

## FOOTBALL REGULATIONS

### NCAA RULES

NCAA Rules shall govern football games played at all Big Sky Conference institutions.

### TRAVEL SQUAD LIMITATIONS

1. When air travel and/or overnight lodging are involved, the travel squad limit for Conference, non-Conference (except FBS) and FCS playoff games shall be fifty-eight (58) student-athletes. The travel squad limit for FBS games shall be seventy (70).
  - (a) There is no travel squad limit for non-Conference contests (including FBS) when air travel and/or overnight lodging are not involved.
2. Student-athletes certified as eligible to compete may not be carried in any capacity other than that of a student-athlete.

### CONFERENCE TRAVEL

There shall be a 450 mile limit under which air travel shall not be used for team travel within the Conference. Waivers of this policy may be granted in unique circumstances by the Commissioner.

### GUARANTEES

1. There shall be no guarantees paid for Conference football games.
2. If a team fails to show for a football game, it will pay the host team \$10,000, plus actual game related expenses, not to exceed \$10,000. Decisions on making up the game, and any financial considerations, will be made between the Athletic Directors of the institutions involved, with approval from the Conference Office. In the event the game is not re-scheduled, the game will stand as a forfeit and will count in Conference standings.

### COMPLIMENTARY PASSES/TICKETS

1. Complimentary passes for visiting varsity teams shall be limited to one-hundred-fifty (150) located between the ten- and thirty-yard lines, except by mutual agreement. Athletes and coaches involved in an event held in conjunction with football games shall receive complimentary passes. Arrangements for such passes should be made in advance of arrival. NCAA Rules must be followed. No "hard tickets" shall be mailed and identification will be verified.
2. Officials and observers are entitled to two (2) complimentary admissions to all games they observe or officiate. Institution personnel are responsible for distribution of these tickets.

### GAME FILM POLICIES & EXCHANGE

The Big Sky Conference will utilize internet film exchange for purposes of videotape exchange between institutions.

#### Policies

1. All games played during the regular season will be uploaded for exchange (Conference and non-conference).

2. The most recently played home game must be uploaded to Dragonfly and sent to the next opponent no later than **midnight** local time following the contest. For non-conference road games, files must be uploaded no later than **noon** Sunday following the contest and sent to the next week's opponent. Conference road games must be uploaded by the visiting team to its locker no later than **noon** on the Tuesday following the contest.
3. Uploaded files for exchange between teams shall be a combo or weave incorporating end zone and sideline shots of every play, and three separate files shall be uploaded for team exchange: Offense, defense and kicking.
4. Game files shall be labeled "G01", "G02", etc., and in each game file there shall be three separate folders (e.g. UMdefvsMSUoff2012; UMoffvsMSUdef2012; UMspvsMSUsp2012). These files shall be uploaded in native format to ensure quality, and Dragonfly must be set to "send automatically" to every Conference institution.
5. Uploaded files shall show the scoreboard prior to every play, which shall include time remaining and down and distance.
6. A complete game file for the coordinator of officials and the film evaluators with combo or weave plays (end zone and sideline) in sequential order shall be uploaded **no later than Sunday evening** to Dragonfly BLAST. This file shall also show the scoreboard prior every play.
7. The end zone shot must included all kicking plays, and will be taped from linebacker to the deepest running back and will include both lines of the personal protector, not to include the punter. All plays shall also show a shot of the secondary as the offense is breaking the huddle.
8. No alteration or editing of game films is allowed.
9. No television or video-streamed broadcasts are to be used for exchange purposes.

### Exchange

1. Files of Conference games may be exchanged with regular-season non-conference opponents even without notification to the Conference opponent's head coach.
2. Post-season exchange of Conference game tapes with non-conference members is not permitted.

### OFFICIAL BALL

1. Any brand of regulation, top grade ball is to be used in Conference contests.
2. The ball used by the home team shall be the official ball for each contest. However, the visiting team is permitted to use its own football, but must furnish same.

### UNIFORMS

Football game uniforms shall be dark for the home team and white or light for the road team.

## **2012-2013 SPORTS POLICIES - Football**

### **EQUIPMENT / BALL CREW**

1. Each institution is to have a player telephone installed on both sidelines to the coaches' box.
2. Each institution is to provide a kicking net for the visiting team.
3. Each member of the Ball Crew must be at least 18 years old.
4. A visiting team may provide its own wireless headsets. If the visiting team's headsets do not work, the host shall not be responsible to repair, equalize, or provide additional headsets.
5. All schools shall provide a node/jack system that will allow for wireless systems to plug in at the sideline. The visiting team is not allowed to string wires in host's stadium.

### **CROWD CONTROL**

The responsibility for crowd control rests with the host institution. Competitors and fans alike are expected to demonstrate good sporting behavior at all times. The Conference sporting behavior statement will be read by the public address announcer prior to each game in all tournament sessions.

### **MASCOTS**

There shall be no interaction, verbal or otherwise, with school mascots toward game officials.

### **SCHEDULING**

1. Home-and-home schedules are to be played among Conference teams in alternate years.
2. Games will begin at five (5) minutes past the hour or half-hour.
3. If a stadium does not have lights, games played following the beginning of standard time in the fall shall start no later than 12:05 p.m.

### **STATISTICAL SERVICES**

Sports Information Directors are responsible to submit statistical data as required by the Conference Office, using software supplied by the Conference.

### **DETERMINING CHAMPION**

The following guidelines will be used to determine football championships when normal alternate-year home-and-home scheduling is used:

1. Seven (7) Conference games are required.
2. Determined on a percentage of Conference wins and losses.
3. The NCAA Championship tie-breaker shall be used to break ties for all regular season Big Sky

Conference games.

**TIE-BREAKER**

When two or more Conference members are tied in the final Conference standings, the team championship, for purposes of determining the automatic bid, shall be determined on the following basis:

**Head To Head Competition**

1. Consider the head-to-head record during the Conference season's play.
2. Record against Conference teams in descending order of finish beginning with the number one team. (For use in the case of more than two tied teams, the normal tie-breaking procedure would be used. When one or more of these teams is eliminated by using the tie-breaking procedure, the remaining teams involved would then return to the criteria listed in 1., above, to break the tie. This will be done until a team is established for that particular seeding position.)
3. Teams with highest Sagarin ranking.
4. Coin flip between the tied teams.

Note: In all tie-breaking procedures, if more than one tie exists, the tie among/between the teams lower in descending order will be broken first, to facilitate the process of breaking the tie between/among teams higher in the order.

**PROTOCOL**

The Big Sky Conference shall use the Pre-game and Half-time Format adopted by the NCAA.