

68.2 Match Length - The maximum length of match is to be 60 minutes including overtime play.

68.2.1 If a league elects to play a tie breaker, teams must play four quarters of 12 minutes and 30 seconds with intervals of 2 minutes between quarter 1 and 2 and between quarter 3 and 4 and the overtime period must not exceed ten minutes. The overtime period must be played to completion or sudden victory.

68.3 A student-athlete who receives a red card due to an upgrade (i.e., green card to a yellow card to a red card - third minor offense) should not be suspended from the next game and the official need not fill out the MIAA Student Disqualification Form.

68.4 During the regular season and up to and including the quarter finals if there is a goal differential of 5 or more goals by half time the clock will run during the third or fourth quarters on everything but injury stoppage. If the goal differential is less than 5 goals in the third or fourth quarters, then the regular rules apply.

69. Football

69.1 High school football shall be played under the rules of the National Federation of State High School Associations, as modified by the MIAA.

69.1.1 Any player disqualified from a contest including but not limited to the following fouls: Targeting an Opponent, Illegal Helmet Contact, or Contact with a Defenseless Player shall not participate in the next scheduled contest per MIAA Handbook Rule 49.3.

69.2 A licensed physician, licensed athletic trainer or certified EMT must be in attendance and on duty for all interscholastic football games. ***For all varsity football games, each team must employ a licensed physician, licensed athletic trainer or certified EMT to be with their team.*** For all sub-varsity games, a single medical provider shall be responsible for both teams unless the visiting team has its own medical coverage. His/her judgment will be final with regard to the condition of a player after injury. No player may continue to play against the medical person's advice. The penalty for violation of this provision is forfeiture of the game.

69.2.1 The school designated as the home team, or the host site identified with a participating school, must have an AED on site (and accessible) or with their medical provider.

69.3 MIAA Tiebreaker rule.

69.3.1 The MIAA Football Tiebreaker rule, multiple overtime periods: will ensure that the game will not end in a tie.

69.3.1.1 Additional overtime periods will be used if teams are tied at the end of regulation or succeeding overtime periods.

- 69.3.1.2 Each series shall begin at the ten-yard line unless a penalty overrides. First down chains will not be used. It is always goal-to-go. If penalty enforcement calls for an automatic first down, it will be first and goal.
- 69.3.1.3 For the first and subsequent tie breaking periods, any team that scores a touchdown must attempt a two-point conversion by run or pass from scrimmage.
- 69.3.1.4 If there is a change of team possession during any play of an overtime period, live ball personal fouls or live ball unsportsmanlike conduct fouls by opponents of the team last gaining possession, that occur after the change of possession, gives the team in possession the option of putting the ball in play, where the penalty leaves the ball, for one down free of penalty or penalize as a dead ball foul at the succeeding spot in the subsequent overtime period. This option is exercised only if the team last gaining possession is free of foul during the down.

Example: Second Series - Team B intercepts Team A's pass and, during Team B's run back, Team A commits a personal foul.

Ruling: Team B has the option of extending the overtime period for one down free of penalty, with Team B putting the ball in play where the penalty leaves the ball, provided Team B has not fouled during the down. Or Team B may choose to penalize as a dead ball foul at the succeeding spot in the subsequent overtime period.

69.4 Scheduling Limitations:

- 69.4.1 The regular season shall end on Thanksgiving Day. When it is necessary to postpone the final scheduled game because of inclement weather, it must be played the weekend following Thanksgiving.
- 69.4.2 An intra-squad or interschool scrimmage is not to be allowed before the third day of **"Full Contact"** practice.
- 69.4.3 The maximum length of periods shall be 12 minutes except when a game ends in a tie, in which case the tie-breaker rule may be used only for varsity games, and if adopted by a majority vote of all schools in the league or by mutual consent in advance of non-league games.

69.5 Participation Limitations:

- 69.5.1 The first five days of football practice must be single conditioning and "limited contact" sessions. Daily activities shall be limited to the definitions,

equipment, time maximums and limitations described in the published Preseason Calendar and Preseason Practice Chart & Definitions are outlined in rule 35.1.

PENALTY: Violations of these rules will result in a letter of censure by the Board of Directors to the Superintendent of Schools and to the Chair of the School Committee.

69.5.2 High school football practices prior to the first day of classes must meet the following criteria:

69.5.2.1 During preseason practice, athletes may only participate in full contact – live action drills and game time simulations no more than 60 minutes per athlete per day.

69.5.2.2 From the Monday before Labor Day through the Saturday before Labor Day a coach may only conduct full contact drills up to 90 minutes. (The intent of this rule is to limit full contact participation of each student to 90 minutes during this six-day period).

69.5.2.3 From Labor Day through the end of the season, including postseason play, a coach may only conduct full contact drills up to 60 minutes per week (90 minutes during a week without a scheduled game). The intent of this rule is to limit full contact participation of each student to 60 minutes during a week of practice (90 minutes during a week without a scheduled game). During this time, full contact is allowed in no more than 2-3 practices per week, no more than 30 minutes per day, and consideration should also be given to limiting full contact on consecutive days.

69.5.2.4 One day off every week

69.5.3 A player must participate in at least 15 football practice days before taking part in a football game.

69.5.4 Players may not participate in more than equal time (48 minutes) of one game per week. The intent of this rule is to limit participation of each student to no more than one game in any six-day period.

69.6 Prohibited Field Equipment:

69.6.1 Jurisdiction regarding the presence and location of communication equipment within the playing enclosure resides with game management personnel.

69.6.1.1 Television replay or monitor equipment is prohibited at the sidelines, press box or other locations within the playing

enclosure for coaching purposes during the game. Motion pictures, any type of film, facsimile machines, videotapes, photographs, writing-transmission machines, and computers may not be used by coaches or for coaching purposes any time during the game or between periods. Computers, tablets, etc. are not allowed in the coaching booth. [Exceptions: 1) Monitors may be used only to view the live telecast or webcast. The home team is responsible for assuring identical television capability in the coaches' booths of both teams. This capability may not include replay equipment or recorders. 2) A monitor is permitted on the sideline only to assist team medical staffs in the diagnosis and treatment of student-athletes.

69.6.1.2 Only voice communication between the press box or designated coaching area and team area is permitted.

69.6.1.3 No one in the team area or coaching box may use any artificial sound amplification to communicate with players on the field.

69.6.1.4 Any attempt to record, either through audio or video means, any signals given by an opposing player, coach or other team personnel is prohibited.

69.7 Running clock:

69.7.1 A running clock will be used: when a point differential reaches 42 points at the beginning of or any time during the 3rd quarter or a 30-point differential at the beginning of or any time during the 4th quarter. It will continue for the remainder of the game.

70. Golf

70.1 Massachusetts high school golf shall be played under the USGA Rules with the following modifications or exceptions.

70.1.1 Local club rules shall be in effect.

70.1.2 No coaching is to take place during MIAA Tournament play.

70.1.3 Leagues may modify a rule, provided such a modification is not a substantive change to MIAA rules. If the league amends a rule, all schools in the league must adhere to the rule as modified.

70.2 Female golfers participating on a boys' team during the regular season play must hit from the tee box that is placed closest (yet in front of) the tee box the boys' team is hitting from (regardless of marker color).

70.3 Female golfers competing on a boys' team must hit from the boys' tees at the MIAA Divisional and State Tournaments.