

T.A.A.F. Sports Rules

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The following rules and regulations apply to all sports and all participants must meet these requirements. Unless a rule specifically names an exception for one of the divisions (member city, independent, affiliate, etc.), the following Sports General Regulations pertain to all teams and participants. See the specific sports sections for any special regulations that may exist.

ARTICLE 1 RETURNING TEAMS

1.1 All T.A.A.F. team champions (except youth basketball, baseball and Church Men's Class B and C) shall be eligible to return to state tournament as defending champions provided they have not been reclassified and have the following minimum returning players:

SOFTBALL SLOW PITCH	10 PLAYERS
SOFTBALL FAST PITCH	9 PLAYERS
FLAG FOOTBALL	6 PLAYERS
BASKETBALL	4 PLAYERS
VOLLEYBALL	4 PLAYERS

ARTICLE 2 BASEBALL

The T.A.A.F. is an allied member of the United States of America Baseball (USA Baseball), the National Governing Body for Baseball (N.G.B.) and the United States Specialty Sports Association (USSSA).

2.1 T.A.A.F. has had a long affiliation with the American Amateur Baseball Congress (AABC). The AABC is one organization under the baseball N.G.B. and all T.A.A.F. / AABC registered baseball teams shall adhere to the rules, regulations and laws of the sport.

2.2 Each team shall be required to register, pay membership dues, sign player contract, require birth certificates (Youth Division) and play in league play in accordance with the AABC rules or any other baseball organization chosen by a team.

2.3 The following divisions are recognized for AABC - T.A.A.F. state championships:

PEE WEE REESE	WILLIE MAYS
SANDY KOUFAX	MICKEY MANTLE
CONNIE MACK	STAN MUSIAL

ARTICLE 3 BASKETBALL

3.1 Each individual player must be a member of the team that they participate with in T.A.A.F. championship play (regional or state tournaments) by February 1st. No Player signed after February 1st will be eligible to compete in regional or state tournaments.

3.2 Adult basketball teams registered after January 31st will not be eligible for the current year's regional and state basketball tournaments. Adult basketball teams registering after January 31st will be eligible to participate in the following year's regional and state basketball tournaments.

3.3 In order for a team to be eligible for T.A.A.F. playoffs, the team may not have a player compete with the team during the current season if:

- .01 The player is still registered in the same college, university or junior college after January 1 (current season), where the player was a member of any basketball squad or team. This rule does not include P. E. classes or intramural participation; OR
- .02 The player was a member of a military basketball squad or team playing an off-base schedule during the current season.

3.4 The host city shall have the privilege of entering a host team when hosting regional or state tournaments.

3.5 The state tournament shall be twenty-four (24) teams or less, single elimination with a consolation bracket.

- .01 There will not be an "extra" game played to determine third place, both semi-finalist will receive a semi-finalist team trophy.
- 3.6 The Men's Industrial and 35 & Over Tournaments shall be tournaments with up to a thirty two (32) team bracket.
- 3.7 Prior to the state tournament, a "draw" will be conducted by the state commissioner to determine each team's place in the bracket
- 3.8 RULES: Current NCAA rules will be used with these exceptions:
 - .01 GAME CLOCK: An official game shall consist of two (2) twenty minute halves with a running clock for the first eighteen (18) minutes of each half.
 - a) A running clock stops for only free throws and time-outs.
 - b) A NCAA regulation clock will be used the last two (2) minutes of each half.
 - c) A regulation clock will stop for all whistles the last two minutes of each half and each successful field goal in the last minute of the second half or overtime period.
 - .02 HALF TIME: A five (5) minute half time will be observed.
 - .03 TIME OUTS: Each team will be allowed four (4) one (1) minute time-outs and two (2) thirty second timeouts per game.
 - .04 OVERTIME: Each overtime will consist of a three (3) minute period with the clock stopping for all whistles during the entire period. Each team will be given one (1) extra time-out.
 - .05 Jerseys & Numbers: Players on each team must wear jerseys that are identical in the base color of the jersey and must have a six (6) inch number on the back and a four (4) inch number on the front.
 - a) Legal basketball numbers only are permitted – 0 or 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55
 - b) Numbers must be permanently affixed to the jersey, not taped or pinned to the jersey.
 - c) Numbers that are hand written in pencil, marker, or any type of ink pen will not be allowed
 - .06 Point Ahead Rule: A point ahead rule of (20) twenty points will be used in all adult basketball games.
 - a) If a team is ahead by (20) twenty points, the clock will not stop except for injuries and time-outs until the team ahead is ahead by less than (20) twenty points.
 - b) Like the rest of the game, the clock can be stopped by a time-out.
 - .07 SHOT CLOCK: A shot clock will not be in effect for any T.A.A.F. Regional or State Basketball Tournament.
 - .08 THREE POINT FIELD GOAL: The three point field goal rule will be in effect for all T.A.A.F. State Tournaments. T.A.A.F. will utilize the three-point line that is 19 feet, 9 inches from the center of the goal as the official distance for three-point field goals in all state tournaments.
 - .09 All basketball rules covered on these pages shall apply to both regional and state tournaments for each specific basketball division.
- 3.9 STATE TOURNAMENT DATES: Effective with the bids for the 2009 state basketball tournaments, each state basketball tournament will be held on the specified weekend. State basketball tournament bids that contain proposed dates that are not in accordance to the following schedule will not be accepted. The schedule of T.A.A.F. state basketball tournaments will be as follows:
 - .01 The Men's 35 & Over State Tournament will be held the last full or partial weekend of February (which may include March 1 when it falls on Sunday).
 - .02 The Men's Major State Tournament will be held on the first full weekend of March (first weekend that both Saturday and Sunday fall in March).

- .03 The Men's Six Feet and Under State tournament will be held on the second full weekend of March.
- .04 All Boys' and Girls' Winter State Basketball Tournaments in addition to the Men's Industrial State Tournament will be held on the third full weekend of March.
- .05 The Men's Church and the Women's State Tournament will be held on the fourth full weekend of March.
- .06 The High School Summer Championship will be held at a date to be determined and that will be in compliance with eligibility rules of the U.I.L.

ARTICLE 4 MEN'S BASKETBALL

4.1 MAJOR & 6 FT. AND UNDER

- .01 The regular playing roster shall not exceed twelve (12) players including a playing manager.
- .02 A 6' and Under team must consist of players who do not exceed 6' or 72 inches in height.

4.2 35 & OVER

- .01 The regular playing roster shall not exceed twelve (12) players including a playing manager.
- .02 Eligible players must be 35 years of age or over within the calendar year of the state tournament.
- .03 Players must provide pictured identification (with birth date indicated) when requested by a tournament official prior to and/or during regional and state competition.

4.3 45 & OVER (STATE INVITATIONAL)

- .01 The regular playing roster shall not exceed twelve (12) players including a playing manager.
- .02 Eligible players must be 45 years of age or over within the calendar year of the state tournament.
- .03 Players must provide pictured identification (with birth date indicated) when requested by a tournament official prior to and/or during regional and state competition.

4.4 MEN'S CHURCH

- .01 The regular playing roster shall not exceed twelve (12) players including a playing manager.
- .02 The Men's Church playing rules are the same as the Men's Major playing rules except for player eligibility (see MOP Article 5).
- .03 A player may play on his church team as well as any other non-church (open) team, provided he meets the eligibility requirements to participate on his church team stated in MOP Article 5.

4.5 MEN'S INDUSTRIAL

- .01 The regular playing roster shall not exceed twelve (12) players including a playing manager.
- .02 Eligible Teams
 - a) All players must be full time employees of one company, of one city or county government, or of one military installation and must have competed together during the current season of play.
 - b) Players who do not meet the resident rule including residents of Border States and Mexico may participate for their industrial team if they were current employees as stated above.

- c) A player may play on his industrial team as well as any other non-industrial (open) team, providing he meets the eligibility requirements to participate on his industrial team.

ARTICLE 5 WOMEN'S BASKETBALL

- 5.1 The regular playing roster shall not exceed thirteen (13) players including a playing manager.
- 5.2 Current NCAA rules will be used.

ARTICLE 6 WHEELCHAIR BASKETBALL

- 6.1 Current National Wheelchair Basketball Association (NWBA) rules will govern qualifying and state tournament play.
- 6.2 Teams may register independently with the state commissioner through sanctioned league play.
- 6.3 Tournament will be open to any T.A.A.F. registered wheelchair team.

ARTICLE 7 BOYS' AND GIRLS' YOUTH BASKETBALL

7.1 GENERAL RULES: BOYS' AND GIRLS'

- .01 Boys must play in the Boys' Divisions (I or II).
- .02 Girls must play in the Girls' Divisions (I or II).

Exception:

- a) A member city must file in writing that they do not have enough girl participants to send separate girls teams.
 - b) Upon doing this, the member city may send a mixed team to the appropriate age Boys State Tournament, if they qualify.
 - c) NOTE: If there is one boy on a roster, that team will be classified as a Mixed team eligible to play in the Boys Divisions (I or II).
- .03 National Federation Rules and UIL Guidelines will apply with the exception of the T.A.A.F. Rules published here.

7.2 DIVISIONS OF PLAY: BOYS' AND GIRLS'

.01 WINTER BASKETBALL:

14 & Under
12 & Under Divisions I & II
10 & Under Divisions I & II
8 & Under Divisions I & II

Division I:

- a) Any TAAF Member or Affiliate member registering less than four (4) boys or girls teams in any age division / classification must register as Division I.
- b) Participation in a TAAF Member or Affiliate sponsored or co-sponsored league is not required of a Division I team. However, if a team does not participate in a league, the team must register and participate as a Division I team.
- c) Division I consists of teams that are hand-selected by the coach or who are formed to create tournament teams or all-star teams, or who return five (5) or more players from the previous seasons roster. Additionally, any team whose team name includes the words "all stars" is required to participate in Division I.

- d) Any team may request to be a Division I team.
- e) Any team that participates in a national level tournament and returns more than two (2) roster players is required to be classified as a Division I team.

Division II:

- a) Teams must have played in a TAAF Member or Affiliate sponsored or co-sponsored recreational league, and must have played in at least four (4) league games.
- b) Division II consists of teams that are formed through some type of “draft” system (conducted for the current season of play) where the emphasis is put on balancing the strength of teams throughout the league.
- c) Any TAAF Member or Affiliate program that conducts a draft to be eligible for Division II participation must complete and submit the TAAF Division II Youth Basketball Pre-Qualification Form by December 1. The purpose of this form is to demonstrate how the draft being conducted balances the strength of teams throughout the league. The Commissioner will review each submission and make the final decision of eligibility for each program.
- d) Any team that is classified as Division II may not return more than four (4) players from the previous season’s roster. Any team with five (5) or more returning players must be classified as Division I.
- e) Division II youth basketball rosters are limited to no more than ten (10) players. All players must be from the recreational league roster. No pick up players are allowed for post-season play.
- f) Any team that is misclassified as Division II may be disqualified or re-classified at the discretion of the Commissioner.
- g) A roster for all Division II teams that includes the team name, head coach name, division of play, and all player names and birthdates must be submitted to the state office by February 1. Player changes are not allowed for regional or state championship play, once this roster is submitted.**

- .02 SPRING AND/OR SUMMER HIGH SCHOOL AGED BASKETBALL: Spring & Summer Basketball will follow ALL UIL Guidelines. Age divisions:
18 & Under 16 & Under 14 & Under

7.3 PLAYING RULES:

- .01 ROSTERS: The regular playing roster shall not exceed twelve (12) players for Division I and ten (10) players for Division II.
 - a) A playing roster shall be “frozen” once it has been submitted for regional play and may not be changed for the state competition.
- .02 GAME LENGTH: All to have a running clock with the exception of final two (2) minutes of each half and;
 - a) 8 & Under Divisions of play to have four (4) six (6) minute quarters
 - b) 10 & Under, 12 & Under, 14 & Under, 16 & Under and 18 & Under divisions of play to have four (4) eight (8) minute quarters
 - c) The clock stops only on timeouts and free throws. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc.
 - d) POINT SPREAD RULE: If one team is ahead by fifteen (15) or more points during the last two (2) minutes of each half, the clock will remain a running clock, except for time-outs and free throws.

- e) **TIMEOUTS:** Each team shall be allowed four (4) one-minute timeouts per game. In case of overtime, each team shall be allowed one (1) additional one-minute timeout, as well as any timeouts remaining from regulation.
- f) **OVERTIME:** If the score is tied at the end of regulation play in the 8 & Under and 10 & Under divisions of play, a two (2) minute overtime will be played. In all other divisions, a three (3) minute overtime period will be played. The clock will stop on each whistle by the officials.

.03 **BASKET SPECIFICATIONS**

HEIGHT	FREE THROW DISTANCE	AGE GROUP	DIVISION
10'	15' 0"	18 & Under	N/A
10'	15' 0"	16 & Under	N/A
10'	15' 0"	14 & Under	N/A
10'	15' 0"	12 & Under	Boys & Girls I & II
10'	15' 0"	10 & Under	Boys & Girls I
10'	13' 6"	10 & Under	Boys II
10'	13' 6"	10 & Under	Girls II
8' 6"	13' 6"	8 & Under	Boys I & II & Girls

.04 **BALL SIZE:** The official ball size for divisions:

- a) 18 & Under, 16 & Under, 14 & Under and 12 & Under BOYS' will use the regulation size basketball as specified by the Federation Rule Book.
- b) 10 & Under and 8 & Under BOYS' will use the official women's basketball.
- c) All GIRLS' divisions will use the official women's basketball.

.05 **LANE VIOLATIONS:**

- a) 18 & Under, 16 & Under, 14 & Under and 12 & Under will play by official rules.
- b) 10 & Under and 8 & Under will have five (5) second lane violations.

.06 **FULL COURT DEFENSE (PRESS):**

- a) 18 & Under, 16 & Under, 14 & Under and 12 & Under Divisions may play full court defense at any time.
- b) 10 & Under may play full court defense during the last two minutes of each half and any overtime period(s).
- c) 8 & Under may play full court defense during the last minute of the second half and at all times during any overtime period(s).
- d) **VIOLATION:** Each team shall be issued one warning per half, in which the whistle is blown and the offended team brings the ball in play on their offensive front court at the mid-court opposite the scorers table and team benches. Additional violations shall result in a technical foul.

.07 **UNIFORMS:** Each team must have jerseys the same color with a permanent four inch (4") number on the front and a six inch (6") number on the back. Legal basketball numbers only are permitted – 0 or 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. Players who do not have the proper uniform will not be allowed to participate. T-shirts worn under the jersey must be the same color as the primary color of the jersey.

.08 **MINIMUM PLAYING TIME:** Division I has free substitutions throughout the game and no minimum playing time. Division II teams must abide by the following minimum playing time rules:

- a) During the first quarter of every game there will be no substitutions allowed. The five players who start this quarter will be the same five players who finish the quarter.

- b) During the second quarter any remaining players who did not start the first quarter will be required to start the second quarter and play the entire quarter without substitutions.
- c) During the second quarter, if a team has less than 10 players on their roster then the coach may substitute only for those players who already played the entire first quarter.
- d) In the case of an injury to a player who is playing their required full quarter a medical substitution will be allowed. However, if a player is not able to finish their quarter during the first half then that player will be required to play a full quarter with no substitutions allowed in the second half.
- e) If a player is medically unable to complete their full quarter in either the first or second half then that player will be disqualified for the remainder of the tournament.

7.4 CHAMPIONSHIP GUIDELINES - REGIONAL AND STATE TOURNAMENTS

- .01 Tournaments will be pool play with a minimum of 3-game guarantee.
- .02 WINTER PLAY: A regional tournament must be hosted in all regions for youth winter basketball. Any registered team may participate in the Regional Tournament as space allows, or according to berths specified and allowed by regional guidelines.
- .03 All teams wishing to participate in the State basketball tournament must participate in regional tournaments to be eligible. If the age, gender or division does not have a regional tournament make, these teams are still required to register for the state tournament at the regional tournament or the region will set up a site for registration. Teams registering for the regional tournament must submit their signed rosters, regional tournament fee, and birth certificates for each player along with the registration form for the state tournament. All teams qualifying for the state tournament must pay state entry fees/member city guarantee at the regional site. Following the tournament, each regional director or regional basketball tournament director will overnight ship the roster, birth certificates, entry fee and registration forms to the state host.
- .04 WINTER PLAY: The State Tournament shall be open to all regional champions plus one host team per division.
- .05 The State Commissioner (Youth Basketball Boys or Girls) will be required to provide the host city with the appropriate T.A.A.F. approved brackets immediately following the awarded bid for the State Championships.
- .06 Proof of age is required prior to the start of each tournament
- .07 Rosters may carry a maximum of twelve (12) players for Division I and ten (10) players for Division II.
- .08 A player may be on only one roster during T.A.A.F. Championship play.
- .09 All players in Division II must have joined a team and have been officially listed on the teams roster by February 1 in order to be eligible for post season participation.

7.5 TOURNAMENT DATES - WINTER PLAY:

- .01 Regional Tournaments for Division I and Division II will be held the first weekend of March.
- .02 The State Tournaments for Division I and Division II will be held the third weekend of March.

7.6 TOURNAMENT DATES – SPRING AND/OR SUMMER PLAY (High School):

- .01 If a tournament host chooses to host the State Tournament in the Spring, dates may be held either of the last two weekends in April or first weekend in May, as approved by the State Commissioner.
- .02 If the tournament host chooses to host State Tournament in the Summer, dates will be announced, but it is encouraged to host during either the last weekend of June or within the first two weeks of July, as approved by the State Commissioner.

ARTICLE 8 BOXING: GENERAL RULES

- 8.1 T.A.A.F. state boxing championships will be conducted under the current USA Boxing rules as set forth by the National Boxing Committee. All age divisions and weight classifications will be as per the NATIONAL GOVERNING BODY for BOXING (USA Boxing).
- 8.2 T.A.A.F. General Regulations will govern eligibility of participants.
- 8.3 T.A.A.F. state boxing championships will be an USA Boxing sanctioned event. As per the agreement between USA Boxing and T.A.A.F., when the Games of Texas are awarded to a city, the T.A.A.F. State Boxing Commissioner will notify the USA Boxing Texas Director. The USA Boxing Texas Director will then notify the USA Boxing Regional Director in charge of the area where the host city is located. The sanction will then be worked out with the approval of the USA Boxing Texas Director and the Regional Director for the area for USA Boxing.
- 8.4 All bouts will be either “novice” or “open” class.
- 8.5 Awards will be given to the champion, runner-up and outstanding boxer in each division. A team championship trophy shall be given for the tournament.
- 8.6 WEIGHT DIVISIONS: Weight divisions are determined by USA Boxing.
- 8.7 NUMBER AND LENGTH OF ROUNDS: As set by USA Boxing.

ARTICLE 9 CHEERLEADING

- 9.1 Registration:
 - .01 TAAF Member City:
 - a) A current roster of team members for each age division and squad within the age division.
 - .02 Affiliate Member: Private cheer groups that are not sponsored by a Parks and Recreation Department may compete by joining T.A.A.F. as an affiliate member.

Note: Insurance may be purchased for an additional per person fee per sport (contact the T.A.A.F. state office for fee information).
- 9.2 Eligibility: All competitors participating in cheerleading competitions must be amateurs and registered with the state commissioner and the state office.
- 9.3 A Cheerleader may compete for only one T.A.A.F. cheerleading team/club per season. If they switch teams/clubs they will become ineligible immediately. Exception: Documented parents job transfer and family move outside the original region of participation)
- 9.4 All cheerleaders must have a T.A.A.F. registration number to compete in a T.A.A.F. meet.
- 9.5 T.A.A.F. metro areas that are classified as T.A.A.F. regions themselves may enter more than one team if their cheerleading programs are divided along recreation centerlines.

- .01 The state commissioner may approve a combination of recreation center teams in these cities.
- 9.6 Qualifying meet season begins the second weekend in October and runs until three weeks before the state meet.
- .01 To be eligible to compete in the T.A.A.F. State meet, a cheerleading squad must participate in at least three (3) T.A.A.F. sanctioned qualifying meets.
- .02 A cheer squad must achieve one score in the first one half of the season.
- .03 The state commissioner will declare the season mid-point.
- 9.7 Team entries are to be submitted to the city hosting the state meet by the date determined by the host.
- .01 A copy of the team entries must also be submitted to the state commissioner by the same date.
- .02 No changes may be made to the entries after this deadline.
- 9.8 Age Divisions/squad sizes
- | | | |
|-----|--|--------------------|
| .01 | <u>Mini</u> | |
| | Small mini 2 nd grade and below males allowed | 20 members or less |
| | Large mini 2 nd grade and below | 21-35 members |
| | <u>Pee Wee</u> | |
| | Small Pee Wee 4 th grade and below <i>males allowed</i> | 20 members or less |
| | Large Pee Wee 4 th grade and below | 21-35 members |
| | <u>Youth</u> | |
| | Small Youth 6 th grade and below <i>males allowed</i> | 20 members or less |
| | Large Youth 6 th grade and below | 21-35 members |
- .02 Technical rules will follow UCA guidelines for each level, except where amended
- .03 Equipment guidelines will follow UCA guidelines for each level, except where amended.
The state commissioner reserved the right to alter any of the equipment guidelines as changes are made by UCA.
- 9.9 Cheerleaders may compete between the ages of six (6) and twelve (12).
- 9.10 Individual awards: all state awards must be purchased from the official T.A.A.F. licensed award supplier.
- 9.11 State meet results: should be mailed to all participating teams within thirty (30) days of the state meet by the meet director.
- 9.12 Protests: Protests of competition will not be allowed except for eligibility as per current UCA rules.
- 9.13 Financial reports: The meet director must submit to the state commissioner a complete financial report within two (2) weeks after the state meet.
- 9.14 Technical rules pertinent to all events will follow current UCA rules with the following exceptions
- .01 Except when a rule is superseded in the T.A.A.F. Cavalcade.
- .02 Registration procedures for the state meet will follow guidelines set down in the participant guide. No late entries will be accepted.

- 9.15 T.A.A.F. cheerleading qualifying schedule will be set by the T.A.A.F. state commissioner
- 9.16 T.A.A.F. qualifying information will be mailed thirty (30) days prior to the event
- 9.17 T.A.A.F. state meet information will be mailed sixty (60) days prior to the event.
- 9.18 State meet entries will be due thirty (30) days prior to the event.
- 9.19 The last qualifying meet for the T.A.A.F. state competition is to be held three (3) weeks prior to the state meet.
- 9.20 Warm up meets may be held during the two weeks prior to the state meet. Those scores may not be used as qualifying scores.
- 9.21 Qualifying meet hosts must submit a request in writing to the state commissioner by August 15 prior to the start of each season.
 - .01 This request must be accompanied by a \$150 cashiers check or money order. This meet guarantee is non-refundable if the meet is cancelled or not held (except in the case of inclement weather or other natural disaster).
 - .02 The money will cover tabulation costs upon the successful completion of the meet.
 - .03 Meet results should be faxed or sent by the meet hosts to the state commissioner by 5pm on Wednesday following the meet. Failure to have meet results to the state commissioner will result in a \$100 fine.

ARTICLE 10 FLAG FOOTBALL – MEN’S 8/8

- 10.1 No player signed after November 1 shall be eligible to compete in regional or state championship games.
- 10.2 The regular playing roster shall not exceed twenty (20) players, including a playing manager.
- 10.3 No player shall be permitted to play T.A.A.F. flag football if he is presently or has, during the current season, been a member of any semi-professional, varsity high school, junior varsity, B team, 9th grade or college football team. Professional players are prohibited from playing as defined under General Regulations.

NOTE: The protesting individual(s) bear the entire burden of proof regarding a player's participation as a member of a professional team. The T.A.A.F. state commissioner has the final authority to accept or reject the protesting individual(s) "proof".
- 10.4. The state tournaments will be double elimination tournaments.
- 10.5. Playing rules shall be those adopted by the Texas Amateur Athletic Federation. The rules approved at the annual meeting will be effective the following calendar year.
- 10.6 In August of each year the state commissioner will mail playing rules for the current flag football season to all member cities that register teams and to all flag football officials.
- 10.7 FLAG FOOTBALL – State Tournament Classifications
 - .01 CLASS “A” Team – A class “A” team competes at the highest level of competitive play for TAAF flag football. A class "A" team is not restricted by the number of ex-professional and ex-collegiate players it may have on the roster. (See Section 10.7.04 for additional classification factors.)
 - .02 CLASS “B” Team – A class “B” team competes at a high level competitive and/or recreational play for TAAF flag football. A class “B” team is restricted to three (3) ex-collegiate players on their roster and no ex-professional football players. (See Section 10.7.04 for additional classification factors.)

- .03 Championship Season will be defined as the season played by a team prior to the official state tournament. In most cases this is a fall season. Teams registered from Spring leagues are eligible for the State Tournament in December if approved by Local Administrator and the State Commissioner.
- .04 Team classification for the State Tournament is determined and verified at the local level by the Member City or Affiliate member that registers the team(s). Local entities that register teams may play a regular season or use a local qualifying tournament to determine classifications. If a Metro Region holds a regional qualifying tournament for state, the tournament may serve as the time when classification is determined for teams.

Additional classification determining factors include:

- a. If the registering entity has determined that the registered team is a class "B" they are eligible to play in Class "A" or Class "B" at the regional or state tournament. Registered Class "A" teams cannot play at the Class "B" level at regional or state level of tournament competition. If a Class "B" chooses to play Class "A" at the regional tournament and does not qualify for state, they cannot compete as a Class "B" representative at the state tournament.
- b. Class "B" Teams that finish in the top ten at the state tournament are eligible to move to Class "A" for the next year's state tournament. If these teams choose to move up to Class "A" and qualify, they will be seeded behind the previous year's top four Class "A" teams that have returned to the state tournament.
- c. Class "B" Teams that have finished in the top four teams at the state tournament for three years in a row and have kept at least fifty percent (50%) of the their roster the same over this time must be reclassified as a Class "A" team for the upcoming championship season if that roster is kept with at least 50% of the same players. If these teams do not place in the top eight (8) of the following year's state tournament, they are eligible to move back to Class "B" for the following championship season.
- d. Class "B" teams that win the state championship two consecutive seasons or two out of three consecutive seasons (with the third time placing within the top four teams), and they at least fifty percent (50%) of the same roster, the team must move to Class "A" for the next year's championship season. If the team does not finish within the top eight (8) teams, then the team is eligible to be registered as either Class "A" or Class "B" for the following championship season.

10.8 FLAG FOOTBALL – Determining teams to represent local member cities or affiliate members at the 8 on 8 State Tournament for Adult Flag Football:

- .01 Each local Member City or Affiliate member that registers teams for adult flag football may be eligible to send one team per classification to the State Tournament. The local entity must have registered teams in the classification of play (Class "A" or Class "B") prior to the state registration deadline.
- .02 If more than one team per classification wants to represent their Member City or Affiliate, then the local entity must determine which team will be the designee for each classification. The local entity must also notify the state tournament host and the state commissioner which teams will officially be the representatives for each classification and which teams are eligible but considered wait list teams. It is the duty of the local representative to designate the individual member city or affiliate, not the duty of the State Tournament Host.
- .03 Regional Tournaments held to determine state tournament qualifiers must be hosted by the first weekend in November. Only one regional tournament per region can be considered the official regional tournament.

- a. Metro Regions must use a qualifying league or a qualifying tournament as the way to designate their representatives to the state tournament for each classification from their region.
 - b. Non-Metro Regions may use a regional qualifying tournament to designate the region's teams in each classification to the state tournament, but this must be approved in advance of any championship season by the Regional Director and the State Commissioner. If a non-metro region chooses to use a regional qualifier as the method to send teams to the state tournament, the number of qualified entries to State will come from the designated allotments for the Region. All regional tournament entries that do not qualify for state through their regional competition become the priority teams on a state tournament waiting list. If the region that hosts a regional tournament has additional teams from local entities that wish to play in the state tournament, those teams will be placed on a wait list after all other teams that participated in official regional tournaments.
- .04 The state commissioner works with the state tournament host to confirm space for teams and set the allotments based on registrations received by the state office by the registration deadline date (October 15). State tournament allotments are based on the total registered number of teams for each classification across the state and within the region and how much space is available by the state tournament host.
- .05 Championship Season will be defined as the season played by a team prior to the official state tournament. In most cases this is a fall season. Teams registered from spring leagues are eligible for the State Tournament in December if approved by Local Administrator and registration is confirmed by the State Office and the State Commissioner as an eligible team.

Texas Amateur Athletic Federation

FLAG FOOTBALL RULES

RULE 1. THE GAME, FIELD, PLAYERS & EQUIPMENT

SECTION 1: GENERAL GAME PROVISIONS

The Game

Article 1 –

- a. The game shall be played between two teams of no more than eight (8) players each, on a rectangular field with a properly shaped, sized and inflated ball.
- b. A team may legally play with no fewer than six (6) players.

Winning Team and Final Score

Article 2 –

- a. The teams are awarded points based on values established by rules. Forfeited games are given a different value and depending on circumstances, may alter the outcome of the game.
- b. The game is ended and the score is final when the referee declares the game complete.

Supervision

Article 3 –

- a. The game is conducted under the supervision of two, three, four or five officials including: a referee, a linesman, a back judge, line judge and a side judge. Use of the line judge and side judge is optional.
- b. Officiating crews will be assigned from an approved agent from the tournament host and/or the state commissioner. Officials will have completed training as set by guidelines outlined in the TAAF Cavalcade.

Team Managers and Captains

Article 4 –

- a. Each team shall designate to the referee one or more players as its field captain(s) and one player shall speak for the team in all dealings with officials. There shall be no more than four captains from each team at the coin toss.
- b. A field captain's first announced choice of any options offered his team shall not be reversed.
- c. Any player that participated in the last play, and is still on the field of play, may call for a team charged time-out.

Persons Subject to the Rules

Article 5 - All players, captains, managers, or persons affiliated with the teams on the field, involved with a tournament or contest are subject to the rules and shall be governed by the officials and/or the tournament director, staff or appointed agents.

TAAF Members and Tournament Host Sites Subject to the Rules

Article 6 –

- a. TAAF Member Cities conducting contests shall adhere to rules set forth by the Cavalcade and TAAF Flag Football Rules.
- b. Non-TAAF Members wishing to conduct contests utilizing TAAF Flag Football Rules, Logo must have approval of the Executive Director, State Office, State Commissioner and/or meet the requirements set forth by the TAAF Cavalcade. If approved contests must adhere to the guidelines set forth by the Cavalcade as well as the TAAF Flag Football Rules.

SECTION 2: THE FIELD

Dimensions, Markings and Area Designation

Article 1 –

- a. 80 yards from goal line to goal line with two end zones of 10 yards each
- b. Field shall be divided into 4 zones of 20 yards each.
- c. Field shall be a minimum of 40 yards wide and a maximum of 53 1/3 yards wide.
- d. Marking the three (3) yard line and ten (10) yard line are optional for use during the PAT. These may be marked as hash marks in the center of the field no more than five (5) yards in width
- e. Lines should be clearly marked and use of cones or yard line markers along the sideline to signify zone lines are strongly recommended for use during championship play.
- f. Teams shall use opposite sides of the field to use as their team area during the game. The team area stretches from twenty (20) yard line to twenty (20) yard line and no less than ten (10) yards wide of the playing field. Only the team manager, captains and players are allowed within the team area. Persons associated with the team and are not the Manager, captains or players must be removed from the immediate playing field and team area. Where grandstands, bleachers or seating areas are available this is the preferred area for these non-players.
- g. When teams and players are in the team area, adequate room along the sideline must be made available in order for officials to work the sideline and properly officiate the contest.

SECTION 3: THE BALL

Specifications

Article 1 - It is recommended that teams use the Wilson Official NFL Ball or its equal. (Official NCAA or the R5) However, each team must provide an official size leather covered football, which is properly inflated.

Administration and Enforcement

Article 2 –

a. An infraction of using too small of a football will be an automatic penalty of reversing possession of the football at the place of the last snap prior to discovery of the illegal ball, if the ball was used for one play. If the illegal ball is discovered prior to snap, there will be a 10-yard penalty, no reversal of possession and removal of ball. (S-19)

b. Each team is responsible for their own ball as to retrieving it after an incomplete pass and keeping it dry during adverse weather conditions. The center may carry the ball to the huddle.

SECTION 4: PLAYING EQUIPMENT AND UNIFORMS

Uniforms

Article 1 –

- a. Shall be each team's choice as long as it does not include any hard or unyielding surface.
- b. Jewelry: No jewelry of any kind may be worn by players. No headwear with an extended bill may be worn. (Ex: caps, visors. etc.).
- c. Jersey/Shirts: All members of the same team must wear the same color jersey with non-duplicating numbers including at least an eight (8) inch number on the back. The number on the front is recommended but not mandatory. Jerseys must be tucked in. The midriff shirt is legal, if in the judgment of the referee, it does not hinder the defense from pulling the flag. No article of clothing may cover any portion of a player's flag. Officials should warn violators of this between plays. If a shirt/jersey becomes untucked during a play, it must be re-tucked before the next play.
- d. Shorts/Pants: Any shorts or pants worn during flag football league play must not have pockets located flags would normally hang from the flag belt. This is to reduce the risk of injury when pulling flags. If discovered during a game or a pocket becomes ripped during a play (an attempt at deflagging a player), if successful, player will be ruled down as if he were legally deflagged from a flag belt. Any shorts or

pants that have striping, piping or a design that camouflages a player's flags or flag belt will not be allowed.

e. Shoes: Any flat soled or completely molded cleat shoes are acceptable. Removable cleats, baseball or track spikes or any shoes that have steel or metal tips are prohibited. All players must wear shoes.

f. Protective Equipment: Helmets, shoulder pads, thigh pads are prohibited. Any questions as to the legality of player's equipment shall be decided by the referee of that game. The use of any unyielding hard substance cannot be used to protect an injury, no matter how well covered or padded. Therapeutic or prevention knee braces can be used if covered from direct external exposure.

g. Flags - The current "Sonic" Flag-A-Tag type of flag belts as approved by the state commissioners must be used for State and Regional Tournament Play. This belt is the recommended belt for all TAAF play and will be provided by the state office for use by the state tournament host for play. Triple Threat and Velcro type flag belts are acceptable alternatives for regional play, only if approved by the state commissioner or regional tournament director. A local administrator may approve or provide different styles of belts for local play only. *(Ball & Socket type flag belts and the 'mushroom' style sonic or supersonic belts are illegal and cannot be used at the regional or state level.)*

Each player on the field (8 offensive and 8 defense) will wear 2 flags at the waist, one on each side. Flags must be attached to a belt and the belt will be worn snug around the waist to eliminate being turned partially around the waist during an attempted deflagging.

The flags must be a minimum of 12 inches (flag itself) in length and 1 1/2 inches in width and must be a different color than the player's lower uniform. It is preferred that teammates must wear the same color of flags.

h. Gloves work by a player must be approved and inspected by game officials in the case any illegal substance has altered the gloves with the intent to enhance a player's performance.

Playing Equipment and Uniforms Enforcement

Article 2 –

a. If any player has improper attire, said player may not play in the game until he complies with these rules. If discovered during the game, player must be removed from play until compliance occurs. (Uniform violations: 5-yard penalty for someone who gains possession of the football). (S-19)

b. Treat item Section 4 Article 1e & Article 1f as dead ball fouls with a 5yard penalty and remove equipment or player.

c. Illegal alteration, securing, or substitution of flags or belts will result in removal of a player or players from the game and a 10 yard penalty from L.O.S. of last snap if offense and if defense from P.O.I. (S-19) Any player with less than two (2) flags in the proper position at the snap shall be ruled deflagged immediately at the point where he gains possession of the football.

RULE 2: ROSTERS, PLAYERS, ELIGIBILITY AND CONDUCT

SECTION 1: TEAM & PLAYERS

Eligibility

Article 1 –

a. TAAF flag football is 8 men with everyone eligible. A team may field no less than 6 players at any time.

b. Team Roster: Teams regular playing roster shall not exceed twenty (20) players including a playing manager. There will be no drafting of players for Regional or State Tournament.

c. No new player may be added to teams regular playing roster after October 15th and be eligible to compete in the T.A.A.F. Regional and State Tournaments. If a regional tournament occurs after October 15, the roster for that tournament becomes final and official. Player additions to rosters may only occur within the guidelines set by the TAAF Cavalcade.

d. Eligibility: No player shall be permitted to play T.A.A.F. Flag Football if he is presently or has, during the current season, been a member of any semi-professional, (This includes arena football), high school varsity, B team, 9th grade, or college football team. Any player who has played professional football shall be ineligible to participate for one year after his last day as a member of a professional team.

All players must be eligible under General Regulations of the current T.A.A.F. Cavalcade of Sports.

Classifications

Article 2 –

a. ADULT: CLASS "A" - Teams are not restricted by number of ex-professional and ex-collegiate players on the roster. CLASS "B" - Teams are restricted to three (3) ex-collegiate players who lettered in football and no ex-professional football players.

b. YOUTH: Current age divisions include: 8 & Under Mixed, 10 & Under Mixed, 12 & Under Mixed and 14 & Under Mixed.

Team & Player Enforcement

Article 3 - Any team or players found violating these rules shall forfeit all games played in by the ineligible player or players. If in Regional or State Tournament play, team will be removed from the tournament.

SECTION 2 - PLAYER CONDUCT

Players Behavior

Article 1 –

a. Any verbal badgering of officials or derogatory language between opposing players after officials have asked once for team captain's control can result in player or players involved in action being disqualified.

1. First derogatory action or language should be penalized 10 yards and captain warned. (S-33)

2. Second derogatory action or language will cause players to be disqualified plus 10 yards. (S-32 & 33)

Sideline players are subject to the same disqualification for abusive, obscene or badgering language to either opposing players or officials. If the captain or coach of the penalized team cannot control the actions of his players, game can be forfeited.

b. Fake Excessive Contact: Any player, who in the judgment of the officials, fakes excessive contact for the sole purpose of drawing a penalty may be warned once by the officials and then penalized for unsportsmanlike conduct on the next offense. Enforcement: A warning to one player may be applied to a team as a whole if the official so states that this warning is to the team. Penalty - (Treated as a dead ball foul) 10 yards (S-33)

c. Begging A Call – During the course of a game, managers, players and participants on or off the field of play may decide to solicit unnecessary comments, badgering or complaints towards officials. If in the official's judgment, the unsolicited information is interpreted as "begging the call," a team may be penalized for such actions. The sideline must be able to be worked by game officials. When this hindrance comes into play, either verbally or physically, Sideline interference may be warned and penalized as such. Enforcement: a penalty of 5 yards can be tacked on to the end of the play. This penalty will be marked off as a dead ball foul even if it occurred while play was in progress. (S-33)

RULE 3. DEFINITIONS/PLAYING REGULATIONS

SECTION 1: APPROVED RULINGS AND OFFICIAL'S SIGNALS

Article 1 –

a. An approved ruling is an official decision on a given statement of facts made by the state commissioner, tournament director and/or the TAAF Cavalcade. This is to illustrate the spirit and application of rules. If there is a conflict between an approved ruling and the official rule, the official rules take precedence.

b. Official's signals are outlined in the mechanics portion of the Official TAAF Flag Football Rules.

c. Protest: Judgment calls/interpretation of rules cannot be protested. Enforcement of penalties may be questioned and confirmed at the time of enforcement, but not protested. Player eligibility may be protested and must be filed with referee before end of the half in which said player is playing.

SECTION 2. LENGTH OF GAMES, SCORING AND TIME OUTS

Coin Toss

Article 1 – At the beginning of each half, a coin toss will be held. The winner of the coin toss will have the following options: (1) offense, (2) defense or (3) choice of goal to defend. The loser of the opening toss will have choice of the remaining options for the first half and will have the first choice of all options in the second half. The loser of the toss shall have first choice at the beginning of the second half. The winner of the toss has remaining second half options. There is NO DEFERRMENT to the second half.

Game Time

Article 2 –

a. Clock Management and Regulations:

- (1) Game clock will start each half when the official puts the ball in play.
- (2) The official's whistle makes the ball ready for play and starts the play clock prior to each down throughout the games. The play clock is twenty-five seconds in length.
- (3) After a team time-out, the game clock will start at the snap of the ball.
- (4) Because the game clock is a continuous click, it does not stop during P.A.T. attempts.
- (5) The game clock will stop for team time-outs, official time-outs, and at the discretion of the official to retrieve long incomplete passes.
- (6) The play clock is 25 second and starts once the official marks the ball ready for play. (Delay of Game penalty if exceed 25 seconds)
- (7) Half time - A minimum of 5 minutes and a maximum of 10 minutes.

The on-field captain or quarterback may request the amount of time left in the game from the officials at any time. Officials will be expected to give the correct time.

b. Periods of play include Regulation, Point After Touchdown (PAT), 7 Play Period and Tiebreaker.

c. Regulation Period - The game shall be played in 2 halves of 20 minutes in length. In all games the clock will be running continuous. (S-2&3)

d. The period of time after a touchdown is made is known as the PAT or Point After Touchdown. During regulation game time, the game clock does not stop. During the Seven (7) Play Period OR the Tie Breaker Period, the PAT is not counted as a numbered play, but will use the play clock as a guide.

e. With two minutes remaining in regulation period *{eighteen (18) minute into the half}* of the first and second half, teams will be given a two minutes warning and be instructed that the seven (7) play period will begin. The seven (7) play period has only the twenty-five (25) second play clock to use as a time guideline between plays. The officials will give down, distance, and play number on all plays remaining. Teams must continue to make first downs if they want to keep possession, as it is with using the clock. However, if they do not make a first down, the defense has a chance to gain possession and use the remainder of the seven plays. P.A.T. tries will not count as one of the seven plays.

f. Tiebreaker - In the event of a tie game at the end of the second half the following method will be used:

(1) After an official's time out of two (2) minutes, during which time officials and team captains will have a coin toss, the winner will have choice of playing offense or defense first. Both teams will go in the direction of the wind or if no wind in the direction chosen by the loser of the toss.

(2) Ball will be placed on the 40 yard line and each team will have 4 consecutive plays unless terminated by an interception, in which to score the most points or gain the most yards. If no team scores, the team that gains the most additional positive yardage shall be the winner. Positive yardage is defined as yardage gained while on offense only and must be in advance of the 40yard line. If after 4 consecutive downs each, the two teams remain tied in all of the above combinations, additional downs will be played, one down at a time, alternating, until a winner is decided.

(3) If a team scores a touchdown, it will be allowed to use its remaining downs, beginning again at the 40 yard line. A free down will be granted for P.A.T. attempts after each touchdown.

(4) During Tie Breaker, teams will be allowed one time out each.

(5) An interception terminates the offensive team chances. The offensive team is credited with positive yardage gained to point of the last snap prior to the interception. The defense may not advance the interception. Play stops.

(6) Winner of the Tie Breaker shall be given one point.

Scoring

Article 3 –

a. Touchdown - 6 points (S-4) (Hips in which flags are attached must be on or in advance of the goal line before any points can be awarded.)

b. Point After Touchdown - 1 point - run or pass from 3 yard line 2 point - run or pass from 10-yard line. Teams must declare before the official marks the ball ready for play. Once the ball is marked ready for play, a team may only “re-declare” if team uses a time out first. The PAT period is a separate period of the game. During regulation time, the game clock continues to run. During the 7 - Play period and Overtime Period, the PAT does not count as a numbered play. If infractions occur during the PAT, proper penalty enforcement may cause a re-play of the PAT and in some cases may be marked from the succeeding spot. Enforcement depends on type of infractions that occurs. If the defense legally intercepts a pass or lateral they may attempt to return the ball for a score. If the defense returns the interception for a score they will be awarded the number of points equal to the original value attempted by the offense. If the defense is legally deflagged during the return before reaching the goal line, then the ball is blown dead at that spot. (effective 2010)

c. Safety - 2 points (Punt ball from 20 yard line, Rule VI-R applies.) (S-5) (This is a guaranteed punt. The ball must be put in play by a snap.)

d. Forfeited Game - Score is 7 - 0.

e. Winner of Tie Breaker - 1 point.

f. "17 Point Rule" - If either team is ahead by 17 points or more points by the second half's 7 play period warning or at any time during the second half's 7 play period, the game is over.

Time Outs

Article 4 –

- a.
- (1) Each team shall have two (2) time outs per half.
 - (2) Each time out will be one (1) minute in length.
 - (3) Each team will be allowed only one (1) time out during a tiebreaker period.
 - (4) A “time out” to be called from any player that participated on the playing field during the previous play is allowable. Said player may not have left the field and returned prior to the request.
 - (5) A team may use a time out to change their option during the PAT.
 - (6) A team MAY NOT use a time out to change any 4th down option (Punt or Play).

b. Officials may call additional time outs at their discretion. If a team exceeds their time out limits per half or during a tiebreaker. Delay of Game 5-yard penalty (S-17)

c. NOTE: During a team charged time out, a team representative may confer with their team either on the field or at the sidelines.

SECTION 3: THE BALL: LIVE, DEAD, LOOSE

Live Ball

Article 1 – A live ball is a ball in play. A pass, lateral, kick or a fumble that has not touched the ground is a live ball in flight.

Dead Ball

Article 2 – A dead ball is a ball not in play.

Loose Ball

Article 3 - A loose ball is a ball not in player possession:

- a. Following the snap and prior to a player fielding the ball cleanly in order to keep the ball live and in play.
- b. Following a punt that has hit the ground and has not been fielded by the receiving team or touched by the punting team.

When a Ball is Marked Ready for Play

Article 4 - A dead ball becomes ready for play once the referee:

- a. If time is in, sounds his whistle and signals ready for play. The 25 second play clock begins on that whistle, Delay of Game (5 yards LOS) enforced if exceed time to put ball in play.
- b. If time is out, sounds his whistle and either signals "start the clock" or "ready for play."

"In Possession"

Article 5 -

- a. A player is "in possession" when in the judgment of the covering official, the player exhibits control or is holding the ball.

- b. A team is "in possession" of the ball when its players is "in possession" or attempting to punt; while a pass or lateral is in flight; or when one of its players was last in possession during a loose ball.

Catch or Interception

Article 6 –

- a. A catch is the act of establishing player possession of a live ball in flight.
- b. A catch of an opponent's pass, lateral or fumble (prior to touching the ground) is an interception.
- c. Simultaneous catch or a double reception of an offensive pass or lateral always goes to the offense.

Fumble

Article 7 –

- a. When a backward pass hits the ground between the goal lines or a fumble occurs, the ball becomes dead and belongs to the team last in possession at the spot where the ball hits the ground or at the spot where the ball goes out of bounds (if in the air).

- b. When a forward fumble occurs and hit the ground, it is considered dead. The End of the Run in this case would return to the point and which control was lost or from where the fumble originated. If the offensive fumbles forward and crossed or hits the ground beyond the next line-to-gain or goal line, the result will bring the ball back to where the fumble occurred and next down will be played.

SECTION 4: LINE OF SCRIMMAGE

Article 1 –

- a. Is the plane of the ball that extends from sideline to sideline and ninety (90) degrees from the plane face of the field, once an official places his ball marker and signal the ball "ready for play." Once the ball marker is set, the neutral zone becomes established.

- b. If a change of team possession occurs between the five (5) yard line and the goal line due to an interception or a kick catch and the original momentum of the player catching the ball carries him into the end zone where he is downed by any means, the ruling will be a touchback.

SECTION 5: NEUTRAL ZONE

Article 1 - The neutral zone is the space between the between the end of the ball when in t a normal resting position on its long axis while parallel to the sidelines and one yard beyond the line of scrimmage. This zone extends from sideline to sideline and is established once the ball is marked ready for play.

SECTION 6: SERIES OF DOWNS/LINE TO GAIN

Line to Gain

Article 1 - The line to gain is the established line designating the twenty-yard zones as well as the ten-yard end zones. The zone shall be considered reached when the hips (flags) are on or in advance of the line marking the next zone or in this case "the line to gain" when the play is declared dead. (S-7)

Series of Downs

Article 2 - A team will be allowed four downs to advance the ball from one zone to the next. (A zone is to be 20 yards.) If after four (4) consecutive downs, a team has failed to advance the ball into the next zone, possession shall go to the defense at that spot.

SECTION 7: POSITIONING, MOTION, SHIFT, SUBSTITUTION

Huddle/Lining up on Offense or Defense

Article 1 –

a. Teams may choose to huddle prior to a play. It is not necessary to huddle after a play if a team wishes to use predetermined plays or audible signals.

b. Lining up: Any number of players may be on the offensive or defensive L.O.S. at the snap. Defense line must be one (1) yard off the ball at the snap. No defensive player may be within 4 yards of the ball if lined up directly in front of the center or within one yard of the ball if lined up to the side of the center at the snap. (S-19) (5 yards)

Substitution

Article 2 - There will be free substitution as long as players being substituted for are off the field prior to the next snap OR player is out of the area of play and is departing the field in haste. "Sleepers" on substitutions will not be allowed on any play. No player may line up closer than 5 yards from the sideline unless he came out of the huddle or unless he was on the field of play during the previous play and did not leave the field of play. (S-18) (5 yards)

Shift

Article 3 - Two or more offensive players may be shifting their position at the same time prior to the snap. Their movement may be in any direction but they must become set for one full count before the ball is snapped or before another player can go in motion prior to the snap. (S-16)(5 yards)

Motion

Article 4 - Only one player is allowed to be in motion at the snap and his movement must be parallel or away from the L.O.S. and must be continuous. (S-16)(5 yards)

Stance

Article 5 - Any stance is permitted. Any number of players may be on the offensive or defensive L.O.S. at the snap. Defense line must be one (1) yard off the ball at the snap. No defensive player may be within 4 yards of the ball if lined up directly in front of the center or within one yard of the ball if lined up to the side of the center at the snap. (S-19) (5 yards)

Encroachment / Off-sides

Article 6 - Shall be called if either the offense or the defense passes *over the* plane of their L.O.S. before the ball is snapped. A false movement of the football by the center shall constitute offensive encroachment. These are dead ball fouls and the play shall be immediately whistled dead before play begins and 5 yards automatically marked off against the encroaching team. (S-14) (Exception: Defensive encroachment resulting in an offensive first down will become an offensive captain's choice penalty.)

If a player on either side lines up off sides, the official will point toward that player's team side. If that player does not get back on-sides before the ball is snapped, he will be considered as having been off sides at the moment of snap. If an official has not "off sides warned" a team for lining up off-sides, by pointing at them, he should not call off-sides on them at the snap of the ball. Play continues in this instance and following the play, this becomes a captain's choice penalty. This is a 5-yard penalty from L.O.S. (S-14)

SECTION 8: CENTER SNAP

Article 1 –

a. A center snap may touch the ground before it gets to the quarterback and remain playable if the quarterback fields it cleanly off of a bounce (one or more) or from the ground. However, if quarterback muffs the ball to the ground or the ball goes past the quarterback it is dead where the ball touches the ground.

b. All center snaps must be made between the center's legs. A false movement of the football by the center after he is set shall constitute encroachment. No direct snap may be taken at anytime. The snap must travel a minimum of 5 yards to be legal (either backwards or sideways). (S-15) At all times the ball shall be snapped from the spot marked by the official ball marker.

SECTION 9: SCREENING AND RUSHING

Screening

Article 1 –

a. Only screen blocking is permitted. Screen Blocking: shall be defined as obstructing the rusher's path to the quarterback or ball carrier, as long as it is done behind the L.O.S., with any part of the body except head, hips, and legs. There can be no independent movement of the elbows.

b. Techniques: The screener must use one of the two following methods: 1) Screener must have his thumbs hooked in his pants and holding the flag belt with each hand OR 2) Screener must hold his arms behind his back with arms locked together in some manner. A screener may not leave his feet to screen.

c. Type of screening includes: Moving Screens and Stationary screens.

1. Moving screens are when a player is in motion in an attempt to prevent the rusher from maneuvering to de-flag a player. These are only legal behind the L.O.S. when protecting the passer or potential passer.
2. Stationary screens are screens set by players in a manner that places the screener in a position that attempts to prevent the rusher or defender from maneuvering to de-flag a ball carrier, receiver or potential receiver or ball carrier. A stationary screen is legal behind the LOS. Once the passer or potential passer or ball carrier crosses the L.O.S., all *downfield screens must be stationary screens*.
3. As the ball crosses the L.O.S., offensive players may maneuver for laterals behind the ball but in doing so must not be deliberately screening any defensive players. They must be clearly in the act of positioning for a lateral.

d. Enforcement (Infractions Behind the LOS): A penalty will automatically be called if a screener's hand leaves his pants and flag belt or if arms are separated from behind his back while in the process of screening within 2 yards of the rusher. Although this method of screening cuts down on excessive contact by the screener, it nevertheless places the screener in very vulnerable position; therefore; THE MAIN RESPONSIBILITY OF AVOIDING CONTACT RESTS WITH THE RUSHER. (S-14) (10 yards)

The screener may not step into the rusher. (Added for interpretation) Illegal screen, behind LOS, 5 yards from LOS, if excessive 10 yards and loss of down.

e. Enforcement (Beyond the LOS) Moving screens shall be penalized from the end of run (E.O.R.) or the point of infraction (P.O.I.), whichever hurts the offensive team the most. If the illegal screen is judged to have caused excessive contact, it will be penalized 10 yards and loss of down. (Cannot have loss of down if penalty leaves ball in front of line-to-gain and 1st down.) (S-24, 29 & 8) (If Not Excessive- 5 yards)

"Pick Plays" by receivers on defensive backs or linebackers are illegal if set by receivers within 5 yards of defender (a form of downfield screening).

Rushing

Article 2 –

a. Rushing is defined as the act of a defensive player pursuing the offensive player who is in possession of the ball.

b. The rusher may not run over the screener. The rusher may not pull the screener toward him or push the screener away from him.

c. Enforcement: Illegal Rushing - A penalty will be automatically called if the rusher touches the screener's head as long as the screener is screening upright. (S-31)(10 yards)

Roughing the passer when the pass is incomplete will be marked off 10 yards from the L.O.S., when the pass is complete the penalty will be 10 yards marked off from the E.O.R. and automatic first down in either case.

If the rusher touches the quarterback in the head in his attempt to block the pass a penalty will be called. This will also go for striking the passer's arm when in a forward motion while attempting to block a pass. Roughing the passer will be called when the rusher, if while attempting to de-flag the quarterback or block a pass, lets his momentum carry him into the passer. Defensive player may not have any contact with the passer when he is passing. The defensive may rush as many players as it wishes. (S-26) NOTE: OFFICIALS SHOULD BE AWARE IF CONTACT IS CAUSED BY PASSER STEPPING UP OR MOVING INTO RUSHER.

IT IS ASKED THAT BOTH THE SCREENER AND THE RUSHER STRIVE FOR NON-CONTACT AT ALL TIMES.

SECTION 10: PASSING REGULATIONS

Passing

Article 1 –

- a. There can be only one forward pass per play. There can be only two (2) exchanges of the football in the air (forward pass or lateral) which are initiated from behind the L.O.S. After the 2nd exchange of the football in the air, if completed behind the L.O.S., the football must be run across the L.O.S. A forward pass is defined as a live ball thrown toward the opponent's goal line.
- b. A completed direct handoff, even if bobbled, shall not be considered an exchange of the football in the air.
- c. If the passer is beyond the L.O.S. when the football is released, or if a 3rd exchange of the football in the air is initiated from behind the L.O.S., an illegal Forward Pass has occurred and will result in a 5 yard penalty and loss of down if accepted. Illegal forward passes will be marked from P.O.I. (S-27 & 8)
- d. Once the ball has crossed the L.O.S., in the air or in possession of a player, it cannot be passed forward, even if the ball is first returned back across the L.O.S. (Illegal Forward Pass) (S-27 & 8)
- e. Intentional grounding shall also constitute an illegal forward pass. (S-28 & 8)
- f. A lateral will be any pass thrown overhand or underhand perpendicular or away from the direction of advancement of team in possession. Forward laterals are treated as an illegal forward pass if beyond L.O.S. (S-27 & 8)
- g. Push or Shovel Passes thrown in any direction is legal if initiated behind the L.O.S. Once a player crosses the L.O.S., push or shovel passes are legal if thrown parallel or behind the ball carrier.

Receiving

Article 2 - All players of both teams are eligible pass receivers. Each player is eligible, even if he steps out of bounds or out of end zone, as long as he catches the ball in bounds or comes down first in bounds with at least one (1) foot. If a receiver comes down with one foot in bounds and one foot out of bounds simultaneously, the pass is incomplete. The lines marking the sidelines and the extreme end of the end zone shall be considered out of bounds if stepped on to any degree.

Two or more offensive receivers or defensive players may touch a pass in succession, resulting in a completion. After a pass is thrown, it is too much to expect of the officials to keep track of exactly who touched the ball and in what order, if receivers and defenders are battling for possession. Therefore, the only things that will be judged will be (1) did pass interference occur, (2) who caught the ball, and (3) was receiver in bounds with at least one foot at moment of possession.

Pass Interference

Article 3 –

- a. Pass Interference Rules shall apply to any pass made from behind the L.O.S., whether it is a forward pass or a lateral pass and applies to both offensive and defensive players. After the pass is in the air, neither the pass receiver nor the defender may touch the other player until one of them touches the ball, or else offensive or defensive pass interference may be called. If contact occurs after one of them touches the ball, then pass interference cannot be called unless one of them catches the ball and the other "strips" or attempts to "strip" the ball from his hands.
- b. Receiver stripping is attempting to take the ball from the grasp of a receiver after he has caught the ball, but before he has brought the ball into a possessive position. In which case, Pass Interference will be called: If player established possession of the football, the defender must go for the flag and not the ball.

Pass Interference Enforcement

- c. Any contact that occurs after the pass is touched (excluding Receiver Stripping) and is either complete or incomplete, must be judged by the officials as either Non-Intentional contact caused by both players "playing the ball" or Intentional contact/pass interference which shall be penalized from the point of infraction. Penalty will be 5 yards if incomplete or complete, and if judged to be flagrant, the penalized player may be removed from the game and penalty will be 10 yards.

d. All pass interference plays, offensive or defensive, whether they occur during the "Regulation Play Period", "7-Play Rule", "Tie Breaker Period", or the "P.A.T. Try Period", will be captain's choice penalties. If the captain refuses penalty the play will stand.

e. All offensive pass interference plays, whether they occur during the "Regulation Play Period", "7-Play Period", "Tie Breaker Period", or the "P.A.T. Try Period" which are accepted by the defensive captain shall be marked 5 yards from L.O.S. with a loss of down (and loss of play number if during Tie Breaker). (S-25 & 8)

f. Defensive pass interference plays, which occur on the playing field, during the "regulation play period", "7-Play Rule Period", and the "Tie Breaker Period", and are accepted, shall be marked 5 yards from P.O.I., automatic first down (except in Tie Breaker), and play number will be run again. (S-25 & 7)

- Defensive pass interference that occurs in the end zone during the "Regulation Play Period" and accepted: ball will be placed on one (1) yard line, and 1st down. (S-25 & 7)
- Defensive pass interference that occurs during the "P.A.T. Try Period", and accepted: ball will be placed on one (1) yard line - P.A.T. try will be rerun, plus one (1) free P.A.T. try will be awarded if needed. (S-25) Point value will be what ever was declared prior to original P.A.T.
- Defensive pass interference which occurs in the end zone during the "Tie Breaker Period", or "7-play Rule Period" and accepted: ball will be placed on the one (1) yard line - same play will be run again, plus one (1) free down will be awarded, if needed, to score. (S-25)
- Shielding/screening a receiver's eyes by a defender without playing the football is pass interference and shall be penalized as such. (S-25)
- Bump and Run, or checking an offensive receiver during a passing play will be a 5-yard penalty from P.O.I. and captain's choice. (S-31)

SECTION 11: RUNNING WITH THE BALL

Ball Carrier

Article 1 –

a. The responsibility of avoiding contact rests with the ball carrier. He must show the officials he made an effort to avoid contact. The ball carrier will not deliberately run or drive into a defensive player. A ball carrier may spin or jump but realize that while spinning or jumping he is in a "State of Non-control" and should contact occur as a result of his uncontrolled momentum, he will be penalized. The "Stiff Arm" is illegal. Penalty: 10 yards from P.O.I. (*added for interpretation*) and loss of down (S-29 & 31).

b. The ball carrier shall not protect his flags by blocking with his hand, arm or head, the opportunity to pull his flags. Flag guarding will be marked 10 yards from P.O.I./L.O.S. (if behind line) and loss of down. (S-30)

c. If any of the above acts are judged to have caused excessive contact, 10 yards and loss of down. (S29-30 & 8)

Deflagging the Runner

Article 2 –

a. The ball carrier is down and the ball is dead when either flag is detached from his belt or when the ball or either knee touches the ground. A defensive player may leave his feet to pull the offensive player's flag but may not make contact while doing so. When a defensive player pulls the ball carrier's flag he should stop and hold it above his head for officials to see. If the act of deflagging a player is simulated or faked, the infraction will be treated as a delay of game penalty.

b. Tackling is prohibited. Tackling is grasping or encircling the body of the ball carrier with a hand or arm. Grabbing the ball carrier's clothing shall be penalized as tackling. If the defensive player reaches across the body of a ball carrier to pull his flag, and contact occurs, the responsibility of the contact lies with the defensive player. Penalty: 5 yards for impeding - 10 yards for tackling (encircling of body) with automatic first down if tackling from P.O.I. or L.O.S. If in the opinion of officials, the act prevented a

score, the ball will be placed on the one (1) yard line, first down and goal. The offender will be disqualified if the act was flagrant. (S-29 & 31 & 7)

c. Illegal deflagging is prematurely pulling an opponent's flag with the intent of making the offensive player ineligible to become a ball carrier. Penalty - 5 yards from L.O.S. or E.O.R. (S-31) Runner Stripping occurs when a defender attempts to strip or take the ball from the grasp of a player in possession. This is a form of Illegal Deflagging. (S-31)

d. The intended receiver of either a pass or lateral may be deflagged only after first touching the ball - even while fumbling or bobbling the ball and before possession is established. That receiver will be considered downed at the point he was deflagged.

e. If the quarterback's arm was in forward motion when his flag was pulled, the pass is allowed. If the passer is legally deflagged as he is passing the football, and later in that play receives the ball back, he shall be downed at that spot. If he is deflagged after he has released the football and he then receives the ball back, illegal deflagging should be called.

f. A defender may not push or knock a ball carrier out of bounds. A form of illegal deflagging, if excessive contact - 10 yards. (S-31 & 29)

g. Illegal Advancement - Advancement may not occur as a result of the ball being slapped, kicked, pitched, or pushed by either team in the direction of their goal line. The ball will be declared dead at the spot of such illegal advancement and a 5-yard penalty. (S-23)

SECTION 12: PUNTS

Punt

Article 1 –

a. If a punt is to be made, the offense must announce it to the referee before the ball can be declared ready for play. Offense must declare within 10 seconds after asked by referee on 4th down play. (Penalty delay of game.) After offense declares, the referee will mark ball ready for play whereupon the offense will have 15 seconds to punt the ball. (S-17)

b. When the offense declares the punt, it becomes a guaranteed punt, and only if a defense penalty occurs after the offense declares punt can the offense reconsider, due to change in field position.

c. The ball will not be dead if it touches the ground before the punt is made even if muffed by the punter. After a punt has been declared, it must be made and neither team may cross the L.O.S. until the ball is kicked. The offense may have any number of players on the L.O.S. The punt returning team must have 5 players within 5 yards of the L.O.S. and they must remain in that zone until the punt returner enters that zone, at which time they may provide stationary screens or maneuver for a lateral. These 5 men may not attempt to screen any member of the punting team as they pass through this 5-yard zone. (Penalty - 5 yards from EOR/POI) (S-24)

d. If the punt hits a member of the punting team, which has not crossed the L.O.S., it is dead at that spot. Any member of the punting team may down the punt if it is beyond the L.O.S. and has touched the ground prior to being downed. The punt will be declared dead at the spot where it is first touched by the punting team.

e. The punt receiving team must be given an opportunity to field the punt in the air; therefore, there will be a 10-yard penalty if touched in the air beyond the L.O.S. by the punting team, from the P.O.I. (S-23)

f. The punt returning team may have 3 returners in deep positions. The 2 returners that do not carry the ball may not be moving screens. They may run forward and provide stationary screens or be maneuvering for a lateral. (Penalty - 5 yards from EOR/POI) (S-24)

g. The punt receiving team may field a punt in the air, off of a bounce (one or more), or directly off of the ground, if fielded clearly. When a punt touches a player on the receiving team who is in bounds and the ball rebounds into the air, all players become eligible to intercept and advance the ball before it touches the ground. This applies even if the punt hits the ground before first touching the receiving team's player.

h. On a punt play, there are no line-to-gain lines (1st down lines) established. When the punt receiving team is returning a punt, any live ball fouls committed by either team, which are accepted, will result in the penalty being marked off after which the next line will become the line-to-gain for a first down. As soon as the play is blown dead, the line-to-gain is established. Any dead ball fouls that occur will result in the line-to-gain remaining the same (unless the enforced penalty leaves the ball past the line-to-gain.)

i. When a punt is left unattended, it becomes dead where it rolls still.

j. NO Quick Kicks are allowed. (5 yards penalty and loss of down from L.O.S.) (S-22 & 8)

k. Punts muffed by the receiving team in the end zone before possession, and ball hits in or out of end zone, it will be a touchback. If the ball is touched in the air or on the ground by the punting team in the zone, it is a touchback. If a punt receiver who has gained possession of the punt in the end zone is deflagged prior to crossing the goal line into the field of play, it is a touchback. If punt receiver remains in end zone 5 seconds after fielding punt, or downs punt by knee or ball touching ground after possession, it is a touchback. A muffed lateral in the end zone will be a safety. (S-5)

RULE 4: PENALTY ENFORCEMENT

SECTION 1: PENALTY INFORMATION

Article 1 –

a. All live ball fouls (fouls which occur while play is in progress) are captain's choice. All dead ball fouls (S-6) (Fouls which occur prior to snap or after ball is blown dead) will automatically be marked off. This means if a foul occurs during a down and is a live ball foul and then a dead ball foul occurs both fouls will be enforced. They do not offset, even if against different teams.

b. After a penalty is called, only captain of the penalized team may discuss it with the officials. The official making the call is obligated to give the player's number and the act they committed (without discussion) to the penalized team captain. Official will then give the opposing captain his options on the penalty. That captain's first choice will be final.

In the judgment of any game official, the following acts are deliberate or flagrant, the player or players involved shall be ejected from the game:

- 1) using fists, kicking, or kneeing (S-29 & 32)
- 2) illegal use of hands, forearms, or elbows (S-29, 31, 32)
- 3) tackling (S-29, 31, & 32)
- 4) any deliberate or flagrant act which could cause injury (S-29 & 32)
- 5) any act of unsportsmanlike conduct (S-33 & 32)
- 6) abusive, profane, or insulting language (S-33 & 32)
- 7) any act of unfair play (S-33 & 32)
- 8) harassment of officials or other players (S-33 & 32)

A minimum one (1) game suspension for any person ejected from a game for any reason. Local rule and tournament rules may be more severe.

c. Penalties, which would otherwise be marked off past the goal line, shall be placed on the one-yard line.

d. Offsetting Penalties - If offsetting fouls occur during a down, or while the ball is ready-for-play, that down shall be played over. If offsetting fouls occur between successive down, the next down shall be the same as if no fouls occurred. (S-9)

e. If there is a change of team possession during a down, the team's last gaining possession may decline the offsetting fouls and retain possession after the penalty for its own infraction providing that the infraction occurs after the change of possession. If offsetting fouls occur prior to change of possession, play shall be repeated.

SECTION 2: T.A.A.F. PENALTY CHART

Article -

- a. All penalties will be marked 5 or 10 yards, if in the opinion of the officials, the foul is flagrant or excessive contact, the player (or players) might be ejected.
- b. In order to establish a simple philosophy in assessing penalties, these general rules hold true with only a few exceptions:
 1. All Accepted Penalties: are marked from the E.O.R., L.O.S., or P.O.I., whichever hurts the infracting team the most and the down may or may not be replayed.
 2. All Refused Penalties: the ball stays where blown dead and down is not replayed.
 3. All Live Ball Fouls: are captain's choices
 4. All Dead Ball Fouls: are not captain's choices and will be marked off.
- c. "Little-To-Lose" Penalties: If the full penalty cannot be marked off due to the field position relative to the goal line, the ball will be marked off to the one yard line.
 1. Defensive penalties on teams backed up within 1 yard from their goal will result in play being run again from L.O.S. Plus one free down awarded to offense if they have not scored by the 4th down.
 2. Offensive penalties on team backed up to within 1 yard from their goal will result in Loss of Down unless there is a change of possession during a play.
 3. Offensive fouls in their own end zone will be captain's choice: Safety or Loss of Down.
- d. Penalty Enforcement During 7-Play Period and Tie Breaker Periods: When infractions occur during either the 7-Play Period or the Tie-breaker Period, if the penalty is accepted, the down number may or may not be lost, depending on the penalty. In turn, that same infraction may or may not also lose the play number, depending on the penalty. Officials must enforce the combination that hurts the infracting team most. Exception: Only the offensive pass interference penalty during the tiebreaker period, if accepted, will cause that play number not to be repeated.
- e. Penalties on the playing field during the tiebreaker period shall be marked the same as during regulation time.
- f. Penalties Enforcement and Line-To-Gain:
 1. Enforcement of any penalty which leaves the ball across the line-to-gain will result in a new line-to-gain (1st down).
 2. After enforcement of any live ball foul that leaves the ball short of the line-to-gain will result in the first down line remaining the same.
- g. All defensive dead ball fouls after a touchdown but before the ball is put in play after change of possession will be penalized from the 20-yard line. All live ball fouls during this period are captain's choice penalties.

SECTION 3: DEFENSIVE FOULS DURING / AFTER TOUCHDOWNS AND PAT ATTEMPT

Foul A: Touchdown

Penalty A: Live Ball Fouls - Captain's Choice Penalties (can take points & have penalty marked off from 20-yard line after PAT attempt).

Foul B: Dead Ball Period After Touchdown But Before Pat Attempt

Penalty B: Dead Ball Fouls - Marked Off After Change of Possession from the 20 Yard line.

Foul C: PAT Attempt

1. Which is Unsuccessful
2. Which is Successful

Penalty C: 1. Captain's Choice Penalties Which if Accepted - Ball Marked To The One Yard line and PAT Attempt Run Again (Same Point Value)
2. Live Ball Fouls - Captain's Choice Penalties (can take points and have penalty marked off from 20 yards line).

Foul D: Dead Ball Period After Pat Attempt But Before Ball is Put in Play from the 20-yard line.

Penalty D: Dead Ball Fouls - Marked Off After Change of Possession From the 20 Yard line.

TAAF PENALTY CHART

GENERAL INFRACTIONS (IFACCEPTED)	RULE NUMBER (Section/Article) SIGNAL	PENALTY/ MARKED FROM		CAPTAINS CHOICE	LOSS OF OWN
Clothing Covering Flag	1-4-1c	5 YDS POI/LOS	NO	NO	19
Improper Equipment	1-4-2b	5 YDS LOS/EOR	NO	NO	19
Flag or Belt Improperly Positioned At Possession	1-4-1g	5 YDS POI/LOS	YES	NO	19
Flag Improperly Altered Or Attached	1-4-2c	10 YDS LOS/POI	NO	NO	19
Delay of Game: Time Outs	3-2-4b	5 YDS EOR	NO	NO	17
Illegal Substitution	3-7-2	5 YDS LOS	YES	NO	18
Illegal Participation	3-7-2	5 YDS LOS	YES	NO	20
Unsportsmanlike Conduct	2-2-1a	10 YDS LOS/EOR	YES/NO	NO	33
Faking Excessive Contact	2-2-1b	10 YDS EOR	NO	NO	33
Begging A Call	2-2-1c	5 YDS EOR	NO	NO	33
Encroachment	3-6-6	5 YDS LOS	NO	NO	14
Off sides	3-6-6	5 YDS LOS	YES	NO	14
Illegal- Advancement	3-11-2g	5 YDS POI	YES	NO	23

*THESE PENALTIES COULD COME UNDER RULE 4 – SECTION 1

OFFENSIVE DOWN INFRACTIONS <i>ACCEPTED</i>) SIGNAL	RULE NUMBER (Section/Article)	PENALTY/ MARKED FROM	CAPTAINS CHOICE	LOSS OF (IF
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Too Small Football: Prior to Snap After Snap	1-3-2a 3-3-4a	10 YDS LOS Possession Reversed at Previous LOS	NO NO	NO NO	19
Delay of Game: 25 seconds	3-7-3	5 YDS LOS	NO	NO	17
Illegal Shift or Motion	3-9	5 YDS LOS	YES	NO	16
Illegal Screening (Behind LOS)	3-9	5 YDS LOS	YES	NO	24
Illegal Down- field Screening	3-9	5 YDS POI/EOR	YES	NO	24
If Excessive	3-9	10 YDS POI/EOR	YES	YES	29,24& 8
Illegal Screening (Punt)	3-9	5 YDS EOR/POI	YES	NO	24
If Flagrant	3-9e	10 YDS LOS/EOR	YES/NO	NO	29&32
Illegal Forward Pass	3-10c	5 YDS POI	YES	YES	27 & 8
Intentional Grounding	3-10e	5 YDS POI	YES	YES	28 & 8
Forward Lateral (Beyond LOS)	3-10f	5 YDS POI	YES	YES	27 & 8
Pass Interference In: (Playing Field & End Zone) 25&8					
Regulation Time Period	3-10-3d	5 YDS LOS	YES	YES	
7-Play Rule	3-10-3e	5 YDS LOS	YES	YES (may be loss of play #)	
Tie Breaker	3-10-3e	5 YDS LOS	YES	YES & LOSS OF PLAY #	
P.A.T.	3-10-3e		YES	YES	
Stiff Arm	3-11-1a	10 YDS POI/LOS	YES	YES	29&31& 8
Protecting Flags	3-11-1b	10 YDS POI/LOS	YES	YES	30 & 8
Charging Into Defense If Excessive	3-11-1a 3-11-1a	10 YDS POI/LOS 10 YDS POI/LOS	YES YES	NO YES	29 29 & 8
Illegal Snap	3-8	5 YDS LOS	YES	NO	15
Delay of Game: Declare Punt	3-12-1a	5 YDS LOS	NO	NO	17

Illegal Touching Punt In Air	3-12-1e	5 YDS POI	NO	NO	23
Quick Kick	3-12-1	5 YDS LOS	YES	YES	22 & 8
Sideline Interference	2-2c	10 YDS LOS	YES	YES	21 & 8

*THESE PENALTIES COULD COME UNDER RULE 4 – SECTION 1

DEFENSIVE INFRACTION <i>(IF ACCEPTED)</i>	RULE	MARKED NUMBER SIGNAL	PENALTY FROM	CAPTAIN'S	FIRST DOWN CHOICE
Illegal Line Play		5 YDS LOS	YES	NO	15
Illegal Rushing	3-9-2c	10 YDS LOS	YES	NO	31
Contact w/Passer ("Roughing")	3-9-2c*	10 YDS LOS/EOR	YES	YES	26 & 7
Contact w/ Receiver ("Bump & Run" - See Below - Pass Interference)					25 & 7
Pass Interference In: (Playing Field)					25 & 7
Regulation Time	3-10-3f	5 YDS POI	YES	YES	
7-Play Rule	3-10-3f	5 YDS POI	YES	YES & PLAY # OVER	
Tie Breaker	3-10-3f	5 YDS POI	YES	NO & PLAY # OVER	
P.A.T. (End Zone) Regulation Time	3-10-3f VI-M	BALL ON 1 YARD LINE 3-10-3f BALL ON 1 YARD LINE	YES YES	PLAY OVER PLUS 1 FREE IF NEEDED YES	
All Others	3-10-3f	BALL ON 1 YARD LINE	YES	PLAY OVER PLUS 1 FREE PLAY IF NEEDED	
Stripping	3-10-3f	SAME AS PASS INTERFERENCE			25 & 7
Screening Receiver's Eyes	VI-M	SAME AS PASS INTERFERENCE			25 & 7
Bump & Run	3-10-3f	5 YDS POI	YES	NO	31
Tackling: Impeding Encircling	3-11-2b 3-11-2b*	5 YDS POI/LOS 10 YDS POI/LOS	YES YES	NO YES	31 29&31&7
Impeding T.D.	3-11-2b	BALL ON 1 YARD LINE	YES	YES	33 & 7
Impeding T.D. In Tie Breaker	3-11-2b	BALL ON 1 YARD LINE	YES	PLAY OVER PLUS 33 & 7 1 FREE PLAY	
Illegal Deflagging	3-11-2c	5 YDS LOS/EOR	YES	NO	31
Runner Stripping	3-11-2c	5 YDS POI/LOS	YES	NO	31

Pushing Ball Carrier Out of Bounds	3-11-2f	10 YDS POI/LOS	YES	NO	31
If Excessive	3-11-2f*	10 YDS POI/LOS	YES	NO	29 & 31
Faking Deflagging	3-11-2a	5 YDS POI/LOS	YES	Choice of #1 or #2 under VI-N	33
Sideline Interference*	2-2c	10 YDS EOR/POI	YES	YES	21 & 7

*THESE PENALTIES COULD COME UNDER RULE VI-V

RULE 5: FLAG FOOTBALL OFFICIALS MECHANICS

SECTION 1: THE BASIC POSITIONING OF OFFICIALS

REFEREE

Article 1 –

- a. The referee is the head official for the scheduled contest. He is responsible for giving signals, penalty enforcement and the workings of his or her crew.
- b. Put the ball in play and count the 25-second huddle time.
- c. Look at the defense for “lining up head over the center”.
- d. Watch for illegal movement before the ball is snapped.
- e. Once the ball is snapped, watch for illegal screening and illegal rushing.
- f. If the ball is passed, do not follow the flight of the ball. Continue to watch the quarterback, screeners, and rushers.
- g. Look for roughing the passer and unsportsmanlike fouls, etc.
- h. After the action in the offensive backfield has ceased, pick up the ball down field and “open your range of vision”. “Opening your range of vision” applies to all three referees when they are positioned away from the ball.
- i. This official should not be so concerned with the action in the immediate area of the ball but should open his range of vision and view players farther from the ball. The official should look for:
 1. Illegal downfield screening
 2. Charging, both live ball and dead ball
 3. Defensive contact fouls
 4. Unsportsmanlike fouls
- j. Once the Linesman floats down field to help with receivers and defenders, when the quarterback runs toward the line of scrimmage to throw a pass, the Referee is responsible for determining whether a pass is legal or not.
- k. By the nature of flag football, officials that are positioned close to the ball are more apt to be concentrating on the ball carrier and the immediate actions around the ball. These officials are more concerned with:
 1. Spotting the ball, determining where the ball carrier is deflagged, in front or behind the line-to-gain.
 2. Flag guarding
 3. Defensive holding while pulling the flag

LINESMAN

Article 2 –

- a. The Linesman will position himself on the line of scrimmage and look for off sides, encroachment into the one-yard neutral zone, and illegal movement before the ball is snapped.
- b. After the ball is snapped, float 5 to 10 yards downfield and watch offensive receivers and defensive backs on your side of the field. In general, look for:
 - a) Contact by defensive backs
 - b) Offensive picks by receivers
 - c) Pass interference
- c. When the ball is near a line-to-gain or the goal line, instead of floating downfield, the Linesman should stay near the line and be prepared to make a call regarding whether the ball is across the line for a first down or touchdown. He should be ready to make the call all the way across the field, if needed.
- d. The Linesman should be aware that because he has a side view of the action, he is in the best position to judge forward laterals.

e. The Linesman is responsible for the entire sideline on his side of the field. If a long pass is thrown down his sideline he must be in position to determine whether the pass was complete or incomplete, regarding the receiver's feet being in or out of bounds.

f. When the action is away from the Linesman, he should open his range of vision.

BACK JUDGE

Article 3 –

a. The Back judge is responsible for the sideline on his side of the field and downfield passes.

b. Line up outside the action so that as much of the play is in front of you.

c. Help the Referee by looking for movement before the ball is snapped by players lined up on your side of the field.

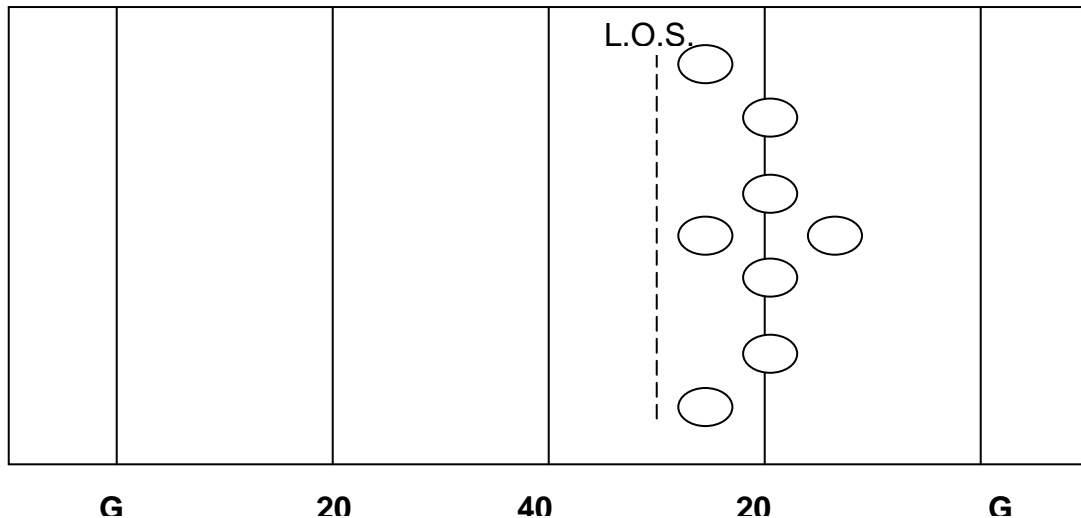
d. After the ball is snapped, watch receivers and defensive players on your side of the field. In general look for:

- a) Contact by defensive backs
- b) Offensive picks by receivers
- c) Pass interference

e. When a long pass is thrown, the Back Judge must get as close to the action as possible in order to spot the ball, short or over a line to gain or goal line.

f. When the action is away from the Back Judge, he should open his range of vision.

Figure 1. BASIC FLAG FOOTBALL OFFICIALS' POSITIONING

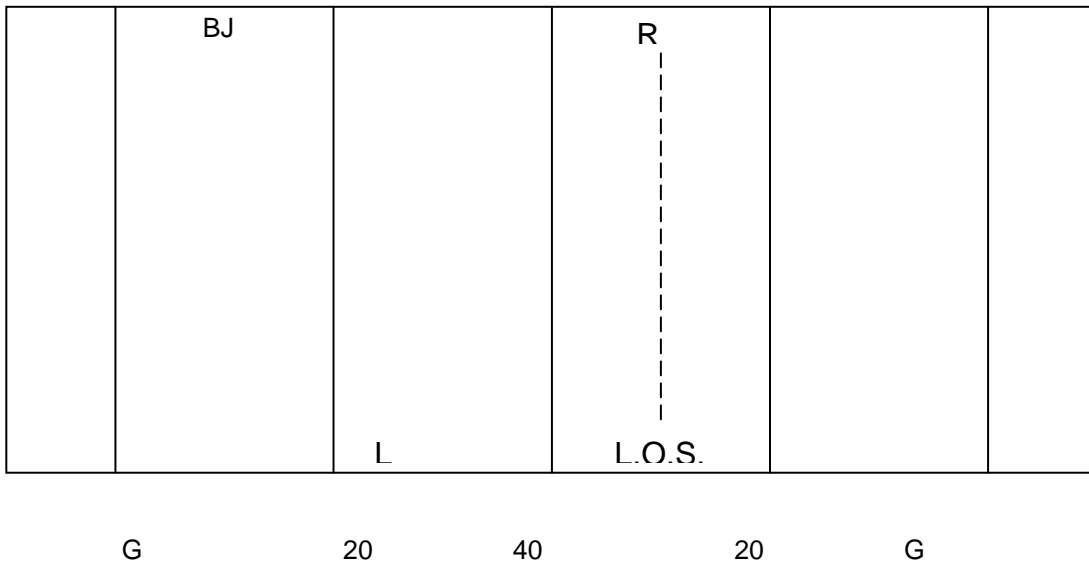


SECTION 2: OFFICIALS' CREW PUNT COVERAGE

Article 1 –

- a. The basic areas of responsibilities shift by the officiating crew changes slightly for better coverage of the downfield play.
- b. Line up on the L.O.S. and put the ball in play. Count the 25-second snap count.
- c. Check to see that the defense has 5 players within 5 yards of the L.O.S. and that they do not attempt to screen a member of the punt team as they run through this zone to cover the punt.
- d. After the punt, make sure that the 5 members of the punt team on the L.O.S. stay within the 5-yard zone until the punt returner brings the ball back into this zone.

Figure 2. Punt Coverage by Crew Members



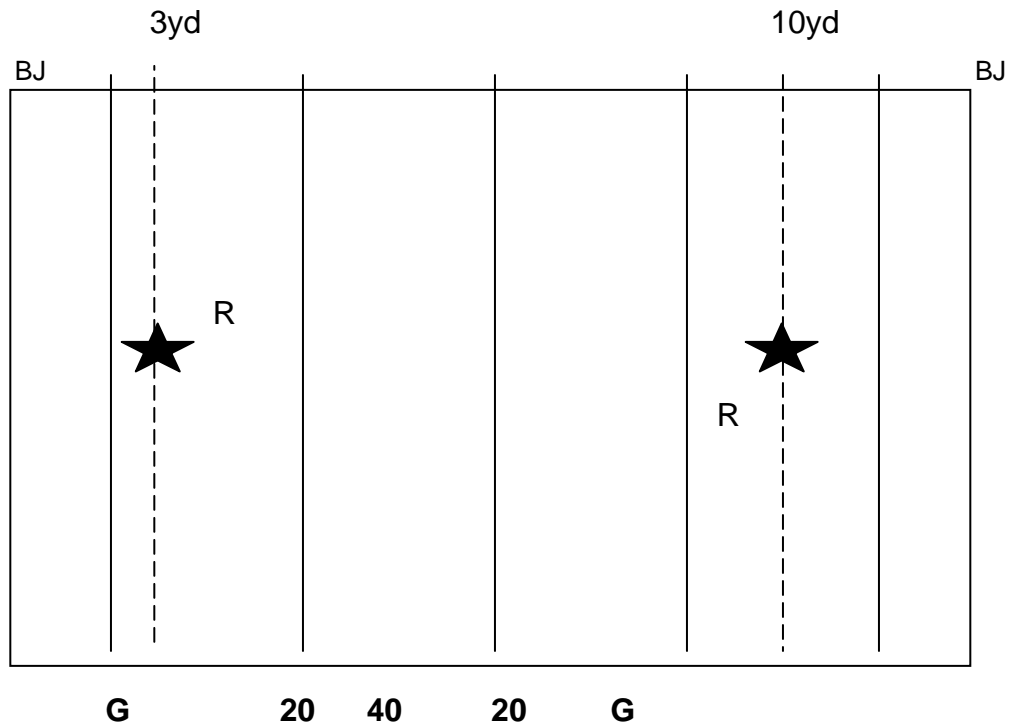
SECTION 3: POINT AFTER TOUCHDOWN COVERAGE BY OFFICIALS CREW

Referee

Article 1 –

- a. The one (1) point conversion, run or pass attempt from the 3 yard line.
- b. The two (2) point conversion, run or pass attempt from 10 yard line.
- c. Teams must declare before the referee marks the ball ready for play.
- d. Once the ball is marked ready for play, a team may only "re-declare" if team uses a time out first.
- e. During regulation time, the game clock continues to run. During the 7-play period and overtime period, the PAT does not count as a numbered play.

Figure 3.
PAT
Coverage
By Crew
Members



RULE 6: APPROVED RULINGS AND INTERPRETATIONS

Section 1:

A rule interpretation or approved ruling is an official decision on a given statement of facts. The Approved Rulings and Interpretations Section will be used as a clarification resource in order to illustrate the purpose and application of the official rules of the game.

ARTICLE 11 FLAG FOOTBALL 4/4

Rule 1: THE GAME, FIELD, PLAYERS & EQUIPMENT

Section 1 - The Game

- No contact allowed.
- NO BLOCKING/SCREENING anytime or anywhere on the field. Offensive players not involved with a play down field must attempt to get out of the way.
- A coin toss determines first possession.
- The offensive team takes possession of the ball at their 5-yard line and has three (3) plays to cross mid-field. Once a team crosses mid-field, they will have three (3) plays to score a touchdown.
- If the offensive team fails to cross mid-field or score, possession of the ball changes and the opposite team starts their drive from their 5-yard line.
- All possession changes start on the offenses 5-yard line (Exception: Interceptions may be returned and the ball will be marked where the play ends).
- Each time the ball is spotted a team has 30 seconds to snap the ball. Teams will receive one warning before a Delay of Game penalty is enforced.
- Games consist of 2-14 minute halves. Teams will flip sides at beginning of 2nd half. Half time will be 30 seconds. Team that started the first half on offensive will begin 2nd half on defense. There are NO DEFERMENTS. The winner of the coin toss has the following options: 1) offense, 2) defense or 3) choice of goal to defend. Loser of the coin toss has one of the remaining options.
- Running clock: except injuries & time-outs. Clock will stop in the last minute of the game for out of bounds, incomplete pass and a touchdown.
- Mercy Rule: If a team is ahead by 28 points or more at anytime during the game, the game will be called.

Section 2 - Fields

- The field dimensions will be 25 x 64 yards (two - 7 yard end zones).

Section 3 - Attire

- Cleats are allowed, except for metal spikes. Inspections can and will be made.
- Shirts must be tucked in shorts, pants, etc.
- Flags – The “Sonic” belts will be the only flags allowed. Flags must be a minimum of 12 inches in length and 1-½ inches in width and must be a different color than the player’s lower uniform.
- No headgear with an extended bill may be worn (ex: caps, visors, etc).

Rosters

- Official Rosters must be approved by a T.A.A.F. representative and turned into the tournament director 24 hrs prior to a team’s first game.
- Team’s rosters are not to exceed 10 players in tournament play.

Rule 2: PLAYERS/GAME SCHEDULES, SCORING & TIME OUTS

Section 1 - Players/Game Schedules

- Teams must field a minimum of three (3) players at all times.
- If a team or teams are more than 10 minutes late for their scheduled games they will be forfeited.
- We reserve the right to reduce, shorten, or reschedule games due to inclement weather or unforeseen circumstances.
- All players must carry I.D. for proof of age and identity.

Section 2 - Scoring

- TD=6 points, Extra Point=1 (5 yards out); 2 (12 yards out), Safety=2 points

Section 3 - Time Outs

- Each team has one: 60-second time out per game, in which the clock stops.
- Officials can stop the clock at their own discretion.

RULE 3: RUSHING THE QB, CENTER SNAP, RUNNING, PASSING & RECEIVING

Section 1 - Rushing the QB

- All players that rush the passer must be a minimum of 7 yards and 1 yard over from the center position (either side) from the line of scrimmage when the ball is snapped. Any number of players can rush the QB.
- Players not rushing the QB may defend on the line of scrimmage.
- Once the ball has been handed off, the 7 yard rule is no longer in effect and all defenders are eligible to rush.
- A special marker, or the referee, will designate 7 yards from the line of scrimmage.

Section 2 - Center Snap

- A center snap may touch the ground before it gets to the quarterback and remain playable if the quarterback fields it cleanly off the bounce (one or more) from the ground. However, if quarterback muffs the ball to the ground or the ball goes past the quarterback it is dead where the ball touches the ground.
- All center snaps must be made between the center's legs. A false movement of the football by the center after he is set shall constitute encroachment. At all times the ball shall be snapped from the spot marked by the official ball marker.

Section 3 - Running

- The Quarterback CANNOT run the ball.
- Only direct hand-offs behind the line of scrimmage are legal. NO laterals or pitches of any kind. Offense may use multiple hand-offs.
- The player who takes the hand-off can throw the ball as long as he does not pass the line of scrimmage.
- "No Running Zones" are located 5 yards before the end zone and 5 yards before mid-field in each offensive direction.
- "No Running Zones" are designed to avoid short yardage power running situations.
- Spinning is allowed but players cannot leave their feet to avoid a defensive player.
- The ball is spotted where the ball carriers belt is when the flag is pulled, not where the ball is. Ball & flags must break the plane for a 1st down and touchdown.

Section 4 - Passing

- All passes must be forward and received beyond the line of scrimmage.
- Shovel passes are allowed, but must be received beyond the LOS.
- A Forward Pass/Lateral is defined as a live ball thrown towards the opponent's goal line.
- QB has a 7-second "pass clock". If a pass is not thrown within the 7 seconds, play is dead, loss of down, ball returns to line of scrimmage. Once the ball is handed off the 7-second rule is no longer in effect.
- Interceptions may be returned. Interceptions during Extra Point may be run back for 2 points. Interceptions that occur in the end zone will be brought to the 5-yd line.
- If the QB intentionally grounds the ball to avoid a sack, then the play will be ruled a loss of down and be assessed a 5 yard penalty.

Section 5 - Receiving

- All players are eligible to receive passes (including the QB if the ball has been handed off behind the line of scrimmage).
- Only one player is allowed in motion at a time.
- Player must have at least one foot in bounds when making a catch.
- Pass may not be intentionally tipped in any direction to another teammate.

RULE 4: DEAD BALLS, OVERTIME & SPORTSMANSHIP/ROUGHING

Section 1 - Dead Balls

- Play is ruled "DEAD" when:
 - Offensive player's flag is pulled.
 - Ball carrier steps out of bounds.
 - Touchdown is scored.
 - Ball carrier's knee or the ball hits the ground.

– If an Offensive Players flag falls out during the course of a play, a defensive player must touch him for the ball to become dead.

- There are no fumbles. Ball is spotted where it hits the ground. Anytime the ball touches the ground it is dead. Exceptions:
 - a. Any ball dropped in a forward motion will be brought back to last point of contact.
 - b. Quarterback may field the ball off of a bounce.

Section 2 - Overtime

- If the score is tied at the end of 30 minutes, teams move directly into overtime.
- Coin toss determines possession.
- Each team receives the ball at the 5-yd line with one possession. This will continue until a winner is declared.
- Interceptions will end series.

Section 3 - Sportsmanship/Roughing

- If the field monitor or referee witnesses any acts of tackling, elbowing, cheap shots, blocking, or any unsportsmanlike act, the game will be stopped and the player can be ejected from the game. Tournament director may decide to eject players from the tournament. **FOUL PLAY WILL NOT BE TOLERATED.**
- Trash talking is illegal. Official has the right to determine language that is offensive. (Trash talk is that which may be offensive to official, opposing team, or spectators). Referee can eject players from the game for trash talking.

RULE 5: OFFENSIVE & DEFENSIVE PENALTIES & PROTESTS

Section 1 – Offensive Penalties

- Illegal Snap: Five yards, repeat down
- Illegal Motion: Five yards, repeat down
- False Start: Five yards, repeat down
- Impeding Rusher: Five yards, loss of down
- Blocking/Screening Downfield: Five yards (L.O.S.), loss of down
- Illegal Pick: Five yards (L.O.S.), loss of down
- Flag Guarding: Five yards from the spot of infraction, loss of down
- Lowering Head/Shoulder: Five yards (L.O.S.), loss of down
- Pass Interference: Five yards (L.O.S.), loss of down
- Illegal Forward Pass: Five yards (L.O.S.), loss of down
- Illegal Hand-off/Pitch: Five yards (L.O.S.), loss of down
- Illegal Run: Five yards (L.O.S.), loss of down
- Delay of Game: Five yards (L.O.S), loss of down
- Intentional Grounding: Five yards (L.O.S), loss of down

Section 2 – Defensive Penalties

- Off-sides: Five Yards, repeat down
- Illegal Rush: Five Yards, repeat down
- Illegal Contact: Five Yards, automatic first down
- Holding: Five Yards from end of play, automatic first down
- Illegal Flag Pull: Five yards from L.O.S., automatic first down
- Pass Interference, Minor: Five yards from L.O.S., automatic first down
- Pass Interference, Major: Spot Foul, automatic first down
- Roughing the QB, Minor: Five yards, automatic first down
- Roughing the QB, Major: Fifteen yards, automatic first down
- Delay of Game: Five yards, repeat down
- Illegal Push: Five yards (L.O.S.), automatic first down

Section 3 - Protests

- All protests will be resolved immediately. Only managers may protest. Judgment calls by officials may not be protested. Upon protest, a manger shall remit a \$50 protest fee. If the protest is upheld, the \$50 shall be immediately refunded. If the protest is denied, the deposit shall be forfeited. The tournament director and his designees, in consultation with the officials of that game shall resolve protest.

ARTICLE 12 YOUTH FLAG FOOTBALL

12.1 DIVISIONS:

- .01 8 & Under Mixed
- .02 10 & Under Mixed
- .03 12 & Under Mixed

12.2 RULES: T.A.A.F. Youth Flag Football will be conducted under the current Adult Flag Football rules in the Cavalcade of Sports with the following exceptions:

- .01 BALL: Each team must provide an official size, leather covered, and properly inflated football. It is required that teams use the following footballs:
 - a) 8 & Under - Wilson Official K-2 ball
 - b) 10 & Under and 12 & Under - K-TDJ
 - c) 14 & Under – Rawlings R5Y (or its equal).
- .02 COACHES: All divisions of youth teams may have one (1) coach on the field both offensively and defensively. If a coach interferes with game play (considered sideline interference):
 - a) Offensive Coach Interference: A penalty of 10 yards from the line of scrimmage (L.O.S.) and loss of down.
 - b) Defensive Coach Interference: A penalty of 10 yards from the line of scrimmage (L.O.S.) and first down will be awarded the offensive team.

ARTICLE 13 JUNIOR GOLF

- 13.1 The annual tournament is open to amateurs only.
- 13.2 U.S.G.A. rules will govern play. The tournament will also be governed by the local ground rules of the site chosen for the tournament.
- 13.3 Each city may send all individuals directly to the state tournament.
- 13.4 The state tournament will consist of a 36 hole medal play (low gross) tournament except for the following divisions: girls 7 – 9; girls 10 – 11; girls 12 – 13; boys 7 – 9; boys 10 – 11 which will be an eighteen (18) hole tournament, playing nine (9) holes each day.
- 13.5 Division will be as follows:

Age	Holes	Tees
Girls 7-9	9	200 yd. out or Ladies Par 3's
Girls 10-11	9	Ladies or Special Tees
Girls 12 – 13	9	Ladies or Special Tees
Girls 14 – 15	18	Ladies
* Girls 16 – 18	18	Ladies
Women's 21 & Under	18	Ladies
Boys 7-9	9	200 yd. out or Ladies Par 3's
Boys 10-11	9	Ladies or Special Tees
Boys 12-13	18	Men's Regular
Boys 14-15	18	Men's Regular
*Boys 16-18	18	Men's Championship
Men's 21 & Under	18	Men's Championship

* Eligibility for Boys 16-18 and Girls 16-18: High school seniors who just graduated in May of the current year, and have not competed at the college level in any golf competition.

ARTICLE 14 GYMNASTICS

14.1 TEAM REGISTRATION

- .01 T.A.A.F. MEMBER CITY: Team registration is due by January 1, through the T.A.A.F. website.**
- .02 AFFILIATE MEMBER: Private gymnastics clubs that are not sponsored by a park and recreation department may compete by joining T.A.A.F. as an affiliate member.
 - a) Affiliate Member dues are to be paid by January 1 prior to the start of the season.
- .03 T.A.A.F. Metro areas that are classified as T.A.A.F. regions themselves may enter more than one team if their gymnastics programs are divided along recreation center lines.
 - a) The state commissioner may approve a combination of recreation center teams in these cities.

Note: Insurance (participant accident coverage only) may be purchased for an additional fee per person per sport (Contact the T.A.A.F. State Office for fees).

14.2 GYMNAST ELIGIBILITY

- .01 All competitors participating in gymnastics competition must be amateurs and registered with the state office.
- .02 A gymnast may compete for only one T.A.A.F. gymnastics club/team per season. If they switch gyms, they will become ineligible immediately. (Exception: Documented parents job transfer after having competed in a regular season T.A.A.F. meet and family moves outside the original Region of participation)

- .03 All gymnasts must have a T.A.A.F. participation number in order to compete in a T.A.A.F. meet.
- .04 Gymnasts may compete between the ages of four (4) and eighteen (18).
 - a) There will be no age groups used for competition.
 - b) The age of a gymnast is determined by her age as of January 1 of the year she is competing in.
 - c) Minimum Age Requirements:
 - Level 2 Gymnast must be 4 years old
 - Level 3 Gymnast must be 5 years old
 - Level 4 – 8 Gymnast must be 6 years old

14.3 LEVELS

- .01 Skill Levels in T.A.A.F. gymnastics are:
 - a) Level 2 (Achievement only and does not participate in the State Meet)
 - b) Level 3 (Achievement only)
 - c) Level 4 (Achievement)
 - d) Level 4 (Placement)
 - e) Level 5
 - f) Level 6
 - g) Level 7
 - h) Level 8
- .02 A gymnast who competes U.S.A.G. must compete in T.A.A.F at the same level or higher. A gymnast must be placed based on her highest all-around score of her U.S.A.G. season. Note: U.S.A.G. scores are subject to T.A.A.F. mandate rules.**
- .03 Once a gymnast competes one meet at a particular level, she may not move down to a lower level.

14.4 DIVISIONS

- .01 Any gymnast competing in a level for the first time must be ranked by submitting an all around score from a rated judge to the TAAF Commissioner, before she can compete in any qualifying meet for placement. This all around score, signed off by the judge, will determine her division placement for her first meet.

This score can be obtained in one of the following ways:

 - a. One month prior to the competitive season, using a rated judge in person
 - b. One month prior to the competitive season, using a video submission to a rated judge
 - c. During her first qualifying meet, in which case, she will compete for achievement only.
 - d. Using a gymnast's highest USAG all around score from the same level
- .02 Scores obtained during a qualifying meet and used as ranking scores count in the tabulation of the team score, and also qualify as one of the three all-around scores needed to participate in the State Meet.**
- .03 After a gymnast participates in her first meet, she may move into a lower division only if she scored within that lower division; otherwise, she must move up to the division representative of her all around score.
- .03 After a gymnast participates in her second meet, she may not move down a division, and must be placed in the division of her highest all around score in any following meets.
- .04 If a gymnast does not compete on all 4 events in a qualifying meet, the gymnast's division placement for the next qualifying meet will be determined by adding in a

“dummy score” for each event she does not compete on. This dummy score will be an average of the scores she did earn. This “all around” score will be used for correct division placement in the next meet she enters. Note: this “all around” score cannot be used as a qualifying score for the T.A.A.F. State Meet.

- .05 Gymnasts competing in the same level as the previous year must begin in the same or higher division as they ended in the previous year.
- .06 Division changes must be communicated to the meet director no later than 6:00 pm Monday following the meet.
- .07 If a gymnast is placed in the wrong level or division, the gym/coach will be fined an amount equal to the entry fee for that gymnast in the meet in question. The gymnast will then be placed in the correct division, if discovered prior to the meet.
- .08 Level 2, Level 3 and Level 4: All Level 2, 3 and 4A meets are to be achievement only.

.09 Division Chart:

LEVEL 4P	LEVEL 5	LEVEL 6	LEVEL 7
DIVISION I: 37.025 AND UP	DIVISION I: 36.025 and UP	DIVISION I: 35.025 & UP	DIVISION I: 36.025 & up
DIVISION II: 36.025 – 37.00	DIVISION II: 34.525 – 36.00	DIVISION II: 33.525 – 35.00	DIVISION II: 33.025 – 36.00
DIVISION III: 35.025 – 36.00	DIVISION III: 33.025 – 34.50	DIVISION III: 32.025 – 33.50	DIVISION III: 33.00 & under
DIVISION IV: 34.025 – 35.00	DIVISION IV: 31.525 – 33.00	DIVISION IV: 30.525 – 32.00	
DIVISION V: 33.025 – 34.00	DIVISION V: 29.025 – 31.50	DIVISION V: 29.025 – 30.50	
DIVISION VI: 32.025 – 33.00	DIVISION VI: 27.025 – 29.00	DIVISION VI: 29.00 & Under	
DIVISION VII: 32.00 & Under	DIVISION VII: 27.00 & Under		

14.5 MOBILITY AND MANDATE SCORES

- .01 Minimum Mobility Score: The minimum mobility score for each level (4, 5, 6, and 7) will be 29.05. Gymnasts must achieve this score before moving to the next highest level. Gymnasts may not skip an entire level.
- .02 Mandate score: The mandate score for each level will be as follows:

Level 2	37.05
Level 3	37.05
Level 4 A	37.05
Level 4 P	37.05
Level 5	36.05
Level 6	35.05
Level 7	36.05

- .03 If a gymnast achieves this score twice within one T.A.A.F. season (including the State Meet) the gymnast must move to the next level the following season if she is going to compete in T.A.A.F. gymnastics. Level 8 will not mandate to the next level.

- .04 If a Level 4 Achievement gymnast achieves the mandate score twice within one TAAF season, she must move to Level 5 the next season.
- .05 Allow petition to stay in same level due to injury

14.6 QUALIFYING MEET REGULATIONS

- .01 T.A.A.F. gymnastics qualifying schedule will be set by the T.A.A.F. State Commissioner and will be made available the first weekend in September.**
- .02 T.A.A.F. qualifying information will be mailed at least thirty (30) days prior to the event.**
- .03 Qualifying meet season begins the weekend of the Winter Games during the month of January and runs until two (2) weeks prior to the Level 3 & 4 State Meet and three (3) weeks prior to the Level 5-8 State Meet.**
- .04 Technical rules will follow rules and policies that govern NAWGJ officials and all manner of the execution of their duties.
- .05 All difficulties will be according to current F.I.G. code of points and the Junior Olympic (J.O.) Technical Handbook. The state commissioner reserves the right to alter any of the difficulties as changes are made in the F.I.G. code of points and the J.O. Technical Handbook.
- .06 All gymnasts will be required to compete all around.

14.7 QUALIFYING MEET FEES

- .01 Maximum admission fees at Qualifying Meets will be as follows:
 Qualifying Levels 2-8: Adults \$7
 Kids \$5

Note: If a Qualifying Meet is hosted outside the host gym's facility, the host may petition the State Commissioner for an exemption to this rule.

14.8 QUALIFYING MEET INDIVIDUAL AWARDS

- .01 Minimum Qualifying Meet individual awards for Level 4 Placement and above**
 - a) Medals for 1st Place (Gold), 2nd Place (Silver), and 3rd Place (Bronze)**
 - b) Ribbons for fourth (4th) through fifty percent (50%)**

14.9 QUALIFYING MEET INDIVIDUAL ALL-AROUND AWARDS

- .01 Minimum Qualifying Meet individual all-around awards for Level 4 Placement and above**
 - a) Medals for 1st Place (Gold), 2nd Place (Silver), and 3rd Place (Bronze)**
 - b) Medals for 4th Place through fifty percent (50%)**
 - c) Ribbons for remaining up to one hundred percent (100%)**
- .02 All around awards for Level 3 and Level 4 Achievement up to one hundred percent (100%)**

14.10 QUALIFYING MEET TEAM AWARDS

- .01 First Place and Second Place Small Team and First Place and Second Place Large Team will be awarded for each skill level. A Small Team is defined as having three (3) to six (6) gymnasts. A Large Team is defined as having seven (7) or more gymnasts.**
 - 1) A minimum of three (3) gymnasts is required to make a Small Team. The top three (3) scores on each event will count toward team scores.**
 - 2) The top five (5) scores on each event will count toward team scores for Large Teams.**
- .02 Additional trophies will be awarded according to total number of teams competing in the meet, for the top fifty percent (50%)**
- .03 Changes to a team's size designation cannot be made after the meet entry deadline.**

14.11 QUALIFYING MEET HOST REGULATIONS

- .01 Qualifying meet hosts must submit a Qualifying Meet Bid Form to the state commissioner between August 1 and the last Monday in August. An acknowledgement of receipt will be sent to the meet host submitting the bid form.**
- .02 This request must be accompanied by a cashier's check or money order in the amount of one hundred fifty (\$150) dollars. This is a meet guarantee that is non-refundable if the meet is cancelled or not held (except in the case of inclement weather or other natural disaster).
- .03 This money will cover tabulation costs upon the successful completion of the meet.
- .04 Meet results should be faxed or sent by the meet host to the state commissioner by 5 p.m. on the Wednesday following the meet. Failure to have meet results to the state commissioner will result in a \$100.00 fine.
- .05 There will be no other qualifying meets to be held the weekend of the T.A.A.F. Winter Games.

14.12 STATE MEET REGULATIONS

- .01 To be eligible to compete in the T.A.A.F. State Meet, a gymnast must participate in at least three (3) T.A.A.F. Sanctioned Qualifying meets where routines on all four events are performed and an all around score is earned. (A "touch" on an apparatus does not qualify for an all around score)
- .02 Gymnasts must achieve one all around score in the first one half of the season and one all around score in the second half of season.
- .03 The season mid-point will be between the last weekend in February and the first weekend in March.
- .04 Team entries are to be submitted to the city hosting the state meet by the date determined by host city.
- .05 State Meet entries will be due no sooner than thirty (30) days prior to the event.
- .06 The T.A.A.F. Levels 3 and 4 State meet will be held the last weekend of April. State meets for Levels 5, 6, 7, 8 will be held the first weekend of May.
- .07 The last qualifying meet for the T.A.A.F. State Competition is to be held two (2) weeks prior to the Level 3 & 4 State Meet and three (3) weeks prior to the Level 5-8 State Meet.**
- .08 Warm up meets may be held during the two weeks prior to the state meet. Those scores may not be used as qualifying scores.
- .09 Skill levels will be, Level 3 Achievement, Level 4 Achievement, Level 4 Placement, Level 5, Level 6, Level 7, and Level 8.
- .10 A gymnast will be placed in the same level and division in the State Meet as she competed in during her last qualifying meet of the current season.
- .11 Any division with more than twenty competing gymnasts will be divided into equal subdivisions of no more than twenty gymnasts with designations of A, B, C, etc., with placement in subdivisions dependent upon the average all around score from the qualifying season.
- .12 If a coach feels a gymnast's all around average has been unfairly compromised by flawed judging during one of her qualifying meets, the coach can petition the State Commissioner and request a review of her scores.
- .13 Technical rules pertinent to all events will follow current U.S.A.G. rules with the following exception:
 - a) Except when Texas U.S.A.G. Board overrides rule or rule is superseded in T.A.A.F. Cavalcade.

- b) The meet director is responsible for providing equipment that is suitable for all ages and skill levels that meets or exceeds the current U.S.A.G. specifications. Should the equipment be older than one (1) year old the meet director must provide the manufacturer's specifications to the state commissioner and/or their designated representative at least thirty (30) days prior to the state meet for approval.
- c) Registration procedures for the state meet will follow guidelines set down in the Participant Guide. No late entries will be accepted.

14.13 STATE MEET INDIVIDUAL AWARDS

.01 All state awards must be purchased from the official T.A.A.F. Licensed Award Supplier.

**.02 State Meet awards Level 4 Placement and above:
a) Medals for 1st Place (Gold), 2nd Place (Silver), and 3rd Place (Bronze)
b) Medals (Copper) for fourth (4th) through tenth (10th) place**

14.14 STATE MEET INDIVIDUAL ALL AROUND AWARDS

- .01 All state awards must be purchased from the official T.A.A.F. Licensed Award Supplier.
- .02 Medals for 1st Place (Gold), 2nd Place (Silver), and 3rd Place (Bronze)
- .03 Copper medals for fourth (4th) through tenth (10th) place
- .04 All around awards for Level 3 and Level 4 Achievement; Copper medals are alike for the all around
- .05 Level 3 and Level 4 Achievement awards are based on achievement: All state awards must be purchased from the official T.A.A.F. Licensed Award Supplier.**

Ribbon	Event Score
Blue	9.00 or above
Red	8.00 - 8.975
White	7.00 - 7.975
Yellow	6.00 - 6.975

.06 TIES: If an individual tie exists, it will be broken by determining the highest all around score. If a tie exists in all around, it will be broken by determining the highest individual score. If the tie exists for a team award, it will be broken by determining the top five (5) scores in any one event.

14.15 STATE MEET TEAM AWARDS

- .01 First Place and Second Place Small Team and First Place and Second Place Large Team will be awarded for each skill level. A Small Team is defined as having three (3) to six (6) gymnasts. A Large Team is defined as having seven (7) or more gymnasts.
- .02 Additional trophies will be awarded according to the total number of teams competing in the State Meet for the top fifty percent (50%).**
- .03 There must be a minimum of at least two (2) teams entered to award team trophies. This applies to both qualifying and the state meet.
 - 1) A minimum of three (3) gymnasts is required to make a Small Team. The top three (3) scores on each event will count toward team scores.
 - 2) The top five (5) scores on each event will count toward team scores for Large Teams.
- .04 Changes to a team's size designation cannot be made after the State Meet entry deadline.**

14.16 STATE MEET ADMINISTRATIVE REGULATIONS

- .01 T.A.A.F. State Meet information will be mailed sixty (60) days prior to the event.
- .02 STATE MEET RESULTS: Should be mailed to all participating teams within thirty (30) days of the state meet by the meet director
- .03 PROTESTS: Protest of competition will not be allowed except for eligibility as per current U.S.A.G. rules.
- .04 FINANCIAL REPORTS: The meet director must submit to the state commissioner a complete financial report within two (2) weeks after the state tournament.

ARTICLE 15 KICKBALL

15.1 GENERAL RULES

- .01 The official kickball shall be a seamless, pebble-grain surfaced ball, approximately eight inches in diameter. The center of the ball may contain air only.
- .02 Each team is allowed 2 one-minute timeouts per game.
- .03 The legal tag area will be from the shoulder and below. If the ball is thrown, it must be below the waistline.

15.2 STARTING PLAY/LIVE BALL:

- .01 The pitcher will be allowed 5 warm up pitches to start the game (first inning).
- .02 Three (3) warm-up pitches will be allowed if there is a change in pitchers.
- .03 The ball becomes dead and not in play when:
 - a. The ball is illegally kicked
 - b. A kicker makes no attempt to kick at a pitch
 - c. A foul ball is not caught
 - d. The offensive team causes interference
 - e. A blocked ball is declared dead
 - f. A pitched ball, not kicked by the kicker, is touched by the catcher
 - g. A no pitch is declared
- .04 The ball becomes dead when an umpire calls "time". Time is called when:
 - a. In his/her judgment conditions justify call time
 - b. An injury occurs
 - c. A coach requests a time out
 - d. At the completion of each play and the pitcher has possession of the ball

15.3 PITCHING:

- .01 The pitcher shall take position in the pitchers box.
- .02 Pitcher must deliver the ball with one hand, releasing the top of the ball below his waist toward home plate. A violation of this will be called a ball.
- .03 The pitcher must remain in the pitcher's box until the ball leaves their hand. A violation of this will be a ball called.
- .04 A strike is called by the umpire:
 - a. When a legal pitch first touches the ground at least once in fair territory and any part of the ball enter any part of the strike zone, at a height such that the top of the ball is not higher than the bottom of the kicker's knee. The ball must clear the kicker's circle.
 - b. When a legally pitched ball is kicked at and missed by the kicker or the kicker's attacking leg misses the ball and the ball hits the kicker's other leg.
 - c. Foul tip, except on the third strike. On the third strike it will be an out.
 - d. For each foul ball not caught when the kicker has less than two strikes.
- .05 A ball is called by the umpire:
 - a. For each pitched ball, which does not enter the strike zone and is not struck at by the kicker.

- b. When a pitched ball bounces over home plate at a height that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
 - c. For each pitched ball, which does not first touch in fair territory and is not struck at by the kicker
 - d. For each illegal pitch
 - e. For each pitched ball, which does not clear the kicker's circle
- .06 A no pitch shall be declared when:
- a. The pitcher pitches during a suspension of play.
 - b. The ball slips from the pitcher's hand during her swing back.
 - c. The pitcher pitches a quick return pitch.
 - d. The pitcher pitches before the umpire calls for the pitch.
- .07 If a new pitcher comes in after the game begins they will be awarded 3 warm up pitches.
- .08 If a pitcher decides to walk a player intentionally, he may do so by notifying the umpire.

15.4 KICKING:

- .01 The kicker shall take position in the kicker's circle with 20 seconds after the umpire has called "Kicker Up". The kicker shall not leave the kicker's circle once the pitcher has begun the windup.
- .02 The kicker is out when:
- a. A third strike is called.
 - b. Kicker leaves the kicker's circle during a pitch and attempts to kick at the ball or kicks the ball. If he/she leaves the circle and does NOT attempt to kick the ball he/she will have either a ball or strike called against him/her.
 - c. A foul tip is legally caught on the third strike.
 - d. He/She does not enter the kicker's box within 20 seconds of the umpire calling "kicker up".
 - e. He/She interferes with the catcher's ability to make a play.
 - f. He/She steps on the plate (14U Division and Adult Co-Rec).
- .03 The kicker becomes a runner when:
- a. Ball four is called.
 - b. An infielder interferes with the pitch.
 - c. A legal kick has taken place and they reach base.
- .04 A legally kicked ball is fair when:
- a. Ball settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.
 - b. It is on or over fair territory when bounding past the infield.
 - c. It first touches the white part of first, second, or third base.
 - d. It first touches on fair territory beyond first or third base.
- .05 The kicker/runner is out when:
- a. He/She interferes with the catcher's ability to make a play.

- b. He/She touches his/her own kicked fair ball, while he/she is in fair territory, before it touches a fielder.
- c. Player is declared out for interference while running to first base.
- d. A kicked fly ball, fair or foul, is legally caught before it touches the ground or any object.
- e. While running to first, player is tagged or hit with the ball before reaching first base.
- f. A kicked fly ball to the catcher is caught. The ball must have reached a height above the head of the kicker.
- g. When player leaves the playing field. Player cannot return back to a base.

.06 RUNNING THE BASES:

- a. LEADOFFS or STEALING are not allowed.

15.5 YOUTH RULES

- .01 A team will consist of no more than 15 players.
- .02 The age ranges for the 3 divisions shall be based on the player's age as of Sept. 1 of the current school year. Divisions: 7U- Ages 5-7; 10U D- Ages 8-10 and 14U- Ages 11-14
- .03 In the 7U Division the pitcher will be allowed to pitch with 2 hands
- .04 THE PLAYING FIELD:
 - a. Base distance is 50 ft.
 - b. Pitching rubber distance is 27' for 7 U Division and 30' for 10U & 14U Division.
 - c. Pitchers box is 4' by 8'
 - d. Kickers circle shall have a diameter of 7'6"
- .05 THE GAME:
 - a. There will be a 60-minute or 6 inning game limit, whichever comes first.
 - b. In the 7U Division a 6 runs cap will be in effect every inning.
 - c. In the other two divisions, there will be a run rule after 4 innings. If a team is up by 15 or more runs after the fourth inning the game will be called.
- .06 SUBSTITUTES:
 - a. A substitute shall only be made in between innings (unless substituting for an injured player)
- .07 PLAYER POSITIONS:
 - a. Offense: Each team will be allowed to field 10 players (10U Division and 14U Division). The 7U Division will field 8 players.
 - b. Defense: There will be 10 playing positions for the 10U Division and 14 U Division. They are: pitcher, catcher, 1st base, 2nd base, 3rd base, left shortstop, right shortstop, left field, center field, and right field. The 7U Division will have positions: 1, 2, 3, 4, 5, 6, 7 and a shallow outfielder.

15.3 ADULT CO-REC RULES

- .01 A team consists of no less than eight (8) players and no more than twenty (20) players.
- .02 The Playing Field
 - a. Base distance is 60'.
 - b. Pitching rubber distance is 53'.
 - c. A double first base will be used
- .03 A legal line-up will consist of no fewer than eight (4 male and 4 female players) and no more than 10. A legal kicking line up can consist with up to 12 kickers.
- .04 A team may play with no less than eight (8) roster players from start to finish.

- .05 Pinch runners- A pinch runner will be allowed when the umpire has determined if a player is injured and a pinch runner is warranted. This pinch runner will be the last recorded out. In Co-Rec, this runner will be gender specific. Once a pinch runner is used, the person going out of the game may not return back into the game.
- .06 LENGTH OF GAME
 - a. The umpire will permit fifty (50) minutes playing time or nine (9) full innings, from the time "play ball" is called until he/she calls the last inning.
 - b. In all leagues, the "run ahead rule" is as follows: (A) 20 runs ahead after 4 or (B) 15 runs ahead after 45 minutes.
- .07 Bunting by either gender is not allowed
- .08 If a male batter is walked he automatically advances two bases. The next batter, female, must bat if there are no outs or one out. When there are two outs, the female batter has the option to bat or walk.

ARTICLE 16 INLINE HOCKEY

16.1 RINK

- A. The rink surface size shall be a minimum of 145' long and 65' wide, to a maximum of 200' long and 100' wide.
- B. The rink shall be surrounded by bordering material known as the "wall" which will extend to no less than 8" and to a recommended 48" above the rink surface.
- C. The rink shall be divided into two halves, with the centerline 12" wide.
- D. A circular "face-off" spot 2' in diameter placed on the centerline, equal distance from the side walls shall mark the center of the rink. A 2" wide 15' radius circle should border the "face off" spot. Additional "face off" spots and border should be located in each quarter of the rink.
- E. Official dimension of the goal posts is 72" between posts and 48" from the rink surface to the top crossbar. The depth of the net shall not exceed 24". A net should be attached to the goal frame. Each half of the rink shall have a goal.
- F. Painted from goal post to goal post should be a 2' wide line. This is known as the "goal line". This line should be extended the width of the rink to assist officials in making calls. The "goal line" should lay parallel to and 10'-15' away from the end wall.
- G. A "goal crease" shall be marked in front of each goal. The "goal crease" shall include a semi-circle shaped line 6' in radius and 2" in width and shall be drawn using the center of the goal line as the center point.
- H. An area outside of the playing area shall be designated as the players' bench. Each rink shall have adequate space to accommodate two separated teams.
- I. Each rink shall provide a designated area outside the playing surface where player(s) will serve their penalty time.
- J. Each rink shall be equipped with an official clock and/or a designated timekeeper to monitor game and penalty time. This person shall have a designated area where he/she will sit.
- K. The "Referee's crease" shall be a 2" wide line drawn in a semi-circle with a radius of 10'. This line shall be located near the timekeeper's designated area.

16.2 EQUIPMENT

- A. Sticks
 - 1. No stick shall exceed 62" in length from the heel end of the shaft, and no more than 12" from the heel to the toe of the blade.
 - 2. The blade shall be no more than 3.25" in width at any point, nor less than 1.75" at any point. All edges must be beveled.
 - 3. The curvature of the blade shall be restricted to the distance such that a perpendicular line, measured from the toe to the point of maximum curvature, should not exceed three quarters of an inch.
 - 4. The blade of the goalkeeper's stick, extending the length of the shaft, shall not exceed more than 26" from the heel or exceed 3.5" in width. The wide portion of the goalkeeper's stick, extending the length of the shaft, shall not exceed 26" from the heel or 3.5" in width.

5. A minor penalty shall be assessed to any player or goalkeeper who uses a stick in a way that does not conform to the provisions of this rule. The stick shall be removed from further play in such case.
 6. A minor penalty plus a game disqualification shall be assessed to any player who deliberately breaks a stick or refuses to surrender an illegal stick to an official.
 7. The Referee will take the stick to the Referee's crease to make the appropriate measurement.
- B. Skates must be worn by all players and officials without modification. Brakes are optional.
- C. All players under the age of 18 are required to wear:
1. Protective headgear (with a cup-chin strap and full face guard).
 2. Protective kneepads
 3. Protective elbow pads
 4. Protective internal mouthpiece
 5. Protective gear for hands and fingers (heavy cloth or leather are acceptable).
 6. Jockstrap and protective cup are recommended for all male players.
- D. For all players 18 years and older must meet the above requirements with the exception of the full-face guard.
- E. The Goalkeeper's equipment shall include:
1. A stick
 2. Individual leg pads, not to exceed 11" in extreme width, when fastened to the leg.
 3. Goalkeeper's blocker, not to exceed 8" in width or 16" in length.
 4. Goalkeeper's catch glove shall not exceed 9" in width including any attachments to the glove. The length of the catch glove shall not exceed 16".
 5. It is mandatory for goalkeeper's to wear helmets and full-face masks.
 6. A minor penalty will be assessed to a goalkeeper using illegal equipment in the game.
- F. The use of pads or protectors made of metal or any other harmful material is prohibited and may result in a misconduct penalty.
- G. A glove from which all or part of the palm and/or fingers has been cut or worn away to allow the bare hand or fingers to be exposed shall be considered illegal equipment. A minor penalty shall be assessed to any player wearing such equipment.
- H. The puck (a low or no rebound hockey ball) shall be made of one color and contrast with the playing surface.
- I. Uniforms shall be each team's choice as long as it does not include any hard or unyielding surface.
- J. All members of the same team must wear the same color jersey with at least a four (4) inch number on the back (The goalie may wear a different color jersey than the players on his/her respective team). A number on the front is recommended but not mandatory.

16.3 LENGTH OF GAMES, TIMEOUTS AND OVERTIMES

- A. Periods - The game will be played in 3 - 15 minute periods. In all games the clock will be running continuously.
- B. Clock Regulations - (1) Clock will start each half when the official puts the puck in play, during the "face-off". (2) After a team time-out, the clock will start upon the conducting of the ensuing "face-off". (3) The clock will stop for "penalty shots" in the final two minutes of each half. (4) The clock will stop for team time-outs, official time-outs, and at the discretion of the official, for puck out of bounds and out of play. (5) Clock will be stopped in the final two minutes every time the puck becomes dead, if the score is tied or within one (1) point.
- C. Changing Ends - Teams shall exchange defensive ends of the rink at the end of each period. Teams shall defend the goal nearest of their bench during the first period.
- D. Half Time - A minimum of 5 minutes and a maximum of 10 minutes will be observed for half time. A two (2) minute rest period will be observed prior to overtime play.
- E. Time-Outs - Each team shall have 2 times-outs per game. Each team will be allowed one time-out during tiebreaker. Time-outs will be one (1) minute in length. Time-outs may only be called by a Team Captain on the playing surface and only during a stoppage of play.

NOTE: Players serving penalty time must remain in the penalty area during time-outs. The penalty clock stops and starts with the game clock.

- F. Overtime - At the conclusion of regulation game time, if the game is tied, a five-minute overtime period will be played. The first team to score a goal will be declared the winner. All unexpired penalties and time-outs are acknowledged in overtime

If the score remains tied after the overtime period, a "shoot-out" will take place with four players on each team allowed one opportunity to score. The team with the most goals scored shall be declared the winner.

Should neither team have an advantage at the end of the first "shoot out" round, a second "shoot out" shall take place. The second "shoot out" round shall be a sudden victory format in which each team has one penalty shot attempt to score. All non penalized, non injured players, excluding goalkeepers, on a team shall shoot before that team shall be allowed to have a player shoot for a second time during the same "shoot out".

If after one player from each team has shot, only one team has score, that team shall be declared the winner. If, after one player from each team has shot and the score remains tied, the procedure shall be repeated until one team scores while it's opponents do not.

NOTE: A "shoot-out" will follow the format of a penalty shot.

16.4 SCORING

- A. A goal shall be scored when the puck has completely crossed the goal line.
- B. A goal can only be scored when the puck is contacted by the players stick below the waist, or when the puck is deflected off of a player's person or equipment, providing that the player is outside of the goal. A goal shall also be scored if the above transpires and the player has been involuntarily moved into the opposing goalkeeper's crease.
- C. If an attacking player kicks the puck directly into the net, or if the kicked puck deflects off another player and/or goalkeeper, a goal shall not be awarded.
- D. If a puck, which has been deflected off of an official, goes into the net, a goal shall not be awarded.
- E. Forfeited game - Score is 1-0.
- F. "10 Point Rule" - If either team is ahead by 10 or more points, with less than seven minutes remaining in the second half, the game is over.

16.5 PLAYERS AND SUBSTITUTIONS

- A. Players - TAAF In-Line Hockey is 5 players and one goalie or 4 players and a goalie depending on the size of the rink at the host site. A team may start with no less than three players and one goalie and may finish with no less than two players. A team may pull their goalie from the game at any point and replace him/her with an additional player, leaving their goal without a goalie.
- B. Substitutions
 - 1. Line changes will be allowed where the substitute player must remain in the team's box until the player that is being replaced is within five (5) feet of that player's dugout. The exiting player may not interfere with the play. A bench minor penalty will be assessed for failure to comply with this rule.
 - 2. A goalkeeper's substitution may take place as a line change. The existing goalkeeper must be within five feet of the "player's bench" prior to the new goalkeeper entering the rink.
 - 3. Additional substitutions may be made in haste during stoppage of play, time-outs and between halves, overtimes or shootouts.
- C. Team Roster - Teams regular playing roster shall not exceed twelve (12) players.
- D. Eligibility - No player shall be permitted to play T.A.A.F. In-Line Hockey if he/she is presently, or has during the current season, been a member of any semi-professional, high school varsity, B team, 9th grade, or college Hockey or In-Line Hockey team.
 - 1. Any player who has played professional hockey or in-line hockey shall be ineligible to participate for one year after his/her last day as a member of a professional team.
 - 2. All players must be eligible under General Regulations of the current T.A.A.F. Cavalcade of Sports.

3 PENALTY: Any team found violating this rule shall forfeit all games played in by the ineligible player or players. If in Regional or State Tournament play, team will be removed from the tournament.

E. Classification of teams: Age determination is September 1 of current year.

- Adult - sixteen (16) years of age and up, co-ed.
- 18 & under - co-ed
- 16 & under - co-ed
- 14 & under - co-ed
- 12 & under - co-ed
- 10 & under - co-ed
- Players may only play in one division.

Players may play up one age division, however once a player moves up, he/she may not move back down.

16.6 PLAYING REGULATIONS

A. Each team must submit a game line-up to the official time/ scorekeeper ten (10) minutes prior to game time. The line-up shall include last name, first name, and jersey number of each player and substitute for each game.

B. Three team captain's must be designated on the team line-up each game. Team captain's must be players, not coaches, managers or otherwise. Only one player will serve as Captain on the playing surface at a time. The team captain has the privilege of discussing with the official(s) any matter relating to the interpretation of rules that may arise during the game. Any coach, captain or player who protests or intervenes with officials from the player's bench will be assessed a minor penalty.

C. Injured players and goalies may remove themselves from the playing surface as they feel compelled, following substitution guidelines outlined on p. 5, section V.B.

If the player cannot remove himself or herself from the game, the play will continue until the injured player's team secures the puck. In a case where it is obvious to the Official that a serious injury has occurred, play will stop immediately.

D. Face-Off - A face-off begins each half and follows each goal. Face-offs include all eligible team players positioned on the same side of the rink/goal that they are defending.

E. Shot on Goal - A shot on goal is still alive until the puck is controlled by any player, including the goalie.

1. Control by a player is defined as a player being able to shoot, pass or dribble the puck.

2. Goalie: Control by the goalie is defined as smothering, catching, or passing the puck to another player.

a. Once the goalkeeper has control of the puck by smothering or catching, the offensive team MUST clear the goalie's zone.

b. Once the opposing team has cleared the goalie's zone, the goalie has five (5) seconds to put the puck back into play, or relay to the team's captain to call a time-out.

(1) The goalie may hit, pass, throw, or drop the puck to any player on the court.

(2) A freezing of the puck by the goalie outside of the goalie crease is a penalty (interference). A dive for a puck must start from the crease and may finish outside of the crease.

F. When the puck goes outside the playing area, it shall be considered "out of play" and faced-off at the nearest face-off spot. If the puck is shot by the offensive and goes outside the playing area at the end of the rink without touching anything on the way, the face-off will take place at the closest rink area face-off spot.

G. Screening - Screening is allowed. When three players, two from team "A" and one from team "B", go into the boards - the team "A" players may screen the team "B" player from receiving the puck. This DOES NOT include Checking, Cross Checking or any other action that could be considered a penalty.

16.7 PENALTIES AND FOULS

There are seven (7) penalty categories plus zero tolerance:

- A) Minor Penalties
- B) Bench Minor Penalties
- C) Major Penalties
- D) Zero Tolerance
- E) Misconduct Penalties
- F) Penalty Shot
- G) Goalkeeper Penalties
- H) Calling of Penalties

- A. Minor Penalties - For a MINOR PENALTY the offending player is removed from play for two (2) game clock minutes from the time the puck is dropped to restart play. The player's team will play with one less player.

When a player from each team receives a minor penalty at the same time, the penalties are called coincidental minors. When coincidental minors occur, the teams remain at full strength.

NOTE: In cases where two (2) minor penalties have been assessed to the same team, the second player that enters the penalty box does not have the penalty time commence until the first player's penalty has expired, or a goal has been scored against the player's team. At no point shall a team go below the required number of surface players.

- B. Bench Minor Penalties

1. For a BENCH MINOR PENALTY (this is an infraction by the team, not an individual player) the coach of the offending team assigns a player from the playing surface to serve two (2) minutes in the penalty area. Any non-penalized player may be designated to serve the penalty of the "assigned" player. The player's team continues one player short.
2. If the opposing team scores a goal while a team is short-handed by one or more minor or bench minor penalties, the short-handed team is permitted to immediately release the FIRST player to be penalized. All other penalties remain in force.

- C. Major Penalties

1. For the first major penalty assessed to a player in any single game, the player is removed from the surface for five (5) minutes. Goalkeeper excluded (see "Goalkeeper Penalties" p.13, Section VII, H).
2. For a second major penalty assessed to a player in a single game, a game misconduct penalty is assessed, in addition to the major penalty, to a player from the offending team. The offending player is disqualified from further play in that particular game. (Note: This is not necessarily an ejection.)

NOTE: Wild swinging at an opponent or at the puck to intimidate an opponent is considered a major penalty.

NOTE: If a player receives a MAJOR AND a MINOR PENALTY, the MAJOR penalty is served FIRST. When two (2) players on the same team receive penalties, ONE MINOR and ONE MAJOR, the MINOR penalty is served FIRST.

MINOR and MAJOR PENALTIES are imposed for the following reasons. The severity of the infraction is at the officials' discretion:

1. Unsportsmanlike Conduct:
 - a. Challenging or disputing the officials' decision(s) before, during or after the game.
 - b. Creating a disturbance before, during or after the game.
 - c. Shooting the puck after the whistle is blown.
 - d. Delaying the game by deliberately throwing or shooting the puck out of the playing area.
 - e. Deliberately displacing the goal net.
 - f. Using obscene/abusive language before/during/after game.
 - g. Interfering in any way with game official(s) before, during or after the game.
 - h. Interference of play in any way from the bench.
 - i. Making physical contact with an opponent after the whistle is blown.

- j. Verbal or physical abuse of an official(s) before, during or after the game. Touching or holding an official in any way
 - k. Failure to immediately follow an officials' decision(s) after a penalty is called.
 - l. Throwing ANYTHING in or onto the playing area.
 - m. Delay of Game - intentional/determined by the official.
 - n. Entering the official's crease while the official(s) is consulting with game officials.
2. Obstructions include elbowing or kneeing, holding an opponent or their stick - impeding the opponent from playing, tripping, defensive player (excluding goalkeeper) smothering the puck, goalkeeper smothering the puck outside the goal crease, or impeding the progress of an opponent who does not have control of the puck or knocking their stick from the hands or preventing them from retrieving it.
 3. Technical Violations include use of the body and/or stick not conforming to the rules
 - a. Boarding - intentionally causing a player to be violently thrown into the boards.
 - b. Checking - intentionally body-checking a player, with or without the ball and/or running, jumping into, or charging a player.
 - c. Cross-Checking - intentionally using the shaft of the stick to stop a player with no part of the stick on the playing surface.
 - d. Hooking - impeding or seeking to impede the progress of a player by pulling or tugging with the stick.
 - e. Tripping - the use of any part of the body or playing equipment in such a manner as to cause a player to trip or fall.
 - f. High Sticking - High sticking shall occur when the hockey stick makes contact with the opponent above the normal height of the waist.
 - (1) The official may at his discretion, deem it a two-minute minor penalty (no blood drawn), a double minor penalty - four minutes - (drawing blood) that is to be considered accidental, or a five-minute major penalty (drawing blood not necessary) that is considered by the official to be intentional.
 - (2) Batting the puck above the normal height of the waist with the stick is prohibited and when it occurs play shall be stopped and the ensuing face-off shall take place at an end zone face-off spot of the offending player's team unless:
 - (a) The puck is batted to an opponent, in which case the play shall continue.
 - (b) A player of the defending team shall bat the pick into the player's own goal with a high stick in which case the goal shall be allowed.
 - g. Butt-Ending - using the shaft of the stick above the upper hand to jab or attempt to jab a player.
 - h. Slashing - the action of striking or attempting to strike a player with a stick. Wild swinging at an opponent or at the puck to intimidate an opponent
 - i. Spearing - the action of poking or attempting to poke a player with the tip of the stick blade while holding the stick with one/both hands.
 - j. Unnecessary Roughness (Roughing) - The act of riding an opponent off the puck, or meeting the opponent head on while attempting to play the puck will not be considered roughing.
 - k. Holding - A minor penalty will be imposed on a player who holds an opponent with his hands, stick, or in any other way.
 4. Delaying the Game includes failing to maintain proper face-off position, deliberately holding the puck against the surface structure, exceeding the maximum allowed players in play, and excessive clearing (official's discretion).
 5. Any inappropriate behavior that the official(s) views as detrimental to the game.
 6. Handling the Puck with Hands
 - a. If a player, except the goalkeeper, closes his/her hand intentionally on the puck the play will be stopped and a minor penalty will be imposed.
 - b. A player will be submitted to stop or bat a puck in the air with his/her open hand, or push it along the surface with his/her hand and the play will not be stopped unless, in the opinion of the referee, the player has deliberately directed the puck to a

teammate, in which case the play is to be stopped and the puck faced-off at the nearest face-off spot toward the center line.

c. Hand passes will be permitted only in the defensive zone.

D. Zero Tolerance

1. If a game official hears either a player on the surface or anyone on the bench use profane language, the official stops the game and issues a "first" warning to the offending individual(s). The same warning is made to the player's bench and the coach of the team. The second offense warrants a two (2) minute minor penalty.
2. If an official hears profane language and determines that the public (fans, parents, etc.) can hear profane language, a two (2) minute bench minor penalty is assessed.
3. If an official hears profane language used a second time from the team, bench or coach, and determines that the surrounding public can also hear the profane language, a five (5) minute bench minor penalty is assessed.
4. If the team still cannot be controlled, the official(s) at their discretion may default the game and award a win by forfeit to the non-offending team.

E. Misconduct Penalties

1. A misconduct penalty calls for the disqualification of the offending player for one additional league or tournament game. Another player will serve a ten (10) minute penalty for the offending player. After the penalty is expired, the player serving the penalty may not return to the game until there is a stoppage in play.
2. If a player is assessed a misconduct with another penalty; the player serving the penalties must serve both penalties consecutively (back-to-back). All players serving penalties are required to sit in the penalty area until the penalty is served.
3. A GAME MISCONDUCT penalty may be assessed if what is normally a minor penalty causes an opponent to bleed.
4. A GROSS MISCONDUCT penalty calls for the ejection of a player or team participant for the remainder of the season or tournament. The player's team may replace the suspended player with a substitute. The player or team participant, however, will not be allowed to attend further games pending review by the Texas Amateur Athletic Federation.
5. Excessive Violence, which includes any deliberate body checking, running, jumping, kicking, hitting, punching or charging an opponent, Cross checking, unnecessary roughness or use of forearms or hands/fingers to check an opponent above the opponent's shoulder, are grounds for an automatic game misconduct.
6. Injury or Attempt to Injure, which includes slashing or attempts to slash, butt-ending or attempts to butt-end, spearing or attempts to spear, are grounds for an automatic game misconduct.
7. Altercations (fighting/wrestling), which include retaliating physically with any player/participant, before, during or after a game, are grounds for an automatic game misconduct.

F. Penalty Shots

1. A penalty shot may be awarded to a team for the following reasons:
 - a. A player (other than the goalkeeper) who deliberately gathers the puck in the crease and intentionally smothers it.
 - b. If the attacking player has a "break away" and is illegally prevented by the defending team from advancing towards the goalkeeper when there are no players between the attacking player and the defending goalkeeper.
 - c. Throwing a stick or any other object at the puck in the defending zone while the attacking team is attempting to score. If this is done on an open net and the goalie has been removed, a goal is awarded.
2. PENALTY SHOT EXECUTIONS
 - a. For a penalty shot the official(s) places the puck at the center rink face-off spot. The official(s) signals play to begin. The players must maintain a forward motion at all times. No Goal Is Scored From A Rebound!

- b. The goalkeeper must remain in the crease until the shooting player has made contact with puck. If the goalkeeper leaves the crease prematurely the official(s) may start again.
 - c. During a penalty shot, all players must return to their respective benches except for the players participating in the penalty shot.
 - d. If a goal is scored, there is a center-rink face-off. If no goal is scored, the face-off is played in the defending team's zone.
- G. Goalkeeper Penalties
- 1. A goalkeeper cannot be removed from the net for a minor or major penalty. Another team member, who is on the playing surface, serves the goalkeeper's penalty at the time of that penalty. Such a player is designated by the Coach and cannot be changed during that penalty.
 - 2. If the goalkeeper receives a game misconduct, the position is taken by a teammate, or by a substitute or temporary goalkeeper who is available, and such a player is allowed the goalkeeper's full equipment.
 - 3. A goalkeeper may be suspended for future games if the infraction(s) is deemed "serious" by the game or tournament officials.
 - 4. A minor penalty is assessed to a goalkeeper who by leaving the goal crease participates during game play (in any manner) beyond the center line.
- H. Calling of Penalties
- 1. An infraction of the rules by a team in possession of the puck is called immediately and the official(s) stops play.
 - 2. If the offending team is not in possession of the puck at the moment of the penalty, the official(s) raises their arm and play resumes until the offending team touches the puck. (This is called a DELAYED PENALTY) then, the official(s) stops play and calls the penalty. Until play has stopped, the non-offending team may replace their goalkeeper with another "attacking" player.
 - 3. Once play resumes, the resulting face-off is where the infraction took place. In a DELAYED CALL the face-off takes place in the offending team's zone inside the centerline.

ARTICLE 17 SOFTBALL GENERAL RULES

- 17.1 The official ball provided by the host city for local and state T.A.A.F. championship tournaments will be the officially marked T.A.A.F. ball. The ball must be factory stamped with the T.A.A.F. logo. T.A.A.F. logo softballs are available from the state office.
- 17.2 Rules governing all play will be those approved by the National or State governing body chosen by the host city with T.A.A.F. exceptions as approved by the Executive Committee.
- 17.3 No metal spikes will be allowed at any time in any slow pitch softball.
- 17.4 Teams shall be prepared for day and night play in state tournaments.
- 17.5 Drawings may be made beforehand to facilitate advantageous handling of newspaper releases and to assist in building up interest in the tournament.
 - .01 The date, time, playing rules to be followed and site of the tournament draw shall be published in the Tournament Information Sheet released to each member city.
 - .02 The draw shall be preceded by seeding the teams based on the order of finish at the previous year's T.A.A.F. state tournament.
- 17.6 The host city shall have the privilege of entering a host team when hosting the state tournament.
- 17.7 STATE TOURNAMENT DATES
 - 01. All fall softball state tournaments will be held during the month of October. Divisions to be offered in the fall include: Men's D/E SP and Co-Rec SP.

- .02 State tournament host cities must notify, via packet or flyer containing pertinent dates, fees and other event information, all T.A.A.F. member cities, Regional Directors, Executive Board members and the T.A.A.F. State Office by the following deadlines:
 - Fall Season (Flag Football, Fall Softball, etc.)
Deadline: September Annual Meeting
 - Winter/Spring Season (basketball, volleyball, gymnastics, etc.)
Deadline: January - Winter Executive Board Meeting
 - Summer Season Sports (softball, baseball, summer basketball, etc.)
Deadline: May Executive Board Meeting

17.8 The state tournament directors shall accept as many teams as their host facilities allow.

17.9 The affiliate division may have up to a sixty four (64) team bracket.

17.10 OFFICIAL GAME:

- .01 The tournaments will be double elimination, 3-game guarantee, or 4-game guarantee.
- .02 All state tournament games shall consist of seven (7) innings.
- .03 All games must be completed. In the event of rain or any other cause, which interrupts a game, the game must be resumed at the exact point where it was stopped.

EXCEPTION: In the event the tournament cannot be completed as scheduled, the Tournament Committee will ascertain the procedure necessary to determine the final standings.

17.11 RUN AHEAD AND TIME LIMIT RULES:

- .01 A time limit rule may be used in state tournaments as follows:

DIVISIONS	TIME LIMIT
Adult Fast Pitch	1 hour 30 minutes
Adult Slow Pitch	55 minutes
Youth Fast Pitch	1 hour 20 minutes
Youth Slow Pitch	55 minutes

- .02 The run ahead rule used in State tournaments shall be that of the National or State governing body under which the tournament is being played
- .03 If a game is tied at the end of regulation play and goes into extra innings, the ball and strike count for each batter that comes to the plate will be the same as that used during regulation play; i.e. "one pitch" will not be used in extra innings.

17.12 UNIFORMS: All teams competing in state tournament play must play by the uniform requirements of the National or State Governing Body under which the tournament is being played.

17.13 DRAFTING PLAYERS: In the Adult and Youth age teams playing for the state championship may draft three (3) players.

- .01 The drafted players must be from a T.A.A.F. registered team,
- .02 The drafted players (Youth Divisions) must not have participated in championship play in another age division.
- .03 The drafted players (Youth Divisions) must be from the same city where the drafting team competed and qualified to advance to the state tournament.

17.14 In all adult softball classifications a player (man or woman) may play with any team as long as he/she resides within the boundaries of the state of Texas.

17.15 The host city shall state in their bid which National organization's playing rules will be followed for the softball state tournament(s) they are hosting.

- 17.16 If the team has not previously qualified, the winner of each T.A.A.F. state softball tournament shall receive a berth to an ASA Regional tournament, subject to approval by the team's ASA commissioner.
- 17.17 If available, an at-large berth to an ASA National Tournament will be awarded providing ASA Region 7 does not hold a regional tournament in that division and class. This berth is subject to approval by the team's ASA commissioner.
- 17.18 The Girls' Fast Pitch State Tournaments will be divided by age groups and divisions.

ARTICLE 18 MEN'S FAST PITCH

- 18.1 Men's Fast Pitch shall have one classification: Men's. The state tournament shall be an invitational tournament and any team properly registered may enter.
- 18.2 A maximum of eighteen (18) players, including a playing manager and any drafted players, will be permitted on a team roster.
- 18.3 All teams playing for the state championship may draft only three (3) additional players. (See Article 17.13)
- 18.4 A player may not change teams after June 1 of the current year. Exception: Fall Softball
- 18.5 The National Governing Body (NGB) will determine foreign players' eligibility for softball. To be eligible in T.A.A.F. softball:
- .01 A copy of any document required to be on file with the NGB for softball must also be filed with the T.A.A.F. state office.
 - .02 The same deadline date for filing with the NGB will also apply for T.A.A.F.
- 18.6 Players competing on more than one team must choose which team they are going to compete with in T.A.A.F. qualification. Refer: MOP ARTICLE 2.6.

ARTICLE 19 BOYS' FAST PITCH

- 19.1 BOYS' REGULATIONS:
- .01 A maximum of eighteen (18) players including a playing manager and any drafted players will be permitted on a team roster.
 - .02 All teams playing for the state championship may draft only three (3) additional players. (See Sports Rule 17.13)
 - .03 A player turning nineteen (19) years of age prior to September 1 of the current year is ineligible.

ARTICLE 20 WOMEN'S FAST PITCH

- 20.1 A maximum of eighteen (18) players, including a playing manager and any drafted players, will be permitted on a team roster.
- 20.2 WOMEN'S FAST PITCH ONLY: The state tournament shall be an invitational tournament and any team properly registered may enter.
- .01 Each member city may send their teams directly to the state tournament. Regional tournament competition will NOT be held in this division.
 - .02 All teams must be registered and must have submitted their roster to the state commissioner's office by the June 15 deadline.
- 20.3 The National Governing Body (NGB) will determine foreign players' eligibility for Softball. To be eligible in T.A.A.F. softball:

- .01 A copy of any document required to be on file with the NGB for softball must also be filed with the T.A.A.F. state office.
- .02 The same deadline date for filing with the NGB will also apply for T.A.A.F.

ARTICLE 21 MEN'S SLOW PITCH

- 21.1 A maximum of twenty (20) players, including a playing manager and any drafted players will be permitted on a team roster.
- 21.2.1 CLASSIFICATION: Adult Slow Pitch shall have two (2) Classifications: Class D and Class E. A team shall be classified by the region or local athletic director according to the guidelines established by the National or State governing body under which that team plays.
- 21.3 HOME RUNS: Teams in each classification are restricted to the number of home runs allowed by the National or State organization's playing rules under which the tournament is being played.

ARTICLE 22 WOMEN'S SLOW PITCH

- 22.1 A maximum of twenty (20) players, including a playing manager and any drafted players will be permitted on a team roster.
- 22.2 Adult Women's Slow Pitch shall one (1) Classification: Class C/D. A team shall be classified by the region or local athletic director according to the guidelines established by the National or State governing body under which that team plays.

ARTICLE 23 MEN'S INDUSTRIAL SLOW PITCH

- 23.1 Eligible Teams
 - .01 All players must be full time or part time employees of one company, of one city or county government, or of one military installation.
 - .02 Players who do not meet the resident rule, including residents of Border States and Mexico may participate for their industrial team if they were current employees as stated above.
 - .03 A player may play on his industrial team as well as any other non-industrial team, providing he meets the eligibility requirements to participate on his industrial team.
 - .04 An industrial division team is restricted to hitting a total of six (6) unobstructed home runs in a game. The batter is ruled out for any excess of six (6) home runs per game.

ARTICLE 24 CO-REC SOFTBALL

- 24.1 A maximum of twenty (20) players, including a playing manager and any drafted players will be permitted on a team roster.
- 24.2 A twelve (12) and eleven (11) inch ball will be used. Men will hit the 12" ball and the women will hit the 11" ball.
- 24.3 The official diamond shall consist of sixty-five (65) foot base distance, fifty-foot (50) pitching distance and minimum 275-foot fence distance.
- 24.4 No metal spikes will be allowed at any time.
- 24.5 Rules regarding batting order, extra hitters or additional hitters, and defensive positioning will be determined by the National or State governing body under which the tournament is being played.
- 24.6 Spring/Summer Co-Rec - One (1) division
 - .01 Three home runs per game: Each additional home run will be ruled an out.

- 24.7 The registration deadline for all Summer Co-Rec teams is June 1.
- 24.8 Fall Co-Rec Softball registration deadline is September 25. The state tournament allows three home runs. Each additional home run will be ruled an out.

ARTICLE 25 GIRLS' - FAST AND SLOW

- 25.1 Age classification division and age dates of eligibility will specifically align with Junior Olympic Softball Age Qualification as listed in current ASA Official Guide and Rule Book.

Exception: Gold Division (18 & Under Girls' FP Only).

.01 Teams can have players residing from anywhere within the state.

- 25.2 A maximum of twenty (20) players in Slow Pitch and eighteen (18) in Fast Pitch; including a playing manager and any drafted players will be permitted on a team roster.
- 25.3 Girls' Fast Pitch will be divided into classifications as listed in the current year's National ASA Code and defined as such.
- 25.4 All Girl's Fast Pitch Division: Rules will be in accordance with the National ASA Playing Rules (including age classifications) as published in the current ASA Official Guide.
- 25.5 No Girls' division player shall be eligible who, during the current season, has participated in or is participating in a Women's Adult Softball League in the same sport division (fast or slow pitch). (EXAMPLE: An 18 & Under Girls' Fast Pitch player playing in a Women's Fast Pitch League).

Exception:

.01 If an individual TEAM does not have a league to enter in their appropriate age division, the TEAM will be allowed to play in an adult league providing it is the only available place for them to play.

.02 Prior to any local, regional and state deadlines, this team is required to register in the appropriate T.A.A.F. division (Adult or Girls') where they plan to participate during the championship tournaments.

- 25.6 The state tournament will be double elimination unless the chairman of the tournament and the commissioner agree to another type of tournament.
- 25.7 YOUTH TEAMS: All teams playing for the state championship may draft only three (3) additional players.
- 25.8 Girls' Church Slow Pitch Division, 18 and Under will have the same rules as Girls' Slow Pitch, but with church qualifications.

ARTICLE 26 MEN'S CHURCH SLOW PITCH

- 26.1 The regular playing roster shall not exceed twenty (20) players, including a playing manager and any drafted players.
- 26.2 Men's Church Slow Pitch shall have one (1) classification: Men's Church. Home run rules will be determined by the National or State governing body under which the state tournament is being played.

ARTICLE 27 SWIMMING

The T.A.A.F. Swimming Program Goal is to provide a state championship meet for recreational swimmers who have trained exclusively with a summer swim team. It is our desire to give participants a chance to compete in a sport and to be successful against swimmers of their own ability and have the same opportunities to train in order to enhance their self-esteem.

The state commissioner may implement procedures to adjust the eligibility requirements, entries, late fees, protest fee, events, awards, division, and meet operation procedure if the state commissioner deems necessary to assure a more effective meet for both spectators and participants. The information will be available to the member city/coaches in the state meet packet.

- 27.1 Male and female must compete in their age category: 6 & under; 8 & under; 9-10, 11-12, 13-14, 15-17, 18-24, 25-29, 30-34, 35-39, 40-44, 45-49, 50-54, 55-59, 60-64, 65-70, etc in 5-year increments.
- 27.2 Swimming is to be considered an individual sport.
- 27.3 RESIDENCE OF PARTICIPANTS: See MOP Article 2 General Participation Requirements and MOP Article 4 Individual Sport Requirements.
- 27.4 The T.A.A.F. rulebook will be the governing rulebook. Rules not specifically covered in this rulebook will be covered by the OFFICIAL HIGH SCHOOL SWIMMING, DIVING & WATER POLO RULES published by the National Federation of State High School Associations.
- 27.5 T.A.A.F. Swimming will follow FINA guidelines regarding swim suits for participants.
- 27.6 T.A.A.F. swimming is open for anyone who meets the following criteria:
- .01 From January 1 of the current year to April 30, in the current year, individuals must follow eligibility guidelines as set forth below. Deviations from guidelines will result in disqualification of individual from T.A.A.F. swimming. Repeated violations from individuals on the same team may result in team/coach disqualification from T.A.A.F. swimming.
 - a) Individuals may participate in clinics not to exceed 90 minutes per week
 - b) Clinics must be open to the general public and participation cannot be exclusive to team members
 - c) Registration/Notification – it is required that the State Commissioner be notified of clinics as to eliminate any questions or concerns that arise during the season.
 - d) Failure to register/notify the State Commissioner of clinics may result in team disqualification from T.A.A.F. Swimming
 - e) Participation in T.A.A.F. Winter Games of Texas (see Sports Rule 27.24)
 - f) Summer season work-outs can begin May 1 each year
 - g) Individuals may not be registered with, practice with, or compete with any year-round program
 - Exceptions:
 - May 1- Dec 31
 - Any school related activity
 - Any family lap swimming program
 - Any swimmer in divisions 15 & older
 - Programs approved, in writing, by both Swim Commissioners and the T.A.A.F. State Office
- 27.7 Age group swimming is defined as any swimming event where the participants are grouped together through the use of an upper and lower age limit. See Sports Rule 27.25 for divisions.
- .01 A boy or girl must participate in his/her age division. No participant may change or swim in another age classification.
- 27.8 REGIONAL MEET: Each region must host a regional swim meet to qualify their participants for the state meet.
- .01 Regional meets must be conducted and operated according to T.A.A.F. rules.
 - .02 TAAF Swimming will use the NFSHS protocol for starting races.
 - a) The starter/referee signals the swimmers with a series of short whistles (no fewer than 4) to approach the blocks and prepare to swim, followed by the announcer or starter/referee announcing the event/distance/heat.
 - b) When all the swimmers have approached the blocks, the starter/referee blows a long whistle for the heat to step on the blocks for forward starts or in the water for backstroke starts, and take their preparatory position.
 - c) Once all swimmers are on the blocks or in the water, the referee turns the heat over to the starter.
 - d) When the swimmers are prepared, the starter says 'take your mark.'
 - e) When swimmers have assumed the correct starting position and are motionless, the starter activates the starting signal.

- f) If a swimmer does not respond promptly to the command 'take your mark,' the starter shall immediately release all swimmers with the command 'stand up' upon which the swimmers may stand up or relax.
- .03 The date for the regional meet will be held no later than two weeks prior to the state meet.
- .04 Each participant must participate in a regional meet and be certified by the regional director to be eligible for advancement to the state finals.
 - a) The 15-17, 18-24, 25 and over age groups must register and pay for their state entries at the Regional meet. The Regional Meet Director has the option of requiring these individuals to swim at the Regional Meet.
- .05 Each participant must possess and show a birth certificate to the regional director to be certified.
- .06 Participants in the 10 & under age divisions may compete in no more than three (3) events.
 - a) A swimmer may be entered in any three (3) events and be listed as an alternate on any relay(s). The alternate(s) must be listed in the regional meet entries prior to the region meet in order to qualify. If necessary, he may scratch from one event to swim a relay only if one of the teammates listed on the relay is scratched from the meet.
 - b) These changes must be made before the meet starts or be approved by the Region Meet Director once the meet starts.
- .07 Participants in the 11-14 age divisions may compete in no more than four (4) events.
 - b) A swimmer may be entered in any four (4) events and be listed as an alternate on any relay(s). The alternate(s) must be listed in the regional meet entries prior to the region meet in order to qualify. If necessary, he may scratch from one event to swim a relay only if one of the teammates listed on the relay is scratched from the meet.
 - b) These changes must be made before the meet starts or be approved by the Region Meet Director once the meet starts.
- .08 Swimmers 15-17 would be limited to four (4) events at the state meet, plus 3 mixed relay entries (total of 7). Swimmers 18 & over, unlimited entries would be allowed at the state meet (optional at region meet).
- .09 If a region does not allow for electronic registrations via Hy-tek, regional meet registration/entry will be done by on-line registration

27.9 STATE MEET ENTRIES: Each region may enter a minimum of three (3) persons in each event and three (3) relay teams in each relay event in the 6 and under, 8 and under, 9-10, 11-12 and 13-14 divisions. At the regional meet only, if a discrepancy occurs to determine which participant(s) shall advance to the state meet, the meet director must first consider the rule(s) and the timing system used, then follow the procedures to select the correct time(s) and placement of the swimmers. If that is not successful, then a swim-off for those swimmers only must be done to determine which swimmers advance to state. TIES MUST HAVE A SWIM-OFF. ONLY ALLOTTED NUMBERS OF PARTICIPANTS PER EVENT WILL ADVANCE TO STATE. Swimmers 15-17 will be limited to 4 entries, plus 3 mixed relays (total of 7) at the state meet. For swimmers 18 & over, unlimited entries will be allowed to advance to the state meet.

- .01 Additional Entries:
 - a) Additional entries from each region may be awarded by the state commissioner based on the total number of individuals registered per region as of the region meet entry deadline (set by the region) of the current year.
 - b) Each region must register a minimum of 1,000 individual participants prior to getting additional entries to the state meet. For every 500 individuals registered thereafter, the region will receive an additional entry to the state championship.

- .02 Relay events: In relay events, relay personnel will be the four (4) swimmers who qualified the relay at the regional meet, plus the two (2) alternates who were entered at the regional meet. (The two alternates may be any swimmer of the same age group).
 - .03 Meet entries will only be accepted from the Regional Directors or his/her appointed representative responsibilities after the region meet:
 - a) Certify all advancing participants by forwarding entries in the approved manner. Entry procedure will be outlined in the coaches packet (March) and on the website (June) each year.
- 27.10 Admission Fee: An admission charge at the gate to defray the expenses of hosting the state meet is acceptable.
- 27.11 All state entry fees must be sent to the T.A.A.F. State Office along with all required information by the Region Director/designee by the deadline date outlined in the coaches packet. Failure to comply may result in disqualification of swimmers.
- 27.12 AWARDS: Gold, silver and bronze medals will be awarded to the first, second, and third place winners in each event. Ribbons or medals will be awarded to the fourth, fifth, sixth, seventh and eighth place finishers in each event. No high point award will be given.
- 27.15 The T.A.A.F. swim meet shall be conducted as a time final championship.
- 27.16 The time schedule of the events will be determined by the sponsoring city with approval by the state commissioner.
- 27.17 Order of events will be determined by the state commissioner and the host city.
- 27.18 Verification of entries: Once entries have been forwarded to state, all region directors/representatives and/or coaches are responsible for verifying entries on-line prior to the state meet. At the state meet a scratch meeting will be held before the meet begins. Only scratches will be accepted at this meeting. Under no circumstances will any changes be made on the days of the meet. It will be the regional director's responsibility to see that all coaches and individuals understand that no changes will be made after the scratch meeting is over. Relay swimmers must be declared at this meeting.
- 27.19 Any year round eligibility protests must be resolved by 12:00pm (noon) on Tuesday prior to the start of the state meet.
- 27.20 REQUIRED FORM: The official INDIVIDUAL SPORTS PARTICIPANT FORM will be provided by T.A.A.F. and when executed will "follow" participants and coaches to all levels of T.A.A.F. competition during the current season.
- .01 Each T.A.A.F. participant will sign a form at the lowest level of T.A.A.F. competition affirming that he/she meets the requirements of the T.A.A.F. eligibility and residency rules and that he/she has read, understood and agreed to the release and waiver of liability.
 - .02 Should the participants be under 18 years of age, a parent or guardian must also sign the form affirming that their minor participant meets the requirements of the T.A.A.F. eligibility and residency rules and that as a parent or guardian, he/she has read, understood and agreed to the release and waiver of liability.
 - .03 Coaches will sign the form affirming that to the best of their knowledge all of the swimmers in their swimming program meet the TAAF eligibility and residency rules and that the coach will abide by all rules set forth by TAAF. If any eligibility issue arises the coach and swimmer are subject to any disciplinary action to be taken up to and including suspension.
- 27.21 STATE EVENTS PER PARTICIPANT
- .01 Participants in the 10 & under age divisions may compete in no more than three (3) events.
 - a) A swimmer may be entered in any three (3) events and be listed as an alternate on any relay(s). The alternate(s) must be listed in the regional meet entries prior to the region meet in order to qualify. If necessary, he may scratch from one event to

swim a relay only if one of the teammates listed on the relay is scratched from the meet.

- b) These changes must be made before the meet starts or be approved by the State Commissioner once the meet starts.
- .02 Participants in the 11-14 age divisions may compete in no more than four (4) events.
- a) A swimmer may be entered in any four (4) events and be listed as an alternate on any relay(s). The alternate(s) must be listed in the regional meet entries prior to the region meet in order to qualify. If necessary, he may scratch from one event to swim a relay only if one of the teammates listed on the relay is scratched from the meet.
 - b) These changes must be made before the meet starts or be approved by the State Commissioner once the meet starts
- .03 Swimmers 15-17 would be limited to four (4) events at the state meet, plus 3 mixed relay entries (total of 7). Swimmers 18 & over, unlimited entries would be allowed at the state meet.

27.22 TAAF Swimming will use the following protocol regarding false starts:

- .01 For ages 10 & under: one false start will be allowed for swimmers age 10 & under. For the initial start, the heat will be recalled if any swimmer is observed before the starting signal. This initial false start will be charged to the field. The starter shall restart the race upon signal by the referee. If the referee independently observes and confirms the starter's observation that a subsequent violation has occurred, the race shall continue without recall. The swimmer or swimmers who committed the subsequent violation shall be disqualified upon completion of the race.
- .02 For ages 11 & older: any swimmer starting before the starting signal is given shall be disqualified if the Referee independently observes and confirms the starter's observation that a violation occurred. Swimmers remaining on the blocks shall be relieved from their starting position with a 'stand up.' The race will be restarted upon signal by the referee. If the starting signal has been given before the disqualification is declared, the race shall continue without recall. If the referee independently observes and confirms the starter's observation that a violation occurred, the swimmer or swimmers who are in violation shall be disqualified upon completion of the race.
- .03 If the recall signal is activated inadvertently, no swimmer shall be charged with a false start and the starter shall restart the race upon signal by the referee. A swimmer who would otherwise be charged with a false start may be relieved of the charge if the false start was caused by the swimmer's reaction to the 'stand up' command. A swimmer shall not be disqualified for an illegal starting position at the start if the race is permitted to proceed. Enforcement of the correct starting position is the responsibility of the starter.

27.23 Officials Finish Times: The meet director shall approve all finish times and have the authority to adjust the finish times due to problems associated with the electronic timing system/ touching the electronic touch pads and /or manual times.

27.24 Winter Games of Texas

- .01 This event will be open to all interested swimmers (USA, YMCA, TAAF).
- .02 TAAF registered swimmers can compete with the following eligibility policy:
If a T.A.A.F. swimmer wishes to compete in the T.A.A.F. Winter Games of Texas and plans to swim in the T.A.A.F. Summer Games of Texas, they will be allowed to practice after December 31st of the current year, up until T.A.A.F. Winter Games of Texas swim meet provided they register and compete in the T.A.A.F. Winter Games of Texas. T.A.A.F. Swimmers that practice after December 31st and fail to compete in the following T.A.A.F. Winter Games of Texas will be ineligible to compete in that year's T.A.A.F. Summer Games of Texas.

27.25 EVENTS (SAME FOR GIRLS AND BOYS):

.01 6 & UNDER

25	FREESTYLE
25	BACKSTROKE
100	FREESTYLE RELAY

Swimmers ages 6 & under who wish to swim any other event will compete in the 8 & under age division.

.02 8 & UNDER AND 9 - 10 AGE GROUPS

100	MEDLEY RELAY	25	BACKSTROKE
100	FREESTYLE RELAY	25	BREASTSTROKE
25	FREESTYLE	25	BUTTERFLY
50	FREESTYLE	100	INDIVIDUAL MEDLEY

.03 11 - 12 AGE GROUPS

200	MEDLEY RELAY	50	BACKSTROKE
200	FREESTYLE RELAY	50	BREASTSTROKE
50	FREESTYLE	50	BUTTERFLY
100	FREESTYLE	100	INDIVIDUAL MEDLEY

.04 13 - 14 AND 15 - 17 AGE GROUPS

200	MEDLEY RELAY	50	BACKSTROKE
200	FREESTYLE RELAY	50	BREASTSTROKE
50	FREESTYLE	50	BUTTERFLY
100	FREESTYLE	100	INDIVIDUAL MEDLEY
200	FREESTYLE	200 Mixed Freestyle Relay (15-17 only)	
100 Mixed Freestyle Relay (15-17 only)		200 Mixed Medley Relay (15-17 only)	

Mixed Relays are of mixed gender, of which at least two must be female.

.05 18 - 24 25 - 29; 30-34; 35-39; 40-44; 45-49; 50-54; 55-59; 60-64; 65-70, etc in 5 year increments

NOTE: All relays will be for 18 +

200	MEDLEY RELAY	50	BACKSTROKE
200	FREESTYLE RELAY	50	BREASTSTROKE
50	FREESTYLE	50	BUTTERFLY
100	FREESTYLE	100	INDIVIDUAL MEDLEY
200	FREESTYLE	200 MIXED FREESTYLE RELAY	
100	MIXED FREESTYLE RELAY	200 MIXED MEDLEY RELAY	

Mixed Relays are of mixed gender, of which at least two must be female.

27.26 The state commissioner shall have the authority to select a core group of T.A.A.F. personnel to assist in the running of the state meet. Those individuals selected would have their travel expenses reimbursed by the T.A.A.F. state office.

ARTICLE 28 TENNIS

28.1 GENERAL: Entrants must be amateurs under the rules of the United States Tennis Association. Entries must be accompanied by a certified birth certificate beginning at the local qualifying tournament. TAAF tennis tournaments will be played in strict accordance with the rules and regulations of the United States Tennis Association with the following TAAF points of emphasis:

.01 A Region will not be limited in the number of entries in the Adult or Junior Divisions. Participants are not required to play in a regional tournament to be eligible for the State Tournament.

.02 The State Commissioner has the discretion to place a player in the draw.

- .03 ENTRY FEE:
- a) No entry will be accepted or be placed in the draw without attached fees or payment guarantee from the member city's TAAF representative. Failure to pay these fees may result in the T.A.A.F. participant being suspended until fees are paid.
 - b) These fees are to be used by the city conducting each tournament to help defray expenses of the tournament

28.2 THE STATE TOURNAMENT

- .01 EVENT ELIGIBILITY: Individuals may enter only two (2) separate events at the state level in one (1) age group. Players may choose to participant in a higher age classification or level. Players may NOT play in a lower age classification or level. (EXAMPLE: An individual may only participate in two (2) of the three (3) events that are offered in his/her age group. One (1) singles and one (1) doubles or one (1) singles and one (1) mixed doubles or one (1) doubles and one (1) mixed doubles).
- .02 STATE TOURNAMENT ENTRY RESPONSIBILITY: State tournament entry is the responsibility of the individual participant. Regional qualifiers will be given state entry forms to complete and send to the state tournament director.
- .03 REGIONAL TOURNAMENT DIRECTOR RESPONSIBILITY: Regional tournament directors will be responsible for submitting a list of qualifiers from the regional tournament to the State Commissioner.
- .04 STATE TOURNAMENT SCHEDULE: Shall be a first match loss consolation tournament. Junior divisions may begin on Thursday and conclude on Sunday. Adult divisions may begin on Friday and conclude on Sunday. This schedule is subject to change based on a variety of factors (draw size, weather, etc.) Awards will be given to First Place, Second Place and Consolation winners.
- .05 COMBINED OR DROPPED DIVISIONS: With the State Commissioner's approval, any division with three (3) entries or less may be combined with the next higher division. The State host should attempt to notify the participant before the draw is made if their divisions have been combined or dropped. Draws will be posted to the Internet on the Tuesday of tournament week.
- .06 OFFICIALS: State host must have a U.S.T.A. official available for each site to serve as a referee.

28.3 TOURNAMENT DRAW

- .01 The state commissioner shall approve the tournament draw before it is posted. General guidelines for setting up draws:
- a) Last year's winners and runners-up shall be seeded at opposite ends of the draw.
 - b) Participants from the same Region will be seeded at opposite ends of the bracket, when possible.
 - c) Host must have an appropriate number of courts available in close proximity.

28.4 EVENTS

- .01 JUNIORS
- Boy's and Girl's Singles and Doubles - 10 & U, 12 & U, 14 & U, 16 & U, 18 & U
- .02 ADULTS
- Men's and Women's Singles and Doubles - 3.0, 3.5, 4.0, 4.5, and Open
- .03 SPECIALS
- Junior Mixed Doubles - 14 & U, 16 & U and 18 & U.
 - Adult Combined Mixed Doubles - 6.0, 7.0, 8.0, 9.0 and 9.5+

28.5 SPECIAL RULES

- .01 Entries must be in the hands of the state tournament director one week prior to the state tournament. Host city is responsible for collecting entries, fees and making the draws.
- .02 Regional or State hosts will provide balls and awards.
- .03 All entries in the state tournament should be certified, beginning at the local level and continuing through the tournament.
- .04 AGE CLASSIFICATIONS: Players birth date may not exceed age division by date of state tournament. Juniors must play at the regional tournament in the age level they would play at the state tournament (if qualified). Example: If player turns 17 on or before start of the state tournament - you must play in the 18 year old division at the Regional Level. Junior players (18 & Under) may not play in adult levels.

NOTE: Age classification determination should be based on age as of Games of Texas Tournament dates.
- .05 Junior's may play in the Adult Division but must play in the Open Division. This move will prohibit the junior players from participating in the Junior Division.

28.6 ADULT SKILL LEVEL GUIDELINES

LEVELS	GENERAL CHARACTERISTICS OF VARIOUS PLAYING LEVELS
1.0 - 1.5	This player is either just starting to play tennis or has limited experience.
2.0	This player cannot hit directionally; avoids backhands; has difficulty serving and returning; double faults often; reluctant to play net; lacks proper footwork; is familiar with basic positions for singles and doubles play; is frequently out of position.
2.5	Prepared for moderately paced shots; Grip and preparation problems; often chooses to hit forehand instead of backhand; can get the ball in play at slow pace; inconsistent serve; can return a slow paced serve; uncomfortable at net; can lob intentionally; poor overhands; can maintain a short, slow pace rally; weak court coverage.
3.0	Player is fairly consistent when hitting medium paced shots; not comfortable with all strokes; lacks execution when attempting directional control, depth or power; most common doubles formation is one-up, one-back.
3.5	This player has achieved improved stroke dependability with directional control on moderate shots, but still lacks depth and variety; player exhibits more aggressive net play, has improved court coverage and is developing teamwork in doubles.
4.0	This player has dependable strokes, including directional control and depth on both forehand and backhand sides on moderate shots, plus the ability to use lobs, overhands, approach shots and volleys with some success. This player occasionally forces errors when serving. Rallies may be lost due to impatience. Teamwork in doubles is evident.
4.5	This player has begun to master the use of power and spins and is beginning to handle pace; has sound footwork; can control depth of shots and is beginning to vary game plan according to opponent; player can hit first serves with power and accuracy and place the second serve; player tends to over hit on difficult shots; aggressive net play is common in doubles.
5.0	This player has good shot anticipation and frequently has an outstanding shot or attribute around which a game may be structured; player can regularly hit winners or force errors off short balls and can put away volleys; can successfully execute lobs, drops shots, half volleys and overhands; has good depth and spin on most second serves.
5.5	This player has developed power and/ or consistency as a major weapon; can vary strategies and styles of play in a competitive situation and hits dependable shots in a stressful situation.
6.0 - 7.0	These players will not need ratings. The 6.0 player has had intensive training for national tournament competition of the junior and collegiate levels and has obtained a sectional and/or national ranking; the 6.5 player has a chance of succeeding at the 7.0 level; the 7.0 is a world class player.

ARTICLE 29 TRACK AND FIELD (MEN AND WOMEN)

- 29.1 RESIDENCE, IDENTIFICATION & AGE OF PARTICIPANTS: See MOP, Article 2, General Participation Requirements and MOP, Article 4, Individual Sport Requirements.
- 29.2 DIVISIONS: There will be six divisions for boys' and girls':

BOYS'		GIRLS'	
YEAR OF BIRTH	DIVISION	YEAR OF BIRTH	DIVISION
2005, 2006, 2007	8 & Under	2005, 2006, 2007	8 & Under
2003, 2004	10 & Under	2003, 2004	10 & Under
2001, 2002	12 & Under	2001, 2002	12 & Under
99, 2000	14 & Under	99, 2000	14 & Under
97, 98	16 & Under	97, 98	16 & Under
95, 96	18 & Under*	95, 96	18 & Under*

***Eligibility for 18 & Under Division: Senior and high school participants without having competed at the college level in any track and field competition; someone who completed high school in the spring of the most recent school term, and who was not 19 years of age or older on or before September 1 of the most recently completed school term, and has not competed at the College level in any Track and Field competition would be eligible.**

- 29.3 A boy or girl must participate in only one age division. Participants must participate either in their age division or they may participate in an older age division, however, once the participant has moved up into an older age division they must compete in all events in that same age division.
- 29.4 GOVERNING RULES: The T.A.A.F. rulebook will be the governing rulebook. Rules not specifically covered in this rule book will be covered by the current Official High School National Federation Edition Track and Field and Cross Country Rule Book in conjunction with the current Constitution and Contest Rules of the University Interscholastic League.
- 29.5 FALSE START RULE:
 - .01 The first false start will be charged to the entire heat for the 8 & Under, 10 & Under, 12 & Under divisions. Runners for these three (3) divisions will be disqualified should they cause a second false start within that same heat/race
 - .02 Should a runner in the 14 & Under, 16 & Under or 18 & Under divisions commit a false start, they will be disqualified as per National Federation Rules.
- 29.6 UNIFORM RULE:
 - .01 The track and field uniform for relay teams will be one of like colored shirts.
 - .02 Relay team members will be required to wear shirts that are alike in color only and not necessarily alike in style.
 - .03 Bicycle shorts, leotards, body suits and girls' midriff running tops will be permitted.
 - .04 Logos on uniform will be allowed provided it is not deemed offensive by the state commissioner or meet referee.
 - .05 The state commissioner may make exceptions to the uniform rule if she or he feels environmental situations could threaten the health of the participants. In addition, the state commissioner has the right to require a participant to change all or a portion(s) of their uniform if she or he deems it offensive or inappropriate.
- 29.7 EVENT LIMITATIONS: At the Regional and State level of competition:
 - .01 Contestants who are in the 12 & under, 10 & under, and 8 & under divisions may only compete in three (3) events total including the relays.
 - .02 Contestants who are in the 14 & under, 16 & under, and 18 & under may only compete in four (4) events including relays and not compete in more than three total running events.

- .03 Being listed as a relay member does not count as an event until the individual checks in with the event clerk and actually participates as a relay team member in either prelims or finals. If the individual has already competed in three running events (prelims or finals) they then become ineligible to participate on a relay. A violation of this rule will result in the disqualification of the relay and the competitor who participates in more events than allowed by rule shall forfeit all individual places and shall be disqualified from further competition in the meet.
- .04 As per U.I.L. Constitution and Contest Rule, no contestant shall be allowed to enter more than two (2) of the following events: 400 meter dash, 800 meter run, 1600 meter run or 3200 meter run. This does not prevent a 400, 800, 1600 or 3200 meter contestant from running on the relays, provided he/or she is entered in no more than three (3) total running events.

29.8 REGIONAL MEET: Each region must host a regional track meet to qualify their participants for the state meet.

- .01 REGIONAL MEET DATES: The date for the regional meet will be held no later than two (2) weeks prior to the state meet, which will be included in the Games of Texas.

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July 25-28, 2013
Corpus Christi**

- .02 Regional meets must be conducted and operated according to T.A.A.F. rules. Regional meet registration/entry will be done by internet – online registration.
- .03 ALL PARTICIPANTS MUST:
 - a) The 8 & Under, 10 & Under, 12 & Under, 14 & Under, 16 & Under and 18 & Under divisions MUST participate in a regional meet and be certified by the regional director or his/her appointed representative to be eligible for advancement to the state finals.
 - b) Each participant must possess and show a birth certificate along with proof of individual sports registration with T.A.A.F. to the regional director or his/her appointed representative in order to be certified eligible to compete at the either the regional or state meets.
- .04 REGIONAL MEET RESULTS: Regional Meet results must be mailed to the T.A.A.F. State Track and Field Commissioner.
 - a) These results should include places one (1) through six (6) or the lowest place awarded.
 - b) These "results" should NOT be a copy of the official state entry form, but the complete results of the regional meet.

.05 Exhibition athletes that are T.A.A.F. registered individuals are allowed to participate at the regional meet at the discretion and approval of the Region. An exhibition participant would be a T.A.A.F. registered participant or relay team made up of all T.A.A.F. registered members who declare prior to the meet that they are "exhibition" only and have no desire to advance to the state meet. These exhibition athletes would not, and cannot be shown in the overall regional meet results submitted to the State T.A.A.F. Office.

29.11 STATE MEET: Each region may enter a minimum of three (3) persons in each event and three (3) relay teams in each relay event who are the first, second and third place finishers from the regional qualifier meet in the 8 & Under, 10 & Under, 12 & Under, 14 & Under, 16 & Under, and 18 & Under divisions.

- .01 Additional Entries:
 - a) Additional entries to the state track and field meet may be awarded by T.A.A.F. based upon the total number of individuals registered per region. The additional berths will be awarded, and regions notified, upon the downloading of the regional meet entries.

- b) Each region must register a minimum of 1,000 individual participants prior to getting additional entries to the state meet. For every 500 individuals registered thereafter, the region will receive an additional entry to the state championship with a maximum of 3 additional entries/berths allowed.
 - c) If additional entries are given, participants who are advanced to the State Championship Meet would be advanced based upon their finish at the regional meet with the higher placing determining the advancement. The “moving up” of participants from lower placing finishes to “fill open slots” is not allowed.**
- .02 State Entries: Regional Directors or his/her appointed representative responsibilities:
- a) All regions entering individuals or relays in the state track & field meet must submit verified entries online by deadlines set by the State TAAF Office.
 - b) Backup of each region’s entries and results of regional meet should be send to the state office; a file showing all participants advancing to the state championships; and finally, a printed paper result with qualifiers who are NOT advancing highlighted should be sent to the state office by deadlines established.
- .03 REGIONAL REPRESENTATIVE AT THE STATE TRACK & FIELD MEET:
- a) Any region that submits regional entries will require the Regional Director or his or her designee to be in attendance at the State Track & Field Meet to verify entries and settle entry disputes for their respective region.
 - b) No changes will be made at the State Track & Field Meet from the official regional entries submitted to the State T.A.A.F. office without verification from the Regional Director or his or her designee and the approval of the State Commissioner or his or her designee in case of their absence.
 - c) Any region without representation at the State Track & Field Meet shall result in no changes being made to “official regional entries”. Any participant, coach or parent with disputes over an officially submitted state entry will be directed to contact the appropriate Region/City representatives of their respective region.
- .04 RELAY EVENTS
- a) Any relay team may consist of up to six individuals and all team members must be entered to the T. A. A. F. Regional Meet in the relay event.
 - b) Any relay teams that qualify to advance to State must consist of the original names of team members entered into the Regional qualifying meet. No new team members may be added to the relay team roster after the conclusion of the regional meet. Therefore, substitutions in a relay team at state may only be made from the list of athletes that were entered into the regional meet, which may consist of up to six (6) athletes.
 - c) It is not necessary to run the same four competitors in the finals of the state championship that competed in the preliminary rounds of trials, but must be of the original team members from the regional qualifier.
 - d) Relay teams that advance to the state championships will be required to complete a relay declaration form at the Regional meet to serve as back up documentation of official/eligible relay team members. The relay declaration form will then be sent to the State Commissioner prior to the start of the state meet. The relay declaration form will allow the team to list each relay team member that was officially entered into the regional meet.
- .05 STATE ENTRY DEADLINES:
- a) State entries/advancer files must be received at the TAAF State office three business days after the completion of the Regional Meet.

.06 ENTRY FEES: All entry fees must be sent to the TAAF State Office along with required information and disc by deadline dates established by the TAAF State Office

a) An admission charge at the gate to defray the expenses of hosting the state meet is acceptable.

29.10 STATE MEET AWARDS:

.01 Gold, silver and bronze medals will be awarded to the first, second and third place winners in each event.

.02 Ribbons or medals will be awarded for fourth, fifth and sixth place winners in each event. Seventh and eighth place awards are optional.

.03 No high point award will be given.

29.11 STATE MEET SCHEDULE: The T.A.A.F. track and field meet will be held over a four (4) day time frame.

.01 The schedule of events will be determined by the State T.A.A.F. Track and Field Commissioner.

.02 The starting time for the meet will be determined by the State T.A.A.F. Track and Field Commissioner in cooperation with the Host City.

.03 The State T.A.A.F. Track and Field Commissioner has the authority to make adjustments in the meet schedule as necessary.

29.12 SCRATCH & VERIFICATION: Prior to the start of the state meet, there will be a time designated for scratches and verifications.

.01 Changes will be made at this time only. There will be no changes made once the meet has started.

29.13 The state commissioner shall have the authority to select a core group of T.A.A.F. personnel to assist in the running of the state meet. Those individuals selected would have their travel expenses reimbursed by the T.A.A.F. state office.

29.14 EVENTS

.01 8 & Under (BOYS & GIRLS) - BORN IN 2005, 2006, 2007

50 METERS	800 METERS
100 METERS	400 METER RELAY (4 X 100)
200 METERS	LONG JUMP
400 METERS	HIGH JUMP

.02 10 & UNDER DIVISION - BORN IN 2003, 2004

BOYS	GIRLS
100 METERS	100 METERS
200 METERS	200 METERS
400 METERS	400 METERS
800 METERS	800 METERS
1600 METERS	1600 METERS
LONG JUMP	LONG JUMP
HIGH JUMP	HIGH JUMP
SHOT PUT (6 LBS)	SHOT PUT (6 LBS)
400 M RELAY (4 X 100)	400 M RELAY (4 X 100)
1600 M RELAY (4 X 400)	1600 M RELAY (4 X 400)

.03 12 & UNDER DIVISION - BORN IN 2001, 2002

BOYS	GIRLS
100 METERS	100 METERS
200 METERS	200 METERS
400 METERS	400 METERS
800 METERS	800 METERS
1600 METERS	1600 METERS
80 M HURDLES (8-30")	80 M HURDLES (8-30")
LONG JUMP	LONG JUMP
HIGH JUMP	HIGH JUMP
SHOT PUT (6 LBS)	SHOT PUT (6 LBS)
400 M RELAY (4 X 100)	400 M RELAY (4 X 100)
1600 M RELAY (4 X 400)	1600 M RELAY (4 X 400)

.04 14 & UNDER DIVISION - BORN IN 1999, 2000

BOYS	GIRLS
100 METERS	100 METERS
200 METERS	200 METERS
400 METERS	400 METERS
800 METERS	800 METERS
1600 METERS	1600 METERS
3200 METERS	3200 METERS
110 M HURDLES (10-36")	100 M HURDLES (10-30")
300 M HURDLES (8-30")	300 M HURDLES (8-30")
LONG JUMP	LONG JUMP
TRIPLE JUMP	TRIPLE JUMP
HIGH JUMP	HIGH JUMP
POLE VAULT	POLE VAULT
SHOT PUT (4.0 Kg)	SHOT PUT (6 LBS)
DISCUS THROW (2 LBS 3 1/2 OZ) 1 kg	DISCUS THROW (2 LBS 3 1/2 OZ) 1 kg
400 M RELAY (4 X 100)	400 M RELAY (4 X 100)
1600 M RELAY (4 X 400)	1600 M RELAY (4 X 400)

.05 16 & UNDER DIVISION - BORN IN 1997, 1998

BOYS	GIRLS
100 METERS	100 METERS
200 METERS	200 METERS
400 METERS	400 METERS
800 METERS	800 METERS
1600 METERS	1600 METERS
3200 METERS	3200 METERS
110 M HIGH HURDLES (10-39")	100 M HURDLES (10-33")
300 M INT. HURDLES (8-36")	300 M LOW HURDLES (8-30")
LONG JUMP	LONG JUMP
TRIPLE JUMP	TRIPLE JUMP
HIGH JUMP	HIGH JUMP
POLE VAULT	POLE VAULT
SHOT PUT (12 LBS) 5.443 kg	SHOT PUT (8 LBS 13 OZ) 4.0 kg
DISCUS THROW (3 LBS 9 OZ) 1.6 kg	DISCUS THROW (2 LBS 3 1/2 OZ) 1 kg
400 M RELAY (4 X 100)	400 M RELAY (4 X 100)
N/A	1600 M RELAY (4 X 400)
1600 M RELAY (4 X 400)	

.06 18 & UNDER DIVISION - BORN IN 1995, 1996

***Eligibility for 18 & Under Division: Senior and high school participants without having competed at the college level in any track and field competition; someone who completed high school in the spring of the most recent school term, and who was not 19 years of age or older on or before September 1 of the most recently completed school term, and has not competed at the College level in any Track and Field competition would be eligible.**

BOYS	GIRLS'
100 METERS	100 METERS
200 METERS	200 METERS
400 METERS	400 METERS
800 METERS	800 METERS
1600 METERS	1600 METERS
3200 METERS	3200 METERS
110 M HIGH HURDLES (10-39")	100 M HIGH HURDLES (10-33")
300 M INT. HURDLES (8-36")	300 M INT. HURDLES (8-30")
LONG JUMP	LONG JUMP
TRIPLE JUMP	TRIPLE JUMP
HIGH JUMP	HIGH JUMP
POLE VAULT	POLE VAULT
SHOT PUT (12 LBS) 5.443 kg	SHOT PUT (8 LBS 13 OZ) 4.0 kg
DISCUS THROW (3 LBS 9 OZ) 1.6 kg	DISCUS THROW (2 LBS 3 1/2 OZ) 1 kg
400 M RELAY (4 X 100)	400 M RELAY (4 X 100)
1600 M RELAY (4 X 400)	1600 M RELAY (4 X 400)

29.15 THROWING IMPLEMENTS

AGE DIVISION	SHOTPUT	DISCUS
8 & UNDER B/G	N/A	N/A
10 & UNDER B/G	6 LBS	N/A
12 & UNDER B/G	6 LBS	N/A
14 & UNDER B	4.0 Kg	1.0 kg. (2 LBS 3 1/2 OZ.)
14 & UNDER G	6 LBS	1.0 kg. (2 LBS 3 1/2 OZ.)
16 & UNDER & 18 & UNDER G	4.0 kg.(8 LBS 13 OZ.)	1.0 kg. (2 LBS 3 1/2 OZ.)
16 & UNDER B	12 LBS	1.6 kg.(3 LBS 9 OZ.)
18 & UNDER B	12 LBS	1.6 kg.(3 LBS 9 OZ.)

29.16 HURDLE EVENTS SPECIFICATIONS

AGE / DIVISION	EVENT	# OF HURDLES	HEIGHT OF HURDLES	DISTANCE TO FIRST HURDLE	INTERVALS DISTANCE BETWEEN	DISTANCE TO FINISH
	<i>METERS</i>			<i>METERS</i>	<i>METERS</i>	<i>METERS</i>
8 & Under B/G	N/A	N/A	N/A	N/A	N/A	N/A
10 & Under B/G	N/A	N/A	N/A	N/A	N/A	N/A
12 & Under B/G	80	8	30"	12.00	7.50	15.50
14 & Under B	110	10	36"	13.72	9.14	14.02
14 & Under G	100	10	30"	13.00	8.50	10.50
14 & Under B/G	300	8	30 "	45.00	35.00	10.00
16 & U B	110	10	39"	13.72	9.14	14.02
18 & U B	110	10	39"	13.72	9.14	14.02
16 & U B	300	8	36"	45.00	35.00	10.00
18 & U B	300	8	36"	45.00	35.00	10.00
16 & 18 & U G	100	10	33"	13.00	8.50	10.50
16 & 18 & U G	300	8	30"	45.00	35.00	10.00

29.17 STATE MEET STARTING HEIGHTS AND INCREMENTS BAR TO BE RAISED

.01 HIGH JUMP

AGE / DIVISION	EVENT	STARTING HEIGHT	INCREMENT BAR RAISED
8 & Under (B)	HIGH JUMP	*2' 6"	2"
8 & Under (G)	HIGH JUMP	*2' 6"	2"
10 & Under (B)	HIGH JUMP	3' 4"	2"
10 & Under (G)	HIGH JUMP	3' 2"	2"
12 & Under (B)	HIGH JUMP	3' 10"	2"
12 & Under (G)	HIGH JUMP	3' 8"	2"
14 & Under (B)	HIGH JUMP	4' 6"	2"
14 & Under (G)	HIGH JUMP	4' 2"	2"
16 & Under (B)	HIGH JUMP	5' 2"	2"
16 & Under (G)	HIGH JUMP	4' 4"	2"
18 & Under (B)	HIGH JUMP	5' 6"	2"
18 & Under (G)	HIGH JUMP	4' 4"	2"

* For safety factor, the bar shall not be placed lower than the height of the pit.

.02 POLE VAULT: BOYS

AGE / DIVISION	EVENT	STARTING HEIGHT	INCREMENT BAR RAISED
*14 & Under	POLE VAULT	7' 6"	6"
16 & Under	POLE VAULT	9' 6"	6"
18 & Under	POLE VAULT	11' 06"	6"

*Adjustments may need to be made due to the limitations of the pole vault standards.
T.A.A.F. will enforce any helmet rule that may be adopted by the UIL.

.03 POLE VAULT: GIRLS

AGE / DIVISION	EVENT	STARTING HEIGHT	INCREMENT BAR RAISED
*14 & Under	POLE VAULT	6' 6"	6"
16 & Under	POLE VAULT	7' 6"	6"
18 & Under	POLE VAULT	8' 6"	6"

*Adjustments may need to be made due to the limitations of the pole vault standards.
T.A.A.F. will enforce any helmet rule that may be adopted by the UIL.

ARTICLE 30 ADULT VOLLEYBALL

30.1 GENERAL RULES

- .01 U.S.A. Volleyball Official Rules will govern all play.
- .02 There are three (3) divisions of play in volleyball, two (2) State Invitational and one State Championship:
 - MEN'S Invitational WOMEN'S Invitational CO-REC
- .03 A maximum of twelve (12) players, including a playing manager, will be permitted on a team roster in any division.
- .04 Players may play on any team in the state, but are limited to playing on only one (1) team, per division, in Championship play.

- .05 Cities bidding for and awarded T.A.A.F. Men's Invitational, Women's Invitational or Co-Rec state tournaments must be able to provide U.S.V.B.A. certified officials for that tournament. The state commissioner will have the authority to deviate from this stipulation where use of U.S.A. Volleyball officials is impossible or impractical.
- .06 The Men's and Women's Invitational Volleyball Tournament will be held on the same weekend in the same city.
- .07 Each member city will have the right to enter one (1) team per division in the state tournament. The state commissioner has the right to determine the number of additional teams each city is allowed to enter based upon total team registrations.
- .08 Volleyball teams entering a state tournament may include players who have participated with a U.S.A. Volleyball team during the current volleyball season.

30.2 CO-REC VOLLEYBALL RULES

- .01 The serving order and positions on the court at service shall be an alteration of male and female or vice-versa.
- .02 When the ball is played more than once by a team, at least one of the contacts shall be made by a female player. Contact of the ball during blocking shall not constitute playing the ball. There is no requirement for a male player to contact the ball regardless of the number of contacts by the team.
- .03 When only one male player is in the front line at service, one male back line player may be forward of the attack line for the purpose of blocking.
- .04 No female back line player may participate in a block.
- .05 The adult co-rec state volleyball tournament will be held either the last weekend in March or any weekend in April, providing that it is not the same weekend as the Easter holiday. This date restriction will be effective with the 2011 T.A.A.F. Co-Rec State Volleyball Tournament.

ARTICLE 31 YOUTH VOLLEYBALL

- 31.1 NFHS Middle School Rules will be used in league play, with the exceptions listed below.
- 31.2 DIVISIONS: The age ranges for the divisions shall be as follows and based on the player's age as of September 1st of the current school year.
 - .01 8U (ages 7-8)
 - .02 10U (ages 9-10)
 - .03 12U (ages 11-12)
 - .04 14U (ages 13-14)
- 31.3 A team shall consist of 6-12 players.
- 31.4 EQUIPMENT-
 - .01 8U division will use an official size ball that is approximately 40% lighter (trainer type ball)
 - .02 10U and 12U will use the Volley Lite (12 & under ball) and the
 - .03 14U divisions will use an official size ball.
- 31.5 THE COURT
 - .01 The net shall be 6'1" (8U & 10U divisions) and 7'4" (12U & 14U divisions).
 - .02 The court will be regulation size.
- 31.6 THE GAME
 - .01 The ball may be served from anywhere behind the 10' line (8U) the 23' line (10U) and the back court line for 12U & 14U.
 - .02 In the 8U and 10U divisions, after 5 consecutive points scored by the offensive team (team serving), the referee will whistle for an automatic change of possession and the opposing team will be awarded the serve. In the 12U and 14U, there will not be a cap of how many serves any one player can have during player rotation as server.

- .03 All serves must be underhand on the first two serves for 8U only. The 3rd, 4th, and 5th serves may be overhand or underhand..
- .04 If the server does a bad toss, the ball must be caught or let it drop to the floor. The server may only let the ball drop once during her time of service.
- .05 Each team may have one (1) minute time out during the first 2 games. Each team may have one-30 second timeout during the third game.

31.7 SCORING GAMES

- .01 All divisions will play the best 2 of 3 games.
- .02 All divisions will play rally point scoring. All divisions will play to 25 points, must win by 2 points, and games will be capped at 30 points.
- .03 The third game (if needed) will be 15 points for all divisions.

31.8 UNIFORMS

- .01 All uniforms must be matching. Similar colors will not be permitted. Uniforms that do not have permanently affixed numbers will not be permitted (this includes numbers written on shirts or numbers taped on shirts, but not limited to).
- .02 Players shall have a 6" number on the back of their uniforms and a 4" number on the front of their uniforms. Legal numbers are 0-99.

31.9 There will be no use of a libero.

31.10 Substitutions may only be made when the teams subbing is rotating.

31.11 Positions are: left front, middle front, right front, right back, middle back, and left back.

31.12 The T.A.A.F. Youth State Volleyball Tournament will be held either the second to last weekend in May or first weekend in June.

ARTICLE 32 SAND VOLLEYBALL

32.1 T.A.A.F. recognizes a Sand Volleyball Division of play under the following guidelines.

- .01 T.A.A.F. authorizes any member to host a T.A.A.F. State Invitational Tournament (S.I.T.) in the fall, spring and/or summer. Any number of S.I.T. may be held each year.
- .02 The S.I.T. rules, including the number of players and tournament dates, will be determined by the host city.
- .03 The host city will pay T.A.A.F. ten dollars (\$10.00) per team entered for all entries in a S.I.T.
- .04 The host is responsible for all awards to be given at the S.I.T.

ARTICLE 33 DISQUALIFICATIONS, SUSPENSIONS AND REINSTATEMENTS

A team, team member, manager or team official shall cease to be eligible to compete in tournaments or events conducted or sanctioned by T.A.A.F. while disqualified by T.A.A.F. or any T.A.A.F. local member city, provided that the disqualification by the T.A.A.F. member city does not conflict with the established rules and policies of T.A.A.F.

33.1 ACTS OF DISQUALIFICATION AND PENALTY

- .01 VIOLATION: Unsportsmanlike conduct.
PENALTY: Maximum of one (1) year probation and/or suspension in all T.A.A.F. play.

- .02 VIOLATION: Physical violence (attacks on a game official or tournament official immediately preceding, during or immediately following a game; also fights and/or confrontations between players, etc.).
PENALTY: Minimum of one (1) year loss of eligibility in all T.A.A.F. play or indefinite suspension in all T.A.A.F. play, subject to an annual review, if requested.
- .03 VIOLATION: Committed a fraud while a player, coach, manager; this includes, but is not limited to, playing under an assumed name, falsifying rosters or falsifying identification.
PENALTY: Minimum of one (1) year to a maximum of three (3) years loss of eligibility in all T.A.A.F. play.
- .04 VIOLATION: Violating any rules and regulations as printed in the T.A.A.F. Participant Guide.
PENALTY: Maximum of one (1) year probation and/or suspension in all T.A.A.F. play.

33.2 Hearings and Rights of Appeal (Guidelines or Recommendation)

.01 Local Disqualification & Suspension Procedures (Guidelines and Recommendations)

- a) LOCAL HEARING: Prior to local disqualification, any player or individual who commits any violation of T.A.A.F. Article 33.1 (.01-.04) must be given the opportunity for a hearing by the local T.A.A.F. member city. The hearing shall be scheduled to be held within fourteen (14) days of the incident or within fourteen (14) days of the discovery of the incident, as applicable.
- b) LOCAL MODERATOR: For local hearings, the moderator shall be the member city representative to T.A.A.F. or his appointed agent. This individual will be responsible for the preparation of the agenda, notification of the accused and will provide someone to take minutes. It is recommended that all hearings be taped. The moderator cannot make motions or cast a vote.
- c) LOCAL HEARING PANEL: A seven (7)-member panel shall hear the case. The panel shall include two (2) T.A.A.F. members from separate member cities or in the case of a metro, members from other department divisions; four (4) local league representatives (managers, sports association officers, etc.); and one (1) representative from the local officials' association. No individual involved in the incident shall be included on the panel.
- d) LOCAL NOTIFICATION: The moderator will notify the individual(s) in writing of the time, place and date for the hearing. An individual(s) is entitled to an alternate date selected by the moderator if, for a good cause, the original date is not acceptable. Should the accused individual(s) fail to attend the hearing, the moderator may proceed and take the evidence of those in attendance.
- e) LOCAL RULINGS: After hearing the evidence, the moderator shall render a written decision, based on the decision of the hearing panel, within fourteen (14) days of the hearing. If the ruling involves a disqualification, an OFFICIAL NOTICE OF SUSPENSION is issued to the individual(s) involved. A copy shall be sent to the T.A.A.F. executive director.
- f) WARNING: The individual(s) being suspended must be advised in writing by the moderator that any further act or acts of violation may result in a suspension for a longer period of time, including indefinitely.
- g) T.A.A.F. will honor all local suspensions that follow Article 33.2.01 (a - f).
- .02 LOCAL RIGHT OF APPEAL:
 - a) LOCAL HEARINGS & SUSPENSIONS: Appeals should be made directly to the city that held the hearing. Their appeal decision is final and T.A.A.F. will honor any appeal decisions from that city.

33.3 HEARINGS AND RIGHTS OF APPEAL (T.A.A.F. Championship Competition, includes Regional and State Tournaments and Meets)

.01 T.A.A.F. CHAMPIONSHIP COMPETITION:

- a) DISQUALIFICATION PROCEDURES T.A.A.F. CHAMPIONSHIP COMPETITION: In addition to disqualification procedures stated under Article 33.1 (.01-.04), there shall be a Tournament (or meet) Protest Committee for each T.A.A.F. Championship Competition, appointed by the tournament director, which shall have jurisdiction to decide questions of disqualification from that Championship Competition or to which a decision in the tournament (or meet) competition may be appealed. THE DECISION OF THIS COMMITTEE SHALL BE FINAL AND SHALL APPLY TO THAT SPECIFIC CHAMPIONSHIP COMPETITION ONLY.
- b) No protest involving an official's (umpire, referee, judge, etc.) judgment shall be accepted by the tournament (or meet) director or considered by the protest committee.
- c) The tournament (or meet director) shall accept no protest on interpretation of Playing Rules after play or competition has resumed in team sports, and after the Meet Referee states that the meet results are final in individual sports.

.02 DISQUALIFICATION HEARING (Following T.A.A.F. Championship Competition): Depending on the violation, the state commissioner or the tournament/meet director may also request a disqualification hearing be held concerning the incident, including incidents that may not be discovered until after completion of the competition. The request shall be made to the T.A.A.F. president. Taking the location of the individual(s) residence into consideration, the president reserves the right to refer the hearing to that individual's T.A.A.F. regional director, who shall set the site, time and date for the hearing on behalf of the president.

- a) HEARING (Following T.A.A.F. Championship Competition): Prior to T.A.A.F. disqualification, any player or individual who commits any violation of T.A.A.F. Article 33.1 (.01-.04) must be given the opportunity for a hearing by T.A.A.F. The hearing shall take place within fourteen (14) days following the date the president is notified that a disqualification hearing has been requested by the state commissioner or the tournament/meet director.
- b) HEARING PANEL (Following T.A.A.F. Championship Competition): A seven (7) member panel shall hear the case. The panel shall include seven (7) T.A.A.F. members from separate member cities. No individual involved in the incident shall be included on the panel.
- c) MODERATOR (Following T.A.A.F. Championship Competition): The moderator shall be the T.A.A.F. president or his appointed agent. This individual will be responsible for the preparation of the agenda, notification of the accused and will provide someone to take minutes. It is recommended that all hearings be taped. The moderator cannot make motions or cast a vote.
- d) NOTIFICATION (Following T.A.A.F. Championship Competition): The moderator will notify the individual(s) in writing of the time, place and date for the hearing. An individual(s) is entitled to an alternate date selected by the moderator if, for a good cause, the original date is not acceptable. Should the accused individual(s) fail to attend the hearing, the moderator may proceed and take the evidence of those in attendance.
- e) RULINGS (Following T.A.A.F. Championship Competition): After hearing the evidence, the moderator shall render a written decision, based on the decision of the hearing panel, within fourteen (14) days of the hearing. If the ruling involves a disqualification, an OFFICIAL NOTICE OF SUSPENSION is issued to the individual(s) involved.
- f) WARNING: The individual(s) being suspended must be advised in writing by the official that any further act or acts of violation may result in a suspension for a longer period of time, including indefinitely.

.03 RIGHT OF APPEAL (Following T.A.A.F. Championship Competition):

- a) T.A.A.F. CHAMPIONSHIP COMPETITION: Any individual suspended from T.A.A.F. play pursuant to Article 33.3.02, who desires to appeal the ruling must notify the T.A.A.F.

executive director, in writing, of intent to appeal within fourteen (14) days after the RECEIPT of the NOTICE OF SUSPENSION.

- b) APPEAL REVIEW: The T.A.A.F. executive director shall notify the chairperson of the Suspension Review Committee of the appeal. The chairperson and the executive director will prepare the appeal review agenda and the executive director will notify the individual of the date, time and place of the Suspension Review Committee's review of the ruling. The individual may attend the Suspension Review Committee's review of the ruling and make a statement. The Suspension Review Committee shall vote to either uphold or reverse the original hearing decision.
- c) APPEAL REVIEW DECISION: The Suspension Review Committee chairperson shall render a written decision to the T.A.A.F. State Office and the executive director shall notify the appealing individual of the decision within thirty (30) days of the executive director's receipt of the committee's decision.
- d) APPEAL OF SUSPENSION REVIEW COMMITTEE DECISION: Any individual who desires to appeal the Suspension Review Committee's decision must notify the T.A.A.F. executive director, in writing, of intent to appeal within fourteen (14) days after the RECEIPT of the Suspension Review Committee's decision.
- e) T.A.A.F. EXECUTIVE BOARD: The appeal of the decision of the Suspension Review Committee will be made to the T.A.A.F. Executive Board at their next (winter, spring or fall) scheduled meeting. The executive director will notify the appealing individual(s) of the date, time and place of the next Executive Board meeting. The individual may attend the Executive Board's review of the incident and make a statement. The Executive Board shall vote to either uphold or reverse the original hearing decision and the decision of the Suspension Review Committee. The action taken by the Executive Board will be final.
- f) NOTIFICATION: The individual(s) will be notified orally of the decision at the conclusion of the Executive Board meeting and will be notified in writing within fourteen (14) days following the Executive Board meeting.