suspend the event and instruct everyone to take shelter in a safe structure.

Have a lightning safety plan in place. Know where teams and spectators will go for safety and know how much time it will take them to get to safety. A "safe structure" is a completely enclosed building that is normally occupied or frequently used by people. The building should have plumbing and electrical wiring to help ground it from lightning. If there is no such structure available, an enclosed vehicle with a metal roof and sides is a reasonable second choice.

When a contest is suspended due to lightning, wait at least 30 minutes after hearing the last thunder before leaving safe shelter and resuming activity.

Lightning detectors are a great tool to draw one's attention to the fact that lightning is in the vicinity. Remember, even with lightning detectors, the weather should be monitored closely for lightning or thunder.

Precautions To Take In Hazardous Weather

Rule 3, Section 1, Article 5 of the National Federation Football Rule book states, "WHEN WEATHER CONDITIONS ARE CONSTRUED TO BE HAZARDOUS TO LIFE OR LIMB OF THE PARTICIPANTS, THE CREW OF OFFICIALS IS AUTHORIZED TO DELAY OR SUSPEND THE GAME." Rule 1, Section 1, Article 7 states, "The game officials shall assume authority for the contest, including penalizing unsportsmanlike acts, 30 minutes prior to the scheduled game time, or as soon thereafter as they are able to be present." Both of these rules dictate the authority of the officials, but school administrators assume the responsibility for decisions made prior to the time the officials' authority begins.

Hazardous Weather Guidelines **(Approved, September, 2007)**

The primary concern when signs of hazardous weather are present is the safety of participants and spectators. Have a safety plan for any type of hazardous weather that may occur. Practice and follow the plan. Know where people will go for safety and know how much time it will take for them to get there. Have specific guidelines for suspending the event so everyone has time to reach a place of safety before the threat becomes significant.

Suspension Or Postponement Of Contests

- I. Prior to the contest officials' assuming authority.
 - A. The home school's management shall determine whether a contest should be suspended or postponed due to severe weather.
 1. In making the decision whether or not to suspend or postpone a contest, the host management should first take into consideration the safety of the participants and spectators.
 2. Playing surface conditions should be considered and what continued use may do to the surface.
 3. If the decision is made by the host management to postpone the contest, administrators from both schools should mutually agree if, and when, to reschedule.
- II. Once the contest officials' authority begins.
 - A. Refer to NFHS playing rules, or IHSAA post-season rules, for the exact rules in each sport regarding contest officials authority to suspend the contest.
- III. Postponing the contest.
 - A. Wait a sufficient amount of time to see if the severe weather will subside.
 - B. Home management and/or contest officials shall decide whether to postpone or resume the contest.
 - C. Playing surface conditions should be considered when making this decision.
- IV. If the contest resumes.
 - A. Adequate time should be given for contestants to warm up prior to continuing play.
- V. If the contest cannot be resumed after a severe weather delay.
 - A. Administrators from both schools need to come to an agreement. The contest may be considered complete with the existing score becoming the final score, or the contest may be postponed and continued from the point of interruption, at a time mutually agreed to by both schools.
 - B. If a regular season game that has been suspended cannot be completed by the ninth Friday of the football season, that game will be considered final at the point of suspension. All necessary points will be awarded at that time.