

FOOTBALL

JUNIOR HIGH SCHOOL/MIDDLE SCHOOL FOOTBALL PRACTICE

The first three (3) days of mandatory football Practice for junior high/middle schools shall be NON-CONTACT. Players may wear helmets and football shoes, however, all other contact pads are PROHIBITED during the first three (3) days of mandatory football Practice for junior high/middle schools.

RULES AND REGULATIONS REGARDING USE OF EYE SHIELDS (VISORS) IN FOOTBALL

- a) The Principal may authorize, in writing, the use of an eye shield (visor) by a football player upon receipt of a written statement from a licensed physician of medicine or osteopathic medicine or optometrist in which the doctor prescribes or requires the use of an eye shield (visor) in football. The eye shield (visor) must be clear, molded, and rigid. A tinted eye shield (visor) may not be worn.
- b) The Principal, or the Principal's designee, must present the Principal's written authorization and the doctor's written statement to the Contest umpire and the opponent head coach prior to the start of each Contest in which the player will wear an eye shield (visor) when participating in the Contest.
- c) Although the Principal may approve requests as described above, it should be understood that PIAA has not approved or endorsed eye shields (visors), or their use.

In summary, if a PIAA-member school elects to have one (1) or more of its football players use an eye shield (visor), it assumes full risk, responsibility, and liability for any circumstances that may arise out of the use of an eye shield (visor), i.e. PIAA assumes no responsibility, risk, or liability.

The following procedure to resolve ties has been adopted by PIAA whenever a senior high school varsity football Regular Season or Postseason Contest ends regulation play with the Teams having identical scores:

RESOLVING TIED FOOTBALL CONTESTS

An overtime period is un-timed play after a regulation Contest has ended with the score tied. During an overtime period each Team has an opportunity for an offensive series of downs. However, an overtime period may include only one offensive series of downs if the defensive Team scores a safety or touchdown.

3-1: When the score is tied at the end of the 4th period, the referee will instruct both Teams to return to their respective Team boxes. There will be a 3-minute intermission during which both Teams may confer with their coaches. All officials will assemble at the 50-yard line, review the overtime procedure, determine the number of the 2nd half timeouts remaining for each Team, and discuss how penalties, if any, including any carryover penalties from the regulation Contest will be assessed to start the overtime procedure. At the end of the intermission, the linesman will go to the Team on the side of the field where the line-to-gain equipment is located and the line judge will go to the other Team. They will inform the coaches of the number of time-outs each Team has remaining and any special penalty enforcements that apply.

3-2-1: At the coin toss in the center of the field the visiting-Team's captain(s) shall be given the privilege of calling the coin while it is in the air. The winner of the toss shall be given his choice of defense or offense first, or of designating the end of the field at which the ball will be put in play for this set of downs. The loser will have his choice of

the other options. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which Team will go on offense, the referee will have that captain face the goal toward which his Team will advance and indicate this with the first-down signal. The other Team captain will face the offensive captain with his back toward the goal he will defend.

3-5-1: Each Team shall be permitted one additional time-out during each overtime period (a series for A and a series for B) plus any unused second-half regulation Contest time-outs. The Team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each Team during both regulation time and overtime periods.

5-1-1: To start the overtime, the offensive Team shall put the ball in play, first and goal, on the defensive Team's 10-yard line or succeeding spot if carry-over penalty has been administered anywhere between the inbounds lines. The first offensive Team shall have a series of four downs. That series shall be terminated by any score by the offensive Team or if the defensive Team has possession of the ball. If the Team on offense scores a touchdown, it is entitled to the opportunity for a try unless the points would not affect the outcome of the Contest or playoff qualifying. A field-goal attempt is permitted during any down. If the defensive Team gains possession, the ball becomes dead immediately and the offensive Team's series of downs is ended. After the first Team on offense has completed its series of downs, the first Team on defense will become the offensive Team with the ball in its possession at the same 10-yard line anywhere between the inbounds lines. The same end of the field will be used for possessions by both Teams during the two sets of downs to ensure equal Contest conditions and conserve time. If the score remains tied after each Team has been given one series of downs in an overtime period, then the procedure shall be repeated with other overtime periods until a Contest winner is determined. In this case, there shall be an intermission of two minutes. At the subsequent meeting of Team captains the loser of the overtime coin toss will be given first choice of the options. If additional overtime periods are required, then first options will be alternated with no coin toss.

5-1-2: If a safety is scored by the offensive Team, the succeeding spot will be the 10-yard line in possession of the Team that was on defense, provided the defensive Team has not had its series of downs (the temporary overtime score is: Team A-2; Team B-0). When the defensive Team gains possession of the ball, the down and series immediately end for the offensive Team.

5-2-1: The offensive Team shall be awarded a new series of downs when any one of the following occurs:

- a. Penalty for defensive pass interference is accepted.
- b. Offensive Team recovers a scrimmage kick (field-goal attempt) between the goal lines after it has been touched first by the defensive Team beyond the neutral zone.
- c. Defensive Team is guilty of roughing the kicker, place-kick holder, snapper, or passer.

5-3-1: The line-to-gain is always the goal line.

8-1: If the defensive Team scores a safety or touchdown, the Contest is ended.

8-3: No try will be attempted if the winner of the Contest has been determined.

10-4-3a: Post scrimmage kick enforcement is not applicable in this procedure.

PIAA FOOTBALL CHAMPIONSHIPS

Tuesday, October 9, 2007 is the deadline for a member school to notify its PIAA District Committee if that member school does not wish to be considered for 2007 Postseason football.

Maximum Number of Entries (Qualifiers) to the 2007 PIAA Football Championships

District	A Football	AA Football	AAA Football	AAAA Football
I	1	0*	1	1
II	1	1	1	1
III	1	1	1	1
IV	1	1	1	0*
V	1	0*	0	0
VI	1	1	1	0*
VII	1	1	1	1
VIII	0	0	1	1
IX	1	1	1	0*
X	1	1	1	0*
XI	1	1	1	1
XII	0	0	1	1
Totals	10	8	11	7

*Indicates District combined with another District to form a Region.