

Dallas Parochial League

Football Rules & Regulations – 2013

*The DPL uses the following as specific modifications for its football leagues. Otherwise, please refer to the NCAA rules as modified by the UIL for interpretations. All decisions on rules questions will be made final by the DPL Athletic Director.

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

Eligibility: A player must be enrolled as a full-time student at a **DPL member school**. A player from a school, which does not have a football program at that age level, may participate for another DPL member school but 1st must be approved by the league office and assigned a school to participate for. All teams must indicate the school attended by each player on its' official league roster.

Practice: *Teams may practice in an organized manner as follows:*

*1. Strength & Conditioning - shirts/shorts (running, use of weights, footballs, etc...):
No equipment (sleds, tackling dummies, etc..) are to be used during this time frame
Beginning July 1st*

2. Helmets to be issued: Beginning July 15th

*3. Contact Drills & Scrimmages: Beginning August 1st
Pads to be used no earlier than August 1st.*

Violators: \$500 fine & head coach banned from season.

*Football practices are limited to non-contact only until August 1st.

*As of August 1st up until the first day of school, teams are to be limited to 3 days of contact drills, but are unrestricted on total number of days per week that they can meet.

*As of the first day of school, teams are limited to four (4) meeting days per week, of which, no more than three (3) days can be contact workouts. Should the fourth day be utilized, it must be non-contact in nature and may include a film session.

*The "**week**" is defined as Monday through Sunday. The DPL does not limit the length of practices, but schools may at their own discretion. "Contact" is to be defined as player hitting player. The use of sleds or dummies is not considered "**contact**" for purposes of this rule, and may therefore; be incorporated into the 4th workout.

*A film session is considered a team meeting, and therefore, it does count as a meeting day. However, there is no restriction that would prohibit a combination workout followed / or preceded by film session.

*The team's game(s) are not considered a meeting day.

Electronic Devices: *The use of any kind of electronic devices (cell phones, walkie talkies, etc.....)are not permitted during DPL games.*

Officials: The DPL will provide 3 person crews of officials for each game. Should the athletic director's agree, by majority, to increase this number for play-off games, the league will expand accordingly.

Chain Crew: The designated home team will provide two volunteers and the visiting team will provide one volunteer for this duty. Chain gang members are strictly prohibited from engaging in any coaching during the game.

Equipment: Helmet, shoulder pads, thigh pads, hip pads, tail-bone pads, knee pads, approved cleats and a mouthpiece are mandatory for all players. Also, a four-point chinstrap must be worn on each helmet.

The home team will wear a dark colored jersey and the visiting team will wear a light colored jersey. Athletic Directors and Coaches should make sure to consult with the opposition prior to that weekend's games should teams have similar school colors to prevent confusion at game time. Should two teams arrive at a game with like or similar jersey colors, the offending team will be required to wear cover-ups.

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

Varsity: TDY

JV: TDY or TDJ

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

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

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

Time-Outs: Each team is allotted 3 per half.

Scoring: Touchdown = 6 pts.

FG = 3 pts.

X-pt kicked, Safety, returned X-pt = 2 pts.

X-pt. Pass / run = 1 pt.

Coaches: All teams are limited to a maximum of seven coaches per team. These coaches must remain between the 25 yard lines. Also, these coaches should be dressed in a uniform manner which identifies them as coaches.

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**

Weight Restrictions:

Varsity: (5-8 grade) Players weighing 140.1 lbs or above will wear an "X" on the back of their helmet & play on the line of scrimmage.

JV-6th grade Players weighing 110.1 lbs or above will wear an "X" on the back of their helmet & play on the line of scrimmage.

JV-5th grade Players weighing 100.1 lbs or above will wear an "X" on the back of their helmet & play on the line of scrimmage.

A 2nd weigh-in for football will be held at the midway point of the season. The new weights will be in effect beginning with the next game scheduled for that team. A "2 pound" increase in weight over the weight limit for each division (140 for varsity, 110 for 6th grade and 100 for 5th grade) will be given at the 2nd weigh-in.

Players weighing 5 pounds under the weight limit and up to the weight limit (on the original weigh-in day) for each division will be required to attend the 2nd weigh-in. A list of those players will be sent to the schools prior to the 2nd weigh-in.

Those players that were over the limits on the original weigh-in day may choose to weigh-in again to see if they now qualify to play one of the non-X man positions.

Players that fail to be weighed on the 2nd weigh-in will be required to have an X placed on their helmets for the remainder of the season.

Players that are designated as "X" men, must have an X placed on their helmets. The X must be in a color that is a direct contrast to the color of their helmet and must be large enough so that it is visible from all sides by the officiating crew.

X-Man Restrictions:

The designated X-Men on offense must be positioned as down linemen. This may include the center, guards, tackles, & blocking tight ends. The term "down lineman" here is sufficient. This allows for a pass blocking technique to be used where the lineman never goes to a 3-point stance, but rather has his elbows resting on his knees.

An eligible receiver must cover all offensive X-Men on the O-Line. An "X" man can be in the "tight end" position, occupying the 3rd spot from the snapper and adjacent to the 2nd position from the snapper. He still must have another player anywhere on the line between him and the sideline.

The designated X-Men on defense must be positioned as down linemen with at least one hand touching the ground at the snap. 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.

An X-man cannot line up in the backfield on any play where there is a snap. He can only kick during a free kick (kickoff) after touchdown, safety, or field goal.

Penalties for X-Man violations:

*"X" player violations off the line of scrimmage will result in a dead ball foul with a five (5) yard penalty against the team who violates the rule. *"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.

Rosters: Each team must produce a roster at the official Weigh-In. The players' weights will then be documented. All rosters will be considered complete when they have the following:

1. School Name & Division
2. Player's Name, Grade Level, Jersey #, Weight, School Attended
3. A.D.'s Signature

Copies of each team's roster will be kept on file at the league office. Coaches may request, via e-mail, and opponent's roster prior to any game. The requested roster will be faxed within 24 hours.

Overtime:

- *Coin toss will determine possession.
- *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.
- *If a FG is attempted and missed before fourth 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, the process will be reversed for the second overtime.
- *There will be a new coin flip before each odd numbered overtime session.
- *After the 3rd overtime, teams will be required to kick the extra pt after a touchdown.
- *There will be no time-outs allowed in the overtime periods.

Season Tiebreakers:

1. Head to head competition
2. Better record vs common opponents
3. Coin Flip