

FOOTBALL Policies & Pairings

State Tournament Pairings

State Tournament pairings are determined by a schools RPI Ranking within that schools classification. Throughout the tournament, the team with the higher seed will be the designated home team.

Home teams wear dark jerseys.

35 Point Rule: An alternate timing rule is in effect for all levels (i.e. varsity, junior varsity, sophomore, freshman) of Utah high school football games when after halftime, a team's lead exceeds 34 points. Modified rule: The clock shall be stopped as per Rule 3-4-4. In effect the clock will be stopped as current NFHS rules require. However, the clock will start on the ready for play signal in all situations until the point differential reaches 21 points or less. At that point, all NFHS timing rules listed in Rule 3 will be followed.

This rule is in effect for all non-region, region and post-season games.

Game Film: For state football tournaments, teams shall exchange game film for the previous game and one other game as mutually agreed by the two coaches. Game film is to be available by noon the day following competition.

Overtime Procedure: The NCAA overtime procedure will be in effect for all levels (i.e. varsity, junior varsity, sophomore and freshman) of play. More information regarding the overtime procedure will be listed in the football section of the UHSAA website.

Official Game Ball: The UHSAA has designated the *Wilson GST* as the official state championship football. A legal *Wilson football* complying with NFHS standards must be used during **ALL** post-season play starting opening round games (**round of 16**) through the championship game. Officials have been asked to ensure that **only Wilson footballs** be used during post-season play.

During all rounds of state tournament play, UHSAA state event prices should be charged.

Default time for State tournament games played at home sites will be Friday at 6 p.m. except when at least one team is involved in a playoff game earlier in the week. In that instance, the default time is Saturday at 12:00 p.m.

PA Announcers, School Bands, & In Stadium Music Policy

1. No PA, Band, or In Stadium Music, will be played during game play.
2. All PA announcements or dialogue, and any music will cease when the offensive team breaks the huddle. Teams who run a hurry up offense, or don't huddle as a team, the PA announcements or dialogue and any music must stop when the offensive team lines up for the snap.
3. This policy also applies to the huddle of the kick-off team.
4. PA, Band, or In Stadium music should be limited to dead ball situations: After a touchdown, quarter breaks, halftime, and timeouts.
5. PA announcers must always remain neutral. They are considered part of the game administrative team at the school before, during, and after the contest. PA announcers must never talk about opponents, make disparaging remarks about officials, coaches, and players. Their job as an announcer is to create an environment of respect for both teams and communities.