

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) 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 ADULT BASKETBALL

- 2.1 Each individual player must be a member of the team that they participate with in T.A.A.F. Each individual player must be a member of the team that they participate with in a T.A.A.F. State Basketball Tournament by the roster deadline established by the state tournament host. Players may not be added to state tournament rosters once tournament play begins. League teams may pick up two players who were not on their league roster. Pick up players must meet the eligibility requirements of the division that they are playing in. (Examples of meeting eligibility requirements include: regular attendance of the sponsoring church for any team in the church division, full time employment with the sponsoring company for any team in the industrial division. Also, height restrictions will apply for any six foot and under division pick up players and age restrictions will apply for any 35 and over division pick up players).

A maximum of 12 players are allowed for men's basketball teams or a maximum of 13 players are allowed for women's basketball teams on a state tournament roster, including any pick up players. A player cannot be on two or more team rosters at any state basketball tournament. If any players appear on two or more rosters in the same tournament, that player is ineligible to participate until that player is only listed on one team's roster participating in the tournament.

- 2.2 Adult basketball teams must be registered with T.A.A.F. by the next business day after the published state tournament entry deadline. Any teams registering after the state tournament entry deadline will be eligible to compete in the following year's state basketball tournament.
- 2.3 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.
- 2.4 The host city shall have the privilege of entering a host team when hosting regional or state tournaments.
- 2.5 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.
- 2.6 Prior to the state tournament, a "draw" will be conducted by the state commissioner to determine each team's place in the bracket

2.7 RULES: Current NCAA men's playing 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) Jersey numbers may not be duplicated on the same team and must be either one or two digit Arabic numerals between 0 and 99. Fractions, symbols, decimals or roman numerals are not allowed
 - 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 The "five second closely guarded" rule, which was eliminated in N.C.A.A. basketball play, shall apply for all T.A.A.F. adult basketball championship play. The "five second closely guarded" rule states that an offensive player in possession of the basketball in his or her front court may not hold the basketball or dribble the basketball for five seconds while being "closely guarded". Closely guarded is defined as a defender being in a guarding stance at a distance no more than six feet from the ball handler. The distance shall be measured from the ball handler's front of the foot closest to the defender to the defender's front of the foot closest to the ball handler. After the start of the five second guarding count by a referee, in order for a closely guarding violation to occur, there must be continuous guarding by the same opponent within the prescribed closely guarded area. The five second closely guarded count shall be terminated if there is an interrupted dribble. The referee will stop play for any violation of the "five second closely guarded" rule and the penalty will be a loss of possession of the basketball for the team in possession of the basketball, which violated the "five second closely guarded" rule. The opposing team will be awarded possession of the basketball for a throw in at the out of bounds location closest to the point of the violation.

- .10 All basketball rules covered on these pages shall apply to both regional and state tournaments for each specific basketball division.

2.8 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:

- .1 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).
- .2 The Men's 45 & Over State Basketball Tournament will be held either on the first or second full weekend of April.
- .3 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).
- .4 The Men's Six Feet and Under State tournament will be held on the second full weekend of March.
- .5 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.
- .6 The Men's Church and the Women's State Tournament will be held on the fourth full weekend of March.

.ARTICLE 3 MEN'S BASKETBALL

3.1 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.

3.2 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.

3.3 45 & OVER

- .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.

3.4 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 6).
- .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 6.

ARTICLE 4 WOMEN'S BASKETBALL

- 4.1 The regular playing roster shall not exceed thirteen (13) players including a playing manager.
- 4.2 Current NCAA men's playing rules will be used.

ARTICLE 5 WHEELCHAIR BASKETBALL

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

ARTICLE 6 BOYS' AND GIRLS' BASKETBALL

6.1 GENERAL RULES: BOYS' AND GIRLS'

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

Exception:

- a) If a T.A.A.F. Member or Affiliate member does not have enough girl participants to send separate girls teams, they may send a mixed team to the appropriate age Boys State Tournament, if they qualify.
- b) 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, II or III).
- .03 National Federation Rules and UIL Guidelines will apply with the exception of the T.A.A.F. Rules published here.

6.2 DIVISIONS OF PLAY: BOYS' AND GIRLS'

.01 WINTER BASKETBALL:

13 & Under
11 & Under Divisions I, II & III
9 & Under Divisions I, II & III
7 & Under Divisions I, II & III
5 & Under Divisions I, II & III

Division I:

- a) Any T.A.A.F. Member or Affiliate member registering less than four (4) boys or girls teams in any age division / classification must register as Division I unless approved for Division II or III by the state commissioner.
- b) Participation in a T.A.A.F. 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 T.A.A.F. 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. 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) Division I teams will not be required to qualify through a regional tournament and can advance directly to the state tournament.
- f) Division I teams must be registered for the state tournament with the tournament host by March 1. Teams who are not already registered with the T.A.A.F. state office will be charged an additional \$10 at the time of registration. Division I teams requesting to register after the March 1 deadline will be required to pay a \$50 late fee and will only be accepted on an “as needed” basis, at the discretion of the state tournament host.

Division II:

- a) Teams must have played in a T.A.A.F. 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 hand-selected by the coach, or who return five (5) or more players from the previous seasons Division III roster.
- c) Division II youth basketball rosters are limited to no more than twelve (12) players. All players must be from the T.A.A.F. league roster. One (1) pickup player is allowed for post-season play so long as the pickup player is from another team playing in the same age division in the same league, and so long as the roster does not exceed twelve players. Pickup players must be added to the roster prior to Regional tournament play, whether the team participates in a Regional tournament or not.
- d) Any team that is misclassified as Division II may be disqualified or re-classified at the discretion of the Commissioner.
- e) 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, with the exception of one pickup player.

Division III:

- a) Teams must have played in a T.A.A.F. Member or Affiliate sponsored or co-sponsored recreational league, and must have played in at least four (4) league games.
- b) Division III 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 T.A.A.F. Member or Affiliate program that conducts a draft to be eligible for Division III participation must complete and submit the T.A.A.F. Division III Youth Basketball Pre-Qualification Form by the team registration deadline. The purpose of this form is to demonstrate that 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 III may not return more than four (4) players from the previous season’s roster including when a team moves from one age division to another. Any team with five (5) or more returning players must be classified as Division I or II. It does not matter how a player is returned to a team (protected by coach, drafted, blind drafted, placed by staff, etc) for the player to count towards the returning player limit.
- e) Division III youth basketball rosters are limited to no more than ten (10) players. All players must be from the T.A.A.F. league roster. No pickup players are allowed for post-season play.
- f) Any team that is misclassified as Division III may be disqualified or

re-classified at the discretion of the Commissioner.

- g) A roster for all Division III 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:
17 & Under 15 & Under 13 & Under

6.3 PLAYING RULES:

- .01 ROSTERS: The regular playing roster shall not exceed twelve (12) players for Division I & II and ten (10) players for Division III.
- 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 A team must begin a game with five players. Teams without five players at the start of a game will forfeit that game. There is no grace period. If a team has no substitutes to replace disqualified or injured players, it must continue with fewer than five. When there is only one player participating for a team, the team shall forfeit the game, unless the referee believes that team has an opportunity to win the game.
- .03 GAME LENGTH: All to have a running clock with the exception of final two (2) minutes of each half and;
- a) 5 & Under and 7 & Under Divisions of play to have four (4) six (6) minute quarters
- a) 9 & Under, 11 & Under, 13 & Under, 15 & Under and 17 & Under divisions of play to have four (4) eight (8) minute quarters
- b) 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.
- c) 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.
- d) 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.
- e) 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.

.04 BASKET SPECIFICATIONS

HEIGHT	FREE THROW DISTANCE	AGE GROUP	DIVISION
10'	15' 0"	17 & Under	N/A
10'	15' 0"	15 & Under	N/A
10'	15' 0"	13 & Under	N/A
10'	15' 0"	11 & Under	Boys & Girls I, II & III
10'	15' 0"	9 & Under	Boys & Girls I & II
10'	13' 6"	9 & Under	Boys & Girls III
8' 6"	13' 6"	7 & Under	Boys & Girls I, II & III
8' 6"	13' 6"	5 & Under	Boys & Girls I, II & III

- .05 BALL SIZE: The official ball size for divisions:

- a) 17 & Under, 15 & Under, 13 & Under and 11 & Under BOYS' will use the regulation size basketball as specified by the Federation Rule Book.
 - b) 9 & Under and 7 & Under BOYS' will use the official women's basketball.
 - c) 5 & Under will use the rookie size basketball (27.5)
 - d) All GIRLS' divisions will use the official women's basketball. (Exception Girl's 5 & Under)
- .06 LANE VIOLATIONS:
- a) 17 & Under, 15 & Under, 13 & Under and 11 & Under will play by official rules.
 - b) 9 & Under, 7 & Under and 5 & Under will have five (5) second lane violations.
- .07 FULL COURT DEFENSE (PRESS):
- a) 17 & Under, 15 & Under, 13 & Under and 11 & Under Divisions may play full court defense at any time.
 - b) 9 & Under Division III only: may play full court defense during the last two minutes of each half and any overtime period(s). 9 & Under Division I & II only: may play full court defense until a 15 point lead is obtained. The trailing team may continue to press.
 - c) 5 & Under and 7 & Under may play full court defense during the last minute of each half and at all times during any overtime period(s).
 - d) POINT SPREAD RULE: In all divisions if any team is 20 points or more ahead, no full court defense (press) will be allowed by the leading team. The trailing team may continue to press.
 - e) 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.
- .08 JERSEYS: Each team must have closely matching jerseys with a permanent four inch (4") number on the front and a six inch (6") number on the back. Players who do not have the proper uniform will not be allowed to participate. 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.) T-shirts worn under the jersey must be matching for any players who wear undershirts. c.) Tights and knee pads must be a single closely matching color for any players who wear them. d.) Shorts are not regulated and are not required to match the jersey.
- .09 MINIMUM PLAYING TIME: Divisions I & II have free substitutions throughout the game and no minimum playing time. Division III 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.
- .10 FORFEITS: A forfeit game will be scored as 10 – 0 in favor of the team that does not forfeit.
- .11 A player, coach or spectator who is disqualified or ejected from a game for unsportsmanlike behavior (fighting; disrespectfully addressing an official; using profane or inappropriate language or obscene gestures; disrespectfully addressing, baiting or taunting an opponent; or other behavior deemed to be unsportsmanlike) shall be prohibited from returning to any game facilities for the remainder of the tournament.

6.4 CHAMPIONSHIP GUIDELINES - REGIONAL AND STATE TOURNAMENTS

- .01 Tournaments will be pool play with a minimum of 3-game guarantee. Pool play tie breakers are as follows:
 - a) Winning Percentage
 - b) Head-to-Head
 - c) Total Points Differential (max 15 points differential)
 - d) Total Points Against
 - e) Coin Toss
- .02 WINTER PLAY: A regional tournament must be hosted in all regions for youth winter basketball Divisions II & III. Any registered team may participate in the Regional Tournament as space allows, or according to berths specified and allowed by regional guidelines.
- .03 All Division II & III 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 Division I teams will register directly with the state tournament host.
- .05 WINTER PLAY: The State Tournament shall be open to all Division II & III regional champions plus one host team per division.
- .06 The State Commissioner 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.
- .07 Proof of age is required prior to the start of each tournament
- .08 A player may be on only one roster during T.A.A.F. Championship play.
- .09 All players in Division II & III must have joined a team and have been officially listed on a team's roster by February 1 in order to be eligible for post season participation.
- .10 Aside from tournament roster players, only two coaching staff members are allowed on the bench at any time. During game play, only one coach is allowed to stand unless directed otherwise by game officials.

6.5 TOURNAMENT DATES - WINTER PLAY:

.01 Regional Tournaments for Division II and Division III will be held the first full weekend of March.

.02 State Tournaments for Division I, II & III will be held the third weekend of March.

6.6 TOURNAMENT POOL AND BRACKET SETUP:

.01 Pools for 2 game guarantee should be setup as follows –

- 32 teams = 10 pools: 4 teams Pools A and B, 3 teams Pools C – J
- 31 teams = 10 pools: 4 teams Pool A, 3 teams Pools B – J
- 30 teams = 10 pools: 3 teams Pool A - J
- 29 teams = 9 pools: 4 teams Pools A and B, 3 teams Pools C – I
- 28 teams = 9 pools: 4 teams Pool A, 3 Teams Pools B – I
- 27 teams = 9 pools: 3 teams Pools A - I
- 26 teams = 8 pools: 4 teams Pools A and B, 3 teams Pools C - H
- 25 teams = 8 pools: 4 teams Pool A, 3 teams Pools B - H
- 24 teams = 8 pools: 3 teams Pools A - H
- 23 teams = 7 pools: 4 teams Pools A and B, 3 teams Pools C - G
- 22 teams = 7 pools: 4 teams Pool A, 3 teams Pools B - G
- 21 teams = 7 pools: 3 teams Pools A - G
- 20 teams = 6 pools: 4 teams Pools A and B, 3 teams Pools C - F
- 19 teams = 6 pools: 4 teams Pool A, 3 teams Pools B - F
- 18 teams = 6 pools: 3 teams Pools A - F
- 17 teams = 5 pools: 4 teams Pools A and B, 3 teams Pools C - E
- 16 teams = 5 pools: 4 teams Pool A, 3 teams Pools C - E
- 15 teams = 5 pools: 3 teams Pools A - E
- 14 teams = 4 pools: 4 teams Pools A and B, 3 teams Pools C - D
- 13 teams = 4 pools: 4 teams Pool A, 3 teams Pools B - D
- 12 teams = 4 pools: 3 teams Pools A - D
- 11 teams = 3 pools: 4 teams Pools A and B, 3 teams Pool C
- 10 teams = 3 pools: 4 teams Pool A, 3 teams Pool B - C
- 9 teams = 3 pools: 3 teams Pools A - C
- 8 teams = 2 pools: 4 teams Pools A and B
- 7 teams = 2 pools: 4 teams Pool A, 3 teams Pool B
- 6 teams = 2 pools: 3 teams Pools A and B
- 5 teams = 1 pool: 5 teams Pool A
- 4 teams = 1 pool: 4 teams Pool A
- 3 teams = 1 pool: 3 teams Pool A

.02 After pool play, single elimination bracket matchups should be setup as follows –

- 32 teams - TOP HALF OF BRACKET: A1 VS B4, H2 VS F2; C1 VS J3, D1 VS G3; E1 VS A3, B2 VS G2; F1 VS D3, J2 VS I3; BOTTOM HALF OF BRACKET: G1 VS A4, C2 VS E2; H1 VS B3, I1 VS F3; B1 VS E3, D2 VS A2; J1 VS C3, I2 VS H3
- 31 teams - TOP HALF OF BRACKET: BYE A1, H2 VS F2; C1 VS J3, D1 VS G3; E1 VS A3, B2 VS G2; F1 VS D3, J2 VS I3; BOTTOM HALF OF BRACKET: G1 VS A4, C2 VS E2; H1 VS B3, I1 VS F3; B1 VS E3, D2 VS A2; J1 VS C3, I2 VS H3
- 30 teams - TOP HALF OF BRACKET: BYE A1, H2 VS F2; C1 VS J3, D1 VS G3; E1 VS A3, B2 VS G2; F1 VS D3, J2 VS I3; BOTTOM HALF OF BRACKET: BYE G1, C2 VS E2; H1 VS B3, I1 VS F3; B1 VS E3, D2 VS A2; J1 VS C3, I2 VS H3
- 29 teams - TOP HALF OF BRACKET: BYE A1, B2 VS C2; D1 VS F3, E1 VS G3; F1 VS B4, I2 VS C3; G1 VS A4, H2 VS D3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS G2; H1 VS E3, D2 VS I3; BYE C1, E2 VS A3; I1 VS B3, F2 VS H3
- 28 teams - TOP HALF OF BRACKET: BYE A1, B2 VS C2; D1 VS F3, E1 VS G3; BYE F1, I2 VS C3; G1 VS A4, H2 VS D3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS G2; H1 VS E3, D2 VS I3; BYE C1, E2 VS A3; I1 VS B3, F2 VS H3
- 27 teams - TOP HALF OF BRACKET: BYE A1, B2 VS C2; D1 VS F3, E1 VS G3; BYE F1, I2 VS C3; BYE G1, H2 VS D3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS G2; H1 VS E3, D2 VS I3; BYE C1, E2 VS A3; I1 VS B3, F2 VS H3

- 26 teams - TOP HALF OF BRACKET: BYE C1, E2 VS F3; H1 VS A4, G2 VS B3; BYE A1, B2 VS E3; BYE D1, F2 VS G3; BOTTOM HALF OF BRACKET: BYE E1, A2 VS C3; G1 VS B4, D2 VS H3; BYE B1, C2 VS A3; BYE F1, H2 VS D3
- 25 teams - TOP HALF OF BRACKET: BYE C1, E2 VS F3; H1 VS A4, G2 VS B3; BYE A1, B2 VS E3; BYE D1, F2 VS G3; BOTTOM HALF OF BRACKET: BYE E1, A2 VS C3; BYE G1, D2 VS H3; BYE B1, C2 VS A3; BYE F1, H2 VS D3
- 24 teams - TOP HALF OF BRACKET: BYE C1, E2 VS F3; BYE H1, G2 VS B3; BYE A1, B2 VS E3; BYE D1, F2 VS G3; BOTTOM HALF OF BRACKET: BYE E1, A2 VS C3; BYE G1, D2 VS H3; BYE B1, C2 VS A3; BYE F1, H2 VS D3
- 23 teams - TOP HALF OF BRACKET: BYE A1, F3 VS D3; B2 VS E2; BYE C1, G2 VS A3; BYE D1, F2 VS B3; BOTTOM HALF OF BRACKET: BYE E1, G3 VS C3; BYE F1, A2 VS B4; BYE B1, C2 VS E3; BYE G1, D2 VS A4
- 22 teams - TOP HALF OF BRACKET: BYE A1, F3 VS D3; B2 VS E2; BYE C1, G2 VS A3; BYE D1, F2 VS B3; BOTTOM HALF OF BRACKET: BYE E1, G3 VS C3; F1 VS A2; BYE B1, C2 VS E3; BYE G1, D2 VS A4
- 21 teams - TOP HALF OF BRACKET: BYE A1, F3 VS D3; B2 VS E2; BYE C1, G2 VS A3; BYE D1, F2 VS B3; BOTTOM HALF OF BRACKET: BYE E1, G3 VS C3; F1 VS A2; BYE B1, C2 VS E3; G1 VS D2
- 20 teams - TOP HALF OF BRACKET: BYE A1, D3 VS E3; B2 VS F2; BYE C1, A3 VS B4; D1 VS E2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS F3; A2 VS D2; BYE E1, B3 VS A4; F1 VS C2
- 19 teams - TOP HALF OF BRACKET: BYE A1, D3 VS E3; B2 VS F2; C1 VS A3; D1 VS E2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS F3; A2 VS D2; BYE E1, B3 VS A4; F1 VS C2
- 18 teams - TOP HALF OF BRACKET: BYE A1, D3 VS E3; B2 VS F2; C1 VS A3; D1 VS E2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS F3; A2 VS D2; E1 VS B3; F1 VS C2
- 17 teams - TOP HALF OF BRACKET: BYE C1, A4 VS B4; D2 VS E2; A1 VS D3; B1 VS C3; BOTTOM HALF OF BRACKET: D1 VS E3; A2 VS B2; E1 VS B3; C2 VS A3
- 16 teams - TOP HALF OF BRACKET: C1 VS A4, D2 VS E2; A1 VS D3, B1 VS C3; BOTTOM HALF OF BRACKET: D1 VS E3, A2 VS B2; E1 VS B3, C2 VS A3
- 15 teams - TOP HALF OF BRACKET: BYE C1, D2 VS E2; A1 VS D3, B1 VS C3; BOTTOM HALF OF BRACKET: D1 VS E3, A2 VS B2; E1 VS B3, C2 VS A3
- 14 teams - TOP HALF OF BRACKET: BYE A1, C2 VS B3; D1 VS A4, B2 VS C3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS D3; C1 VS B4, D2 VS A3
- 13 teams - TOP HALF OF BRACKET: BYE A1, C2 VS B3; D1 VS A4, B2 VS C3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS D3; BYE C1, D2 VS A3
- 12 teams - TOP HALF OF BRACKET: BYE A1, C2 VS B3; BYE D1, B2 VS C3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS D3; BYE C1, D2 VS A3
- 11 teams - TOP HALF OF BRACKET: BYE C1, B3 VS A3; B2 VS A2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS A4; BYE A1, C2 VS B4
- 10 teams - TOP HALF OF BRACKET: BYE C1, B3 VS A3; B2 VS A2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS A4; A1 VS C2
- 9 teams - TOP HALF OF BRACKET: BYE C1, B3 VS A3; B2 VS A2; BOTTOM HALF OF BRACKET: B1 VS C3; A1 VS C2
- 8 teams - TOP HALF OF BRACKET: A1 VS B4; B2 VS A3; BOTTOM HALF OF BRACKET: B1 VS A4; A2 VS B3
- 7 teams - TOP HALF OF BRACKET: BYE A1; B2 VS A3; BOTTOM HALF OF BRACKET: B1 VS A4; A2 VS B3
- 6 teams - TOP HALF OF BRACKET: BYE A1; B2 VS A3; BOTTOM HALF OF BRACKET: BYE B1; A2 VS B3
- 5 teams - TOP HALF OF BRACKET: BYE A1; A4 VS A5; BOTTOM HALF OF BRACKET: A2 VS A3
- 4 teams - TOP HALF OF BRACKET: A1 VS A4; BOTTOM HALF OF BRACKET: A2 VS A3
- 3 teams - TOP HALF OF BRACKET: BYE A1; BOTTOM HALF OF BRACKET: A2 VS A

ARTICLE 7

BOXING: GENERAL RULES

- 7.1 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).
- 7.2 T.A.A.F. General Regulations will govern eligibility of participants.
- 7.3 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.
- 7.4 All bouts will be either "novice" or "open" class.
- 7.5 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.
- 7.6 WEIGHT DIVISIONS: Weight divisions are determined by USA Boxing.
- 7.7 NUMBER AND LENGTH OF ROUNDS: As set by USA Boxing.

ARTICLE 8

FLAG FOOTBALL – MEN'S 8/8

- 8.1 No player signed after November 1 shall be eligible to compete in regional or state championship games.
- 8.2 The regular playing roster shall not exceed twenty (20) players, including a playing manager.
- 8.3 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".
- 8.4 The state tournaments will be double elimination tournaments.
- 8.5 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.
- 8.6 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.
- 8.7 FLAG FOOTBALL – State Tournament Classifications
 - .01 CLASS "A" Team – A class "A" team competes at the highest level of competitive play for T.A.A.F. 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 9.7.04 for additional classification factors.)
 - .02 CLASS "B" Team – A class "B" team competes at a high level competitive and/or recreational play for T.A.A.F. flag football. A class "B" team is restricted to one (1) ex-professional and three (3) ex-collegiate players on their (See Section 9.7.04 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.

8.8 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 (November 1st). 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.
- .06 Any director of Officials, Regional Tournament Director, State Tournament Director, or State Commissioner will not be eligible to compete in any tournaments where the individual holds these positions.

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 T.A.A.F. 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.

T.A.A.F. Members and Tournament Host Sites Subject to the Rules

Article 6 –

- a. T.A.A.F. Member Cities conducting contests shall adhere to rules set forth by the Cavalcade and T.A.A.F. Flag Football Rules.
- b. Non-T.A.A.F. Members wishing to conduct contests utilizing T.A.A.F. Flag Football Rules, Logo must have approval of the Executive Director, State Office, State Commissioner and/or meet the requirements set forth by the T.A.A.F. Cavalcade. If approved contests must adhere to the guidelines set forth by the Cavalcade as well as the T.A.A.F. 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 to 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 a six (6) 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 T.A.A.F. 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.

i. Mouth pieces are required to be worn at all times during play. It is recommended that all players wear soft shell head gear at all time during play to help limit head injuries.

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. T.A.A.F. 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 November 1st and be eligible to compete in the T.A.A.F. Regional and State Tournaments. If a regional tournament occurs after November 1st, the roster for that tournament becomes final and official. Player additions to rosters may only occur within the guidelines set by the T.A.A.F. 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 one (1) ex-professional player and three (3) ex-collegiate players who lettered in football.

b. YOUTH: Current age divisions include: 5 & Under Mixed, 7 & Under Mixed, 9 & Under Mixed, 11 & Under Mixed and 13 & 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 T.A.A.F. 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 T.A.A.F. 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 game, 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, or (4) defer option to the second half. The loser of the opening toss will have choice of the remaining options for the first half. The captain, not having the first choice of options for the second half, shall exercise one of the remaining options.

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 18 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 loses all positive yardage gained but retains any points scored. 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 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 both 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. 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)
- c. 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.
- d. 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)
- e. 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)
- f. 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.
- g. 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.)
- h. When a punt is left unattended, it becomes dead where it rolls still.
- i. NO Quick Kicks are allowed. (5 yards penalty and loss of down from L.O.S.) (S-22 & 8)

j. 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 (S29 & 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.

T.A.A.F. PENALTY CHART

GENERAL INFRACTIONS	RULE NUMBER (Section/Article)	PENALTY/ MARKED FROM	CAPTAINS CHOICE	LOSS OF OWN (IFACCEPTED) SIGNAL
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 INFRACTIONS	RULE NUMBER (Section/Article)	PENALTY/ MARKED FROM	CAPTAINS CHOICE	LOSS OF DOWN (IF ACCEPTED) SIGNAL
Too Small Football: Prior to Snap	1-3-2a	10 YDS LOS	NO	19
After Snap	3-3-4a	Possession Reversed at Previous LOS	NO	
Delay of Game: 25 seconds	3-7-3	5 YDS LOS	NO	17
Illegal Shift or Motion	3-9	5 YDS LOS	YES	16
Illegal Screening (Behind LOS)	3-9	5 YDS LOS	YES	24
Illegal Down-field Screening	3-9	5 YDS POI/EOR	YES	24
If Excessive	3-9	10 YDS POI/EOR	YES	29,24& 8
Illegal Screening (Punt)	3-9	5 YDS EOR/POI	YES	24
If Flagrant	3-9e	10 YDS LOS/EOR	YES/NO	29&32
Illegal Forward Pass	3-10c	5 YDS POI	YES	27 & 8
Intentional Grounding	3-10e	5 YDS POI	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	3-11-1a	10 YDS POI/LOS	YES	NO	29
If Excessive	3-11-1a	10 YDS POI/LOS	YES	YES	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
<u>*THESE PENALTIES COULD COME UNDER RULE 4 – SECTION 1</u>					

DEFENSIVE INFRACTION	RULE NUMBER	MARKED PENALTY FROM	CAPTAIN'S CHOICE	FIRST DOWN (IF ACCEPTED)	SIGNAL
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.	3-10-3f	BALL ON 1 YARD LINE	YES	PLAY OVER PLUS 1 FREE IF NEEDED	
(End Zone) Regulation Time	VI-M	3-10-3f BALL ON 1 YARD LINE		YES	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	3-11-2b	5 YDS POI/LOS	YES	NO	31
Encircling	3-11-2b*	10 YDS POI/LOS	YES	YES	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 –

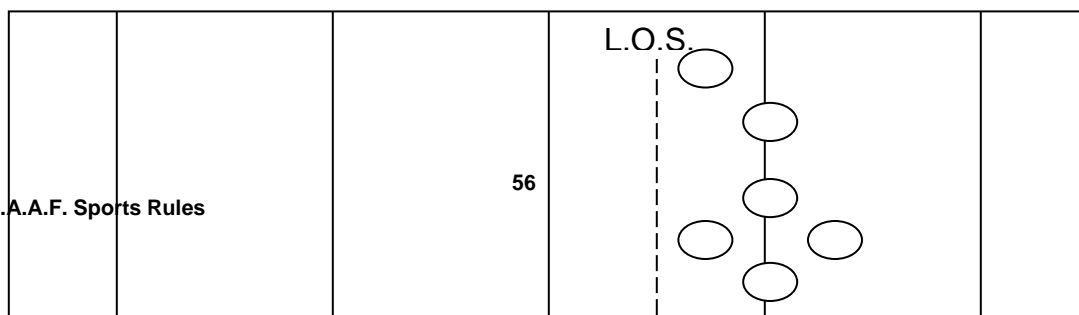
- a. The Linesman will position himself on the line of scrimmage and look for off sides, encroachment into the one-yard neutral zone, and illegal movement before the ball is snapped.
- b. After the ball is snapped, float 5 to 10 yards downfield and watch offensive receivers and defensive backs on your 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



Article 1 –

- Figure 2. Punt Coverage by Crew Members



Article 1 –

- 3yd

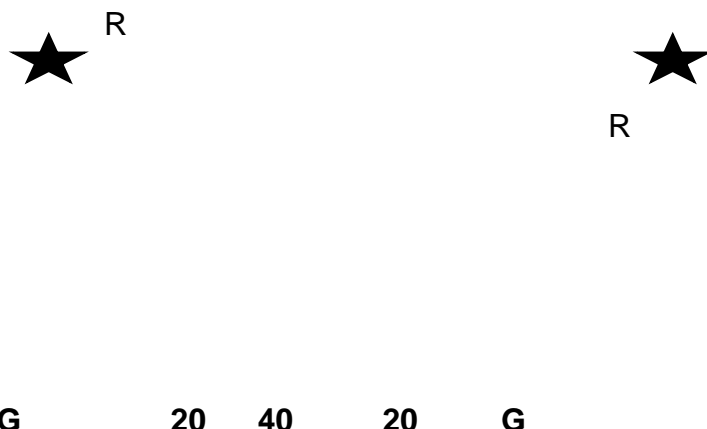
Figure 3.

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BJ

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BJ



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 9 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 carrier's 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 Player's 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.

RULE 1: THE GAME, FIELD, PLAYERS, & EQUIPMENT**Section 1 – The Game**

- Games consist of two 14 minute halves. Halftime will consist of 1 minute. Teams will flip sides at the beginning of the 2nd half.
- A coin toss determines first possession. The team who wins the toss can elect to have offense, defense, or choice of goal to defend. There are NO DEFERMENTS. Loser of the coin toss can choose one of the remaining options. The team that started the 1st half on offense will begin the 2nd half on defense.
- The game clock will continuously run except for injuries or time-outs. The clock will stop in the last minute of the game for all dead ball situations (out of bounds, incomplete pass, a scoring play, etc.).
- The offensive team takes possession of the ball at their 5-yard line and has 3 plays to cross mid-field. Once a team crosses mid-field they have 3 plays to score.
- If the offensive team fails to cross mid-field or score, the ball changes possession and the opposite team starts their possession from their 5-yard line.
- All possession changes start on the offenses 5-yard line except on Interceptions. Interceptions may be returned and the ball will be marked where the play ends.
- Each time the ball is spotted a team has 25 seconds to snap the ball. Officials will warn the offense when there are 10 seconds to snap the ball. Teams must wait until the referee is set or a referee acknowledges they are prepared to start the play.
- No contact allowed.
- Blocking/Screening is allowed behind the line of scrimmage but it is NOT allowed at any time down the field.
- Mercy Rule: If a team is ahead by 28 points or more at any time during the game then it will be deemed over.

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 will take place before every game by the officials.
- Shirts must be tucked in shorts, pants, etc.
- All shorts, pants, etc. must not have any pockets of any kind.
- No headgear with an extended bill may be worn (ex: caps, visors, etc.).
- Flags – The “Sonic” belts will be the only flags allowed. Flags must be a minimum of 12 inches in length and 1.5 inches in width and must be a different color than the player’s shorts, pants, etc.

Section 4 – Rosters

- Official Rosters must be approved by a T.A.A.F. representative and turned into the tournament director 48 hours prior to a team’s first game.
- Team 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 4 players at all times.
- If a team or teams are not “ready for play” at the scheduled game time the game will be forfeited.
- T.A.A.F. reserves 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

- Any touchdown scored is worth 6 points.
- Any safety scored by a defensive team is worth 2 points.

- Any extra point scored from the 5-yard line is worth 1 point.
- Any extra point scored from the 12-yard line is worth 2 points.

Section 3 – Time-Outs

- Each team has 1 time-out per game. This time-out will last 60 seconds once the clock is stopped.
- Officials can stop the clock at their own discretion at any time.

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

Section 1 – Rushing the Quarterback

- 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 that are not 7 yards from the line of scrimmage when the ball is snapped may not enter the backfield until there has been a change of possession.
- The rusher is allowed a direct line to the quarterback as long as they rush from either side of the center or a bunch formation. The offense must avoid interfering with the rusher if they have established a lane.
- 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 the 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 they are set shall constitute an illegal snap. At all times the ball shall be snapped from the spot marked by the official ball marker.

Section 3 – Running

- The quarterback may not run unless the ball has been thrown back, handed, or pitched to the quarterback in the backfield.
- Teams may handoff, pitch, or throw back the football in the backfield.
- The player who receives the pitch or handoff may throw the ball as long as they are not beyond the line of scrimmage.
- Multiple handoffs are allowed behind the line of scrimmage but only one pitch or throwback is allowed before a forward pass.
- Pitching (backward) is allowed downfield.
- “No running zones” are located 5 yards before mid-field and 5 yards before the end zone in each offensive direction. You may not run the ball in these no run zones, only forward passes. “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.
- Players may screen block behind the line of scrimmage but are not allowed to block down field.
- The ball is spotted where the ball carriers belt is when the flag is pulled, not where the ball is. Ball and 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. A forward pass/lateral is defined as a live ball thrown towards the opponent's goal line.
- Shovel passes are allowed, but must be received beyond the line of scrimmage.
- The quarterback has 5 seconds to pass the ball if there is no rush (“pass clock”). If the pass is not thrown within the 5 seconds, the play is dead, it will be a loss of down, and the ball returns to the line of scrimmage. Once the ball is handed off or pitched the “pass clock” rule is no longer in effect.
- Interceptions may be returned. Interceptions during extra point attempts may be returned for 2 points. Interceptions that occur in the end zone will be brought out to the 5-yard line.
- The rusher may not hit the quarterback's arm or knock the ball out of the quarterback's hand. The rusher must play the flags.

Section 5 – Receiving

- All players are eligible to receive a pass, including the quarterback, if the ball has been pitched back or handed off behind the line of scrimmage.
- Only one player is allowed to be in motion at the same time.
- Players must have at least one foot in bounds when making a catch.
- Players that run out of bounds during a play cannot be the first player to touch a ball when attempting to make a catch.
- A 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 ball hits the ground.
 - Incomplete Pass.
 - If an offensive player loses a flag unintentionally, the defense only has to touch the ball carrier to be deemed a dead ball.
 - Players may not start a play without a flag.
- There are no fumbles. Ball is spotted where it hits the ground. Anytime the ball touches the ground it is deemed dead. Exceptions:
 - Any ball dropped in a forward motion will be brought back to last point of contact.
 - Quarterback may field the ball off of a bounce cleanly.

Section 2 – Overtime

- If the score is tied at the end of regulation, teams move directly into overtime.
- Teams will follow the same coin toss procedure as they did at the beginning of the game to determine possession.
- Each team receives the ball at the 5-yard line with one possession. If a team scores they can choose to go for a 1-point or 2-point extra point attempt. This will continue until a winner is declared.
- Interceptions will end the series.

Section 3 – Sportsmanship/Roughing

- If the field monitor or officials witness 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. The tournament director may decide to eject players for the remainder of the tournament. **FOUL PLAY WILL NOT BE TOLERATED.**
- Trash talking is illegal. The officials have the right to determine language that is offensive (Trash talk is that which may be offensive to an official, opposing team, or spectators). The officials can eject players from the game for trash talking.

RULE 5: OFFENSIVE & DEFENSIVE PENALTIES AND PROTESTS

Section 1 – Offensive Penalties

- Pre-Snap Penalties:
 - Illegal Snap: 5 yards, repeat the down
 - Illegal Motion: 5 yards, repeat the down
 - False Start: 5 yards, repeat the down
 - Delay of Game: 5 yards, repeat the down
 - Illegal Equipment Violation: 5 yards, repeat the down (player not starting with a flag)
- Impeding the Rusher: 5 yards, loss of down (player must avoid the rusher)
- Flag Guarding: 5 yards from the spot, loss of down (players must keep hands above their waist)
- Charging: 5 yards (LOS), loss of down (the offensive player must avoid the defender who is set)
- Blocking/Screening Downfield: 5 yards (LOS), loss of down
- Pass Interference: 5 yards (LOS), loss of down (illegal pick, pushing off defender)
- Illegal Forward Pass: 5 yards (LOS), loss of down

- Intentional Grounding: 5 yards (LOS), loss of down

Section 2 – Defensive Penalties

- Off-sides: 5 yards, repeat the down.
- Delay of Game: 5 yards, repeat the down.
- Illegal Flag Pull: 5 yards (LOS), automatic first down.
- Illegal Contact: 5 yards, automatic first down.
- Holding: 5 yards from the end of the play, automatic first down.
- Pass Interference: Spot foul, automatic first down.
- Roughing the Quarterback (Minor): 5 yards, automatic first down.
- Roughing the Quarterback (Major): 15 yards, 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 manager 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 their designees, in consultation with the officials of that game shall resolve the protest.

ARTICLE 11 YOUTH FLAG FOOTBALL

11.1 DIVISIONS:

- .01 5 & Under Mixed
- .02 7 & Under Mixed
- .03 9 & Under Mixed
- .04 11 & Under Mixed
- .05 13 & Under Mixed

11.2 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) 5 & Under - Wilson Official K-2 ball (or its equal).
 - b) 7 & Under – Wilson Official K-2 ball (or its equal).
 - c) 9 & Under and 11 & Under - K-TDJ (or its equal).
 - d) 13 & Under – Rawlings R5Y (or its equal).

ARTICLE 12 FUTSAL

12.1 GENERAL: All Futsal tournaments will be played in strict accordance with the rules and regulations of the United States Youth Futsal:

- .01 A Region will not be limited in the number of entries. A team is 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 team 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 T.A.A.F. 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.

12.2 AGE GROUPS:

8U Girls – Division	8U Boys – Division
10U Girls – Division	10U Boys – Division
12U Girls – Division	12U Boys -- Division
14U Girls – Division	14U Boys -- Division
High School Division -- Girls	High School Division -- Boys

**Age groups will be determined by the player's birth year.*

12.3 PLAYING RULES:

- a.) Game Length: The 8U, 10U and 12U divisions will play two (2) sixteen (16) minute halves. The 14U and High School divisions will play two (2) eighteen (18) minute halves. All age divisions are to play with a running clock. The last two minutes of the second half rule no longer exists. If the game is tied at the end of the game, it will remain as a tie. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc.
- b.) Time-Outs: One 30 second time out per team per half.
- c.) Half Time: A two (2) minute half time will be observed for all age divisions.
- d.) Forfeits: A forfeit game will be scored as 7-0 in favor of the team that does not forfeit.
- e.) The commissioner reserves the right to make the final decision on all interpretations and application of the Youth Futsal Rules.
- f.) Uniforms All players must wear athletic shorts, soccer socks, shin guards and flat rubber sole shoes. Goalies will be allowed to wear goalie pants.
- g.) Equipment/Apparel Equipment/apparel that are made of hard plastic, metal, or in the opinion of the referee are considered dangerous or inappropriate will NOT be permitted.
- h.) Substitutions All substitutions are on the fly. A player may only enter a game after the player they are replacing has left the field. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

12.4 Ball Out of Play:

Kick-in:

- a.) The team kicking in has 4 seconds to get the ball back in play or it becomes opponent's kick in.
- b.) Defense must give 5 feet distance.
- c.) Players taking kick-in cannot step into the field while kicking ball back into play. For all sideline kicks the ball and the player have to be on the line or behind the line.
- d.) Goals cannot be scored from kick-ins.
- e.) If the ball hits the ceiling, a kick in is taken at the closest point on the nearest touchline, running parallel to the goal line.

12.5 Goal Clearance

- a.) The goalie must throw the ball within 4 seconds of retrieving it and put it back into play by throwing it. This is up to the referee's discretion as to when the count starts.
- b.) The throw must leave the penalty area.
- c.) Opposing team must stay out of penalty area during a goal clearance.
- d.) If opposing players touches ball before it leaves penalty area, GK retakes the throw.

12.6 Corner Kick

- a.) Kick is taken at the point where goal line and touch line meet (at corner).
- b.) Defense must give 5 feet distance

12.7 Fouls and Misconduct

- a.) Indirect Kick Fouls: An indirect free kick is awarded to the opposing team for the following offenses:
- b.) The GK touches or controls the ball with his hands after he has received it directly from a kick-in taken by a teammate.
- c.) The GK touches or controls the ball with his hands or feet, on any part of the playing court, for more than four seconds, except when he touches or controls the ball on the opponent's half of the playing court.
- d.) Playing in a dangerous manner.
- e.) A player deliberately impedes the progress of an opponent when the ball is not being played.
- f.) A player prevents the goalkeeper from releasing the ball from his hands.
- g.) A player commits any other offense, not previously mentioned above for which play is stopped to caution or dismiss a player.

NOTE: The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred. 10 feet of distance from kicker to set up wall, and ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to take the kick, it becomes the opposition's indirect kick.

12.8 Direct Kick Fouls:

- a.) Kicking or attempting to kick an opponent
- b.) Tripping or attempting to trip an opponent
- c.) Strikes or attempts to strike an opponent
- d.) Pushing an opponent
- e.) Holding an opponent
- f.) Spits at an opponent
- g.) Slide tackles with exceptions above
- h.) Handles the ball deliberately (except for the goalkeeper in his own penalty area)

12.9 6th Accumulated Foul:

- a.) Upon a team's 6th accumulated foul in each half, the defending team cannot build a wall to block the kick.
- b.) If the 6th accumulated foul occurs in the offensive half then it will result in a penalty kick from the 6 yard mark (free throw line). If the 6th accumulated foul occurs in the defensive half, then it will result in a penalty kick from the 8 yard mark (top of the 3 point line)
- c.) The player taking the kick must be clearly identified.

12.9 Slide Tackling:

- a.) Slide tackling is a major foul in Futsal.
- b.) To ensure safe play, slide tackles at/towards an opponent are prohibited.
- c.) It is not allowed in any situation where there is contact between players or where referees believe that contact could have resulted.

12.10 Exceptions:

- a.) The GK is allowed to slide with hands first in an attempt to clear or save the ball, if in referees' judgment, his slide is an attempt only to make contact with the ball and not the opponent
- b.) If GK slide is reckless (a foot in air, a hook, rolling tackle) it is a foul and possibly a cardable offense.

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.

13.6 Caddies

- Caddies can be relatives, friends, etc.
- Only caddies will have direct contact with players during each round. Spectators will be required to remain at a distance from caddies and players.
- Caddies will be required to wear either an "official caddie" t-shirt or caddie bib. There will be no exceptions and this applies to all days
- Caddie bibs must be pre-ordered online at www.T.A.A.F..com
- Caddie t-shirts will be available for purchase at check-in.
- Caddie t-shirts and bibs from previous years are acceptable.
- Caddies and players may use pull carts.
- Caddies may rent a cart to carry the player's bag, but the player must walk. Spectators cannot ride with caddies.

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.
- b) The state commissioner may approve a combination of recreation center teams in these cities.
- .04 All gymnastic coaches who will be on the floor of any T.A.A.F. sponsored competition will be required to have a background check. The background check can be through any T.A.A.F. office. The renewal year will be September 1 – August 31. T.A.A.F. will require screening every year.
- Note: Insurance for gymnastics competitions will be provided at an additional cost to each meet director for each competition and based on the current needs and policy coverages.

14.2 GYMNAST ELIGIBILITY

- .01 All competitors participating in gymnastics competition must be amateurs and registered with the state office. Failure to register a gymnast with T.A.A.F. prior to competition will result in a fine assessed to the gym for each unregistered gymnast.

- .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 AND AN ATHLETE NUMBER ASSIGNED BY THE SCOREMASTER 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:

Levels 1 and 2	Gymnast must be at least 4 years old
Level 3	Gymnast must be at least 5 years old
Levels 4 - 9	Gymnast must be at least 6 years old
Xcel Bronze	Gymnast must be at least 5 years old
Xcel Silver	Gymnast must be at least 6 years old
Xcel Gold	Gymnast must be at least 7 years old
Xcel Platinum	Gymnast must be at least 8 years old
Xcel Diamond	Gymnast must be at least 9 years old
Xcel Sapphire	Gymnast must be at least 9 years old

14.3 LEVELS

- .01 Skill Levels in T.A.A.F. Gymnastics are:
 - a) Level 1 – 2 (Achievement)
 - b) Level 3 – 9 (Placement)
 - c) Xcel Bronze (Achievement)
 - d) Silver, Gold, Platinum, Diamond and Sapphire (Placement)
 - e) Acro and Tumbling
- .02 A gymnast who competes in another league must compete in T.A.A.F at the same level or higher, or petition the state commissioner for an exception. Note: Other league scores are subject to T.A.A.F. mandate and division rules.
- .03 Once a gymnast competes one meet at a particular level, she may not move down to a lower level.
- .04 A gymnast may compete in more than one level per season, but for placement levels state meet qualifications, the gymnast must have three all around scores at the new level in order in order to be eligible for the state meet.

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 T.A.A.F. Commissioner after November 1 and no later than January 1. This all-around score will determine her division placement for her first meet of the season. This score can be obtained in one of the following ways:
 - a) Using a rated judge in person
 - b) Using a gymnast's highest approved all-around score from the same level with another league
 - c) Competing in any pre season ranking meet
 - d) Competing in a qualifying meet on the state schedule as both their first meet and their ranking meet. Athlete will compete as an achievement athlete but score will count as one of their three meets and be included in their season average and score may count for the team score.** Note: Failure to have a gymnast ranked by the January 1 deadline will result in a late fee of \$25. To avoid the late fee, any gymnast joining a team after the January 1 deadline must request exemption from the January 1 deadline from the T.A.A.F. Commissioner; however, she must still be ranked before her first qualifying meet.

Ranking may be done at a ranking meet, an in-gym ranking or a “live” zoom ranking. Ranking results must be sent to Scoremaster in the proper format or scores will be rejected.

- .02 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.
- .03 After a gymnast’s first meet, her division placement in each subsequent meet is determined by her highest all-around score achieved thus far.
- .04 A gymnast may never move down to a lower division within the same Level, even if she scores within that lower division.
- .05 **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 taking the score from the highest score possible within that division as the "dummy" (placement) score for each event she does not compete. That all around average will count as one of her three required meets for state meet qualification. This dummy score may also affect her divisional placement for the next meet.** Note: This “all-around” score cannot be used as a qualifying score for the T.A.A.F. State Meet.
- .06 Division changes must be communicated to the next meet director no later than 6:00 pm Monday following the meet.
- .07 When the number of gymnasts competing in a division exceeds 24 in a Qualifying Meet, the meet director may break the division into equal or near equal subdivisions, each receiving a complete set of awards according to the individual event and all-around award requirements.
- .08 Levels 1, 2, and Xcel Bronze are achievement only and have no divisions.
- .09 Division Chart:

<u>LEVEL 3P</u>	<u>LEVEL 4</u>	<u>LEVEL 5</u>	<u>LEVEL 6</u>	<u>LEVEL 7</u>
DIV 1: 37.000 & UP	DIV 1: 36.000 & UP	DIV 1: 36.025 & UP	DIV 1: 36.000 & UP	DIV 1: 35.000 & UP
DIV 2: 36.500 – 36.975	DIV 2: 35.000 – 35.975	DIV 2: 34.525 – 36.000	DIV 2: 34.500 – 35.975	DIV 2: 34.975 & Under
DIV 3: 35.750 – 36.475	DIV 3: 34.000 – 34.975	DIV 3: 32.025 - 34.500	DIV 3: 34.475 & Under	
DIV 4: 35.000 – 35.725	DIV 4: 33.000 – 33.975	DIV 4: 30.525 – 32.000		
DIV 5: 34.000 – 34.975	DIV 5: 32.000 – 32.975	DIV 5: 29.025 – 30.500		
DIV 6: 32.500 – 33.975	DIV 6: 30.500 – 31.975	DIV 6: 29.000 & Under		
DIV 7: 32.475 & Under	DIV 7: 30.475 & Under			
<u>XCEL SILVER</u>	<u>XCEL GOLD</u>	<u>XCEL PLATINUM</u>	<u>XCEL DIAMOND</u>	<u>LEVEL 8</u>
DIV 1: 37.500 & UP	DIV 1: 37.00 & UP	DIV 1: 36.000 & UP	No Divisions	No Divisions
DIV 2: 37.000 – 37.475	DIV 2: 36.000 – 36.975	DIV 2: 35.975 & Under	XCEL SAPPHIRE	LEVEL 9
DIV 3: 36.500 – 36.975	DIV 3: 35.000 – 35.975		No Divisions	No Divisions
DIV 4: 36.000 - 36.475	DIV 4: 34.000 - 34.975			
DIV 5: 35.000 – 35.975	DIV 5: 33.000 – 33.975			
DIV 6: 34.000 – 34.975	DIV 6: 32.000 – 32.975			
DIV 7: 33.975 & Under	DIV 7: 31.975 & Under			
<u>ACROBATICS & TUMBLING</u>				
No Divisions				

- The results of each year’s state meets will be analyzed to determine if any adjustments should be made to the divisional breakdowns. These changes will be voted upon by the membership in the summer general meeting.

14.5 MOBILITY AND MANDATE SCORES

- .01 There is no minimum score to move up to the next level.
- .02 Mandate score: The mandate score for Levels 1-6 and Xcel Bronze through Xcel Platinum is 37.05. Levels 7, 8 and Xcel Diamond have no mandate score.
- .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.
- .04 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 by or before August 1.
- .02 T.A.A.F. qualifying meet information will be posted 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.
- .04 Technical rules will follow rules and policies that govern NAWGJ officials and all manner of the execution of their duties.
- .05 All level 1-5 and Xcel Bronze and Silver gymnasts will be required to compete all-around. Levels 6,7,8, 9, Xcel Platinum and Diamond may compete as specialists, however, once an athlete declares as a specialist she must remain a specialist for the remainder of that competition season. An athlete may declare as a specialist for one, two or three events. Specialist qualifying meet divisions will be determined by the current score averaging system.

Specialist must have 3 meets in the designated event(s) in order to qualify for state meets. Specialists will only be allowed at levels 6, 7, 8, 9, XP and XD
- .06 Warm-up time limits on all events will follow USA Gymnastics rules except for Levels 1 and 2 BARS, whose time will be increased by 15 seconds. T.A.A.F. warm-up time limits are as follows:

Level	Max Time per Gymnast
1-2 and Xcel Bronze	30 Seconds (45 Seconds on Bars)
3 and Xcel Silver	45 Seconds
4, 5 and Xcel Gold	1 Minute
6, 7, Xcel Platinum	1.5 Minutes
8, 9, Xcel Diamond & Xcel Sapphire	2 Minutes

.07 COACHES DRESS CODE

At Qualifying and State Meets the coaches' dress code is as follows:

- a) Closed toe athletic shoes
- b) Athletic warm-up pants or "Dockers-style" pants (NO jeans)
- c) Athletic or tailored shorts that are of a reasonable length (7" inseam) No holes, tears, or short shorts)
- e) Collared shirts, business casual shirts, or T-shirts with gym logo (No spaghetti straps, low-cut tops, or midriff revealing shirts)
- d) No hats or visors

14.7 QUALIFYING MEET ADMISSION FEES

- .01 Maximum admission fees at Qualifying Meets will be as follows:
Qualifying Levels 1-9, Xcel, Acrobatics & Tumbling: Adults \$10 – Kids and Seniors \$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 EVENT AWARDS

- .01 Minimum Qualifying Meet individual awards for Level 3 Placement and above:
Medals for 1st Place (Gold), 2nd Place (Silver), and 3rd Place (Bronze)
Ribbons for fourth (4th) through fifty percent (50%) or twelfth (12th) place, whichever comes first
- .02 Levels 1, 2, and Xcel Bronze awards are based on achievement:

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

14.9 QUALIFYING MEET INDIVIDUAL ALL-AROUND AWARDS

- .01 Minimum Qualifying Meet individual all-around awards for Level 3 Placement and above
 - a) Medals 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 Levels 1, 2 and Xcel Bronze Achievement up to one hundred percent (100%)

14.10 QUALIFYING MEET TEAM AWARDS

- .01 Small and Large Team awards will be presented to the top 50% of teams entered in each of the following levels: Levels 1-4 and Xcel Bronze, Silver and Gold

A) Small Team	3-6 Gymnasts	3 scores count
B) Large Team	7+ Gymnasts	5 scores count

One Team award will be presented to the top 50% of teams entered in each of the following levels: Levels 5-9 and Xcel Platinum, Diamond and Sapphire.

- | | | |
|-------------|--------------------|----------------|
| A) One Team | 3 or more gymnasts | 3 scores count |
|-------------|--------------------|----------------|

14.11 QUALIFYING MEET HOST REGULATIONS

- .01 Qualifying meet hosts must submit a Qualifying Meet Bid Form to the state commissioner by the designated date published on webpage and on bid form. 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 To be eligible to host a Qualifying Meet, the acting meet director must attend the meet director meeting scheduled by the commissioner.
- .05 Meet results must be sent to the T.A.A.F. State Office for posting on the T.A.A.F. website no later than 5:00pm on the Monday following the meet.
- .06 Meet results should be faxed or sent by the meet host to the scoremaster by 5 p.m. on the Monday following the meet. Failure to have meet results to the scoremaster will result in a \$100.00 fine.

- .07 There will be no other qualifying meets to be held the weekend of the T.A.A.F. Winter Games.
- .08 Qualifying Meet Hosts will be invoiced for \$3 per entry to the T.A.A.F. State Office to help cover expenses associated with the Annual T.A.A.F. Gymnastics Awards Banquet. Payment must be received by the due date on the invoice or the meet host will be assessed a late fee for each seven (7) days past the due date on the invoice.
- .09 Qualifying Meet Hosts must send a per athlete insurance fee to the state office after completion of the meet and after receiving an invoice from the state office. The exact amount will be determined each year based on the insurance coverage secured. The meet host will be assessed a late fee if the insurance fee is not paid within seven (7) days of the due date on the invoice.
- .10 Qualifying meet hosts must submit a proposed competition schedule for approval at least 15 days prior to the meet date.

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.
- .02 At least ONE of the three meets must occur AFTER the season mid point. Clarification: All three (3) meets may also occur after the season midpoint.
- .03 The season mid point is March 1
- .04 Medical exemptions (petitions to enter the state meet(s)), will be considered with a doctor's note indicating the nature of the injury or illness, the date(s) of treatment, and dates the gymnast was unable to practice and the final release date. This petition must be submitted on the official form located in the operating code and MUST be submitted to the state commissioner NO LATER THAN April 1st. Athletes may enter the state meets but PENDING the petition approval.
- .05 Individual and team entries are to be submitted to the gym hosting the state meet by the date determined by the host gym and published in their meet information posted on the T.A.A.F. website.
- .06 State Meet entries will be due no sooner than thirty (30) days prior to the event.
- .07 T.A.A.F. State Meets will be held in April and May and the specific weekends will be determined by the qualifying meet schedule and the number of weeks in each of the two halves of the season.
- .08 The last Qualifying Meet of the season is to be held at least two (2) weeks prior to the State Meet for that level.
- .09 Skill levels will be Level 1 Achievement, Level 2 Achievement, Level 3, Level 4, Level 5, Level 6, Level 7, Level 8, Level 9, Xcel Bronze, Xcel Silver, Xcel Gold, Xcel Platinum, Xcel Diamond, and Xcel Sapphire, Acrobatics & Tumbling.
- .10 A gymnast will be placed in the State Meet in the same level she competed in during her last Qualifying Meet. She will compete in the division that is representative of her highest all-around score during the Qualifying Meet 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. Placement in subdivisions will be determined by averaging the most recent three all around qualification scores closest to their state meet.

14.13 STATE MEET ADMISSION FEES

- .01 Maximum admission fees for the State Meet will be as follows:

<u>In-House</u>	<u>Outside Host Gym</u>
Adults \$10	Adults \$15
Kids \$5	Kids \$5

14.14 STATE MEET INDIVIDUAL EVENT AWARDS

- .01 All state awards must be purchased from the official T.A.A.F. Licensed Award Supplier.
- .02 State Meet awards Level 3 Placement and above:
 - a) Medals for 1st Place (Gold), 2nd Place (Silver), and 3rd Place (Bronze)
 - b) Medals (Copper) for fourth (4th) through twelfth (12th) place
- .03 Levels 1, 2, and Xcel Bronze awards are based on achievement:

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

14.15 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 one hundred percent (100%) for all Placement Levels.
- .04 Copper medals for 100% in Achievement Levels
- .05 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 highest event team score. EXCEPTION: NO FIRST PLACE TIES WILL BE BROKEN AS OUR AWARDS BANQUET RECOGNIZES ALL CHAMPION ATHLETES AND TEAM REGARDLESS OF TIES.

14.16 STATE MEET TEAM AWARDS

- .01 Small, Medium and Large Team awards will be presented to the top 50% of teams entered in each of the following levels:
 - Levels 1-4
 - Xcel Bronze, Silver and Gold

- a) Small Team 3-6 Gymnasts 3 scores count
- b) Medium Team 7-10 Gymnasts 5 scores count
- c) Large Team 11+ Gymnasts 7 scores count

One team award will be presented to the top 50% of teams entered in each of the Following levels:

- Level 5-9
- Xcel Platinum, Diamond and Sapphire

- .02 Changes to a team's size designation cannot be made after the State Meet entry deadline.
- .03 If only one team is entered, the meet host must either
 - a) Refund the Team Fee
 - b) Award the first place team award OR ask the team if they wish to DECLINE to receive a team award as the sole entry in that category.**

14.17 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 e-mailed to all participating teams within thirty (30) days of the state meet by the meet director

- .03 FINANCIAL REPORTS: The meet director must submit to the state commissioner a complete financial report within two (2) weeks after the state tournament.

14.18 T.A.A.F. GYMNASTICS TRAINING CAMP

- .01 T.A.A.F. Gymnastics training camps and clinics may be organized by the council and membership with the prior approval of the state office and all registration will be handled by the state office.

14.19 T.A.A.F. GYMNASTICS AWARDS BANQUET

- .01 Purpose
- To promote T.A.A.F. Gymnastics and bring attention to the value of participating in T.A.A.F. Gymnastics
 - To honor T.A.A.F. Gymnasts
 - To honor T.A.A.F. Coaches
- .02 To be held at the conclusion of the T.A.A.F. competitive season
- .03 Banquet logistics will be determined by the T.A.A.F. Advisory Council or its appointees.
- .04 Attendees
- Current year All-around State Champion of each division in all placement levels
 - Current year Large and Small State Champion Team members from each level
 - Guests of State Champion attendees
 - Coaches of State Champion attendees
- .05 Fee
- Free for State Champion attendees
 - Fee for guest or coach of state champion attendee will be based upon the actual cost of the banquet meal
 - Banquet Registration and payment will be online through the T.A.A.F. website
- .06 Awards Categories
- Special awards' categories for athletes, coaches or members will be determined annually by the Advisory Council and published on the gymnastics webpage by January 1 along with an application/nomination form.**
- .07 Award Selections
- The T.A.A.F Advisory Council or their appointed Awards Committee will
 - Review all application forms to insure that applications are submitted on the proper form and have met the deadline criteria
 - Make their selection for each award based on the stated criteria
 - The names of the recipients chosen shall remain confidential until announced at the Awards Banquet.
- .08 Awards:
- A specially designed plaque shall be given to each award recipient.

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.

15.6 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 Pickleball

16.1 GENERAL: Entrants must be amateurs under the rules of the USA Pickleball Association (USAPA). T.A.A.F. Pickleball tournaments will be played in strict accordance with the rules and regulations of the USA Pickleball Association (USAPA) with the following T.A.A.F. 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 T.A.A.F. 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

16.2 INDOOR STATE TOURNAMENT

- a.) LOCATION: Indoor State Tournament will be held at T.A.A.F. Winter Games of Texas
- b.) SANCTIONING: Tournament will be sanctioned and follow all guidelines based on USAPA's sanctioning requirements.
- c.) STATE TOURNAMENT ENTRY RESPONSIBILITY: State tournament entry is the responsibility of the individual participant.
- d.) EVENTS: Double Elimination. Men's Doubles, Men's Singles, Women's Doubles, Women's Doubles, and Mixed Doubles.
- e.) DIVISIONS: Skill to Age. Skill: 2.5, 3.0, 3.5, 4.0, 4.5, 5.0. Ages: Juniors, 19-34, 35-49, 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85+. Skill levels based on USAPA's UTRP ratings.
- f.) AGE CLASSIFICATIONS: Age classification determination should be based on age December 31st of the current calendar year in accordance with the USAPA sanctioning requirements.
- g.) STATE TOURNAMENT SCHEDULE: Schedule will be determined based on venue, available days, and
- h.) COMBINED OR DROPPED DIVISIONS: With the State Commissioner's approval, any division with three (3) entries or less may be combined with other age divisions within a skill level. 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 tournament website by morning of event.
- i.) TOURNAMENT DRAW: The state commissioner shall approve the tournament draw before it is posted. Draws will be based on USAPA's UTRP Ratings.

16.3 OUTDOOR STATE TOURNAMENT

- a.) LOCATION: Location will bid on annually by any city or TAAF member.
- b.) SANCTIONING: Tournament will be sanctioned and follow all guidelines based on USAPA's sanctioning requirements.
- c.) STATE TOURNAMENT ENTRY RESPONSIBILITY: State tournament entry is the responsibility of the individual participant.
- d.) EVENTS: Double Elimination. Skill to Age. Men's Doubles, Men's Singles, Women's Doubles, Women's Doubles, and Mixed Doubles. Ages: Juniors, 19-34, 35-49, 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85+. If divisions are low in participation, the Tournament Director can combine age groups to complete enough teams to make a bracket(s). Awards may only be awarded to combined brackets.

- e.) STATE TOURNAMENT SCHEDULE: Schedule will be determined based on venue, available days, and
- 16.4 TEAM PICKLEBALL

.01 LEAGUES:

- a) TEAMS: Teams of four (4) players playing a total of 10 games per team. Team members must consist of two female players and two male players with a total USAPA rating or self-rating (based on IFP classifications) of 17.0 or less. Each team is allowed to add up to two (2) substitute players to their roster.
- b) DIVISIONS: teams in each division consisting of total rating (TR) in Division 1 (TR=15.0-17.0), Division 2 (TR=13.5-15.0), and Division 3 (TR=13.5 & below)
- c) FORMAT: Consists of five (5) rounds of two games equaling ten (10) games total per team (5 games each player). Each game to 11pts (win by 2) with max to 15pts (once you get to 14-14, next point wins).

TEAM #1				TEAM #2			
A	Female Player #1			A	Female Player #1		
B	Female Player #2			B	Female Player #2		
C	Male Player #1			C	Male Player #1		
D	Male Player #2			D	Male Player #2		

	TEAM #1			TEAM #2	
	A	D	vs.	A	D
Round 1	B	C	vs.	B	C
Round 2	A	C	vs.	B	D
	B	D	vs.	A	C
Round 3	A	B	vs.	A	B
	C	D	vs.	C	D
Round 4	A	D	vs.	B	C
	B	C	vs.	A	D
Round 5	A	C	vs.	A	C
	B	D	vs.	B	D

- d) Winner: Winner is declared by most games won. Tiebreakers: 1st) Lowest total number of points scored against 2nd) 7-point max tiebreaker of any two players from one team vs. two players from the other team. (Captain will choose their players).

.02 STATE TOURNAMENT

- a) LOCATION: Location will bid on annually by any city or TAAF member.
- b) VENUE: 6-12 courts indoor or outdoor
- c) STATE TOURNAMENT ENTRY RESPONSIBILITY: State tournament entry is the responsibility of the team coach.
- d) STATE TOURNAMENT SCHEDULE: Schedule will be determined based on venue, available days, and available number of courts.
- e) EVENTS: 2 or 3 match guarantee consolation brackets.

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 Adult Slow Pitch softball tournaments shall be designated State Invitational and may be scheduled at the discretion of the Host City.
- .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)
Deadline Girls' Fast Pitch: January-Winter Executive Board Meeting
Deadline Adult Softball: April – Spring 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 unless time limit and run ahead rules are in effect.
- .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 WOMEN'S FAST PITCH

18.1 A maximum of eighteen (18) players, including a playing manager and any drafted players, will be permitted on a team roster.

18.2 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.

18.3 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 19 MEN'S SLOW PITCH

- 19.1 A maximum of twenty (20) players, including a playing manager and any drafted players will be permitted on a team roster.
- 19.2 CLASSIFICATION: Adult Slow Pitch shall have two (2) Classifications: Class D and Class E. The state tournament shall be an invitational tournament and any team properly registered may enter. 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.
- 19.3 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 20 WOMEN'S SLOW PITCH

- 20.1 A maximum of twenty (20) players, including a playing manager and any drafted players will be permitted on a team roster.
- 20.2 Adult Women's Slow Pitch shall one (1) Classification: Class C/D. The state tournament shall be an invitational tournament and any team properly registered may enter. 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 21 MEN'S INDUSTRIAL SLOW PITCH

- 21.1 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.
- 21.2 The state tournament shall be an invitational tournament and any team properly registered may enter.

ARTICLE 22 CO-REC SOFTBALL

- 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 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.
- 22.3 The official diamond shall consist of sixty-five (65) foot base distance, fifty-foot (50) pitching distance and minimum 275-foot fence distance.
- 22.4 No metal spikes will be allowed at any time.
- 22.5 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.

- 22.6 Co-Rec shall have one (1) Classification: Co-Rec. The state tournament shall be an invitational tournament and any team properly registered may enter. Three home runs will be allowed per game. Each additional home run will be ruled an out.

ARTICLE 23 GIRLS' - FAST AND SLOW

- 23.1 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.

- 23.2 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.

- 23.3 Girls' Fast Pitch will be divided into classifications as listed in the current year's National ASA Code and defined as such.

- 23.4 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.

- 23.5 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.

- 23.6 The state tournament will be double elimination unless the chairman of the tournament and the commissioner agree to another type of tournament.

- 23.7 YOUTH TEAMS: All teams playing for the state championship may draft only three (3) additional players.

- 23.8 Girls' Church Slow Pitch Division, 18 and Under will have the same rules as Girls' Slow Pitch, but with church qualifications.

ARTICLE 24 MEN'S CHURCH SLOW PITCH

- 24.1 The regular playing roster shall not exceed twenty (20) players, including a playing manager and any drafted players.

- 24.2 Men's Church Slow Pitch shall have one (1) classification: Men's Church. The state tournament shall be an invitational tournament and any team properly registered may enter. Home run rules will be determined by the National or State governing body under which the state tournament is being played.

ARTICLE 25 SWIMMING

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.

- 25.1 Swimming is an individual sport.

.01 See MOP Article 2 General Participation Requirements.

.02 See MOP Article 5 Individual Sport Requirements

25.2 T.A.A.F. swimming is open to anyone meeting the following eligibility criteria:

.01 Winter Games of Texas Swim Meet

- a. This event is open to all swimmers regardless of affiliation.
- b. Summer swimmers ages 12 & under may practice up until the Winter Meet provided they register and participate in the Winter Meet.
- c. Swimmers enter the meet via protocol established by the State Office.
- d. The age-up date is the date of the meet.
- e. See Rule 23.7 for additional information.

.02 Summer Games of Texas Swim Meet

- a. Swimmers ages 12 & under must follow guidelines below. Failure to do so may result in disqualification from T.A.A.F. Swimming. Repeated violations from individuals on the same team may result in the team or coach disqualification from T.A.A.F. Swimming:
 1. January 1-April 30 is considered "off-season."
 2. Swimmers may not compete in any non-school related year round swim meet.
 3. Stroke and turn clinics – individual participation is limited to 90 minutes per week.
 4. Winter Meet participation – see 23.2.01.b
- b. Swimmers 13 & over are exempt from restrictions.
- c. Eligibility protests should be resolved at the regional level and prior to the regional meet. State meet eligibility protests must be resolved by NOON on Tuesday prior to the state meet.
- d. Swimmers must register with T.A.A.F. via the protocol established by the State Office, prior to competing.
- e. Swimmers 14 & under must qualify via a region meet (23.5)
- f. The age-up date is June 1.

25.3 Swimmers must compete in their age and gender category. Swimming up or down an age category is not allowed.

.01 Male and female: 6 & under; 8 & under; 9-10; 11-12; 13-14; 15-17; 18-24; 25-28; 30-34; 35-39; 40-44; 45-49; 50-54; etc. in 5-year age increments

- a. Exception: if an event is only offered as 8 & under (i.e. breaststroke), 6 & under may compete in that event but ALL of that swimmer's events for the meet must be in the 8 & under category.

.02 Coaches should keep certified copies of birth certificates in the event of an age or gender dispute.

.03 EVENTS (Same for Male and Female):

a. 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. Swimmers may NOT compete in the same event in two age groups.

b. 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

c. 11-12 AGE GROUPS

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

d. 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.

e. 18 & over in 5 year increments; All relays are 18 & over

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.

- 25.4 The T.A.A.F. rulebook is the governing rulebook. Rules not specifically covered in this rulebook are covered by the "Official High School Swimming, Diving & Water Polo rules" published by the National Federation of State High School Associations.

.01 T.A.A.F. Swimming follows FINA guidelines regarding participant swimsuits

Exceptions:

- T-shirts for modesty or religious reasons. Shirts may not provide an advantage to the swimmer.
- Caps: Swimmers may wear any cap as long as the design, images, or words are not offensive or inappropriate as determined by the State Commissioner and/or Head Meet Official

.02 T.A.A.F. Swimming uses the NFSHS protocol for starting races.

- The starter/referee signals the swimmers with a series of short whistles to approach the blocks and prepare to swim; followed by the announcer or starter/referee announcing the event/distance/heat.
- When all swimmers have approached the blocks, the starter/referee blows a long whistle for the heat to step up on the blocks for forward starts, or enter the water for backstroke starts, and take their preparatory position.
- Once all swimmers are in their preparatory position, the referee turns the heat over to the starter.
- The starter says, "take your mark."
- If a swimmer does not respond promptly to the "take your mark" command, the starter shall immediately release all swimmers with the command "stand up," upon which the swimmers may stand up or relax.
- When the swimmers assumes the correct starting position, and are motionless, the starter activates the starting signal.

.03 T.A.A.F. Swimming uses the following 'false start' protocols:

- For ages 10 & under: one false start is allowed. At the initial start, the heat is recalled if any swimmer is observed prior to the start signal. The initial false start is charged to the heat. The starter shall restart the race upon signal from the referee. If the referee independently observes and confirms the starter's observation that a subsequent violation occurs, the race shall continue without recall. The swimmer(s) who committed the subsequent violation shall be disqualified upon completion of the race.
- For ages 11 & over: swimmers starting before the starting signal 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 is restarted upon signal from the referee. If the starting signal is given prior to declaring the disqualification, the race shall continue without recall. If the referee independently observes and confirms the starter's observation that a violation occurs, the swimmer(s) who committed the violation shall be disqualified upon completion of the race.

c. If the recall signal is activated inadvertently, there is no false start and the starter will restart the race upon signal by the referee. If a false start was caused by the swimmer's reaction to the "stand up" command, no false start is charged.

d. A swimmer is not disqualified for an illegal starting position at the start of the race if the race is permitted to proceed. Enforcement of the correct starting position is the responsibility of the starter.

- .04 The State Commissioner or Meet Director shall approve all finish times and has 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.

25.5 T.A.A.F. Regional Swim Meets

- .01 T.A.A.F. Regions must host a regional swim meet to qualify and enter participants into the state meet.
- a. Athletes 14 & under must qualify at the region meet.
 - b. Athletes 15 & over must enter the state meet at the region meet.
- .02 Regional meets are conducted and operated according to T.A.A.F. rules, including starting protocols (whistles), false starts, and events offered.
- .03 Region meets are held no later than the Sunday prior to the state entry deadline.
- a. No T.A.A.F. sponsored swim events will be allowed the weekend prior to the Games of Texas (other than regionals) unless there is an issue with securing facilities.
- .04 If a region does not allow for electronic entries via Hy-tek, or a team does not have the required program, regional meet entries are entered on-line via the protocol established by the State Office.
- a. Region meet hosts will receive the meet file from the state office once the posted deadline has passed.
- .05 Regional Event limitations per athlete
- a. Ages 8 & under; 6 & under may compete in no more than three (3) total events, including relays.
 - b. Ages 9-10 may compete in no more than four (4) total events, including relays.
 - c. Ages 11-14 may compete in no more than four (4) individual events, plus two (2) relays.
 - d. Relays events – relay athletes are the four (4) listed swimmers, plus no more than two (2) listed alternates.
 - e. Exception to event limitations: Swimmer may be listed as an alternate on any relay(s). Swimmers may scratch from one event to swim on the relay ONLY if a teammate listed on the relay is scratched from the meet. This change must be made prior to the start of the meet, or as approved by the Regional Swim Commissioner/Meet Director once the meet begins.
 - f. 15-17 may compete in four (4) events, plus two (2) gender specific relays, plus the mixed relays (maximum of 9).
 - g. 18 & over may compete in unlimited events.
 - h. Regions have the right to not swim 15 & over at the region meet due to space or time limitations.
- .06 T.A.A.F. Region Meets are conducted as timed final championships. Any ties are resolved at the region meet.
- a. Region Swim Commissioner/Meet Director must consider the rule(s) and the timing system used, and then follow procedures to select the correct time(s) and placements of swimmers.
 - b. If still a tie, a swim off is held to break the tie.
- .07 Regional Entry Allocation to the State Meet
- a. Regions automatically receive three (3) allocations, per event to the state meet for all events in ages 14 & under.

- b. Additional allocations for 14 & under events are allowed based on total number of individuals registered by the region at the time of the region meet registration deadline of the current year.
 - 1. Each region must register a minimum of 1,000 individual participants prior to receiving additional allocations. For each 500 individuals registered thereafter, the region receives one additional allocation to the state meet.
 - 2. The State Office notifies regions of total allocations prior to the region meet.
 - c. In the event a region hosts another region's (out of region) regional meet, the visiting region will forfeit one of their allotted berths to the State meet to the hosting region.
- .08 Region Swim Commissioners/Meet Directors are responsible for certifying regional meet results, forwarding results in the required format for state entries, and verifying entries are received and are correct.

25.6 T.A.A.F. Summer Games of Texas State Meet

- .01 Meet entries are only accepted from the Regional Swim Commissioner/Regional Director/Meet Director or designee at the conclusion of the regional meet.
 - a. All entries will follow the procedure as outlined in the region meet/coaches packet available on the website in March each year.
 - b. If entries are not received as required, it is the responsibility of the region to correct and send as requested.
 - c. Regions must submit entries by the posted deadline.
- .02 Regional Representative at the state swim meet
 - a. The Regional Swim Commissioner/Director/Meet Director or designee must attend the state meet to verify entries and settle entry disputes for their respective region.
 - b. Requested changes to entries from the official regional entries submitted to the State require approval from the Regional designee at the meet and the State Commissioner.
 - c. Regions without representation at the state meet will result in no changes to official regional entries. Participants, parents and/or coaches with disputes over officially submitted entries will be directed back to the appropriate Region or City representative.
- .03 Verification of Entries
 - a. Once entries are received by the State, it is the responsibility of the Region to verify the entries prior to the seeding of the meet.
 - b. Regions are charged per athlete, per event and per relay event, based on the entries received. (MOP 4.5) Scratches at the state meet are included in the invoice.
 - c. Regions are responsible for state entry fees. The State Office requires one form of payment, per region prior to competing at the meet.
- .04 State Event limitations per athlete
 - a. Ages 8 & under; 6 & under may compete in no more than three (3) total events, including relays.
 - b. Ages 9-10 may compete in no more than four (4) total events, including relays.
 - c. Ages 11-14 may compete in no more than four (4) individual events, plus two (2) relays.
 - d. Relays events – state relay athletes are the four (4) listed swimmers, plus no more than two (2) listed alternates. Any combination may swim.
 - e. Exception to event limitations: Swimmer may be listed as an alternate on any relay(s). Swimmers may scratch from one event to swim on the relay ONLY if a teammate listed on the relay is scratched from the meet. This change must be made prior to the start of the meet, or as approved by the State Swim Commissioner/Meet Director once the meet begins.
 - e. 15-17 may compete in no more than four (4) events, plus two (2) gender specific relays, plus the mixed relays (maximum of 9).
 - f. 18 & over may compete in unlimited events.
- .05 The State Meet is conducted as a timed final championship.

- .06 The schedule and order of events for the meet is determined by the State Commissioner and the hosting City.
 - .07 State Meet Awards
 - a. Gold, silver, and bronze medals are awarded for first, second, and third place.
 - b. Ribbons are awarded for fourth through eighth place.
 - c. T.A.A.F. Swimming does not recognize a team high point.
- 25.7 T.A.A.F. Winter Games of Texas Swim Meet
- .01 Swimmers enter the meet via the protocol established by the State Office.
 - .02 It is the responsibility of the entering athlete to verify his or her entry. Entry list and/or psych sheet is posted on-line. The deadline for verified corrections is Wednesday prior to the meet.
 - .03 Winter Games of Texas event limitations per athlete:
 - a. All ages are limited to three (3) individual events plus two (2) gender specific relays.
 - b. 15 & over may enter up to three (3) mixed relays in addition to above.
 - .04 The Meet is conducted as a timed final championship.
 - .05 T.A.A.F. does not designate team coaches for this Meet.
 - .06 The schedule and order of events for the meet is determined by the State Commissioner and the hosting City.
 - .07 State Meet Awards
 - a. Gold, silver, and bronze medals are awarded for first, second, and third place.
 - b. Ribbons are awarded for fourth through eighth place.
 - c. T.A.A.F. Swimming does not recognize a team high point.
- 25.8 The state commissioner may implement procedures to adjust the entry procedures for the state meets, protest fees, events, and meet operation procedures if the state commissioner deems it necessary to assure an effective meet for spectators and swimmers. The information is provided to the member/coaches in the state meet packet.

ARTICLE 26 TENNIS

- 26.1 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. T.A.A.F. tennis tournaments will be played in strict accordance with the rules and regulations of the United States Tennis Association with the following T.A.A.F. 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 T.A.A.F. 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

26.2 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.

26.3 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.

26.4 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+

26.5 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 16 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.

26.6 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 overheads; 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, overheads, 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 overheads; 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.

26.7 SCORING FORMAT

- .01 All matches will be No-Ad scoring, best 2 out of 3 sets, with a match tiebreaker in lieu of the 3rd set (10-point tiebreaker to win by 2).

ARTICLE 27 TRACK AND FIELD (MEN AND WOMEN)

- 27.1 RESIDENCE, IDENTIFICATION & AGE OF PARTICIPANTS: See MOP, Article 2, General Participation Requirements and MOP, Article 4, Individual Sport Requirements.

27.2 DIVISIONS: There will be seven (7) divisions for boys' and girls':

BOYS'		GIRLS'	
YEAR OF BIRTH	DIVISION	YEAR OF BIRTH	DIVISION
2019,2020	6 & Under	2019,2020	6 & Under
2017,2018	8 & Under	2017,2018	8 & Under
2015,2016	10 & Under	2015,2016	10 & Under
2013,2014	12 & Under	2013,2014	12 & Under
2011,2012	14 & Under	2011,2012	14 & Under
2009,2010	16 & Under	2009,2010	16 & Under
2007,2008	18 & Under*	2007,2008	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.

27.3 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.

27.4 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.

27.5 Starting blocks may not be used by 6U divisions

27.6 FALSE START RULE:

- .01 The first false start will be charged to the entire heat for the 6 & Under, 8 & Under, 10 & Under, 12 & Under divisions. Runners for these four (4) 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.

27.7 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.

27.8 EVENT LIMITATIONS: At the Regional and State level of competition:

- .01 Contestants who are in the 6 & Under division may compete in only two (2) events total. Contestants who are in the 8 & Under, 10 & Under, 12 & 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 divisions shall not be allowed to compete in more than three running events, including the relays, and in not over five events total. Contestants may enter five field events provided they are not entered in any 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 allows for contestants to choose from any three running events without restriction to the distance of the races.
- 27.9 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.
 - a) No T.A.A.F. sponsored track and field meets will be allowed the weekend prior to the Games of Texas

The 2025 GAMES OF TEXAS
July 31 – August 3
Bryan/College Station/Texas A&M

- .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 6 & Under, 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 Office.
 - 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.
- 27.10 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 4 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.
 - d) In the event a region hosts another region’s (out of region) regional meet, the visiting region will forfeit one of their allotted berths to the state meet to the hosting region
- .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 T.A.A.F. 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 or available by phone 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 and submit a relay declaration form prior to competition at the Regional meet to serve as back up documentation of official/eligible relay team members. All names MUST match those names which shall appear on the Regional Meet results. The relay declaration form will then be sent to the State Office 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 T.A.A.F. State office three business days after the completion of the Regional Meet.

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

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

27.11 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.

27.12 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.

27.13 SCRATCH & VERIFICATION: The state commissioner may implement procedures to adjust the entry procedures for the state meets, protest fees, events and meet operation procedures if the state commissioner deems it necessary to assure an effective meet for spectators and athletes. The information is provided to the member/coaches in the state meet packet.

27.14 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.

27.15 EVENTS

.01 6 & Under (BOYS & GIRLS) - BORN IN 2019,2020

50 METERS	100 METERS
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.02 8 & Under (BOYS & GIRLS) - BORN IN 2017,2018

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

.03 10 & UNDER DIVISION - BORN IN 2015,2016

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)

.04 12 & UNDER DIVISION - BORN IN 2013,2014

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)

.05 14 & UNDER DIVISION - BORN IN 2011,2012

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)

.06 16 & UNDER DIVISION - BORN IN 2009,2010

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)
1600 M RELAY (4 X 400)	1600 M RELAY (4 X 400)

.07 18 & UNDER DIVISION - BORN IN 2007,2008

*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)

27.16 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 & 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.)

27.17 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

27.18 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 28 ADULT VOLLEYBALL

28.1 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.

28.2 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 29 YOUTH VOLLEYBALL

29.1 DIVISIONS: The age specification for divisions will be based on a player's age as of September 1st of the current school year. Division classifications for individual teams will be declared by the member city or affiliate member when registering teams with the state office.

- .01 Division I – 9U, 11U, 13U
- .02 Division II – 7U, 9U, 11U, 13U

29.2 RULES:

- .01 Division I will follow NFHS Middle School Rules with the exceptions below.
- .02 Division II will follow NFHS Middle School Rules with the exceptions below.

29.3 A team shall consist of 6-12 players.

29.4 EQUIPMENT

- .01 7U – 11U will use the Volley Lite ball.
- .02 13U divisions will use an official size ball.

29.5 THE COURT

- .01 The net shall be 6'1" (7U division), 7'0" (9U division) and 7'4" (11U & 13U divisions).
- .02 The court will be regulation size.

29.6 THE GAME

- .01 **The ball may be served from anywhere behind the 10' line (7U) the 15' line (9U) the 23' line for (11U) and the back court line for 13U.**
- .02 In the 7U and 9U Division II, 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 11U Division II and 13U Division II, there will not be a cap of how many serves any one player can have during player rotation as server.

- .03 In Division 1, there will not be a cap of how many serves any one player can have during player rotation as server.
- .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. Time of service begins when the player assumes the right back position as the server and ends with their team's loss of the serve, or upon reaching the 5 serve limit for 7U and 9U Division II.
- .05 Each team may have one (1) minute time out during each of the first two games. Each team may have one 30-second timeout during the third game.
- .06 A coin toss will be conducted between a representative from each team and the official to determine serve/receive for the first game.
 - a.)The visiting team captain shall call the toss and the winner shall choose to serve/receive or playing area. The loser of the toss shall be given the remaining choice. The second game is the opposite of the first.
 - b.)If a third game is necessary another coin toss will be held. The home captain shall call the toss and winner shall choose to serve/receive or the playing area. The loser of the toss shall be given the remaining choice.

29.7 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 played to 15 points for all divisions, must win by 2 points, and will be capped at 20 points.
- .04 A forfeit game will be scored 15-0 in favor of the team that does not forfeit.

29.8 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.
- .03 No jewelry may be worn at any time during a game. Officials may ban any equipment that they deem as unsafe or illegal.
- .04 Kneepads are recommended, but are not required for play.

29.9 There will be no use of a libero.

29.10 SUBSTITUTIONS

.01 Division I: 9U, 11U, and 13U divisions must use the one-to-one substitution rule as specified by NFHS.

Substitutions can be made during any dead ball. Maximum of 18 substitutions per set.

.02 Division II: 7U, 9U, 11U and 13U must sub out of the middle back position. Substitutions may only be made when the team subbing is rotating.

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

29.12 The T.A.A.F. Youth State Volleyball Tournament will be held the first weekend in June.

29.13 CHAMPIONSHIP GUIDELINES - REGIONAL AND STATE TOURNAMENTS: Tournaments must follow one of the approved formats.

.01 Tournaments will be pool play into a single elimination bracket with a minimum of 4-game guarantee (2 sets per match). Pool play tie breakers are as follows: a) Winning Percentage b) Head-to-Head c) Points Allowed

- Teams are placed into pools of 4 teams
- Each team will play 3 matches each (2 sets per match)
- Top 2 teams from each pool move to Gold Bracket
- 3rd Place moves to Silver Bracket
- 4th Place moves to Bronze Bracket

- If division numbers are low only Gold and Silver Brackets can be used
- Bracket play will be single elimination
- Bracket games will be played best 2 out of 3 sets

.02 Tournaments will be pool play with a minimum of 3-game guarantee. Pool play tie breakers are as follows: a.) Winning Percentage b.) Head to group c.) Head to Head Differential d.) Head to Group Differential e.) Coin Toss

.03 Pools for 2 game guarantee should be setup as follows –

- 32 teams = 10 pools: 4 teams Pools A and B, 3 teams Pools C – J
- 31 teams = 10 pools: 4 teams Pool A, 3 teams Pools B – J
- 30 teams = 10 pools: 3 teams Pool A - J
- 29 teams = 9 pools: 4 teams Pools A and B, 3 teams Pools C – I
- 28 teams = 9 pools: 4 teams Pool A, 3 Teams Pools B – I
- 27 teams = 9 pools: 3 teams Pools A - I
- 26 teams = 8 pools: 4 teams Pools A and B, 3 teams Pools C - H
- 25 teams = 8 pools: 4 teams Pool A, 3 teams Pools B - H
- 24 teams = 8 pools: 3 teams Pools A - H
- 23 teams = 7 pools: 4 teams Pools A and B, 3 teams Pools C - G
- 22 teams = 7 pools: 4 teams Pool A, 3 teams Pools B - G
- 21 teams = 7 pools: 3 teams Pools A - G
- 20 teams = 6 pools: 4 teams Pools A and B, 3 teams Pools C - F
- 19 teams = 6 pools: 4 teams Pool A, 3 teams Pools B - F
- 18 teams = 6 pools: 3 teams Pools A - F
- 17 teams = 5 pools: 4 teams Pools A and B, 3 teams Pools C - E
- 16 teams = 5 pools: 4 teams Pool A, 3 teams Pools C - E
- 15 teams = 5 pools: 3 teams Pools A - E
- 14 teams = 4 pools: 4 teams Pools A and B, 3 teams Pools C - D
- 13 teams = 4 pools: 4 teams Pool A, 3 teams Pools B - D
- 12 teams = 4 pools: 3 teams Pools A - D
- 11 teams = 3 pools: 4 teams Pools A and B, 3 teams Pool C
- 10 teams = 3 pools: 4 teams Pool A, 3 teams Pool B - C
- 9 teams = 3 pools: 3 teams Pools A - C
- 8 teams = 2 pools: 4 teams Pools A and B
- 7 teams = 2 pools: 4 teams Pool A, 3 teams Pool B
- 6 teams = 2 pools: 3 teams Pools A and B
- 5 teams = 1 pool: 5 teams Pool A
- 4 teams = 1 pool: 4 teams Pool A
- 3 teams = 1 pool: 3 teams Pool A
- 16 teams – TOP HALF OF BRACKET: C1 VS A4, D2 VS E2; A1 VS D3, B1 VS C3; BOTTOM HALF OF THE BRACKET: D1 VS E3, A2 VS B2; E1 VS B3, C2 VS A3

.04 After pool play, single elimination bracket matchups should be setup as follows –

- 32 teams - TOP HALF OF BRACKET: A1 VS B4, H2 VS F2; C1 VS J3, D1 VS G3; E1 VS A3, B2 VS G2; F1 VS D3, J2 VS I3; BOTTOM HALF OF BRACKET: G1 VS A4, C2 VS E2; H1 VS B3, I1 VS F3; B1 VS E3, D2 VS A2; J1 VS C3, I2 VS H3
- 31 teams - TOP HALF OF BRACKET: BYE A1, H2 VS F2; C1 VS J3, D1 VS G3; E1 VS A3, B2 VS G2; F1 VS D3, J2 VS I3; BOTTOM HALF OF BRACKET: G1 VS A4, C2 VS E2; H1 VS B3, I1 VS F3; B1 VS E3, D2 VS A2; J1 VS C3, I2 VS H3
- 30 teams - TOP HALF OF BRACKET: BYE A1, H2 VS F2; C1 VS J3, D1 VS G3; E1 VS A3, B2 VS G2; F1 VS D3, J2 VS I3; BOTTOM HALF OF BRACKET: BYE G1, C2 VS E2; H1 VS B3, I1 VS F3; B1 VS E3, D2 VS A2; J1 VS C3, I2 VS H3

- 29 teams - TOP HALF OF BRACKET: BYE A1, B2 VS C2; D1 VS F3, E1 VS G3; F1 VS B4, I2 VS C3; G1 VS A4, H2 VS D3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS G2; H1 VS E3, D2 VS I3; BYE C1, E2 VS A3; I1 VS B3, F2 VS H3
- 28 teams - TOP HALF OF BRACKET: BYE A1, B2 VS C2; D1 VS F3, E1 VS G3; BYE F1, I2 VS C3; G1 VS A4, H2 VS D3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS G2; H1 VS E3, D2 VS I3; BYE C1, E2 VS A3; I1 VS B3, F2 VS H3
- 27 teams - TOP HALF OF BRACKET: BYE A1, B2 VS C2; D1 VS F3, E1 VS G3; BYE F1, I2 VS C3; BYE G1, H2 VS D3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS G2; H1 VS E3, D2 VS I3; BYE C1, E2 VS A3; I1 VS B3, F2 VS H3
- 26 teams - TOP HALF OF BRACKET: BYE C1, E2 VS F3; H1 VS A4, G2 VS B3; BYE A1, B2 VS E3; BYE D1, F2 VS G3; BOTTOM HALF OF BRACKET: BYE E1, A2 VS C3; G1 VS B4, D2 VS H3; BYE B1, C2 VS A3; BYE F1, H2 VS D3
- 25 teams - TOP HALF OF BRACKET: BYE C1, E2 VS F3; H1 VS A4, G2 VS B3; BYE A1, B2 VS E3; BYE D1, F2 VS G3; BOTTOM HALF OF BRACKET: BYE E1, A2 VS C3; BYE G1, D2 VS H3; BYE B1, C2 VS A3; BYE F1, H2 VS D3
- 24 teams - TOP HALF OF BRACKET: BYE C1, E2 VS F3; BYE H1, G2 VS B3; BYE A1, B2 VS E3; BYE D1, F2 VS G3; BOTTOM HALF OF BRACKET: BYE E1, A2 VS C3; BYE G1, D2 VS H3; BYE B1, C2 VS A3; BYE F1, H2 VS D3
- 23 teams - TOP HALF OF BRACKET: BYE A1, F3 VS D3; B2 VS E2; BYE C1, G2 VS A3; BYE D1, F2 VS B3; BOTTOM HALF OF BRACKET: BYE E1, G3 VS C3; BYE F1, A2 VS B4; BYE B1, C2 VS E3; BYE G1, D2 VS A4
- 22 teams - TOP HALF OF BRACKET: BYE A1, F3 VS D3; B2 VS E2; BYE C1, G2 VS A3; BYE D1, F2 VS B3; BOTTOM HALF OF BRACKET: BYE E1, G3 VS C3; F1 VS A2; BYE B1, C2 VS E3; BYE G1, D2 VS A4
- 21 teams - TOP HALF OF BRACKET: BYE A1, F3 VS D3; B2 VS E2; BYE C1, G2 VS A3; BYE D1, F2 VS B3; BOTTOM HALF OF BRACKET: BYE E1, G3 VS C3; F1 VS A2; BYE B1, C2 VS E3; G1 VS D2
- 20 teams - TOP HALF OF BRACKET: BYE A1, D3 VS E3; B2 VS F2; BYE C1, A3 VS B4; D1 VS E2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS F3; A2 VS D2; BYE E1, B3 VS A4; F1 VS C2
- 19 teams - TOP HALF OF BRACKET: BYE A1, D3 VS E3; B2 VS F2; C1 VS A3; D1 VS E2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS F3; A2 VS D2; BYE E1, B3 VS A4; F1 VS C2
- 18 teams - TOP HALF OF BRACKET: BYE A1, D3 VS E3; B2 VS F2; C1 VS A3; D1 VS E2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS F3; A2 VS D2; E1 VS B3; F1 VS C2
- 17 teams - TOP HALF OF BRACKET: BYE C1, A4 VS B4; D2 VS E2; A1 VS D3; B1 VS C3; BOTTOM HALF OF BRACKET: D1 VS E3; A2 VS B2; E1 VS B3; C2 VS A3
- 16 teams - TOP HALF OF BRACKET: C1 VS A4, D2 VS E2; A1 VS D3, B1 VS C3; BOTTOM HALF OF BRACKET: D1 VS E3, A2 VS B2; E1 VS B3, C2 VS A3
- 15 teams - TOP HALF OF BRACKET: BYE C1, D2 VS E2; A1 VS D3, B1 VS C3; BOTTOM HALF OF BRACKET: D1 VS E3, A2 VS B2; E1 VS B3, C2 VS A3
- 14 teams - TOP HALF OF BRACKET: BYE A1, C2 VS B3; D1 VS A4, B2 VS C3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS D3; C1 VS B4, D2 VS A3
- 13 teams - TOP HALF OF BRACKET: BYE A1, C2 VS B3; D1 VS A4, B2 VS C3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS D3; BYE C1, D2 VS A3
- 12 teams - TOP HALF OF BRACKET: BYE A1, C2 VS B3; BYE D1, B2 VS C3; BOTTOM HALF OF BRACKET: BYE B1, A2 VS D3; BYE C1, D2 VS A3
- 11 teams - TOP HALF OF BRACKET: BYE C1, B3 VS A3; B2 VS A2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS A4; BYE A1, C2 VS B4
- 10 teams - TOP HALF OF BRACKET: BYE C1, B3 VS A3; B2 VS A2; BOTTOM HALF OF BRACKET: BYE B1, C3 VS A4; A1 VS C2
- 9 teams - TOP HALF OF BRACKET: BYE C1, B3 VS A3; B2 VS A2; BOTTOM HALF OF BRACKET: B1 VS C3; A1 VS C2
- 8 teams - TOP HALF OF BRACKET: A1 VS B4; B2 VS A3; BOTTOM HALF OF BRACKET: B1 VS A4; A2 VS B3
- 7 teams - TOP HALF OF BRACKET: BYE A1; B2 VS A3; BOTTOM HALF OF BRACKET: B1 VS A4; A2 VS B3
- 6 teams - TOP HALF OF BRACKET: BYE A1; B2 VS A3; BOTTOM HALF OF BRACKET:

- BYE B1; A2 VS B3
- 5 teams - TOP HALF OF BRACKET: BYE A1; A4 VS A5; BOTTOM HALF OF BRACKET: A2 VS A3
- 4 teams - TOP HALF OF BRACKET: A1 VS A4; BOTTOM HALF OF BRACKET: A2 VS A3
- 3 teams - TOP HALF OF BRACKET: BYE A1; BOTTOM HALF OF BRACKET: A2 VS A3

ARTICLE 30 SAND VOLLEYBALL

30.1 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 31 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.

31.1 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.

31.2 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 five (5) member panel shall hear the case. The panel shall include two (2) T.A.A.F. members from separate member cities, two (2) 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 in 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.

31.3 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 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 60 days following the date the President is notified that a disqualification hearing has been requested by the State Commissioner or the tournament/meet director. A player or individual can be temporarily suspended pending this disqualification hearing if approved by the executive committee.
- b) **HEARING PANEL** (Following T.A.A.F. Championship Competition): A five (5) member panel shall hear the case. The panel shall include no more than two members from the same T.A.A.F. members city. 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.