

**7.15.1 General Rules/Policies**

**A. Classes** - There are seven classes: 6-Man, 8-Man, A, AA, AAA, AAAA and AAAAA.

**B. Practice Date** - Practice may begin on Monday of Week #7.

1. Each team or individual must have at least ten (10) days of practice before competing in a game.
2. The first three (3) days, excluding Sunday, of practice for each participant, shall be a time of conditioning without wearing pads (helmets are permissible). During the remaining seven (7) days, pads are allowed.

A maximum of three (3) days of conditioning may be waived if verification is submitted in writing to the Director that the student has been enrolled in a fitness class/athletic period under the jurisdiction of school personnel. (Applies to the second grading period only.)

3. The first game may be played after 10 days of practice (on the 11<sup>th</sup> day). An individual must have had a minimum of 10 days of practice, the first three of which must be without pads, prior to participating in the first game.
4. In football, schools may use dummies, blocking sleds and hand shields for conditioning and instructional purposes during the off-season.

**C. Game Limitations** - Each team or individual is limited to total regular season games as follows:

<u>Class</u>	<u>Varsity</u>	<u>Non-Varsity</u>
6- Man	9	8
8-Man	10	9
A and AA	10	9
AAA, AAAA & AAAAA	10	9

**D. 8-Man football Rules, Recommendations and Information**

1. Where possible, the field will be 100 yards long and 40 yards wide. The hash marks will be placed 40 feet from the sideline (13 yards 1 foot).
2. The 80 yard field is acceptable if the schools are unable to extend to 100 yards. The field must be 40 yards wide.
3. The end zones will be 10 yards in length.
4. 4 downs to make a 1<sup>st</sup> down which is 10 yards.
5. The kickoff on a 100 yard field will be from the 40 yard line. The kickoff of an 80 yard field will be from the 30 yard line.
6. Scoring is identical to 11-Man football. 6 points for touchdowns, 2 points for running or passing after touchdowns, 1 point for an extra point kick, 3 points for field goals, etc.
7. Mercy rule: When a team is ahead at half-time by 35 or more points or becomes 35 or more points ahead in the second half, the clock will not stop during out of bounds,

incomplete passes or first downs. The clock only stops for time-outs or touchdowns. If the point differential becomes less than 35 points, regular timing resumes.

8. Penalties will be enforced exactly the same as 11-Man football.
  9. Only five players must be on the offensive line of scrimmage.
  10. There is no number code. Officials will need to be very observant as to who is eligible or ineligible on each offensive play.
- E. Competition Period** - A student shall not compete in more than 48 minutes of football competition in a five (5) day period.
- F. Schedule Deadlines/Procedures** - One copy of the schedule for the subsequent school year is to be sent to the NMAA and must be postmarked on or before April 15. Delinquent schedules are subject to a fine to the school, payable to the Association.
- G. NMAA District Clinic** - The head football coach from each declared football school must attend the NMAA district clinic at the NMHSCA Coaches Clinic or complete the district clinic online at [www.nmact.org](http://www.nmact.org) between August 1<sup>st</sup> and August 31<sup>st</sup>. Failure to comply shall result in a \$100 fine to the school per head coach which will be assessed on September 1<sup>st</sup>.
- H. Tie Breaker** - The tie-breaking procedure in the National Federation Football Rulebook is used in all games (varsity, sub-varsity and middle school) between New Mexico schools, as well as out-of-state guests, with the results determining the winner.
- I. Mercy Rule**
1. **6-Man** - A game is ended at half-time or during the second half if a team is forty-five or more points behind.
  2. **8-Man and 11-Man** - When a team is ahead at half-time by 35 or more points or becomes 35 or more points ahead in the second half, the clock will not stop during out of bounds, incomplete passes or first downs. The clock only stops for time-outs or touchdowns. If the point differential becomes less than 35 points, regular timing resumes.
- J. Lightning Delay Procedures (Guideline for officials)** - Due to the geographic makeup of New Mexico and the inability to reschedule contests, the following procedures will be put in place for lightning disturbances or other weather related issues
1. Use the NFHS Rulebook as a guide to implement lightning delay procedures.
  2. Adhere to the 30 minute rule before resuming play, regardless of the point of interruption (first or second half.)
  3. Communicate with host school administration, visitor administration (if present), and with head coaches of both teams as conditions or decisions change.
  4. Attempt to finish contests, if at all possible, once lightning disturbances subside.
  5. Contests can be delayed up to two hours using the 30 minute rule.
  6. After a two hour delay, it is ultimately the responsibility of the game officials in communication with the host site administration as to whether to suspend the contest or extend the delay additionally.
  7. Officials should contact the NMAA Director of Football or the Commissioner of Officials for clarification if needed.

**Note: These procedures are for varsity contests only. Sub-varsity contests or junior high contests are at the discretion of game officials and host site administration.**

**7.15.2 Football Co-Op**

Two schools can apply to the Director to co-op in 6-Man, 8-Man, and Class A football only. The following are the necessary conditions for the co-op to be considered:

- A. The two schools combined cannot have more than the following number of total students enrolled in grades 9 – 12:  
 6-Man: 70      8-Man: 125      Class A: 160
- B. Schools within multiple high school districts would not be eligible for the co-op program unless the two schools involved meet the enrollment conditions listed above. This includes public, private and charter schools within each school district.
- C. Both schools must apply jointly and agree to share in all areas including costs, liability, discipline, insurance, etc.
- D. The schools must agree to remain in a co-op program for a minimum of a two-year block. In order to be considered, the application for a co-op program must be done a year prior to the two-year block.
- E. Co-op teams are eligible for post-season play.

**7.15.3 Officials**

- A. Officials working any NMAA sanctioned events must be registered through the Association.
- B. The use of a non-registered official for any contest shall subject the violating school to a fine.
- C. An official shall not officiate more than three (3) varsity football games for the same school during a season.
- D. **Number of Officials:**

6- Man/8-Man/A/AA.....Four (4)  
 AAA/AAAA/AAAAA..... Five (5)\*

\*Providing there are sufficient numbers of registered NMAA/NMOA officials to satisfy this requirement.

- E. Officials are selected and assigned by the commissioners, under the direction of the state commissioner, for regular season games and play-off games.
- F. A school may designate up to 5% of the officials in each region of the state as a #3 (“will not use”) on the preferential list which is due in the NMAA office on or before March 1st; however a coach must provide a narrative statement within the context of one or more of the “Categories for Justification of Exclusion” in order for the exclusion to be considered. Once this document is received by the NMAA office, a Review Committee will examine the nature of the concerns and will determine whether or not the exclusion has been accepted or denied. A letter will then be sent from the NMAA office notifying the coach of the acceptance/denial of exclusions.
- G. Any head coach or athletic director may appeal the denial of an exclusion to the Director, in writing, within ten (10) calendar days of date of receipt.

7.15.4 District Alignments 2008-2009/2009-2010

**Class 5A – Football**

**# of Schools 23**

District	District	District	District	District
1-5A	2-5A	3-5A	4-5A	5-5A
Cibola	ABQ. High	Alamogordo	Carlsbad	Eldorado
Cleveland	La Cueva	Gadsden	Clovis	Highland
Gallup	Sandia	Las Cruces	Hobbs	Los Lunas
Rio Rancho	Santa Fe	Mayfield		Manzano
West Mesa	Valley	Oñate		Rio Grande

**Class 4A – Football**

**# of Schools 24**

District	District	District	District	District	District
1-4A	2-4A	3-4A	4-4A	5-4A	6-4A
Aztec	Bernalillo	Chaparral	Artesia	Del Norte	Belen
Farmington	Capital	Deming	Goddard	Moriarty	Grants
Kirtland Central	Española	Santa Teresa	Roswell	Valencia	St. Pius
Piedra Vista	Los Alamos	Silver			Volcano Vista
*Shiprock (Independent)	Taos				

**Class 3A- Football**

**# of Schools 20**

District	District	District	District
1-3A	2-3A	3-3A	4-3A
Bloomfield	Pojoaque	Cobre	ABQ. Academy
Crownpoint	Raton	Hatch	Lovington
Miyamura	Robertson	Hot Springs	Portales
Thoreau	St. Michael's	Socorro	Ruidoso
Tohatchi	W. Las Vegas		
Wingate	SF Indian (ind.)		
Zuni			
*Hope Christian (Independent)			

**Class 2A–Football**

**# of Schools 19**

District	District	District	District
1-2A	2-2A	3-2A	4-2A
Cuba	Estancia	Capitan	Dexter
Dulce	Santa Rosa	Cloudcroft	Eunice
Laguna Acoma	Texico	Lordsburg	Loving
Navajo Pine	Tucumcari	Tularosa	NMMI
Navajo Prep			
Newcomb			
Ramah			

**Class 1A- Football**

**# of Schools 9**

District	District
1-1A	2-1A
Clayton	Carrizozo
Escalante	Fort Sumner
McCurdy	Hagerman
Questa	Jal
	Mescalero

\*Mesilla Valley- Independent

**Class 8-Man – Football**

**# of Schools 14**

District	District	District	District
1	2	3	4
Foothill	Animas	Gateway Christian	Clovis Christian
Menaul	Magdalena	Tatum	Floyd
Mountainair	Reserve	Valley Christian	Logan
Springer/Maxwell			Melrose

\* Bataan Military- Independent

**Class 6-Man – Football**

**# of Schools 9**

District	District
1	2
NMSD	Elida
Roy/Mosquero	Hondo
San Jon	House/Grady
Vaughn	Lake Arthur
Walatowa	

\*Evangel Christian- Independent

\*Dora- Independent

**7.15.5 District Information**

- A. A school must play each member of the district to be eligible for the championship.
- B. District placement is determined by district games won divided by games played (carried to three decimal places).

Games Won

Games Played= % (carry to 3 decimal places)

- C. In case of a tie in percentage for placement within the district, the team that defeated the other in regular district play will have earned the higher placement.
- D. In the event that more than two teams tie, placement is determined by a point spread system during the season as follows:
  - 1. Compare the results of head to head competition: If one team has defeated the other two, that team has earned a higher placement.

2. Placement shall be determined by a point spread of the teams tied, with 13 points being the maximum allowed for any one game. Each team involved uses either a plus or a minus spread; if a team wins by 10, they are credited (+10); the other team has a deficit (-10) in the calculation.
3. If two teams tie on the point spread of the tied teams, the team which defeated the other team in regular district play has earned the higher placement.
4. If all teams tie in the point spread of the tied teams, the point spread on all district games shall be used with 13 points being the maximum allowed for any one game.
5. If two teams tie in the point spread of the tied teams, the team which defeated the other team in regular district play has earned the higher placement.
6. If all teams are still tied, a coin toss determines placement.
7. This process, including the coin toss, is administered by the NMAA staff. The official declaration of results is the responsibility of the Association staff.

**NOTE:** Ties are broken utilizing the National Federation tie-breaker procedure in all non-district as well as district contests/games held in New Mexico.

#### **7.15.6 Playoff Information**

##### **A. General**

1. Each school determines the number of players it suits out for playoff games.
  - a. In case of a tie score in playoff games, including the championship, a winner is determined by the procedure set forth in the National Federation Football Rulebook Ten-Yard-Line Overtime Procedure.

##### **B. Playoff Procedure for 6-Man Football**

1. Four teams advance to the playoffs.
2. The district champion and runner-up advance to the playoffs.
3. District 1 Champion plays District 2 Runner-up and District 2 Champion plays District 1 Runner-up in the Semifinals on Week #19. Winners play in the Championship in Week #20. District Champions will host the semifinal round and the Championship will be played according to the past history of the two schools or a \*\*coin flip if they don't have any playoff history.

##### **C. Playoff Procedure and Seeding for 8-Man Football**

1. Eight teams advance to the playoffs.
2. The district champion and runner-up advance to the playoffs.
3. The eight teams will be seeded 1 through 8.
4. The district champions are guaranteed a quarterfinal game at their home site regardless of seed. Otherwise, the higher seed will host the first round games. In the semifinal and final rounds, the home site is determined by past history of the two schools or by a \*\*coin flip if the two schools don't have any playoff history.

Note: If two district champions play in the first round, the home site will be determined by the past history and/or a \*\*coin flip if the two schools don't have any playoff history.

**D. Playoff Procedure and Seeding for Class A Football**

1. Six teams advance to the playoffs.
2. The district champion and runner-up advance automatically to the playoffs.
3. There will be 2 At-Large selections.
4. The six teams will be seeded 1 through 6, with two at-large selections made by the Selection/Seeding Committee.
5. The district champions are guaranteed a quarterfinal game at their home site regardless of seed. Otherwise, the higher seed will host the first round games. In the semifinal rounds the higher seed will host, in that they received a bye into the semi-finals. In the final game, the home site is determined by past history of the two schools or by a \*\*coin flip if the schools don't have any playoff history.

**NOTE:** If two district champions play in the first round, the home site will be determined by the past history and/or a \*\*coin flip if the two schools don't have any playoff history.

**E. Playoff Procedure and Selection/Seeding for 12-Team Format for Classes AA.**

1. Twelve teams advance to the playoffs.
2. The district champion and runner-up advance automatically to the playoffs.
3. In Classes AA, the 12 teams will be seeded 1 through 12 with four at-large selections made by the Selection/Seeding Committee.
4. In the first round, the district champions are guaranteed a home site regardless of seed. Otherwise, the higher seed will host the first round or quarterfinal games.
5. In the semifinal and final rounds, the home site is determined by the past history and/or a \*\*coin flip if the two schools don't have any playoff history.
6. If two district champions play in the first round, the home site will be determined by the past history and/or a \*\*coin flip if the two schools don't have any playoff history.

**F. Playoff Procedures and Selection/Seeding for 12 Team Format for Classes AAA, AAAA, and AAAAA Football**

1. Twelve teams advance to the playoffs.
2. The district champion automatically advances to the playoffs.
  - In class AAA there will be 8 At-Large selections.
  - In class AAAA there will be 6 At-Large selections
  - In class AAAAA there will be 7 At Large selections.
3. The 12 teams will be seeded 1-12 by the Selection / Seeding Committee.
  - a. In the first round, district champions are guaranteed a home site regardless of seed.

- b. Otherwise the higher seed will host the first round or quarterfinal games.
- 1. In the semifinal and final rounds, the home site is determined by the past history and/or a coin flip if the two schools don't have any playoff history.
- 2. If two district champions play in the first round, the home site will be determined by the past history and/or a \*coin flip if the two schools don't have any playoff history.

**G. Dates and Times for Football Playoff/Championship Games**

- 1. If the two schools are 300 or more miles apart (one way) the game will be played at 1:00 p.m. on Saturday.
- 2. If the two schools are less than 300 miles apart the following format will be used:
  - a. Mutual agreement by participating schools.
  - b. Non-agreement, the home team makes the choice of:
    - 1) Friday at 7:00 or 7:30 p.m., or
    - 2) Saturday at 1:00 p.m.
  - c. In the event there is a stadium conflict, the date and time will be decided by the NMAA with priority given to the team that must travel the farthest distance.

**NOTE:** The 300 miles is from one city to another as indicated on the NMAA (NMOA) Officials chart utilized to determine payment for mileage.

**7.15.7 Financial Information**

- A. After expenses, the net profit from all playoff/championship game receipts are split 60% to the Association and 40% to the participating schools. Deficits are the responsibility of the participating schools.
- B. In 6-Man and 8-Man football there is no mileage paid to the participating schools. The visiting school will receive \$200 out of gate receipts to alleviate travel costs.
- C. In Class A through 5A mileage is paid at \$2.00 per mile round trip to the visiting school. In Class A through 5A the following chart is used to determine per diem to the visiting schools.  
Visiting Team Per Diem: Up To:

A	26 players
AA	29 players
AAA	33 players
AAAA	36 players
AAAAA	36 players

Travel Rate Per Player:			
0-50 miles	\$ 0	201-250 miles	\$ 9.00
51-100	\$ 1.50	251-300	\$10.50
101-150	\$ 3.00	301-350	\$15.00
151-200	\$ 7.50	over 350	\$16.50

Financial Reports - The NMAA financial report found on the website along with all supporting documentation concerning expenses and tickets must be sent to the NMAA within 25 calendar days of the event. A check with the amount owed to the NMAA must accompany this information. Distribution to the visiting school is made directly to that school from the host school.

### 7.15.8 Playoff Weeks

#### Playoff Weeks

Week 19	6-Man Semifinals 8-Man, A, AA Selection and Seeding (Saturday 7:00 pm)
Week 20	6-Man Finals 8-Man and Class A Quarterfinals AA First Round of Twelve AAA/AAAA/AAAAA Selection and Seeding (Saturday 7:00 pm)
Week 20	8-Man and Class A Semifinals AA Quarterfinals AAA/AAAA/AAAAA First Round of Twelve
Week 21	8-Man and Class A Finals AA Semifinals AAA, AAAA, AAAAA Quarterfinals
Week 22	AA Finals AAA/AAAA/AAAAA Semifinals
Week 23	AAA/AAAA/AAAAA Finals

#### **\*\* Playoff Coin Flip Procedure:**

- A. Coin flips will be administered at the NMAA office as soon as possible, but no later than 12 noon on Monday of the playoff week.
- B. A minimum of two NMAA staff members will be present to administer the coin flip.  
  
**\*\*Exception:** If both schools agree, the coin flip will be administered as soon as possible by the NMAA Director of football or the NMAA Executive Director over the telephone.
- C. Schools have the option of being present for the flip or participating by teleconference. If both schools cannot be present for the flip both schools must be present by teleconference.
- D. The coin will be supplied by the NMAA.
- E. The coin will be flipped by an NMAA staff member and the coin will be allowed to hit the floor.
- F. The higher seed will call the flip.