

Dallas Parochial League 2013 Football Rule Exceptions

DPL will play by the NCAA rules, as amended by the UIL rules, with the following variances.

Prayer: Teams will meet at midfield for a pre-game prayer to be lead by the home team.

Game Ball: Both teams are responsible for supplying their Wilson game balls to be used on offense.

Varsity: 1005 or TDY

JV: TDY or TDJ

Ball used must remain consistent throughout the drive including PAT's, punts, & FG's.

DPL logo on ball is allowed but is not required.

Game Clock: All teams (Varsity, JV, 5th) will play 4 x 10 minute quarters. Half time is 15 minutes.

Scoring:

- Touchdown = 6 pts.
- FG = 3 pts.
- X-pt kicked, Safety, returned X-pt = 2 pts.
- X-pt. Pass / run = 1 pt.

Mercy Rule: If at the beginning of the 3rd quarter, the point margin is 30 points or more, the game clock only stops for (this remains true, if the point margin goes below 30 points during the 3rd or 4th quarter – 2nd half):

- Charged Time Outs
- Injury Time Outs
- End of the quarter

<Reminder> – DPL does not require mandatory numbering for linemen or eligible receivers.

<NEW> - Targeting Foul & Penalty – If a targeting foul is called, the player who committed the foul will be disqualified from the remainder of the game (penalty).

- The player disqualified (Team, Player Number, the quarter and time, and the targeting action for the disqualification) must be reported to the Supervisor of Officials on the day the foul occurred.
- The Supervisor of Officials will report any targeting disqualifications to the DPL Athletic Director (AD). The DPL AD will review each case using the DPL policy regarding player ejections.
- The DPL AD will determine when the disqualified player may again play in a future game.

Team Area and Sideline Restrictions – Other than players, there shall be no more than 7 individuals in the team area, including coaches and trainers. All others must remain behind the back line of the team extended (6 yds from sideline).

Penalties for Team Area and Sideline Restrictions:

- 1st offense, warning to head coach.
- 2nd and each subsequent offense - **15 yards**

Overtime:

- Coin toss will determine possession.
- There will be no time-outs allowed in the overtime periods
- The ball will be placed on the 10-yard line, anywhere between the hash marks.
- Each team will have four downs to score a TD or kick a FG. Only condition under which Team A will be awarded a new set of downs is by penalty enforcement.
- If a FG is attempted and missed before 4th down, the team forfeits the remaining downs.
- If the defense returns an interception, fumble, or blocked FG for a TD, they are declared the winner.
- The defense can also return the extra point attempt for 2 points and still have an offensive opportunity.
- If tied after one overtime, then reverse the process for the second overtime.
- There will be a new coin flip before each odd numbered overtime session.

Game Day Administrative Reporting:

- All player ejections, coach unsportsmanlike conduct penalties, and any abuse of officials (verbal or physical) must be reported to the Supervisor of Officials, verbally, after the end of last game, and, in writing, by the following morning via email.

X-Man Restrictions:

X-Man will be designated by an X on his/her helmet. One axis of the X will be marked from the front of the helmet, at the facemask, running unbroken to the rear of the helmet to the neck pad. The other axis will be marked from the ear-hole on one side unbroken to the ear-hole on the other side. Any player marked with an X in any other manner will be restricted in the same manner and the number of the player reported to the Supervisor of Officials.

- The designated X-Men on offense must be positioned as down linemen. This may include the center, guards, tackles, & blocking tight ends. X-Men positioned on the offensive line in a stance with at least one hand on the ground **or** be in the beginning stance for pass blocking.
- An eligible receiver must cover all offensive X-Men on the O-Line.
- The designated X-Men on defense must be positioned as down linemen. This may include nose-guard, tackles, or ends.
- Defensive Ends may be positioned no wider than “hand-shake” distance of the outer-most offensive down-lineman.
- X-Man lined up as a kicker (punter) in a scrimmage kick (punt) formation IS NOT allowed.
 - *It is recommended that an official notify the offense if there is a violation imminent.*
 - Prior to the snap, blow the play dead, if no correction is occurring and treat as a dead ball foul with a five (5) yard penalty.
- X-Man as a kicker or holder for free kicks, including after a safety, field goal attempt, or a try IS allowed with certain restrictions.
 - Free Kicks (including after a safety) – X-man allowed to be a kicker
 - Scrimmage kick (Punt - ONLY after a safety) – X-man allowed to be a kicker
 - Scrimmage kick (field goal or try attempt) – X-man allowed to be a kicker or holder, but may not advance the ball in ANY directions in the event of a “fire drill” or play fake.
 - *Any perceived advancement results in the play being over.*

Penalties for X-Man violations:

- “X” player violations will result in a dead ball foul with a five (5) yard penalty against the team who violates the rule. *It is recommended that an official notify the offense or defense if there is a violation imminent.*
- “X” player violations which involve incorrect labeling of helmets or incorrect “X” players as per the team’s official roster will result in a \$250 fine, possible suspension of the head coach (to be the Diocesan Athletic Director’s discretion), and forfeiture of the game if applicable. (***Report these allegations to Supervisor of Officials***)