

## 2008 Overview of BVFA Rules for TASO Officials

### **PLAYERS EQUIPMENT**

All players are required to wear helmets with an appropriate face mask and four-point chin guard, shoulder pads, and football pants equipped with a complete set of pads. All players must wear a full mouthpiece that is attached to the helmet or face mask, unless the mouthpiece is doctor prescribed. (XVI.1)

No replaceable or metal cleats shall be allowed. (XVI.1)

Place kicking tees are optional. (XVI.3)

The game jerseys must have numbers on both the front and the back. (XVI.4)

### **UNIFORM COLORS**

If two (2) teams play that normally have like uniforms, it is mandatory that the visitors differentiate for the games against each other (Jerseys). (XVII.2)

### **COACHES**

Only the Head Coach shall be allowed to discuss any game matters with an official. All Head Coaches are responsible for their parents, spectators, and anyone on their Side of the field. (XIX.2)

Anyone having direct communication with players and/or coaches from sidelines; (i.e. via headphones, electronic devices, etc.) will be considered a coach. Anyone with headphones, electronic devices, etc. must remain on sidelines between the 25 yard lines (not on the field or in the stands), excluding half-time. (XIX.5)

There shall be no use of alcohol, drugs, or tobacco, in any form, by the Coaches during any event (meetings, practices, or games) associated with the Brazos Valley Football Association activities. (XIX.9)

### **GAME RULES & REGULATIONS**

BVFA games shall be played under NCAA rules except where BVFA rules are different. (R. 1)

All games shall consist of 4 quarters lasting 8 minutes each with regulation clock. (R. 3)

Minor Division Only: One Coach per team shall be allowed on the field for the first game only. The Coach must be at least 10 yards from the ball at the time it is snapped. No verbal comments can be made by the Coach after the play has started. If a team has a bye for the first scheduled game of the season, that team's Coach and the opposing Coach shall be allowed on the field for the second game day of the season. (R. 4)

Bantam Division Only: One Coach per team shall be allowed on the field on offense and defense. The Coach must be at least 10 yards from the ball at the time it is snapped. No verbal comments can be made by the Coaches after the play has started, i.e., the ball is snapped. (R. 5)

Bantam games shall use a K-2 football. Minor & Major games shall use a TDJ football. (R.5)

Profane language and/or **trash talk** shall not be tolerated. 1<sup>st</sup> Offense is a warning to player and coach. 2<sup>nd</sup> Offense player will be removed from the game for 4 plays, 15-yard penalty, dead ball foul. 3<sup>rd</sup> Offense is ejection of player from the game, 15-yard penalty, dead ball foul. (R. 6)

No jewelry shall be worn. This is illegal equipment and there will be a 15-yard penalty. (R. 7)

**Restricted Players:** The top of a restricted player's helmet must be marked with contrasting tape in the shape of an "X" across the top (a minimum of 6" long and ¾" wide). May play guard, center, or tackle and can be the end man on either end of the line of scrimmage on offense at the time the ball is snapped, but **cannot advance the ball on offense**. May play any position on defense. May advance the ball by pass interception, fumble recovery, or cover a lateral. **Violation shall result in a 15-yard penalty and loss of down**. May attempt to punt; kick a field goal; or kick a point after touchdown. Cannot advance the ball past the scrimmage line or attempt to pass the ball. Must attempt to do what the playing position indicates (ie...no attempt to confuse the defense). **Violation shall result in a 15-yard penalty and loss of down**. A restricted player not properly marked, automatically sets out for four plays and must be properly marked before entering game. (R. 8)

**Overtime:** Tie game during Regular Season there shall be a "Sudden Death" overtime. There shall be a coin toss; visiting team's captain makes the call. Winner of coin toss shall have the opportunity to choose either an Offensive or Defensive start. The team that elects offense shall have a 1<sup>st</sup> and Goal situation from the opponent's 10 yard line and have 4 legal downs to attempt to score in any manner (i.e. touchdown or field goal). Regardless of the outcome of the first offensive attempt to score, the other team shall then be given the same situation on the same end of the field. If both teams do not score or if still tied, then the 1<sup>st</sup> and goal situation is repeated. If after 2 opportunities for each team to score, the game is still tied, the game is officially a **TIE game**. Penalties will be the same as a regular game. Extra points will be attempted after each touchdown. Defense can score same as a regular game. If there is a turnover, then the defensive becomes the offense. Time-outs- ONE (1) time-out per team in overtime. (R. 9)

Games shall be played during inclement weather and may **only be canceled by the Referee**. He will announce the decision to both Head Coaches. Games once started and then stopped due to weather or other circumstances will continue later and proceed where game was when stopped. If a game cannot be continued on the scheduled day, the Referee shall report the following to the TASO Official -- time remaining in the game, the score, the location of the ball on the field, the name of the team in possession of the ball, remaining timeouts, and the number(s) or name(s) of any players or coaches who were ejected from the game. Elected Officers and Referees will confer about cancellation during Championship play. (R. 12)

The official sideline personnel for each team shall consist of the following - five (5) coaches, one (1) water person, one (1) statistician, and one (1) camera person. (R. 13)

There will be one (1) water break per quarter called by the officials at approximately the middle of the quarter. (R. 14)

A game shall be ruled as a forfeit if one or both teams fail to take the field 30 minutes after the scheduled time of the game. The score of the game shall be 0-0 and the team that failed to show up will given a loss. If both teams fail to take the field, both teams will be given a loss. (R. 15)

The horse-collar tackle is a maneuver in which a defender tackles another player by grabbing the back-inside of an opponent's shoulder pads from behind and yanking the player down. The penalty for making a horse-collar tackle is a 15-yard personal foul. (R.16)