

*****DUE TO COVID-19 All rules, regulations, policies and procedures are subject to change by the Presidents and Executive Board of the Ute Conference.*****

1. COACHES / COACHING STAFF

- 1.1. Each district shall appoint one (1) Head Coach for each team and such Managers and Assistant Coaches as appropriate. These personnel should be of unquestionable character with a profound interest in and knowledge of football and the players.
 - 1.1.1. Teams can have (1) Head Coach and up to (4) Assistant Coaches/Managers on the Certified Team Roster.
 - 1.1.2. 5 Rostered Coaches will be permitted on the sideline during games.
 - 1.1.3. No one that is not at least 18 years of age can assist on the field practicing, coaching, or participating in any way with a Ute Conference Team.
- 1.2. It is "MANDATORY" that all coaches in the Ute Conference be certified. Certification will require any coach (Head or Assistant) to attend a Ute Conference sanctioned clinic AND pass a Ute Conference Security Screening/Background Check.

***ANY COACH NOT CERTIFIED WILL NOT BE ALLOWED TO COACH IN THE CONFERENCE
- 1.3. Each coach will receive a Photo ID. This I.D. must be visibly worn around the neck or chest area during games. Only coaches who are on the roster of the participating team are allowed inside the ropes. Any coach not wearing Conference I.D. will be asked to move outside the coaching area (behind the ropes). Failure to do so, or returning to the coaching area without said I.D., arguing with a District President, District Officer, or Conference board member, may result in suspension for the balance of the season.
- 1.4. A football coach or assistant should at all times set a good example by his/her behavior for the players in his/her charge. He/she should always remember to:
 - 1.4.1. refrain from smoking in front of players during game time or practice time;
 - 1.4.2. refrain from profane or abusive language in the presence of the players;
 - 1.4.3. not criticize players in front of spectators, but reserve constructive criticism for private or in the presence of the team so all might benefit;
 - 1.4.4. accept decisions of officials on the field as being fair and called to the best ability of the officials;
 - 1.4.5. not criticize the opposing team, its coaches, or fans by word of mouth or gesture;
 - 1.4.6. not permit "sweating down" tactics so that a player will make the team weight. "Sweating down" is to include steam rooms, steam cabinets, rubber sweat suits, or any method that is injurious to the health of the players;
 - 1.4.7. not permit a player to re-enter any game after being badly bruised or injured;
 - 1.4.8. abide by the Certified Medical Trainers decision in all matters of players' health, injures, and ability to play during a game; players removed will be subject to Doctor approval prior to returning to participation;
 - 1.4.9. refrain from excessive "sideline coaching" and leaving the bench area to shout instructions from the sidelines;
 - 1.4.10. strive to make every football activity serve as a training ground for life;
 - 1.4.11. be prepared to hold down the score of any game, once the outcome of that game is no longer in doubt.

2. TEAM ROSTERS

- 2.1. Each player will be designated to an age group at the time he/she registered; no player will be placed on a waiting list.
- 2.2. All players must be registered and listed on the certified roster that is authorized with the District's Executive Board Liaison's stamp prior to participating in a league game.
- 2.3. Once a team roster reaches thirty-four (34) players, that team must be divided into two (2) teams. In order to split, there must be a minimum of 28 players and 14 players per team (unless waived by district liaison). All teams in the same age group may not have more than a 3 player difference on each team at the official weigh-in (unless waived by the Commissioner). (2017)
- 2.4. Early communication may be made with potential players via mail or phone to facilitate registration for the purpose of financial and organization planning.
- 2.5. Coaches and other district officials are encouraged to recruit boys and girls residing within their district boundaries. However, a player who has participated in the Conference for the player's district of residence within the past 12 months and has not changed his or her residence to a new local high school district may not be recruited by or on behalf of a district other than the district where the player most recently registered. All such players are considered to be "returning players". Attempting to recruit returning players "out of district" is forbidden and may result in discipline for the recruiting coach or official, the improperly recruited returning player and the district.

3. PLAYER WEIGHTS AND DESIGNATIONS

- 3.1. The age of a player for the playing season shall be his/her attained age as of July 1, of that year.
 - 3.1.1. 7 year old scouts playing age for the season shall be his/her attained age as of September 1, of that year. A player turning 8 after July 1 and before September 1 of current year will have the option to play in the Scout division. This will require parental consent of the player. Based on birthdate, a player in the Scout division may play 3 years in the same division.
- 3.2. Except as otherwise authorized by these bylaws for Z down and Y up players, all players must participate in their age classification at the time of registration.
- 3.3. "Z" Down - To participate in a lower classification as a Z down player, the player must weigh 25 pounds below the X weight of the lower classification to which the player is moving. The player will be weighed in by a district officer at the time of registration or equipment pick up and must make weight as provided herein, and the player also must be less than 15 years old as of September 1.
 - 3.3.1. A player may only Z down to the next lower classification (e.g., from the Pee Wee division to the Gremlin division). There shall be no Z downs from the Gremlin to Scout division and a 15 year old player in the Junior division may not Z down to the Bantam division.
 - 3.3.2. A player who fails to make the Z down weight at registration or equipment pick up who nevertheless desires to be designated as a Z player by the official weigh in must present to the district a release from their family physician stating that losing the weight will do no harm to the player. In the meantime, however, the player will participate with a team in the player's own age group.
 - 3.3.3. Sweating down players to make weight is strictly forbidden. The Commissioner and/or Executive Board reserve the right to turn in any Parent, Coach or Board Member to the State of Utah for investigation of abuse pertaining to player(s) losing weight.
 - 3.3.4. Any player wanting to Y up or Z down must arrive at the official weigh ins wearing no more than a t-shirt, shorts, socks and shoes.
 - 3.3.5. Any 14 year old eighth grader who desires to play in the Bantam division without complying with the "Z" down rules must provide proof of grade at the official weigh-in and a copy of the

documentation provided shall be retained by the district. A 14 year old ninth grade also may play in the Bantam division if the player complies with the “Z” down rules established by these bylaws.

3.4. “Y” UP - At the player’s option, a player will also be allowed to Y up to the next higher division (e.g., from the Gremlin to the Pee Wee division). A player must be X weight at their age group in order to be eligible to Y up.

3.4.1. If the Y up player is under the “X” weight for that next higher division at the official weigh in, then the Y up player shall be allowed to participate in that higher division without being designated an “X” player.

3.4.2. If the Y up player is not under the “X” weight of the higher division at that official weigh-in then the player shall be designated an “X” and all corresponding X rules shall apply.

3.4.3. A seven year old Scout shall not be allowed to Y up to the Gremlin division.

3.5. Chart of Weight and Designations.

3.5.1. The following chart establishes the age and weight classifications for all Ute Conference divisions:

3.5.2.

<u>Age Group</u>	<u>X Weight</u>	<u>Z Weight</u>	<u>Y Weight</u>
Scout - Ages 7, 8	85 lbs	No Z Downs	“Y”UP for 8 yr olds only
Gremlin - Age 9	95 lbs	70 lbs	86-94 lbs to remove X
Pee Wee - Age 10	105 lbs	80 lbs	96-104 lbs to remove X
Mity Mite - Age 11	125 lbs	100 lbs	106-124 lbs to remove X
Gridiron - Age 12	135 lbs	110 lbs	125-134 lbs to remove X
Bantam - Ages 13, 14 (Bantam must be in 8 th grade or Z down rules apply)	165 lbs	140 lbs	135-164 lbs to remove X
Junior – 14 – 15	N/A	N/A	13 year olds may Y up with Parental Consent

3.6. There will be one (1) official weigh-in held just prior to the start of league play; this weigh-in will be conducted according to procedures set up by the Executive Committee.

3.6.1. Additionally, there may be (1) late weigh-in for players in both divisions which registered late or missed the official weigh-in. This would be held during the week between the first and second game. The purpose of this late weigh-in is to give those players who registered after the official weigh-in or missed the official weigh-in the opportunity to be added to the certified roster, thus

allowing them to play as an eligible player. There would be no "X" removal, "Y" up or "Z" down player weigh-ins at this late weigh-in.

- 3.6.2. There will be no "X" removal, "Y" up or "Z" down player weigh-ins at this late weigh-in.
- 3.7. "X" Men - After the official weigh-in, any player who exceeds the official weight limit for each team classification will be required to play as an "X"- Man, on Offense, Defense and Special Teams.
 - 3.7.1. A player may, at the player's option, move down one (1) classification as long as the player's weight is at least (25) pounds below the designated "X" weight of the lower classification to which the player is moving, with the exception of moving down from the Junior level. A 14 year old may move down if their weight is at least (25) pounds
 - 3.7.2. All "X"-players must comply with the following:
 - 3.7.2.1. All "X" players will be designated with an "X" on the player roster.
 - 3.7.2.2. All "X"-players will be required at all times to wear a 4-inch black or white "X", whichever is a contrasting color to the helmet, on both front and back of his/her helmet. Skull bones, decorations, colorings, numbers, names, writings, etc. are prohibited on the "X" and the "X" cannot be made of Athletic tape, black electrical tape or anything other than the Conference-provided "X".
 - 3.7.3. On Offense, the "X"-player must comply with the following:
 - 3.7.3.1. No more than five (5) offensive "X"-players are allowed on the field at a time. They must be on the line of scrimmage. The line of scrimmage is defined as the vertical plane through the point of the ball nearest the team's goal line. An offensive lineman is on his line of scrimmage when he is facing his goal line with his shoulders approximately parallel thereto and with his head or foot breaking the imaginary plane drawn parallel to the line of scrimmage through the waist of the snapper when the ball is snapped.
 - 3.7.3.2. The "X"-player must be an Interior Lineman, playing one of the front five line positions, from Tackle to Tackle; for example, Left Tackle - Left Guard - Center- Right Guard -Right Tackle, in a "balanced" formation.
 - 3.7.3.3. The "X"-player must be set, but not necessarily down in a 3-or 4-point stance at the snap of the ball.
 - 3.7.3.4. The furthest outside "X" player must be "covered" by a Non-"X" player; in other words, if the formation is such that the furthest outside Offensive linemen are "X"-players, then at least one Non-"X"-player must line up on the Line of Scrimmage outside of each of the furthest "X"-player(s).
 - 3.7.3.5. The Offense may line up in an "unbalanced formation" such as a "Double- or Triple-Tackle Stack" on one side of the ball, as long as the furthest outside "X"-player is "covered" per this section.
 - 3.7.3.6. No Offensive play can be designed for an "X"-player to carry the ball; i.e., "X"-players can not be the targeted recipient of a pass or run from scrimmage, including "Tackle-eligible", "Fake Fumble", "Statue of Liberty", "Double Pass", "Tipped Pass" or similar types of play.
 - 3.7.3.7. Offensive "X" players may recover and advance a "true" fumble or defensive tipped/batted pass.
 - 3.7.4. On Defense, the "X"-player must comply with the following:

- 3.7.4.1. No more than four (4) "X" players are allowed on the field at a time. A defensive player is on his line of scrimmage when he is within 1 yard of his scrimmage line at the snap and facing his goal line. They do not need to be covered.
- 3.7.4.2. Defensive "X" players do not have to cover, shade or line up outside the offensive X players shoulder. They can line up anywhere along the line of scrimmage. However, they must be on the line of scrimmage at the snap of the ball.
- 3.7.4.3. The "X" player must be down in a 3- or 4-point stance anywhere on the line of scrimmage at the snap of the ball.
- 3.7.4.4. The "X"-player must be on his/her line of scrimmage at the snap of the ball.
- 3.7.4.5. If the Offense lines up in an "unbalanced formation" such as a "Double- or Triple-Tackle Stack" on one side of the ball, then the Defense doesn't have to line up accordingly and can be anywhere along the line of scrimmage.
- 3.7.4.6. Defensive "X" player's may recover and advance a fumble or interception.
- 3.7.5. On Special Teams, the "X"-player must comply with the following:
 - 3.7.5.1. No more than five (5) "X"-players are allowed on the field at a time, per team.
 - 3.7.5.2. A Scrimmage Kick (Punt) is governed by the Offensive & Defensive "X" player rules (see 3.7.3 & 3.7.4). An "X" player cannot be a Punter. (Note: Special rule application for Gremlin's only.)
 - 3.7.5.3. On Free Kicks (Kick-off and Kick-off Return teams), "X" players are restricted to the front lines only, with the exception that an "X" player may also be a Kicker.
 - 3.7.5.4. An "X"-player may gain possession of and advance a Kick-off or Punt, but only if they do this starting from the front line position.
 - 3.7.5.5. On all PAT attempts, the "X" player is governed by the Offensive & Defensive "X" player rules.
 - 3.7.5.6. No Special Team play can be designed for an "X"-player to carry the ball; i.e., hand-offs, passes, fake fumbles, etc.
- 3.7.6. The penalty for misuse of the "X" player shall be five (5) yards if the offense commits the foul, and five (5) yards if the defense commits the foul. For purposes of penalty applications, "X" player violations can be both Dead-ball or Live-ball fouls, depending on the violation.

4. EQUIPMENT

- 4.1. Equipment Specifications - All teams must be fully equipped with a complete line of high quality, safety-first equipment for every player taking part in any practice contact sessions, scrimmage, or game. The following equipment items are mandatory in all divisions:
 - 4.1.1. Helmet and Face Mask - The helmet and face mask are the most important equipment a football player wears because they are intended to protect the nerve center of the entire body. The helmet and face mask must meet the NOCSAE test standards and have a visible exterior warning label attached. They must further meet all the current National Federation of High School Association standards.
 - 4.1.2. Shoulder Pads - Shoulder pads should be of corrugated, molded fiber or plastic material and, for sanitary reasons should be padded with a coated, washable finish. Adjustable elastic underarm straps should be of a cantilever type. Shoulder pads must be fully covered by a jersey.
 - 4.1.3. Hip Pads - Hip and tailbone pads should be of a molded, corrugated fiber or plastic material covered on the outside with shock absorbing material.

- 4.1.4. Thigh Pads - Thigh pads should be of a molded, corrugated, or plastic material.
- 4.1.5. Knee Pads - Knee pads should be constructed of durable, shock absorbing material. Knee pads must be worn over the knee and under the pants.
- 4.1.6. Jerseys - Game jerseys for all division ages will consist of rayon/cotton or cotton/rayon material. Double shoulders and double elbows shall be optional and not required. It is recommended numbers be sewn on; however, air-dried or processing stenciling can be used if desired. It is required that no smaller than six (6) inch front numbers and no smaller than eight (8) inch back numbers be used.
 - 4.1.6.1. Any advertising placed on the player's uniform must be done on a team basis only with prior approval of the Ute Conference Board of Directors. Tear-away jerseys or jerseys that have been taped, tied, or altered in any manner which produces a knot-like protrusion are illegal.
- 4.1.7. Pants - Pants may be either a shell or one-piece construction, natural or colored. One-piece pants must have removable pads. Knit material is recommended with either tunnel belt loops or attached web belt. Thigh-guard pockets should be sanforized cotton drill cloth and for longer wear should be hanging from the waistband. Kneepad pockets should be sanforized drill cloth or self-material in envelope style. Football pants are sized according to waist measurements; allowances are made for wearing of hip pads. Age and size should be indicated when ordering.
- 4.1.8. Teeth Protector- It is required that each player should be fitted with a durable, well-made teeth and mouth protector, and it is required to be worn in all games and contact drills.
- 4.1.9. Shoes - Official footwear for all divisions will conform to National Federation of State High School Association rules.
- 4.1.10. Ball – The approved football shall be of good grade. Specifications for all balls are determined by the Commissioner and shall have the Ute Conference logo on the football.
 - 4.1.10.1. All balls need to be inflated properly to the manufacturer's specifications.
 - 4.1.10.2. The following specifications will apply to all classifications:
 - 4.1.10.2.1. Division 1 Teams (Scouts & Gremlins) will use Under Armor Pee Wee football as the game ball.
 - 4.1.10.2.2. Division 2 (Pee Wee & Mity Mite) will use Under Armor Junior football as the game ball.
 - 4.1.10.2.3. Division 3 (Midget, Bantam & Juniors) will use the Under Armor Youth football as the game ball.
- 4.1.11. Optional Items - Optional equipment, such as socks, jackets, etc., may be purchased at the discretion of the district.

5. PRESEASON / PRACTICE RULES

- 5.1. Practice may begin on, but not before, the last Saturday of July of each year, not to exceed 5 weeks of practice.
- 5.2. Pad or contact practice may begin on, but not before, the first Wednesday following the beginning of practice each year. 2 days of helmet acclimation are required before pad and contact practices can take place.
- 5.3. Any district beginning practice before the above dates will be subject to discipline by the conference.

- 5.3.1. Practice shall be defined as any rostered coach gathering a group of players together for “conditioning”, “clinics”, “drills”, “film sessions”, or any type of organized event meant to prepare players for game situations.
- 5.4. At all contact practice sessions, all players must wear full safety first equipment as required by the Bylaws.
 - 5.4.1. Practice sessions are to be limited to not more than 2 hours per session Monday thru Friday and **3 hours per session on Saturday** and only 1 session per day.
 - 5.4.2. After the first game August 22, practice sessions shall be limited to no more than 3-two (2) hour sessions per week.
- 5.5. Each district is allowed to have camps or clinics provided that they are open and advertised to all players in the Ute Conference. A camp or clinic must be approved by the conference Commissioner.
- 5.6. Under no circumstances may a team play or scrimmage a team which is not in the same age and weight classification, including teams in the same district.

6. FIELD RULES

- 6.1. No dogs, pets or any animals are allowed on a Ute Conference practice or game field.
- 6.2. No Noise Makers – Air Horns, Cowbells, Drums or any other artificial noise makers are not allowed on the Ute Conference practice or game fields.
- 6.3. No ladders, scaffolding or elevated work platform (also known as a cherry picker, boom lift, man lift, basket crane or hydra ladder) type of aerial work platform that consists of a platform or bucket at the end of a hydraulic lifting system are permitted on a Ute Conference practice or game field.
- 6.4. Parents, Relatives and Spectators may watch games on their team’s half of the designated Viewing area.
 - 6.4.1. End Zone Flag Designation for Fans – A flag will be placed in the middle (center point) of the Spectator Viewing Area. Parents, Relatives and Spectators viewing area will begin 2 yards from the End Line of the End Zone. The Viewing area is defined as 2 yards to 7 yards beyond the End line of the End Zone and the width of the field from Sideline to Sideline.
 - 6.4.2. Anyone violating the viewing area may be asked to leave the premises. Violations could be but are not limited to: sitting closer than 2 yards from the End Line or sitting on the opposite team’s half of the viewing area.
- 6.5. All shade canopies and umbrellas must be at least 6 feet from the end line of the end zone.
- 6.6. Team Flags Signs Lining End Zone – Team flags and signs must be 8 yards beyond the End Line of the End Zone. Flags will not be permitted in front of the Spectators Viewing Area. Flags or Signs will not be allowed if there is not space available beyond 7 yards.
 - 6.6.1. A district at its discretion may designate 1 End Zone for spectators and 1 End Zone for Flags or another area for team flags.
- 6.7. Playing Field. - The setting up and condition of the playing field(s) will be the responsibility of the host district.
 - 6.7.1. The playing field and will be roped off from spectators at least ten (10) feet from the out-of-bounds lines from end zone to end zone. If this requirement cannot be met, spectators are to be kept out of this area completely.
 - 6.7.2. An eighty (80) yard length by fifty-three (53) yard width field will be used in all classifications, except the junior classification, which may have the options, by mutual agreement of the two district presidents, to either use an eighty (80) or one hundred (100) yard field length, if available, as well as the option to use goal posts on the one hundred (100) yard field length, for conversions of points.

- 6.7.2.1. If a one-hundred yard field is used, all National Federation of State High School Associations rules pertaining to penalties, ball placement, team box, etc. will be observed.
- 6.7.3. All fields will be properly marked as follows:
 - 6.7.3.1. The out-of-bounds limits, end zones, and ten (10) yard distances will be plainly marked.
 - 6.7.3.2. Safety cones or other visible devices with six (6) inch or larger numbers will be placed at ten (10) yard intervals on both sides of the fields.
 - 6.7.3.3. Goal lines and end zones will be plainly marked with pylons or flags.
 - 6.7.3.4. To avoid injury to the players, all flag uprights will be of the types that freely bend from the vertical to the horizontal.
 - 6.7.3.5. If goal posts are used, they should be ten (10) yards behind each goal line, regulation 18 feet 6 inches wide, ten (10) foot high crossbar.
- 6.7.4. Chain Crews - The chain crew (commonly known as the "chain gang") are assistants to the linesman who handle the first down measuring chain and the down indicator box. The members of the chain crew who operate the measuring chain are called rod men and the person who works the down indicator box is called the box man.
 - 6.7.4.1. Each person operating as a chain crew member must wear a Ute Conference vest. This vest designates a member of the chain crew is allowed to be inside the sideline ropes.
 - 6.7.4.1.1. Coaches who are ineligible to coach, because they do not have a badge or have been ejected from a prior game, are not allowed to be part of the chain crew.
 - 6.7.4.1.2. Chain crew members must be 18 years of age.
- 6.7.5. Coaches and players are limited to the 20 yard lines, no other persons, with the exception of officials, game doctors and law enforcement officers should be allowed inside the ropes near the playing field.
- 6.7.6. First Down, Ball Markers, and Yard Markers - The home team district is responsible for providing and operating the first down chain and ball markers. Yard markers shall also be provided by the home team.
- 6.7.7. Each district shall be responsible for having a physician or other person trained in emergency first aid present at every home game.
- 6.7.8. Any host district not complying with the above playing field standards will be subject to a \$50 per game day fine. Should a situation exist in any district wherein field standards cannot absolutely be met, such district shall receive a written waiver from the Commissioner prior to the beginning of league play so that said district(s) will not be imposed the above penalty.

7. GAME RULES

- 7.1. All games are played under the rules and regulations of the National Federation of State High School Associations and all of its affiliated state and scholastic organizations, in addition to all specific Conference rules.
- 7.2. Each player will participate in all league games.
 - 7.2.1. Each player will participate in a minimum of ten (10) plays per game.
 - 7.2.1.1. If, however, a coach prevents a player from playing for disciplinary or health reasons, any such reason must be presented to the district president in writing prior to any

league game where the player does not participate. NOTE: Enforcement will be self regulated by each district and all parents will receive written notification of this bylaw. Violation of this bylaw will not result in forfeiture of games. Disciplinary action by the Executive Board will be based on each individual violation if the district fails to resolve the problem.

- 7.3. Team Colors. Team colors are to be the colors of the high school of that district. Any changes in established colors must be approved in advance by the Commissioner.
 - 7.3.1. The district playing away from home must provide jerseys of contrasting color for their own use in any game on the road.
- 7.4. All teams will have their players in full uniform when on the field of play.
 - 7.4.1. No two jerseys having the same numeral from the same team will be allowed to participate on the field at the same time. Should it become necessary for jerseys to be changed during the game for any reason, the head official will have sole authority to approve or disapprove the changing of the jerseys, and if approved, will notify the opposing manager or head coach of that change.
- 7.5. Communication Between Coaches, Parents and Players During Games – Any type of device to include but not limited to: Cell Phones, Headsets, Helmets with Headsets, Walkie Talkies and any other device that you can communicate via text, speech or video is strictly forbidden during games.
 - 7.5.1. Any communication between Coaches, Parents and Players that gives 1 team a competitive advantage is not allowed. Violation will bring disciplinary action to the head coach of the offending team.
- 7.6. The head coach must attend the pregame meeting/coin toss with his captains at midfield. He is the only coach allowed at this meeting. In the absence of the head coach, the assistant coach who attends in his place will be considered the head coach for the duration of the game.
- 7.7. Length of Game - The game shall consist of four (4) 15-minute, running-clock quarters, for all divisions and age classifications.
 - 7.7.1. The “Running-clock” format is defined as a continuously running field clock, which begins on the opening kick-off, until the last two (2) minutes of the second (2nd) and fourth (4th) quarter, with the exception of team or official time-outs, or the “Margin of Victory Rule.”
 - 7.7.1.1. In the final two (2) minutes of the second (2nd) and fourth (4th) quarters, the official keeping time will announce a time warning to both teams, and all High School rules and regulations pertaining to clock stoppage will apply.
 - 7.7.2. Halftime will be ten (10) minutes long. Eight (8) minutes after the start of halftime the captains will meet with the Officials on the field.
- 7.8. Margin of Victory Rule - As soon as the margin of victory for all divisions of thirty (30) points ahead of their opponents, the clock will automatically run in the 2nd half except during timeouts.
 - 7.8.1. The officials may stop the game with the consent of the coach with the fewest points, during the fourth quarter, and declare the score as final. This shall have no effect on Post-Season play since scores are not used as a tiebreaker.
 - 7.8.2. If the decision is to continue to play, the clock will continue to run unless the opposing team comes within 15 points at which time it resorts back to regular clock rules.
- 7.9. Any injured player for whom the clock is stopped, or for whom the ready-for-play signal is delayed, shall be replaced for at least one (1) play. His team shall not be charged with a time out.
- 7.10. Ball Placement. On an eighty (80) yard playing field, kickoff shall be from the thirty (30) yard line of the kicking team.

- 7.10.1. On an eighty (80) yard playing field, after a safety or a touchback, the ball shall be placed on the twenty (20) yard line in all divisions.
- 7.10.2. After all touchdowns the offensive team will be given the choice of a 1 point or a 2 point extra point conversion.
 - 7.10.2.1. If the team selects a 2 point conversion the ball will be placed on the 5 yard line.
 - 7.10.2.2. If the team selects a 1 point conversion the ball will be placed on the 1 1/2 yard line.
 - 7.10.2.3. Once the selection has been made the team cannot reverse its decision.
- 7.10.3. Maximum Penalty. The maximum penalty for the teams of all classifications in the Conference which play on an (80) yard field shall be ten (10) yards per infraction with the exception that a 15 yard penalty can now be assessed for fouls that are deemed unnecessary or excessive.
 - 7.10.3.1. If a team, coach or non-player receives multiple dead ball penalties (e.g. Personal fouls) they can be marked off as multiples of fifteen (15) yard infractions. (2017)
- 7.10.4. Protests - There shall be no protests made of games played under the Ute Conference. All decisions regarding rules and situations shall be made by the referee at such games and shall be final.

8. SCOUT / GREMLIN SPECIFICS

- 8.1. Scout and Gremlin teams may have one (1) coach on the playing field when on offense and one (1) coach on the playing field when on defense.
 - 8.1.1. The coach may assist in positioning and instructing the ball players but cannot interfere with the play.
 - 8.1.2. The offensive and defensive coaches must be positioned 10 yards behind the official at the snap of the ball and **cannot participate in the play, including calling audible and plays once the players are at the line of scrimmage.**
 - 8.1.3. Violation of these rules will result in the following: 1st warning counts as a sideline warning - 2nd warning results in a 5 yard penalty - 3rd warning results in a 15 yard penalty and ejection of the offending coach.
- 8.2. Gremlin teams will have the option on 4th down, to declare to the officials that they "are punting". The officials will then notify the defensive team of this choice.
 - 8.2.1. If this declaration is made by the offensive team then the offensive team must line up in a normal punting formation.
 - 8.2.1.1. The furthest offensive player will be no wider than 15 yards from the ball.
 - 8.2.1.2. The offensive team will get a "free" snap to the punter. The "free" snap must be legal - going between the legs of the offensive center - and the ball must take a direct course of flight toward the punter who is standing directly behind the center. The Punter must immediately make an effort to gain possession of the ball, and once possession is obtained, he/she can take up to three (3) steps to punt the ball.
 - 8.2.1.3. There can be no rushing by the defensive players and no down field advance by the offensive players.
 - 8.2.1.4. All players are frozen until the ball is kicked. Then it becomes a "live ball" and full play is resumed. NOTE: The penalty for offensive or defensive violation of the "Freeze Punt" rule shall be ten (10) yards.

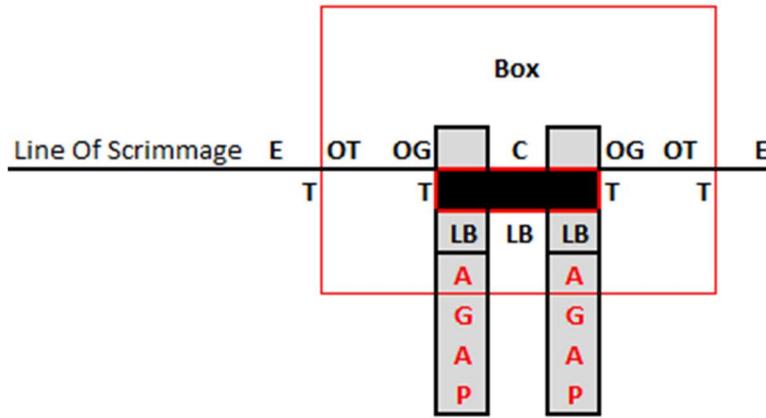
8.3. Scout Division:

8.3.1. **All kick offs, scrimmage kicks and free kicks will be removed from the game for the Scout Division.**

- 8.3.1.1. Scouts will start possession of the ball at the 40-yard line.
- 8.3.1.2. Each team is given four (4) downs to reach the line to gain or score.
- 8.3.1.3. On all 4th down plays, the offense must attempt to go for line to gain. Teams achieving a line to gain will be granted new 1st down and given another four (4) downs.
- 8.3.1.4. If the team does not reach the line to gain, the ball will go over to the other team and play will begin at the 40-yard line.

8.3.2. Scout Division Objectives:

- 8.3.2.1. The Scout Division is an instructional/developmental division.
- 8.3.2.2. Fundamentals and a quality football experience are most important.
- 8.3.2.3. Centers must be protected at this age when in a defenseless position with 2 hands on the ball.



No Alignment in this area

LB = May line up 2 yards off football over Center or in the A Gaps. May blitz gaps at the snap of the ball.

8.3.2.4.

8.3.2.5. Defense

- 8.3.2.5.1. Scouts may only have 4 down defensive linemen at the line of scrimmage.
- 8.3.2.5.2. No down lineman or linebacker may start or lineup in the A Gaps or Head Up on the center as a Nose Tackle.
- 8.3.2.5.3. Linebackers (1 or 2) may line up at least 2 yards off the ball head up on the center or in the A gaps and stunt from a position through the A gaps.
- 8.3.2.5.4. A center may not be hit (protection like a punt) until he has sufficient time to regain balance and face the defenders.
- 8.3.2.5.5. Alignment warning without penalty may be given to the defense by the officials.

8.3.2.5.6. Any contact deemed defenseless by the official will carry the unsportsman like conduct foul.

8.3.2.6. Offense

8.3.2.6.1. Offense may run wedge plays or QB sneaks.

9. GAME DEFINITIONS

9.1. **TARGETING:** Targeting is an act by any player who takes aim and initiates contact against an opponent above the shoulders with the helmet, forearm, hand, fist, elbow or shoulders.

9.1.1. Targeting means that a player takes aim at an opponent for the purpose of attacking with an apparent intent that goes beyond a legal tackle or a legal block or playing the ball. Some indicators of targeting include but are not limited to:

9.1.1.1. Leading with the helmet, forearm, fist, hand or elbow to attach with contact at the head or neck area.

9.1.1.2. Lowering the head before attacking by initiating contact with the crown of the helmet.

9.1.1.3. Launch a player leaving his feet to attack an opponent by an upward and forward thrust of the body to make contact in the head or neck area.

9.1.1.4. A crouch followed by an upward and forward thrust to attack with contact at the head or neck area even though one or both feet are still on the ground

9.1.2. **HELMET TO HELMET:** Illegal helmet contact is an act of initiating contact with the helmet against an opponent, including:

9.1.2.1. Butt blocking is an act by any player who initiates contact against an opponent who is not a runner with the front of his helmet.

9.1.2.2. Face Tackling is an act by a defensive player who initiates contact against a runner with the front of his helmet.

9.1.2.3. Spearing is an act by any player who initiates contact against an opponent at the shoulders and below with the crown (top portion) of his helmet.

9.1.3. **DEFENSELESS PLAYER:** a player who, because of his physical position and focus of concentration is especially vulnerable to injury. **Targeting may be considered a flagrant foul if it is against a defenseless player.** Examples of defenseless player:

9.1.4. A quarterback moving on the line of scrimmage who has handed or pitched the ball to a teammate and then makes no attempt to participate further in the play

9.1.5. A kicker who is in the act of kicking the ball or has not had a reasonable amount of time to regain his balance after the kick.

9.1.6. A passer who is in the act of throwing the ball or has not had a reasonable length of time to participate in the play again after releasing the ball.

9.1.7. A pass receiver whose concentration is on the ball and the contact by the defender is unrelated to attempting to catch the ball.

9.1.8. A pass receiver who has clearly relaxed when he has missed the pass or feels he can no longer catch the ball.

9.1.9. A kick receiver whose attention is on the downward flight of the ball.

9.1.10. A kick receiver who has just touched the ball.

- 9.1.11. Any player who has relaxed once the ball has become dead.
- 9.1.12. Any player who is obviously out of the play. The game official must draw distinction between contact necessary to make a legal block or tackle and that which targets a defenseless player.

10. TEAM SPORTSMANSHIP

- 10.1. Team Sportsmanship – Ute Conference Sportsmanship (sportsmanship) is an aspiration that football as an activity will be enjoyed for its own sake, with proper consideration for fairness, ethics, respect, and a sense of fellowship with one's competitors.
 - 10.1.1. No team (Pregame, Postgame, Win or Lose) will be allowed to form up and take part in the following but not limited to activities on the field of play in front of the opposing team: Jumping Jacks, HAKA Dance, or any other activity that exhibits poor sportsmanship or intimidating behavior.
- 10.2. **UNSPORTSMANLIKE BEHAVIOR:** No player or coach, substitution, athletic trainer, parents or other team attendant including chain crew shall act in an unsportsmanlike manner once the game officials assume authority for the contest.
 - 10.2.1. Unsportsmanlike conduct fouls that occur while the ball is live are treated as dead ball fouls. These include such infractions as:
 - 10.2.1.1. Abusive or insulting language, profanity, taunting, inciting the spectator, player or coach.
 - 10.2.1.2. Attempt to influence a decision by a game official.
 - 10.2.1.3. Disrespectfully address a game official.
 - 10.2.1.4. Using illegal communication equipment.
 - 10.2.1.5. Using tobacco or any kind of electronic cigarettes or inhaling device.
 - 10.2.1.6. Head coach failure to verify to officials that all players on the team are legally equipped.
 - 10.2.1.7. Players using disconcerting acts or words prior to the snap in an attempt to interfere with offensive play signals or movements.
 - 10.2.1.8. Actions that generate ill will (Haka, jumping jacks facing the opposing team, etc.)
 - 10.2.1.9. Spiking the ball, throwing the ball high in the air from the field of play or end zone, or failure to return the ball immediately to a nearby official.
 - 10.2.1.10. Kicking the ball other than on a legal kick.
 - 10.2.1.11. Coaches or other sideline personnel entering the field without permission of an official.
 - 10.2.1.12. Any delayed, excessive or prolonged act by which a player attempts to focus attention upon himself.
 - 10.2.1.13. A player leaving the bench during a fight.
 - 10.2.1.14.
 - 10.2.1.15.
- 10.3. Discipline action for violation because of a Parent will be assessed to the Head Coach for not controlling their sideline. All other actions will be given to the offending coach.
- 10.4. Should an assistant coach be ejected, and this is his first ejection, he will be ineligible for at least the next three (3) games.

- 10.4.1. If he is ejected a second time during the season, he is ineligible to coach for the remainder of the season and shall be removed from the roster.
- 10.5. When a Head Coach, Assistant Coach, Chain Crew Member or Spectator is ejected from a game, they must immediately leave the premises for the rest of the day.
 - 10.5.1. They are also banned for at least the next three (3) scheduled games and cannot be on the premises for any games those days.
- 10.6. If a player is ejected, they may remain on the sidelines with their team but must remove their shoulder pads and helmet. They may also be on the sidelines during the next scheduled game but must be in street clothes.