

7.15.1 General Rules/Policies

A. Classes - There are seven classes: 6-Man, 8-Man, 2A, 3A, 4A, 5A and 6A.

B. Practice Regulations

1. Start Date - Practice may begin on Monday of Week #6.

2. Minimum Practices before Participation - Each team or individual must have at least ten (10) days of practice before competing in a game. The first game may be played beginning Week #9.

The first four (4) days of practice for each participant shall be a time of conditioning without wearing full pads. The first two days of practice should be in shorts and helmets (no pads). During days three and four participants should be in shorts, shoulder pads, and helmets ("shells"). Full pads can then be worn during the remaining six (6) days.

A maximum of four (4) 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. Full Pads / Full Contact Regulations by Week

Week 1 – The first two days of practice should be in shorts and helmets (no pads). During days three and four players should be in shorts, shoulder pads, and helmets ("shells"). Full pads can then be worn during days five and six – during this time full contact is allowed but should be limited to no more than 30 minutes per player on each day.

***Week 2** – Full contact is allowed for a total of no more than 120 minutes per player per week. Also, on a single day, full contact should be limited to no more than 30 minutes per player. In addition, one intra-squad or scrimmage would be allowed.

***Weeks 3** – Full contact is allowed for a total of no more than 120 minutes per player per week. Also, on a single day, full contact should be limited to no more than 30 minutes per player. In addition, one intra-squad or scrimmage would be allowed.

**NOTE – Per NMAA Bylaws, schools are allowed ONE scrimmage. Again, players must participate in a minimum of 10 days of practice prior to participating in a game.*

Week 4-End of Season – Full contact is allowed for a total of no more than 90 minutes per player per week. Also, on a single day, full contact should be limited to no more than 30 minutes per player.

Important Definitions

Full Contact – football drills or live game simulations where "live action" occurs.

Live Action – contact at game speed where players execute full tackles at a competitive pace taking players to the ground.

Shells – players are dressed in shorts, shoulder pads, and helmets

**NOTE* – It is assumed that when players are in "shells", no live action will occur

4. In football, schools may use dummies, blocking sleds and hand shields for conditioning and instructional purposes during the off-season. Helmets and pads are not allowed during the offseason or summer.

C. Competition Period: A student shall not accumulate more than 8 football experiences within a 5-day period. A football experience is defined as follows:

- Participating in more than one play on offense during a quarter, or
- Participating in more than one play on defense during a quarter

*NOTE – Special Teams plays do not count towards participation limits / football experiences.

EXAMPLE: Student A is on both the Junior Varsity and Varsity Football Teams. The student participates in the JV and Varsity games as follows (FE = Football Experience):

Tuesday, Junior Varsity

1st Quarter – 2 plays on offense (1 FE), 12 plays on defense (1 FE)

2nd Quarter – 15 plays on defense (1 FE)

3rd Quarter – 12 plays on defense (1 FE)

4th Quarter – 1 play on offense (NOT an FE), 11 plays on defense (1 FE),

TOTAL FOOTBALL EXPERIENCES = 5

Friday, Varsity

1st Quarter – 10 plays on offense (1 FE)

2nd Quarter – 15 plays on offense (1 FE)

3rd Quarter – 14 plays on offense (1 FE)

4th Quarter – Did not play

TOTAL FOOTBALL EXPERIENCES = 3

TOTAL FOOTBALL EXPERIENCES FOR THE 5-DAY PERIOD = 8

D. 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
2A thru 6A	10	9

E. 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 1st 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. Penalties will be enforced exactly the same as 11-Man football.
 8. Only five players must be on the offensive line of scrimmage.
 9. There is no number code. Officials will need to be very observant as to who is eligible or ineligible on each offensive play.
- 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 between August 1st and August 31st. Failure to comply shall result in a \$100 fine to the school per head coach which will be assessed on September 1st.
- F. 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**
- 6 Man, 8-Man and 11-Man** - When a team is ahead at halftime 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 timeouts or scores. If the point differential becomes less than 35 points, regular timing resumes. A game is ended at halftime or during the second half if a team is 50 or more points behind.
- 8-Man and 11-Man** - When a team is ahead by 35 or more points, the clock will not stop during out of bounds, incomplete passes or first downs. The clock only stops for timeouts or scores. If the point differential becomes less than 35 points, regular timing resumes. A game is ended at halftime or during the second half if a team is 50 or more points behind.

7.15.2 Officials

- A. Officials working any NMAA sanctioned events must be registered through the Association.
- A. The use of a non-registered official for any contest shall subject the violating school to a fine.
- C. **Number of Officials:**

6-Man/8-Man/2A/3A.....	Four (4)
4A/5A/6A.....	Five (5)*

*Provided there are sufficient numbers of registered NMAA/NMOA officials to satisfy this requirement.
- D. Officials are selected and assigned by the commissioners, under the direction of the state commissioner, for regular season games and play-off games.

- E. 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 June 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.

7.15.3 District Information

- A. A school must play each member of the district to be eligible for the championship.
- B. In case of a two team tie for placement within the district, the team that defeated the other in regular district play will earn the higher placement.
- C. 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 the point spread of games played between the tied teams, 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.
 - 2. 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.
 - 3. 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.
 - 4. 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.
 - 5. If all teams are still tied, a coin toss determines placement.
 - a. The three tied teams each flip a coin.
 - b. The “odd man out” is the third place team.
 - c. First and second place is then determined by which team defeated the other team in regular district play.

Example: A, B, and C all flip a coin. A and B coins are heads, C coin is tails. C is therefore 3rd place. A beat B head-to-head during regular district play. A is first place and B is second place.
 - 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.

7.15.4 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 and Seeding for a 6-Team format in 6-Man Football

1. Six teams advance to the playoffs.
2. The district champions and runner-ups automatically advance to the playoffs.
3. There will be two At-Large selections chosen by NMAA Staff.
4. The six teams will be seeded 1 through 6
5. The higher seed will host the first round games (quarterfinals). In the semifinal rounds, the higher seed will host, in that they received a bye into the semifinals. In the final game, the home site is determined by past history. If the two schools do not have past history, the higher seed will host.

B. Playoff Procedure and Seeding for an 8-Team format in 8-Man Football

1. Eight teams advance to the playoffs.
2. The district champions automatically advance to the playoffs.
3. There will be four At-Large selections chosen by NMAA Staff.
4. The eight teams will be seeded 1 through 8.
5. The higher seed will host the first round games (quarterfinals). In the semifinal and final rounds, the home site is determined by past history. If the two schools do not have past history, the higher seed will host.

D. Playoff Procedure and Seeding for a 4-Team Format in Class 2A Football

1. Four teams advance to the playoffs.
2. The district champions automatically advance to the playoffs.
1. The remaining teams will be At-Large selections chosen by NMAA Staff.
4. The four teams will be seeded 1 through 4.
5. The higher seed will host the first round games (semifinals). In the final game, the home site is determined by past history. If the two schools do not have past history, the higher seed will host.

E. Playoff Procedures and Selection/Seeding for 12-Team Format for Classes 3A, 4A, 5A, and 6A Football

1. Twelve teams advance to the playoffs.
2. The district champion automatically advances to the playoffs.

- There will be 7 At-Large selections chosen by NMAA staff in Class 3A, 5A, and 6A
- There will be 8 At-Large selections chosen by NMAA staff in Class 4A

3. The 12 teams will be seeded 1-12 by the NMAA Staff.
4. The higher seed will host the first round of 12 and quarterfinal games.
5. In the semifinal and final rounds, the home site is determined by past history. If the two schools do not have past history, the higher seed will host.

Past history is defined by the NMAA as any semifinal or final round playoff game between 2 schools dating back to 1953.

Q1: Highland played Onate in the semifinals in 2005 at the Field of Dream. These two teams play this year in the finals. Based on past history, where will the game be held?

A1: Based on the two schools' past history, the game will be held in Albuquerque.

Q2: Belen played Artesia in Artesia in the 2005 quarterfinals due to the fact that Artesia got a first round bye in the round of 12. If Belen and Artesia play this year in the semifinals, where will the game be held?

A2: The quarterfinal game does not qualify as "past history" because it is not a semifinal or final. Thus, the location will be determined based on potential previous match-ups between these schools that may have taken place during the semifinals or finals. If these schools have no past history, the higher seed will host.

Q3: Animas played Melrose in the 6-man semifinals in 2004. The game was played in Animas. Both schools are now in the 8-man division in football and are playing in this year's 8-man championship. Where will the game be held?

A3: The game will be held in Melrose based on the past history of the two schools. The classification of the schools is not a factor in this decision.

F. Dates and Times for Football Playoff Games (1st Round, Quarterfinals, Semifinals)

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.

G. Dates and Times for Football Championship Games (Finals)

1. Championship games must be played on Saturday at 1:00 p.m. or 2:00 p.m., unless there is mutual agreement between the two schools to play on Friday night.

7.15.5 Financial Information

- A.** After expenses, the net profit from all playoff/championship game receipts are split 70% to the Association and 30% to the participating schools. Deficits are the responsibility of the participating schools.
- B.** 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 21 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.

7.15.6 Playoff Weeks

Week 17	6-Man playoff brackets released (Saturday Evening)
Week 18	6-Man Quarterfinals 8-Man / Class 2A playoff brackets released (Saturday Evening)
Week 19	6-Man / Class 2A Semifinals, 8-Man Quarterfinals 3A, 4A, 5A, 6A brackets released (Saturday Evening)
Week 20	6-Man / Class 2A Finals, 8-Man Semifinals 3A, 4A, 5A, 6A First Round of Twelve
Week 21	8-Man Finals 3A, 4A, 5A, 6A Quarterfinals
Week 22	3A, 4A, 5A, 6A Semifinals
Week 23	3A, 4A, 5A, 6A Finals