

**2026 UIL Exceptions to NCAA Football Rules  
2026-27 School Year**

*The numbering of the exceptions has been altered as necessary to maintain sequential numbering consistent with the NCAA Football Rule Book. Other changed or altered items are identified by a shaded background.*

1. In all instances where “NCAA Sanctions” appears, UIL rules will govern. **The UIL Exceptions to NCAA Football Rules apply to respective and applicable NCAA Approved Rulings and Interpretations.**
2. 1-1-1-a. The game shall be played between two teams of not more than 11 players each, on a rectangular field and with an inflated ball having the shape of a prolate spheroid.

**EXCEPTION: 1-1-1-a. Change to read: “The game shall be played between two teams of not more than 11 players each in UIL Eleven Man Games – not more than six players each in UIL Six Man Games – on a rectangular field and with an inflated ball having the shape of a prolate spheroid. (Note – additional UIL EXCEPTIONS to NCAA Football Rules are addressed in the UIL (Texas) Six Man Football Rules Exceptions found in the UIL Football Handbook).**

3. 1-1-7-a, b & c
  - a. NCAA member institutions and affiliated officiating organizations shall conduct all contests under the official football-playing rules of the Association.
  - b. NCAA-affiliated officiating organizations shall use the current Football Officials Manual published under the jurisdiction of the College Football Officiating, LLC (CFO).
  - c. NCAA member institutions and affiliated officiating organizations not complying with NCAA football-playing rules are subject to sanctions (See appropriate divisional NCAA Manual).

**EXCEPTION: 1-1-7-a, b, c. Does not apply to UIL games.**

4. 1-2-1-b. Twenty-four-inch short yard-line extensions, four inches inside the sidelines and at the inbounds lines, are mandatory; and all yard lines shall be four inches from the sidelines (Rule 2-12-6).

**EXCEPTION: 1-2-1-b. Change “mandatory” to “recommended.”**

5. 1-2-1-c. A solid white area between the sideline and the coaching line is mandatory.

**EXCEPTION: 1-2-1-c. Change “mandatory” to “recommended.”**

6. 1-2-3-a. Limit lines shall be marked with 12-inch lines and at 24-inch intervals 12 feet outside the sidelines and the end lines, except in stadiums where total field surface does not permit. In these stadiums, the limit lines shall not be less than six feet from the sidelines and end lines. Limit lines shall be 4 inches in width and may be yellow. Limit lines designating team areas shall be solid lines.

**EXCEPTION: 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.”**

7. 1-2-4-b. The team area shall be limited to squad members in full uniform (see Appendix D) and a maximum of 60 other individuals directly involved in the game. All persons in the team area are subject to the rules and are governed by decisions of the officials (Rule 1-1-6). The 60 individuals not in full uniform shall wear special team area credentials numbered 1 through 60. No other credential is valid for the team area.

**EXCEPTION: 1-2-4-b. Limit of 60 individuals not in full uniform is waived for UIL games.**

8. 1-2-5-a. Each goal shall consist of two white or yellow uprights extending at least 30 feet above the ground with a connecting white or yellow horizontal crossbar, the top of which is 10 feet above the ground. The inside of the uprights and crossbar shall be in the same vertical plane as the inside edge of the end line. Each goal is out of bounds (see Appendix D).

**EXCEPTION: 1-2-5-a. Add: “In UIL games 30 foot uprights are recommended, 20 foot uprights are mandatory.”**

9. 1-2-5-b. Above the crossbar, the uprights shall be white or yellow and 18 feet, six inches apart inside to inside.

**EXCEPTION: 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.)”**

10. 1-2-6. Soft, flexible four-sided pylons 4 inches by 4 inches with an overall height of 18 inches, which may include a 2-inch space between the bottom of the pylon and the ground, are required. They shall be red or orange in color. One manufacturer’s logo or trademark is permitted on each pylon. Institutional logos, conference logos and the name/commercial logo of the sponsor of postseason games are also allowed. Any such marking may not extend more than 3 inches on any side. They are placed at the inside corners of the eight intersections of the sidelines with the goal lines and end lines. The pylons marking the intersections of the end lines and hash marks extended shall be placed three feet off the end lines.

**EXCEPTION: 1-2-6 Add: “The use of 12 pylons is recommended, but 8 pylons, placed at the inside corners of the four intersections of the sidelines with the goal lines and end lines of each end zone is mandatory.”**

11. 1-3-1-j & k

j. Professional football league logos are prohibited.

k. Advertising is prohibited on the ball [**Exceptions:** (1) Ball manufacturer’s name or logo, (2) institutional logo, (3) conference logo, and (4) AFCA logo].

**EXCEPTION: 1-3-1-j & k Do not apply to UIL games.**

12. 1-3-2-a. The game officials shall test and be sole judge of not more than ten balls offered for play by each team before and during the game. The game officials may approve additional balls if warranted by conditions.

**EXCEPTION: 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.**

13. 1-3-2-g. When the ball becomes dead in a side zone, is unfit for play, is subject to measurement in a side zone or is inaccessible, a replacement ball shall be obtained from a ball person (A.R. 1-3-2-I).

**EXCEPTION: 1-3-2-g. Add: “(if balls are available and ball persons are being used).”**

14. 1-4-2-d. When a player enters the game after changing their jersey number or with a different number than on the game day roster, the player must report to the referee. The officiating crew informs the opposing head coach and the referee announces the change. A player who enters the game after changing their number or with a different number than is on the game day roster and does not report commits a foul for unsportsmanlike conduct [S27].(A.R.1-4-2-I)

**EXCEPTION: 1-4-2-d. Delete: “or with a different number than on the game day roster” from the first and last sentence.**

**EXCEPTION: 1-4-2-d. Add: “(Note: For UIL games, the announcement of the change is dependent upon whether a Referee microphone is being utilized.)”.**

15. 1-4-4-a-2. Helmets for all players of a team must be of the same color and design.

**EXCEPTION: 1-4-4-a-2. One or more players may wear a Guardian Cap provided it is the same color as is the helmets of their teammates. A covering may be worn over the Guardian Cap to make the cap the same color as the other helmets. Logos or numbers are not required on Guardian Caps or Guardian Cap Covers.**

16. 1-4-4-h. Players of a team must wear socks or leg coverings that are identical in color and design (*Exceptions:* Unaltered knee braces, tape or a bandage to protect or prevent an injury, and barefoot kickers).

**EXCEPTION: 1-4-4-h. Add: “(EXCEPTION: Any player may wear white sweat socks in lieu of socks or leg coverings that are identical in color and design worn by teammates.)”**

17. 1-4-5-a-2

a. *Design*

2. Other than the player’s number, the jersey may only contain:

Player’s name (or, as authorized by the institution or conference, other names/words intended to celebrate or memorialize persons, events, or other causes on the back of the jersey where the player name is traditionally located. The names/words may vary by team member.);

School name

City and/or state of the institution

Mascot name

NCAA logo

Sleeve stripes

Logo for school, conference, mascot, post-season game, memorial, the military

Graduate or Academic Recognition as part of an institutional or conference logo

The letter “C” to identify a Team Captain

American flag

State flag

Permissive for the 2019 season only: College Football 150<sup>th</sup> Anniversary Mark.

**EXCEPTION: 1-4-5-a-2. Delete all of item 2 and replace with the following:**

**2. Other than the player’s number, the jersey may only contain:**

**Player’s name, or, words that reflect positive values, such as “Honor”, “Integrity”, “Courage”, etc., substituted for the player’s name on the back of the jersey (by local district approval)**

**School name**

**City and/or state of the institution**

**Mascot name**

**UIL Logo**

**Sleeve stripes**

**Logo for school, conference, mascot, post-season game, memorial, the military**

**Team slogan/acronym (by local district approval)**

**The letter “C” to identify a Team Captain**

**American flag**

**State flag**

18. 1-4-5-b

b. *Color*

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

2. 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.

3. If the home team wears colored jerseys, the visiting team may also wear colored jerseys, if and only if the following conditions have been satisfied
  - a. The home team has agreed in writing prior to the game; and
  - b. The conference of the home team certifies that the jersey of the visiting team is of a contrasting color.
4. If on the kickoff at the start of each half, if either team wears a colored jersey in violation of the conditions specified in paragraph 3, it is a foul for unsportsmanlike conduct.

**PENALTY:** Administer as a dead-ball foul. 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the home team. [S27]. In addition, Officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn, or a foul for delay of the game if all timeouts have been used.

**EXCEPTION: Change 1-4-5-b to read:**

***b. Color***

1. **Players of opposing teams shall wear jerseys of contrasting colors. Players on the same team shall wear jerseys of the same color and design.**
2. **It is suggested the visiting team wear white jerseys, however, light colored jerseys, instead of white, are acceptable if jersey colors of the teams are obviously contrasting colors with clearly visible numbers. The home team may wear white jerseys if the teams have agreed in writing prior to the game.**
3. **If the home team wears colored jerseys, the visiting team may also wear colored jerseys if the jerseys are of contrasting colors and are agreed upon in writing by the home team head coach prior to the game. A “light colored” jersey (in lieu of a white jersey as per paragraph 2) worn by the visiting team does not require home team coach agreement provided the jersey is of contrasting color to the home team’s jerseys.**
4. **If on the kickoff at the start of each half, the home team wears white jerseys without agreement in violation specified in paragraph 2, or the visiting team wears a colored jersey (other than a contrasting light color) in violation specified in paragraph 3, it is a foul for unsportsmanlike conduct.**

**PENALTY:** Administer as a dead-ball foul. 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the offended team. [S27]. In addition, officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn, or a foul for delay of the game if all timeouts have been used. *(Note – if there is a disagreement on whether jersey colors were agreed upon [home team wearing white jerseys per paragraph 2, or visiting team wearing colored – other than “light colored” – jerseys per paragraph 3], the offending team can avoid penalty(ies) by producing proof of the written agreement prior to the scheduled opening kickoff. At the opening kickoff, if the offended team head coach agrees to the jersey colors worn on opening kickoff, those jersey colors are considered legal for the remainder of the game.)*

19. 1-4-5-c-1&2

***c. Numerals***

1. The jersey must have clearly visible, permanent Arabic numerals measuring at least 8 and 10 inches in height front and back, respectively, of a color which itself is clearly in distinct contrast with the color of the jersey, irrespective of any border around the number.
2. Teams wearing jerseys/numerals that do not conform to this rule will be asked to change into legal jerseys before the game and before the start of the second half. On the kickoff at the start of each half, if a team wears a jersey in violation of the conditions specified in paragraph 1, it is a foul for unsportsmanlike conduct.

**PENALTY—**Administer as a dead-ball foul. 15 yards at the succeeding spot following the kickoff. If the kickoff is returned for a touchdown, the penalty is assessed either on the try or on the succeeding kickoff, at the option of the home team. [S27] In addition, Officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn, or a foul for delay of the game if all timeouts have been used. (A. R. 1-4-5-I)

**EXCEPTION: Add the following note to 1-4-5-c-PENALTY:**

*(Note – Numerals must be “clearly visible” on the field and from press box level – i.e., coaches, media, etc., can clearly see the numerals from the press box, and the numerals are clearly visible on film. Although the terms “clearly visible” and “distinct contrast with the color of the jersey” are subject to interpretation, the penalty for non-compliance of this rule is expected to be strictly enforced as written at the varsity level. To prevent inconsistency in applying this rule, questionable jerseys (photos) should be submitted to TASO for a decision as to whether the jersey numerals are legal. Once the numerals are certified as meeting the criteria as contrasting in color with the jersey color, the jerseys may be worn during the season without penalty.)*

20. 1-4-6-a-1. *Towels and Hand Warmers.* 1. Solid white towels no smaller than 4” X 12” and no larger than 6” X 12” with no words, symbols, letters, or numbers. Towels may bear the team logo. They may also contain a single manufacturer’s or distributor’s normal label or trademark not to exceed 2-1/4 square inches in area. Towels that are not solid white are not permitted.

**EXCEPTION: 1-4-6-a-1. Exception: For UIL games, towels may be of school color and may contain school name, school initials and/or mascot insignia. Towels may not contain numbers.**

21. 1-4-6-c *Eye shields.* Eye shields must be clear, not tinted, and made from molded or rigid material. Eyeglasses and goggles also must be clear and not tinted. No medical exceptions are allowed. A manufacturer may submit a “nearly clear” eye shield without mirroring or reflective effects for review to the NCAA Football Rules Committee by May 1 for the upcoming year. Neither the NCAA nor the committee certifies the safety of the eye shield.

**EXCEPTION: 1-4-6-c. DELETE the sentence that states: “No medical exceptions are allowed.”**

**ADD: “Exception: A player(s) is permitted to participate in UIL games wearing tinted eyeglasses or goggles, if the player has been issued a current season UIL Medical Exemption Form that allows for his/her participation wearing tinted eyeglasses or goggles. Prior to the start of each game in which the player will potentially participate wearing tinted eyeglasses or goggles, the Head Coach must present to the Referee of the game a copy of the properly completed UIL Medical Exemption Form that allows for the player’s participation with tinted eyeglasses or goggles. Once the game begins, no player may participate wearing tinted eyeglasses or goggles unless the coach has presented the UIL Medical Exemption Form to the Referee prior to the start of the game. (Note: The exemption applies only to tinted eyeglasses or goggles – tinted eye shields are prohibited and medical exceptions are not allowed for tinted eye shields. Exception - any NCAA approved eye shields submitted by May 1 for upcoming year will be considered for approval by the UIL)”**

22. 1-4-8-a. No player wearing illegal equipment or failing to wear mandatory equipment shall be permitted to play, (Exception: Rule 1-4-5-b and c).

**EXCEPTION: 1-4-8-a. Add: “Exception: Players are allowed to wear Elastic Ankle Coverings/Spats in UIL games.”**

23. 1-4-11-a-Exception 3: Standard tablets for in-game video only is permissive for all football playing subdivisions and are subject to the following guidelines:
- Tablets shall be restricted to “in game video” (current game) and may not include analytics, data or data access capability or any other communications access. No other video is allowed (e.g., scouting video, practice video, etc.).
  - Tablets may be used in the coaches’ booth, sideline, and locker room Tablets may not be interconnected to other devices to project larger/additional images except for in the locker room during halftime intermission.
  - Video may include a coach’s sideline, a coach’s endzone, and a program feed per play from the current game only and may also display game circumstances including down, distance, time, quarter, play-number, and score.
  - A team may have up to 18 standard tablets active, and all team personnel may view the tablets.

- Team personnel engaging an official with a tablet to show or review video is guilty of an automatic Unsportsmanlike Conduct foul.
- A conference may develop a policy to provide guidance in handling situations dealing with tablet failure. (See Appendix I).

**EXCEPTION: Delete all items in 1-4-11-a-Exceptions 3 and replace with the following UIL technology policy:**

**Teams are allowed to use video & data technology (computers, tablets, I-Pads, smart phones, etc) during the game and during half time intermission. The use of the technology is limited to the coaching booths and locker rooms – no sideline or team area use is allowed during the game. The game officials will not be responsible for enforcement of restricted sideline use, but the officials are expected to report any known or suspected violation of this rule in their game report to the UIL. In addition, if any player, coach, or team personnel approaches an official with any video technology to review or view video during the game will result in an automatic Unsportsmanlike Conduct foul.**

*(Note: NO technology is allowed on the sideline or in the team area. Violations will follow UIL protocols of being sent to the DEC, with the possibility of game forfeiture. As stated above, the game officials are not responsible for compliance with this rule other than reporting any known or suspected violation).*

24. 1-4-11-b. **Exception:** Coach-to-player communications through the helmet is permissive for the Football Bowl Subdivision (FBS) and the Football Championship Subdivision (FCS) based on the following:

Only one (1) player may be on the field per team at a time with radio receiving capability and the player must be identified by an unbranded green dot on the back midline of the helmet.

Coach-to-player communications will be shut off when the play clock reaches 15 seconds or at the snap, whichever comes first, and will remain off throughout the down. When the play clock is reset to 25/40, the communications will be restored. If more than one green dot helmet per team is detected on the field by the game officials, the result is a live ball 5-yard equipment violation penalty, and this penalty initiates a conference review.

On free kick plays, the coach-to-player communications will not be in effect. There is no limitation to the number of green dot helmets for either team during free kick plays.

A conference may develop a policy to provide guidance in handling situations dealing with communications failure (See Appendix I). (Coach-to-player communications will be permissive for DII and DIII for the 2026 season).

**EXCEPTION: Delete 1-4-11-b-Exception entirely and replace with the following UIL Exception:**

**Wearable Technologies: Coach-to-player communication through one-way Wearable Technology is permissive for UIL football games. Teams may use wearable technology such as watches, wristbands, and belt-packs to communicate in game calls only. There will be no limit on the number of student-athletes that can wear a wearable technology device during competition; there will be no cut-off on the flow of data from coach-to-player. Coach-to-player communication may only take place with one-way wearable technology.**

*(Note: Other than the actual wearable device on the student-athlete, the use of technology is limited to the coaching booths and locker rooms – no sideline or team area use is allowed during the game. Transmission of play calls from the coach to the player shall be made from the press box ONLY. The game officials will not be responsible for enforcement of restricted sideline use, but the officials are*

*expected to report any known or suspected violation of this rule in their game report to the UIL. Violations will follow UIL protocols of being sent to the DEC, with the possibility of game forfeiture.)*

25. 1-4-11-c-3. Media communication equipment, including cameras, sound devices, computers and microphones, is prohibited on or above the field, or in or above the team area (Rule 2-31-1). **Exceptions:**  
3. A camera, with no audio component, may be attached to the cap of any official with prior approval of the conference and the participating institutions.

**EXCEPTION: Change 1-4-11-c-3 to read:**

**“A camera, with no audio component, may be attached to the cap of any official with prior approval of the official, the UIL, and the participating institutions.”**

26. 1-4-11-d. Drones are not allowed over the field or the team area when squad members are present within the playing enclosure. Outside the limit lines, game management (or conference policy) will govern drone activity. This governance will include all federal, state, and local laws including campus policy where appropriate.

**EXCEPTION: Change “or conference policy” to read “or UIL policy”**

27. 1-4-13-a. A microphone is mandatory for the referee to be used for all game announcements. It is strongly recommended that it be a lapel-type microphone. The microphone must be controlled by the referee. It may not be open at other times. Microphones on other officials are prohibited.

**EXCEPTION: 1-4-13-a. In the first sentence, change “mandatory” to “recommended”.**

***(Note: This exception only removes the mandatory requirement to provide a referee’s microphone – the other provisions of the rule remain as written in the NCAA Rule Book. If a referee’s microphone is provided, the announcement of a player’s number who has committed a foul is considered to be part of “game announcements” and is not prohibited by NCAA rule or by UIL exception.)***

28. 2-16-4-a & b  
a. A field goal place kick is a kick by a player of the team in possession while the ball is controlled on the ground by a teammate.

**EXCEPTION: 2-16-4-a. Change to read: A field goal place kick is a kick by a player of the team in possession while the ball is controlled on the ground or a tee by a teammate.**

b. A tee is a device that elevates the ball for kicking purposes. It may not elevate the ball’s lowest point more than one inch above the ground (A.R. 2-16-4-I). If utilized, a tee must be in contact with the ball for the kick to be legal.

**EXCEPTION: 2-16-4-b. Change the second sentence to read: It may not elevate the ball’s lowest point more than two inches above the ground (A.R. 2-16-4-I).**

29. 2-16-11-i  
i. The kick must be a field goal place kick with a holder (no tee) or a drop-kick, and if the kick passes over the crossbar and through the uprights, a field goal is scored and 3 points are awarded to the kicking team.

**EXCEPTION: 2-16-11-i. Delete “(no tee)” from the sentence. *UIL note – although a tee is optional, a holder is required unless the kick is a drop kick.***

30. 2-27-12  
a. *Disqualified Player:*  
1. A disqualified player is one who is declared ineligible for further participation in the game and is allowed to remain in the team area.  
2. A player serving a first-half suspension due to his disqualification in the team’s previous game may participate

in pre-game warm-up activities. During the first half he may remain in the team area but may not participate in the first half of the game.

b. *Ejected Player:*

1. An ejected player is one who is declared ineligible for further participation in the game and is not allowed to remain in the team area. This player must leave the playing enclosure under the escort of team personnel before the next play after his ejection. He must remain out of view of the field of play under team supervision for the duration of the game.

2. A player serving a first-half suspension due to his ejection in the team's previous game may participate in pre-game warm-up activities. During the first half he must remain out of view of the field of play under team supervision.

**EXCEPTION: 2-27-12. Delete Article 12 in its entirety and replace with the following: "In UIL games, the term "disqualified player" is used interchangeably with "ejected player". A disqualified/ejected player is one who is declared ineligible for further participation in the game. A disqualified/ejected player is not required to leave the team area. Participation in any future game is governed by the UIL Constitution And Contest Rules, Subchapter C, Athletics SECTION 1208 (I) (5) (A): Player Ejection. Any player ejected from a contest is subject to an automatic penalty. The automatic penalty for such an ejection is as follows:**

**(A) Football. Ejected player misses the rest of the game in which they were ejected plus the first half of the following game.**

*(Exception: Disqualification/ejection as a result of a targeting foul does not automatically require the player to miss the first half of the following game.)"*

31. 2-29-1. The game clock is any device under the direction of the appropriate official used to time the 60 minutes of the game.

**EXCEPTION: 2-29-1. Change '60' to '48'.**

32. 2-29-2. Each stadium shall have a visual play clock at each end of the playing enclosure. The play clock must be capable of counting down from both 40 seconds and 25 seconds. It should automatically default to 40 seconds and start immediately upon being reset by the play-clock operator when any official signals that the ball is dead after a play.

**EXCEPTION: 2-29-2. At the beginning of the first sentence, add the following: "It is recommended that" .....and delete the word 'shall'. (Note: Visual play clocks are not mandatory, but if visual play clocks are available and operated, they must be capable of counting down from both 40 seconds and 25 seconds).**

33. 3-1-1

a. *Pregame Warmup.* Prior to regular season games, teams may have access to the field for pregame warm-ups until at least 22 minutes before the opening kickoff. This may be altered in advance through written mutual agreement of the teams. Game management personnel are responsible for administering this rule.

b. When any Squad Member enters the playing enclosure prior to the officials escorting the captains out for the coin toss, the head coach or an assistant coach from that team must be present on the field.

c. When Squad Members are present within the playing enclosure subsequent to the officials' jurisdiction, they must be wearing their jerseys or have their numerals readily visible. Any player without their numeral readily visible must leave the playing enclosure.

d. Each half shall start with a kickoff.

e. Three minutes before the scheduled starting time, the referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. Before the second half, the referee will obtain the teams' second-half options.

f. During the coin toss, each team shall remain in the area between the nine yard marks and its sideline or in the team area. The coin toss begins when the field captains leave the nine-yard marks and ends when the captains return to the nine-yard marks.

**EXCEPTION: 3-1-1-a, b & c: Items “a” do not apply to UIL games**

**EXCEPTION: 3-1-1-e: Replace item “e” with the following: “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. Before the second half, the referee will obtain the teams’ second-half options.”**

34. 3-1-3. The NCAA tiebreaker system will be used when a game is tied after four periods. NCAA football-playing rules apply, with the following exceptions:

**EXCEPTION: 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”. “Exception – in district games in which the referee has been informed before the game that the game will be played using the UIL “positive points” tie breaking criteria, the scoring team may elect to play the try down after scoring a touchdown during an extra period. 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 without the snap of the ball being required.**

35. 3-1-3-b.

b. The officials will escort the captains (Rule 3-1-1) to the center of the field for the coin toss. The referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. The winner of the toss may not defer the choice and 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 possession series.
2. Which end of the field shall be used for both possession series of that overtime period. The officials will escort the captains (Rule 3-1-1) to the center of the field for the coin toss.

**EXCEPTION: 3-1-3-b. Change the first paragraph to read: “In overtime the officials will escort the head coaches to the center of the field for the coin toss. The referee shall toss a coin at midfield in the presence of the head coach of each team and another game official, first designating the head coach of the visiting team to call the coin toss. The winner of the toss may not defer the choice and shall choose one of the following options:”**

36. 3-2-1

The total playing time in a collegiate game shall be 60 minutes, divided into four periods of 15 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half) (*Exception:* A one-minute intermission between the first and second and the third and fourth periods may be extended for radio and television timeouts).

- a. No period shall end until the ball is dead and the referee declares the period ended [S14].
- b. The intermission between halves shall be 20 minutes, unless shortened before the game by mutual agreement of the administrations of both schools. Immediately after the second period ends, the referee should begin the intermission by signaling to start the game clock [S2].
- c. At the end of the first half, after the teams have left the field and the Referee has: (1) Cleared the final play with the on-field crew; (2) Cleared the final play with the instant replay official; and (3) There is no head coach instant replay challenge, the Referee will declare the first half ended. After the Referee declares the first half ended, there shall be no additional replay reviews from the previous play (*Exception:* For games in which Instant Replay is not used, a halftime targeting video review as outlined in the penalty section of Rule 9-1-3 and 9-1-4 may be completed).
- d. Game management will determine the timing of halftime activities. The field will be available to squad members no later than three minutes prior to the second half kickoff. When any Squad Member enters the playing enclosure during the halftime intermission, a staff member from that team must be present on the field. If kickers or other squad members come onto the playing enclosure before the field is available, their activities must be confined to the team area. All team personnel will be respectful of

scheduled halftime activities, and all kicks must be into the practice kicking nets until the field is available

**EXCEPTION: 3-2-1. Change to read as follows:**

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*).

- a. No period shall end until the ball is dead and the referee declares the period ended [S14].
- b. The intermission between halves, which begins when the field is clear of all players and coaches, shall be a maximum of 28 minutes for regular season games and 24 minutes for post-season games. The intermission between halves for post-season games may be 28 minutes if mutually agreed upon by both schools. [S2]
- c. Add UIL Note: (*Note – although this rule references NCAA Replay and NCAA Replay procedures, the basic principle of the rule applies to the UIL game, i.e., once the Referee has declared the first half ended, rule decisions are final*)
- d. Halftime of State Championship games shall be 24 minutes. [S2]

37. 3-2-4-c

c. *25-Second Clock.* If the officials signal the game clock to be stopped for any of the following reasons, the referee shall signal (one open palm in an over-the-head pumping motion) that the clock should be set at 25 seconds:

1. Penalty administration
2. Charged team timeout
3. Two-Minute Timeout
4. Media Timeout
5. Injury timeout for a player of the offensive team only. The play clock is set to 40 seconds for an injury to a player of the defensive team except after a charged team timeout or when the game is stopped for the Two-Minute Timeout
6. Measurement
7. Team B is awarded a first down other than a free kick.
8. After a kick down other than a free kick.
9. Score other than a touchdown (not the try).
10. Start of each period
11. Start of team's possession series in an extra period
12. Instant replay review. (*Exception: After the Two-Minute Timeout in the 2nd or 4th quarters, when the Replay Official stops the game for review, the play clock will be frozen at that point and if the ruling is upheld, it will be restarted following the review when the ball is made ready for play by the Referee's signal. If the play clock displays less than 10 seconds when it is frozen, it will be reset to 10 seconds and started when the ball is made ready for play by the Referee's signal.*)
13. Other administrative stoppage
14. An offensive team player's helmet comes completely off through play. The clock is set to 40 seconds if the helmet comes completely off a player of the defensive team except after a charged team timeout or when the game is stopped for the Two-Minute Timeout.

**EXCEPTION: 3-2-4-c**

**Change #7 to read: "Team B is awarded a first down"**

**Change #8 to read: "After a kick down"**

**Change #9 to read: "Score"**

38. 3-3-2-d-2. *Starts on the Snap.* For each of the following, the game clock is stopped on an official's signal. If the next play begins with a snap, the game clock will start on the snap:

2. A Team A ball carrier, fumble or backward pass is ruled out of bounds anytime after the Two-Minute Timeout in the 2<sup>nd</sup> or 4<sup>th</sup> quarter. (*Exception: After a Team A forward fumble, the clock starts on the referee's signal.*)

**EXCEPTION: Change 3-3-2-d-2 to read: "A Team A ball carrier, fumble or backward pass is ruled out of bounds. (Exception: After a Team A forward fumble, the clock starts on the referee's**

signal.)”

39. 3-3-2-e-1 & 3. *Starts on the Referee’s Signal*. For each of the following reasons, the game clock is stopped on an official’s signal. If the next play begins with a snap, the game clock will start on the referee’s signal:
1. Team A is awarded a first down, either through play or by penalty anytime after the Two-Minute Timeout in the 2nd or 4th quarters.

**EXCEPTION: Change 3-3-2-e-1 to read: “Team A is awarded a first down, either through play or by penalty.”**

3. A Team A ball carrier, fumble or backward pass is ruled out of bounds before the Two-Minute Timeout in the 2<sup>nd</sup> or 4<sup>th</sup> quarters.

**EXCEPTION: Delete 3-3-2-e-3**

40. 3-3-3-c. If a game is suspended under Rules 3-3-3-a and b before the end of the fourth period and cannot be resumed, there are four possible options:
1. Resume the game at a later date;
  2. Terminate the game with a determined final score;
  3. Forfeit of the game; or
  4. Declare a no contest.

The option that takes effect shall be determined by conference policy if both institutions are members of the same conference. In non-conference competition, the directors of athletics at the participating institutions or their designees, in consultation with the coaches, must agree on one of the four options. This agreement will include the final score if the game is terminated (Rule 8-1-2). In the event that the directors of athletics do not reach an agreement, the conference policy of the home team shall be used to determine the outcome.

**EXCEPTION: 3-3-3-c: Delete the last paragraph in its entirety and replace with the following paragraph:**

- **For non-district games:** If a non-district game is suspended at any point, both schools are expected to make a good faith effort to resume and complete the contest at the earliest mutually agreeable time, preferably the next calendar day. As a reminder, games are always restarted at the point of suspension.
  - Any game that does not reach halftime and cannot be continued for any reason shall be declared a **no contest**.
  - A non-district varsity football game that has progressed **beyond halftime** (i.e., the third quarter has begun) shall be considered an official contest. If both teams have made a good faith effort to complete the game and have not been able to finish the game or mutually agree to end the game at the point of suspension, the game shall be declared final with the score at the time of suspension. No team can be forced to play after Saturday.
  - Failure to make a good faith effort to resume a suspended contest may be subject to review by the UIL with a range of penalties to apply.
- **Guiding Considerations:**
  - Student-athletes prepare year-round for a limited number of contests; every reasonable effort should be made to complete the game.
  - Games originally scheduled for Saturday that are interrupted may have limited opportunities for resumption.
  - Significant travel distances for one participating team may limit the feasibility of resuming a suspended non-district game.
  - Non-district games immediately preceding district play may present scheduling constraints that require flexibility and understanding from all parties.
  - It is expected that administrators and coaches work within the above framework and spirit of the guiding considerations when making decisions related to games that are suspended or postponed.

- Administrators and coaches should consult Section 1204 (j) of the UIL Constitution and Contest Rules for guidance related to paying officials for games that are postponed or cancelled.
- For District games, DEC policy will determine district policy for suspended games. The UIL strongly recommends that each DEC adopt policies that emphasize completing all district contests to preserve the integrity of district standings and ensure competitive equity.

41. 3-3-5-a & b. Two-Minute Timeout

a. When the game clock is running and the ball is not live, the Referee shall stop the clock with exactly two minutes remaining in the second and fourth quarters for a Two-Minute Timeout. If the ball is live when the game clock reaches two minutes in the second and fourth quarters, play will continue, and the Referee or covering official shall stop the clock when the ball is declared dead for a Two-Minute Timeout.

b. The media broadcast partner will hold back at least one media timeout to coincide with the Two-Minute Timeout. If there is no media timeout partner in the game, the timeout shall be one minute plus the five-second referee notification and the 25-second play clock interval.

**EXCEPTION: 3-3-5-b: Add to the last sentence of paragraph “b”: “If both teams indicate a readiness to resume play before the expiration of one minute, the referee will declare the ball ready for play.”**

42. 3-3-6- a & b. Injury Timeout

a. In the event of an injured player(s):

1. An official will declare a timeout and the player(s) must leave the game. That player must remain out of the game for at least one down, even if that team is granted a team timeout. When in question, officials will take a timeout for an injured player. If a player presents as injured after the ball is spotted by officials, that team will be charged a Team Timeout or a delay penalty if all timeouts have been used (A.R. 3-3-6-X-XI).

**EXCEPTION: 3-3-6-a – Delete the sentence: “If a player presents as injured after the ball is spotted by officials, that team will be charged a Team Timeout or a delay penalty if all timeouts have been used (A.R. 3-3-6-X-XI).”**

b. Feigning an injury for any reason is unethical. An injured player must be given full protection under the rules, but feigning an injury is dishonest, unsportsmanlike, and contrary to the spirit of the rules. For questionable game action, an institution or conference has the option to consult the National Coordinator of Football Officials who would then facilitate a video review. After the review, the National Coordinator will communicate any findings to the conference office for further action. Attention is directed to the strongly worded statement in The Football Code (Coaching Ethics, Section g).

**EXCEPTION: Delete 3-3-6-b in its entirety – does not apply to UIL games.**

43. 3-3-8-b. For live televised games only, a charged team timeout shall be 30 seconds plus the 25-second play clock interval. However, the head coach may request that one of the allowed three timeouts in each half be a full timeout. This request should be communicated to the referee when the timeout request is made to the officials. The charged team timeout during an extra period may be a full timeout, at the request of the head coach.”

**EXCEPTION: 3-3-8-b: Delete paragraph “b” in its entirety – does not apply to UIL games.**

44. 6-1-1 For any free kick formation, the kicking team’s restraining line shall be the yard line through the most forward point from which the ball shall be kicked, and the receiving team’s restraining line shall be the yard line 10 yards beyond that point. Unless relocated by a penalty, the kicking team’s restraining line on a kickoff shall be its 35-yard line, and for a free kick after a safety, its 20-yard line.

**EXCEPTION: 6-1-1 Change the last sentence to read: Unless relocated by a penalty, the kicking team’s restraining line on a kickoff shall be its 40-yard line, and for a free kick after a safety, its 20-yard line.**

45. 6-5-1-a. If a Team B player makes a fair catch, the ball becomes dead where caught and belongs to Team B at

that spot. [**Exception:** If a Team B player makes a fair catch of a free kick behind Team B's 25-yard line, the ball belongs to Team B at its own 25-yard line. The next snap shall be from midway between the hashmarks, unless a different position on or between the hashmarks is selected by the team designated to put the ball in play before the play clock is at 25 seconds or before any subsequent ready-for-play signal. After the play clock is at 25 seconds or any subsequent ready-for-play signal, the ball may be relocated only after a charged team timeout unless preceded by a Team A foul or offsetting fouls.]

**EXCEPTION: 6-5-1-a**

**Replace 6-5-1-a to read: If a Team B player makes a fair catch, the ball becomes dead where caught and belongs to Team B at that spot. [**Exception:** If a Team B player makes a fair catch of a free kick behind Team B's 25-yard line, the ball belongs to Team B at its own 25-yard line. The next snap shall be from midway between the hashmarks, unless a different position on or between the hashmarks is selected by the team designated to put the ball in play 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 fouls.]**

46. 8-3-2-a. The ball shall be put in play by the team that scored a six-point touchdown. If a touchdown is scored during a down in which time in the fourth period expires, the try shall not be attempted unless the point(s) would affect the outcome of the game. (*Exception:* If the scoring team is ahead by one or two points, they have the option to forego the try.)

**EXCEPTION: 8-3-2-a. Varsity district games using "positive points" tie breaking criteria will use the following exception:**

**Coaches in the game should inform the referee before the game (pre-game conference) that the game will be played using the UIL "positive points" exception. Failure to notify the referee prior to the coin toss does not negate specific DEC rules relating to "positive points". If notification is given to the referee, the tie game will be played with the following exception to rule 8-3-2-a:**

**If a touchdown is scored during a down in which time in the fourth period expires, 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 without the snap of the ball being required.**

47. 8-3-2-c. The snap will be midway between the hash marks on the opponent's three-yard line or from any other point on or between the hash marks on or behind the opponent's three-yard line if the position of the ball is selected by the team designated to put the ball in play before the play clock is at 25seconds or before any subsequent ready-for-play signal. The ball may be relocated after a Team B foul or a charged timeout to either team, unless the timeout is preceded by a Team A foul or offsetting fouls (Rules 8-3-3-a and 8-3-3-c-1).

**EXCEPTION: 8-3-2-c**

**Replace 8-3-2-c to read: The snap will be midway between the hash marks on the opponent's three-yard line or from any other point on or between the hash marks on or behind the opponent's three-yard line if the position of the ball is selected by the team designated to put the ball in play before the ready-for-play signal. The ball may be relocated after a Team B foul or a charged timeout to either team, unless the timeout is preceded by a Team A foul or offsetting fouls (Rules 8-3-3-a and 8-3-3-c-1).**

48. 8-6-2. After a touchback is declared, the ball belongs to the defending team at its own 20-yard line, unless the touchback results from a free kick, in which case the ball belongs to Team B at its 25-yard line. The ball shall be put in play on or between the hash marks by a snap (*Exception:* Extra-period rules). The snap shall be from midway between the hash marks, unless a different position on or between the hash marks is selected by the team designated to put the ball in play before the play clock is at 25 seconds or before any subsequent 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 fouls.

**EXCEPTION: 8-6-2**

**Replace 8-6-2 to read: After a touchback is declared, the ball belongs to the defending team at its own 20-yard line, unless the touchback results from a free kick, in which case the ball belongs to Team B at its 25-yard line. The ball shall be put in play on or between the hash marks by a snap (Exception: Extra-period rules). The snap shall be from midway between the hash marks, unless a different position on or between the hash marks is selected by the team designated to put the ball in play 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 fouls.**

49. 9-1-3 TARGETING AND INITIATING CONTACT WITH THE CROWN OF THE HELMET (PENALTY Statement)  
and  
9-1-4 TARGETING AND INITIATING CONTACT TO HEAD OR NECK AREA OF DEFENSELESS PLAYER (PENALTY Statement)

PENALTY—[ARTICLE 3 and ARTICLE 4]—15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules. As an experimental rule for 2026, for a player's first targeting foul in a season, disqualification for the remainder of the game with no carryover disqualification (See Rule 2-27-12). If a player receives a second Targeting foul within the same season, disqualification for the remainder of the game and the first half of the team's next scheduled game within that season including post-season games. If a player receives a third or subsequent Targeting foul within the same season, disqualification for the remainder of the game and that player will receive an automatic one-game suspension in their team's next scheduled game of that season including post-season games. There is no targeting carryover disqualification to the following season. The disqualification must be reviewed by Instant Replay (Rule 12-3-5). [S38, S24 and S47]

When the Instant Replay Official overturns the disqualification:

If the targeting foul is not in conjunction with another personal foul by the same player, the 15-yard penalty for targeting is not enforced. If the player commits another personal foul in conjunction with the targeting foul, the 15-yard penalty for that personal foul is enforced according to rule. (A. R. 9-1-4-VII-VIII)

For games in which Instant Replay is used:

If a player receives a second and/or subsequent upheld targeting foul within the same season, the conference has the option to consult the national coordinator of football officials who would then facilitate a video review. Based on the review, if and only if the national coordinator concludes that it is clearly obvious the player should not have been disqualified on the first, second or any subsequent targeting foul, the carryover suspension will be vacated. If the national coordinator supports the disqualification, the suspension for the next game will remain.

For games in which Instant Replay is not used:

If a player is disqualified in the first half, at the option of the conference or by pre-game mutual agreement of the teams in inter-conference games, during the intermission between halves the Referee will be provided a video of the play in question for their review in the officials' private secure location. The Referee will review the video to determine whether the disqualification is overturned. The decision of the Referee is final. (A. R. 9-1- 4-IX)

*Note:* The video source and the location of the review will be determined prior to the game through mutual agreement of the teams and the Referee. If a player receives a second and/or subsequent upheld targeting foul within the same season, the conference has the option to consult the national coordinator of football officials who would then facilitate a video review. Based on the review, if and only if the national coordinator concludes that it is clearly obvious the player should not have been disqualified on the first, second or any subsequent targeting foul, the carryover suspension will be vacated. If the national coordinator supports the disqualification, the suspension for the next game will remain.

**EXCEPTION: 9-1-3 and 9-1-4 - PENALTY [ARTICLE 3 and ARTICLE 4]: For UIL games, delete the entire penalty statement for ARTICLE 3 and ARTICLE 4 and replace with the following penalty statement:**

**PENALTY—15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules. Flagrant offenders shall be disqualified. A subsequent targeting foul committed by the same player in the game requires the player to be disqualified. Disqualification is for remainder of the game only. The UIL or UIL District Committee, or the respective local school district, may apply additional disciplinary action.**

If Instant Replay is used, a **disqualification of a player due to a targeting foul** will automatically be reviewed to determine if the foul met the criteria and/or definition of a targeting foul – replay will either confirm or reverse the foul for targeting based on the video evidence. When the Instant Replay Official reverses the disqualification, if the targeting foul is not in conjunction with another personal foul by the same player, there is no foul and therefore no penalty. If the player commits another personal foul in conjunction with the targeting foul, the 15-yard penalty for that personal foul is enforced according to rule.

*(UIL NOTE: In accordance with Rule 9-1-3 & Rule 9-1-4, when in question as to whether there is a foul for targeting, a foul should be called. If the foul is flagrant (“contact so extreme or deliberate that it places an opponent in danger of catastrophic injury”) the player shall be disqualified. If the foul is the player’s first targeting foul of the game, AND the foul is deemed not to be flagrant, the foul does not require disqualification. A second targeting foul by the same player in the same game is automatically classified as flagrant and therefore requires the player to be disqualified.)*

50. 9-1-6-a & b

a. *Team A prior to a change of team possession:*

1. Linemen with initial position completely inside the tackle box may legally block below the waist inside the tackle box on their initial line charge. A block initiated 1-yard beyond the neutral zone is considered within the tackle box. After the initial line charge, these linemen may block below the waist within the tackle box until the ball leaves the tackle box only if the force of the initial contact is directed from the front.
2. Stationary Backs lined up within the tackle box may block below the waist within the tackle box until the ball leaves the tackle box only if the force of the initial contact is directed from the front. “Directed from the front” is defined as within the clock face region between “ 10 o’clock and 2 o’clock” forward of the area of concentration of the player being blocked.
3. All other Team A players are not allowed to block below the waist.

b. *Team B prior to a change of team possession:*

1. Players aligned in a stationary position within 1-yard of the line of scrimmage within the tackle box may legally block below the waist in the tackle box on their initial line charge.
2. All other Team B players are not allowed to block below the waist except against a runner.

**ADD UIL NOTE:** *“(UIL NOTE: For a lineman’s initial position to be considered “completely inside the tackle box”, he must be positioned within five yards of the snapper and be no more than the second lineman from the snapper).”*

51. 9-2-1-b-2. No ejected person shall be in view of the field of play (Rule 9-2-6).

**EXCEPTION: 9-2-1-b-2. Does not apply to players, or squad members in uniform, in UIL games.**

52. 9-2-2-e & f

e. No more than two Squad Members may be assigned or wear the same jersey number.

PENALTY—Unsportsmanlike Conduct charged against the Head Coach and the players must immediately correct the numbering and report the change [S27].

**EXCEPTION: 9-2-2-e & PENALTY. Does not apply to UIL games. (Note – although more than two Squad Members may be assigned & wear the same jersey number, they may not wear the same number during the game if they play the same position [Rule 9-2-2-d], nor may they participate in the same down wearing identical numbers [Rule 1-4-2-b]**

f. No player may play with cleats more than 1/2-inch in length (Rules 1-4-7-d).

PENALTY—Ejection for the remainder of the game and the team’s next game [S27 and S47]. Administer as a dead-ball foul; 15-yard penalty enforced at the succeeding spot. Automatic first down for fouls by Team B if not in conflict with other rules. Team timeout. VIOLATION—Rules 3-3-6 and 3-4-2-b [S23, S3 or S21]. If the ejection occurs during the last game of a season, players with eligibility remaining will serve the next-game ejection during the first game of the next season for which they are eligible.

**EXCEPTION: 9-2-2-f-PENALTY. For UIL games, ejection is for remainder of game. Participation in any future game is governed by the UIL Constitution and Contest Rules, Subchapter C, Athletics SECTION 1208 (I) (5) (A): “Player Ejection. Any player ejected from a contest is subject to an automatic penalty. The automatic penalty for such an ejection is as follows:**

**(A) Football. Ejected player misses the rest of the game in which they were ejected plus the first half of the following game.”**

53. 9-2-6-a, b, c, d, & e. **EJECTED PLAYERS AND COACHES**

- a. Any coach, player or identified squad member in uniform who commits two unsportsmanlike conduct fouls in the same game shall be ejected.
- b. A player ejected from the game (Rule 2-27-12) must leave the playing enclosure under team supervision within a reasonable amount of time after his ejection. He must remain out of view of the field of play under team supervision for the remainder of the game.
- c. A player serving a first-half suspension due to his ejection in the team’s previous game may participate in pre-game warm-up activities. During the first half he must remain out of view of the field of play under team supervision.
- d. A coach ejected from the game must leave the playing enclosure within a reasonable amount of time after the ejection and must remain out of view of the field of play for the remainder of the game.
- e. A head coach ejected from the game may designate a new head coach.

**EXCEPTION: 9-2-6-a. ADD sentence to read: “Exception: In UIL games in which there is only one sideline coach, two unsportsmanlike conduct fouls committed by the coach will not result in his/her ejection”.**

**EXCEPTION: 9-2-6-b & c. Replace b & c with the following:**

- b. Players or identified squad members in uniform, that are ejected/disqualified for committing two unsportsmanlike conduct fouls are not required to leave the playing enclosure.**
- c. Potential suspension in future game participation is governed by the UIL Constitution And Contest Rules, Subchapter C, Athletics SECTION 1208 (I) (5) (A): “Player Ejection. Any player ejected from a contest is subject to an automatic penalty. The automatic penalty for such an ejection is as follows:**

**(A) Football. Ejected player misses the rest of the game in which they were ejected plus the first half of the following game.”**

54. 9-5-1, 2, 3 **ARTICLE 1.**

- a. Before the game, squad members in uniform or coaches shall not participate in a fight (Rule 2-32-1). During the first half, players shall not participate in a fight.

PENALTY—15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Also, first down for Team B fouls if the first down is not in conflict with other rules. Ejection for the remainder of the game [S7, S27 or S38, and S47].

- b. During the half-time intermission, squad members in uniform or coaches shall not participate in a fight. During the second half, players shall not participate in a fight.

PENALTY—15 yards. For dead-ball fouls, 15 yards from the succeeding spot. Also, first down for Team B fouls if the first down is not in conflict with other rules. Ejection for the remainder of the game and the first half of the next game [S7, S27 or S38, and S47]. For fights that occur in the last game of a season, squad members in uniform, coaches and players with eligibility remaining will serve fight-related suspensions during the first game of the next season for which they are eligible.

**ARTICLE 2.**

- a. If the squad member, coach or player is ejected for fighting a second time during that season, he shall be ejected for that game and suspended for the remainder of the season.
- b. If a second fighting suspension occurs in the final game of a season, he shall be suspended for the first game of

the next season for which he is eligible. This suspension is considered to be his first fight of that season.

ARTICLE 3. The referee will notify (in writing) his assigning agency of all ejections for fighting. The assigning agency becomes responsible for implementation of the penalty.

**EXCEPTION: 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 the game, or during half-time intermission, squad members in uniform and coaches shall not participate in a fight. (Rule 2-32-1).

b. During either half, squad members, coaches, or any person authorized to be in the team area, shall not leave their team area to participate in a fight. Persons leaving the team area during a fight, to participate in a fight, are to be penalized for fighting.

**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. For dead-ball fouls, 15 yards from the succeeding spot. Automatic first down for Team B fouls if not in conflict with other rules. Ejection/disqualification for the remainder of the game.**

**ARTICLE 2. Coaches who are ejected/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.**

*Note - In UIL games in which there is only one sideline coach, fighting, or participation in a fight by the coach, will not result in his/her ejection. Players or squad members ejected/disqualified for fighting, or participation in a fight, are subject to the UIL Constitution and Contest Rules, Subchapter C, Athletics SECTION 1208 (I) (5) (A): "Player Ejection. Any player ejected from a contest is subject to an automatic penalty. The automatic penalty for such an ejection is as follows:*

*(A) Football. Ejected player misses the rest of the game in which they were ejected plus the first half of the following game."*

55. 9-6 FLAGRANT PERSONAL FOULS

PLAYER EJECTION ARTICLE 1: When a player is ejected from the game due to a flagrant personal foul (Rule 2-10-3), that team's conference shall automatically initiate a video review for possible additional sanctions before the next scheduled game.

FOUL NOT CALLED ARTICLE 2. If subsequent review of a game by a conference reveals plays involving flagrant personal fouls that game officials did not call, the conference may impose sanctions prior to the next scheduled game.

**EXCEPTION: 9-6 Does not apply to UIL games.**

56. UIL RULE - PERSONAL FOUL ON FIELD GOALS AND TRY ATTEMPTS (Additional rule applicable to UIL games only)

**When the offensive team attempts a place kick (field goal or try), it is illegal for a defensive player who is not in a three or four point stance in a stationary position within one yard of his line of scrimmage when the ball was snapped, to enter the neutral zone and initiate forcible contact (indicated by forward movement of the defensive player) with an opponent in or behind the neutral zone. Incidental or slight contact should be ignored. EXCEPTION: There is no foul under this rule if the contact is after it is obvious the place kick will not be attempted, or the place kick attempt has been blocked; however other personal foul rules may apply.**

**PENALTY – Personal Foul, 15 yards and automatic first down. [S38]**

57. 11-1-1,2, & 3

ARTICLE 1. The officials’ jurisdiction begins 90 minutes before the scheduled kickoff and ends when the referee declares the score final [S14]. It is expected that a minimum of three officials will take the field at 90 minutes before kickoff. All officials will be on the field at 40 minutes prior to kickoff.

ARTICLE 2. At 90 minutes before kickoff the playing field will be divided into an “L-shaped” configuration with the 30 yard-lines forming the “L” (See Appendix D). No later than 40 minutes before kickoff, the configuration will change to the “Buffer Zone” configuration, and no player shall enter the 10-yard buffer zone between the 45 yard-lines (See Appendix D).

ARTICLE 3. When the field is available to players as determined by game management during the halftime intermission, the playing field will be divided into an “L-shaped” configuration with the 30 yard-lines forming the “L” (See Appendix D).

**EXCEPTION: 11-1**

**ARTICLE 1 - Delete & replace with: “The officials’ jurisdiction begins 60 minutes before the scheduled kickoff and ends when the referee declares the score final.”**

**ARTICLE 2 – Delete in its entirety**

**ARTICLE 3 – Delete in its entirety**

58. 11-2-1-a & b

a. The game shall be played under the supervision of four, five, six, seven or eight officials.  
b. Officiating crews, including the Instant Replay Official, will be assigned from the same officiating organization (effective August 1, 2020).

**EXCEPTION: 11-2-1-a. Number of required officials may be waived in UIL games**

**11-2-1-b. Does not apply to UIL games**

59. 11-2-2. Officiating responsibilities and mechanics are specified in the current edition of the Football Officials Manual, published annually under the jurisdiction of the Collegiate Commissioners Association. Officials are responsible for knowing and applying the material in the Manual.

**EXCEPTION: 11-2-2. The Officials Mechanics approved by the TASO or UIL Football Board of Directors shall be used.**

60. Rule 12 -Replay

**EXCEPTION: Rule 12 – Replay. Instant replay (UIL Modified Rule 12) may be used in televised state championship games**