

**CENTRAL PIEDMONT FOOTBALL LEAGUE  
RULES & REGULATIONS  
2010**

**ARTICLE I**

PURPOSE OF PROGRAM

1. To promote football on an organizational basis where team spirit and sportsmanship become each participant's prime objective.
2. To take into consideration at all times the health, safety and well-being of each individual participant on any team.
3. To draw youth from different communities and environments into a closer fellowship through participating, on their own level, in a multi-county sports program.
4. To provide recreational opportunities for all who duly register and wish to participate.

**ARTICLE II**

REGISTRATION DEADLINES

1. Team Entry Fee/Deposit Deadline is July 16<sup>th</sup>, 2010.
2. Team Entry Deadline (# of teams in each group) is August 13<sup>th</sup>, 2010.
3. First Practice may begin August 2<sup>nd</sup>, 2010.
4. First game will begin September 11<sup>th</sup>, 2010.
5. All rosters must be submitted to the Division Coordinator by 5:00pm on August 26<sup>th</sup>, 2010.
6. Any additions must be submitted to the Division Coordinator by September 17<sup>th</sup>, 2010 by 12:00pm.

**NOTES OF IMPORTANCE:**

1. **Registration Fee**- All organizations must pay a \$40/team registration fee/deposit payable to **Chatham Prep Football League**, Attn: Donald Dones at PO Box 769, Siler City, NC 27344 by July 16<sup>th</sup>, 2010.
2. **Cancellation Fee** - If your team fails to show up for a game and does not notify the opposing team within 48 hours then your organization will be required to pay a \$125 fee in order to reenter the league. You are required to pay the fee before you participate in any more games. All games scheduled prior to the fee being paid will be forfeited. Forfeit penalty fee is payable to **Chatham Prep Football League**, Attn: Donald Dones at PO Box 769, Siler City, NC 27344. This does not include rainouts, however if a rainout occurs then you must notify the opposing team within two hours of game time if possible.
3. **WEIGH-IN PROCEDURES** - All players will now be required to weigh at each game. Each participant will wear a shirt, shorts and socks. No equipment will be worn. A player must be at or under the maximum listed weight before participating in his/her first game. Once a participant makes weight, he/she will be allowed a maximum of five (5) pounds over the listed limit for each league. Players should be weighed in the presence of 1 team representative (no more, no less) from each team.

**ALL TEAMS SHOULD ARRIVE TO GAMES NO LATER THAN 30 MINUTES BEFORE GAMETIME!**

**ALL HOST ORGANIZATIONS MUST HAVE A WORKING SCALE AVAILABLE AT ALL TIMES DURING GAMES.**

- Maximum Weight Limits are as follows (weight do not include equipment):
  - 7-8 - 115 pounds
  - 9-10 - 135 Pounds
  - 11-12 - 150 Pounds

All HOME organizations and organizations involving the affected players are responsible for reporting updated weights to the League for those players who do not make weight the first game. These should be submitted each area's respective Division Coordinator by Monday following the first games.

4. The Central Piedmont Football League expressly prohibits organizations from using drills which may be unsafe for participants. For example, no player may participate in "Bull in the Ring" style drills or any variation. "Neck Bridges" are also prohibited.

### **ARTICLE III**

#### JURISDICTION OF RULES

1. In the event of a conflict, Central Piedmont Football League Rules will take precedence over National Federation of State High School Associations Rules.
2. In the event certain rules not covered in the Central Piedmont Football League Rules, the National Federation of State High School Associations Rules will be followed.
3. The Central Piedmont Football League Board of Directors shall have the authority to establish additional rules and/or alter current rules to govern the Central Piedmont Football Program if it is beneficial to the program.

### **ARTICLE IV**

#### SPORTSMANSHIP

1. This program aims to encourage good sportsmanship: therefore, all teams are asked to cooperate with the coaches and officials in bringing about a fine relationship from the field to the bleachers and into the home.
2. Any player or coach who is put out of a game because of unsportsmanlike conduct will forfeit his right to participate in the remainder of said game and the next scheduled game and may be subject to further disciplinary action including suspension from the league. On the second offense, said individual will forfeit his right to participate in any further games this current season.
3. Un-sportsmanlike conduct is any act that, in the opinion of the officials, endangers the integrity of the game and the safety of any other participant(s) in the game.
4. There will be no profanity allowed on the field, bench or in the bleachers during the season: offenders will be subject to suspension from the parks and/or field for the remainder of the season.
5. No alcoholic beverages or tobacco products will be allowed on the field. Furthermore, local school system rules and/or government ordinances regarding use of tobacco on school property should be followed. Any violators will be instructed to leave the area.

6. Persons ejected or asked to leave must leave the stadium area. Failure to do so in a timely fashion may result in forfeit and/or further suspension. Players ejected from a game may remain on the bench, provided they remove their helmet and shoulder pads. Note: The stadium area includes parking facilities on the stadium/school/park grounds.
7. The Central Piedmont Football League will be especially emphasizing good sportsmanship during this season and future seasons. Poor displays of sportsmanship or conduct by an organizations players, coaches, volunteers, spectators, etc. may result in disciplinary action by the Board of Directors. A log of incidents will be kept an appropriate action taken when needed. Organizations who repeatedly display poor sportsmanship and conduct may forfeit games, may not be considered for hosting playoff games or future home games and/or may be expelled from the League.

## ARTICLE V

### TEAM COACHES

1. All team coaches shall be selected and approved by each local organization or department. However, the Central Piedmont Football League's Board of Directors reserves the right to not allow a coach. All organizations are encouraged to provide background checks on potential coaches and other volunteers.
2. Coaches should provide a safe environment for the team.
3. The position of the coach will be open to any responsible adult with sufficient interest and knowledge of the game. Each coach must show satisfactory character and sincerity of purpose to be a proper influence upon youth.
4. The **head coach** must be at least 21 years of age and the **assistant coach** must be at least 18 years of age.
5. A team shall have **one [1] head coach** and not more than **four [4] assistant coaches** and **[1] mandatory play checker**.
6. Any team coach who cannot accept defeat and/or the decision of an official will have a bad influence on the bodies for which the program is intended. Any team coach who continually causes controversy may be asked to forfeit his position as a coach for the sake and betterment of the program.
7. The CENTRAL PIEDMONT FOOTBALL LEAGUE BOARD OF DIRECTORS have the authority to enforce all the rules and will take any action necessary to correct coaches' behaviors within 48 hours of incident. The League Director will send out notice by the following Thursday.

8. No protest shall be considered during the course of a game.
  - a) The eligibility of a player may be protested, but must be questioned **before the start of the game or as soon as the individual in question enters the game.**
  - b) Protests must be filed with the League Director within **48 working hours** of the game in question along with a **\$25.00 fee**.
  - c) All protests will be received by the League Board of Directors. Those ruled invalid by the Directors (i.e., judgment calls, incorrect procedure used in filing a protest, etc.) will not be considered. If the protest is valid (proper reason and procedure used), the League Board of Directors will make the ruling. The **\$25.00** fee is returned only on a valid protest that is upheld.
9. Coaches shall reserve constructive criticism for a private moment or in the presence of the team if others might benefit, but never in front of spectators.
10. Coaches should refrain from “**running-up**” the score against a weak opponent. This includes keeping the *first string defense* in the entire game against a weak opponent.
11. Coaches shall refrain from using profanity.
12. Sideline walkie-talkies, telephones, or other electronic communication equipment shall not be used in League games.
13. Each sponsoring organization shall be responsible for the control and conduct of their coaches.
14. Coaches should always strive to make every football activity serve as a training ground for life.
15. Coaches shall not criticize the opposing team, its players, coaches or fans, by word of mouth or gestures.
16. The head coach shall be directly responsible for actions involving him, his team’s assistants, players and spectators.
17. Coaches should accept decisions of officials on the field as being fair and called to the best ability of the officials.
18. The coach must stay off the field and remain under control in order to set a good example for players and fans.

19. A decision based on judgment should never be questioned. In cases of apparent misinterpretation or violation, the officials should be addressed as **gentlemen**.
20. Coaches shall uphold the Rules and Regulations, the Philosophy of the program, and applicable requirements of the local authority.
21. The use of artificial devices for the purpose of reducing the weight of any player shall not be allowed. This is to include over-exertion, steam of any form or manner, and any other devices such as rubber suits, plastic jackets, etc.
  - a) The first violation by either a coach or organization of the use of artificial devices for the purpose of reducing weight will result in suspension of the person or persons involved for the remainder of the year in which the violation occurs.
22. Evidence of falsification of the date of birth of a player by a parent, guardian, player or coach will result in suspension of that player for one year.
23. Area Directors and team coaches shall be responsible for teaching sportsmanship, fair play, and football fundamentals.
24. In inclement weather, a coach or organizer at the game site shall decide as soon as possible, prior to kickoff time, whether a scheduled game shall be postponed and call the visiting team if necessary.
25. Coaches and players shall be restricted to the team area during all games. The team area should be designated as between the 30yd. lines.
26. Any coach who takes his team off field during a game may forfeit his position as a coach in the League. Reasons for pulling players off of the field must be justified and approved by the Board of Directors (i.e. safety).
27. Defensive coaches shall try to play every player in every game. Anytime a team has as much as a 24-point lead, every effort must be made to keep from increasing the score.
28. All coaches shall encourage their players to prepare all schoolwork before coming to practice or games.
29. Coaches are not allowed to smoke or chew tobacco at games; this will result in a 15-yard penalty for un-sportsmanlike conduct. School system/Local rules must be followed regarding use of tobacco on school grounds must be followed.
30. **No Penalty shall exceed 10 yards except un-sportsmanlike conduct, which shall be 15 yards.**

31. Coaches are not allowed to take off the helmet of, or move, an injured player if the player is suspected of having a head, neck or spinal injury.
32. In 7&8 Tackle, one coach from each team will be allowed in his/her respective backfield during the game. Coaches on the field should remain at least 5 yards behind their last player. Coaches must also make every effort to not interfere with plays once they are in progress.

## **ARTICLE VI**

### GAMES

1. All games will be considered regulation games if in accordance with these playing rules.
2. Any incomplete game will be made up only if it has a bearing on the playoffs and/or with the approval of the Board of Directors.
3. The home organization shall coordinate with the visiting team to designate a time and date for make up games. If a time cannot be agreed upon then the League Board of Directors may be called in to assist.
4. Games may be cancelled by officials at any time if, in their judgement, the conditions are unsuitable [Ex: Lightning]
5. Teams unable to field 11 players by ten minutes after scheduled time will forfeit.
6. Birth Certificates for each player are required and, if requested, must be presented. Therefore, coaches must have a copy of a player's birth certificate at each game. [No birth certificate, no play]. Failure to supply birth certificates for a minimum of 11 players by game time will result in a forfeit. Visiting organizations who forfeit due to failure to supply enough requested birth certificates may be subject to the forfeiture fine if stipulated by the Board of Directors.
7. During all games, each player will be weighed before each game and must be ready to weigh in at least 30 minutes before game time. For playoff games, players should check in at least 1 hour before game time. **Players arriving late may weigh in at half time and play the second half.**
8. Teams must have a copy of the roster at weigh-in. A total of 3 copies should be brought to each game. 1 for the press box, 1 for the home team and 1 for the visiting team. The press box and opposing team copy should list players in numerical order. Addresses/phone numbers are not needed on these 2 copies.
9. All players must wear full equipment at all times to be eligible to play.

10. Play clocks must be enforced in accordance with JV high school rules for all age groups. Clocks will start on the officials' ready. Teams have 25-seconds to put the ball in play once the referee gives his/her signal.
11. All area home fields must have a visible working scoreboard, visible working clock, at least one regulation goal post and a working scale. Failure to provide these may result in the area not receiving home games in future seasons.
12. During kicking/punting situations, players are ALLOWED to rush the kicker/punter. There is not a 'no rush' rule in our league.
13. If a team elects to punt, then standard high school rules apply. Under no circumstances may teams agree to automatically place the ball a specific number of yards from the line of scrimmage to estimate a punt.

## **ARTICLE VII**

### MANDATORY PLAYING RULE (MPR)

1. Each player dressed and in attendance at a given game must play a minimum of 4 plays/game.
  - a) The plays must be from the line of scrimmage.
  - b) Kick-offs, extra points and free-kicks shall not be used in fulfilling the MPR requirement.
  - c) A play shall not count toward fulfillment of the MPR if the play results in a penalty that causes the down to be replayed.
  - d) All plays must be "active plays" that do not have the intent to minimize the action or integrity of the play. Plays such as, but not limited to, quarterback kneel-downs (Victory Formation) shall not be considered as active plays.
  - e) *Players being held out for disciplinary reasons may be on the sideline. These players may only wear their jersey. Players above the weight limit may be on the sideline, but may not wear their shoulder pads and helmet.*

## **ARTICLE VIII**

### EQUIPMENT

1. Mouthpieces must be worn at all times during the game. A 10-yard penalty will be charged for each infraction of this rule.
2. Mouthpieces **must be attached to the face guard**: no player will be allowed to participate if their mouthpiece is free from their facemask.
3. Each player shall be equipped with a helmet with face guard, shoulder pads, football pants with built-in hip and kidney pads, or shell pants with respective separate pads, football shoes with molded-cleats. **NO METAL CLEATS or DETACHABLE CLEATS.**

4. Each team shall be equipped with numbered jerseys of a uniform color. Colors of team game jerseys shall be coordinated by the League to eliminate duplication. Each player shall wear a 6+” whole number between 1 and 99 inclusive. Number “0” and “00” are illegal and shall not be worn. In situations where color conflicts arise, the home team should provide scrimmages vests/jerseys for the visiting team to wear. **Due to the nature of the League, the high school rule specifying specific number ranges for specific positions is NOT in effect in this League.** However, teams should do their best to try and adhere to the rule if possible in order to make the officials’ jobs easier.
5. Special protective equipment such as neck rolls, wrist pads, etc. should be utilized when circumstances warrant or they are medically prescribed. Hard casts and other items which may cause injury in the referee’s opinion will not be allowed.
6. The home team will be required to furnish yard and down markers and the official game football. The home team is also responsible for assembling a chain crew. Chain crews should remain impartial and are strictly forbidden from excessive cheering and/or coaching.
7. The game ball will be Wilson TDJ for 12 & under and 10 & under. The game ball shall be Wilson K2 for 7 & 8 tackle and the flag football programs. Comparable leather or composite balls be used if the size specifications are the same.
8. During a game in which a PA system is used, the number or name of any player committing a foul shall not be publicly announced. Further, **PA announcers may not commentate or do “play-by-play” during the course of a play. PA announcers may also not coach a team on the field during a game.** Violation of this rule may result in forfeiture and/or suspension at the discretion of the Board of Directors.
9. The following items shall be worn by players in all divisions beginning with physical contact in practice sessions:
  - a) Helmet:
    1. Only helmets bearing the NOCSAE Seal of Certification may be worn.
    2. All helmets must bear the current NOCSAE approved “warning label” in a visible position on the outside of the helmet. This “warning label” is the same label that is furnished by all helmet manufacturers and quality re-conditioners.
    3. Regulations regarding chin straps are to be followed per the National Federation or NCAA regulations, whichever is applicable.
  - b) Shoulder Pads
  - c) Pants: One piece or shell
  - d) Thigh Guards
  - e) Hip Pads

- f) Knee Pads
- g) Jerseys
- h) Mouth guard – Keeper strap required
- i) Athletic Supporter – Male players only
- j) Shoes: Only sneakers or non-detachable, rubber cleated shoes are allowed. No detachable or screw-in cleats are allowed.
- k) Eyeglasses: When worn, shall be athletically approved construction with non-shattering glass [safety glass] or contact lens.

## **ARTICLE IX**

### **BLOCKING AND TACKLING RESTRICTIONS**

1. The National Federation of State High School Athletic Associations rulebook contains extremely strong language on blocking and tackling.
2. It is the responsibility of every area director and every coach to be fully informed of and abide by all such rules of the governing body [National Federation] under whose jurisdiction this league falls, and to review them every year.
3. In addition to other specific prohibitions in the National Federation rulebook, if butt blocking, chop blocking or face tackling is taught by coaches, said coaches shall be dismissed from the program upon being found guilty following a hearing.

## **ARTICLE X**

### **REGARDING INELIGIBLE PLAYERS**

1. Teams found guilty of using an ineligible player at any time during the season forfeit all rights to become League Champion and shall be prohibited from participation in any playoff or championship game. Additionally, suspensions of the player, coach and/or organization may be applied by the Board of Directors.
2. There are 6 unequivocal definitions of an ineligible player, from which there are no appeals.
  - a) Overweight
  - b) Over Age
  - c) Under Age
  - d) Residing outside of legal boundaries without agreement of league\*
  - e) Falsification of data concerning any of the above
  - f) Simultaneously being listed on a Central Piedmont Football League team roster and an official school team roster between September 18<sup>th</sup>, 2010 and the end of the season.

3. Forfeiture of all games in which the ineligible player was listed on the roster as a member of the team shall be the penalty applied to the team in violation. There shall be no exceptions.

**\* While no specified 'legal boundaries' exist, actively recruiting players outside of your organizations local area which adversely affects another program may result in disciplinary action by the Board of Directors up to and included an organizations removal from the League.**

Players requesting to change organizations will first need to be released by the organization who they participated with in the previous season. This may be accomplished by a waiver signed by the area director of the previous organization.

Organizations should consider hardship situations when requests to change organizations exists. These situations should take priority when reviewing a potential release.

## **ARTICLE XI**

### **SCORING**

1. Scoring – 6 points for touchdown, 2 points kicked extra-point, 1 point for run or pass extra-point.
2. 3 time outs per half [one player may go to sidelines or 1 coach may go to huddle].
3. Officials - A minimum of three officials is required and shall be provided by the home team. During the playoffs, a minimum of 4 officials should be utilized.
4. Scoring Value:
  - a) Touchdown: 6 Points
  - b) Kicked PAT 2 Points
  - c) Run/Pass PAT 1 Point
  - d) Safety 2 Points
  - e) Field Goal 3 Points
  - f) Forfeit (Offending Team loses 0-1)

5. Mercy Rule- If a team is trailing by 24 points they will retain possession of the ball until the 24-point deficit is reduced to less than 24 points.
- a) For Example: If Team A is ahead of Team B by 24 points or more, there shall be no further kick off. Team B shall be awarded the ball at the 25-yard line and continue forward, with downs not being recorded, until Team B scores. In the case of an interception or an offensive fumble where the defensive recovers then the ball will be returned to Team B at the 25-yard line. Otherwise, Team B will continue forward until it scores.
  - b) Points scored on interceptions and fumble recoveries may be counted toward Team A's point total in the above example.
  - c) As long as the 24+ point differential is maintained, **Team A must use the balance of its reserve players in lieu of first-string players.**
  - d) Once Team B reduced the deficit to under 24 points, Team B would kick to Team A and normal play would resume until one team maintained a lead of 24+ points.
  - e) If a team is leading by 24+ points, the team will still be allowed to attempt the extra point following all touchdowns.
  - f) While the Mercy Rule is in effect, the clock shall run and stop only for the following:
    1. Time Outs
    2. Injuries
    3. End of Quarters
    4. Immediately after a score which takes the scoring margin back below 24 points
6. **OVERTIME:** Overtime will be handled in accordance with the National Federation of State High School Associations' "10-yard Line Overtime Procedure"

## **ARTICLE XII**

### Timing Regulations

The length of the game (for all tackle leagues) will be 8-minutes with a REGULATION CLOCK and a 10-minute half time.

- Note: The Regulation Clock runs in accordance with NCHSAA rules. Regulation Clocks will stop for the following:
  1. Time Outs
  2. Penalties
  3. End of Quarters
  4. Out of Bounds
  5. Incomplete Passes
  6. Scores & Touchbacks
  7. Fair Catches
  8. Inadvertent whistles
- A JV clock will be used for all games. The clock will start on the ready.

## **ARTICLE XIII**

### LEAGUE ROSTERS/AGE AND WEIGHT LIMITS

1. Age Cut-Off – August 1<sup>st</sup> – Players playing in tackle football must turn 7 on or before 8/1. Players may not turn 13 on or before 8/1.
2. Eligibility:

<b>Age Groups</b>	<b>Weight Limit</b>	<b>Max. Weight (+ 5 lbs.)</b>	<b>Quarter Length</b>
12 & Under (9, 10, 11, 12)	150lbs.	155lbs.	8 minutes
10 & Under (8, 9, 10)	135 lbs.	140lbs.	8 minutes
7 & 8 Tackle (7, 8)	115 lbs.	120lbs.	8 minutes
Note: 5 & 6 year-olds cannot move up to play 7 & 8 Tackle			
Note: Above games should include a 10-minute halftime.			

## **ARTICLE XIV**

ADMISSION TO GAMES – Organizations may not charge more than the following amounts:

1. ADULTS & CHILDREN 13YRS & UP - \$3.00
2. CHILDREN AGES 6-12YRS- \$2.00
3. CHILDREN AGES 5-UNDER – FREE

*Note: For playoff games, fees listed in #1 and #2 above may be increased by up to \$1.00.*

*Note: Some organizations may elect not to charge admission for home games.*

## **ARTICLE XV**

### PRACTICE SESSIONS

1. Practice Sessions in all divisions shall not begin prior to August 2<sup>nd</sup>, 2010.
2. Practice Sessions shall be conducted under the following requirements:
  - a) Each player must complete five [5] hours of physical conditioning w/helmet. NO PADS, before they are allowed to participate in physical contact.
  - b) Each player must also complete five [5] hours of physical conditioning w/ shoulder pads and helmet for a total of 10 hours of conditioning before they are allowed to participate in physical contact.
  - c) Practice session
    1. Flag –1 ½ hrs 3 days a week while school is not in session, and 2 days per week once school is in session.
    2. Tackle- 2 hrs, with a 15 minute rest period: 4 days a week while school is not in session and 3 days per week once school is in session.
    3. Practice sessions shall not exceed the weekly and evening termination limits as specified. All sessions shall end no later than 9:30pm.
    4. Teams will not be permitted to split sessions [i.e. offensive and defensive practices]. To permit split sessions would render enforcement of the rules nearly impossible.
    5. In the event of threatening thunderstorms during any practice, the coach should immediately stop practice and see that all players are secure inside a building, if available, or an automobile, never under trees or open shelters.
    6. A coach or responsible adult must stay until all players have been picked up by a parent or legal guardian.
    7. Players shall wear protective equipment at all sessions involving physical contact.
    8. For practice restrictions, a week is considered Monday – Sunday.
3. Please note that summer camps, clinics, pre-season meetings, etc. held before August 2<sup>nd</sup>, 2010 may **NOT** count toward the required conditioning hours.

NOTE: The Board of Directors may make periodic checks of practices to enforce the practice day/time restrictions. Organizations in violation of the maximum daily practice time and weekly practice limits may be suspended from further participation in the League by the Board of Directors.

## **ARTICLE XVI**

### PARENTAL INFORMATION

1. Parents are encouraged to show sportsmanship at all times.
2. The League is striving to promote fellowship, team spirit, and a clean recreational environment to play in.
3. If parents are unruly, abusive to coaches, officials, players or recreational staff, they will be asked to leave the park or field. The League will not tolerate such behavior in front of the kids.
4. Alcoholic beverages or drugs will not be allowed on park or field premises.
5. Parents are also encouraged to insure that smaller kids not playing organized ball do not engage in games in the spectator area. Please don't allow kids to bring balls to the park.

This is dangerous. The League has had injuries occur while kids are unsupervised. Please be attentive to your children at all times.

6. Dogs and cats are not allowed on the game fields. Each area may have stricter rules which may bar pets from entering the stadium or spectator areas.
7. Bicycles are not allowed on playing surfaces. Please help us enforce these rules for the safety of all.
8. Central Piedmont Football League does not carry insurance on individuals participating in sports.
9. Parents are NOT allowed on the playing field! Parents are also not allowed on the track if one exists around the field.
- 10. Participants and spectators must also respect other organizations rules and procedures when traveling to other sites.**

## **ARTICLE XVII**

### INSURANCE INFORMATION

All organizations must provide the Central Piedmont Football League with a copy of their certificate of insurance which proves that the organization has a minimum of \$1,000,000 in general liability insurance coverage. These forms must be submitted to each area's respective Division Coordinators. Up-to-date forms should be submitted each season.

## **ARTICLE XVIII**

### FIELD REQUIREMENTS

All organizations must participate on a field which has a regulation goal post and a working scoreboard with a working clock that is visible to officials, teams and spectators.

## **ARTICLE XIV**

### PRE/POST-SEASON TOURNAMENTS OR JAMBOREES

The Central Piedmont Football League does not sponsor any pre- or post-season tournaments, jamborees, bowl games, etc. outside the official League post-season playoffs. Therefore, the League makes no endorsements as to the safety or organization of these events.

If an area wishes to host such an event, the League strongly recommends that League rules and guidelines be followed, especially those regarding ages, weights, etc. It is also recommended that high school certified officials be used just as if these were regular games.

## **ARTICLE XV**

### Tie-breaking Procedures

#### **Two-Team Tie:**

1. Head-to-head competition between the two tied teams
2. Records of the tied teams within the division (if non-division games have been played).
3. Head-to-head competition vs. the team within the division with the best overall record. If this cannot break the tie, then head-to-head competition vs. the next best team(s) will be used until the tie is broken.
4. Overall record vs. all common opponents.
5. Record vs. common non-divisional teams based on their order of finish (within their division) and proceeding through other common non-divisional teams based on their order of finish (within their division).
6. Random draw or coin flip.

#### **Three (or more) Team Tie:**

1. Combined head-to-head record among the tied teams
2. Records of the tied teams within the division (if non-division games have been played).
3. Head-to-head competition vs. the team within the division with the best overall record. If this cannot break the tie, then head-to-head competition vs. the next best team(s) will be used until the tie is broken. Multiple ties within the division will be broken first to last.
4. Overall record vs. all common opponents.
5. Record vs. common non-divisional teams based on their order of finish (within their division) and proceeding through other common non-divisional teams based on their order of finish (within their division).
6. Random draw.

## **ARTICLE XV**

### RULE APPLICATION

These rules, as outlined by the Central Piedmont Football League, are to be utilized during all League-related games, practices, etc. UNDER NO CIRCUMSTANCES may directors or coaches make an agreement to waive or alter certain rules, especially those which may jeopardize the safety of participants, increase potential liability for an organization or take away from the integrity of the game.