

FOOTBALL REGULATIONS

NCAA RULES

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

All student athletes participating in the sport of football who have not already completed the 5-day acclimatization period (required by NCAA Bylaw) in the current year and who begin practice after the preseason period has ended in the fall, shall be required to undergo a 3-day acclimatization period. During days one and two of this period, helmets shall be the only piece of protective equipment student-athletes may wear. During the third day, helmets and shoulder pads shall be the only pieces of protective equipment student-athletes may wear. Beginning on the fourth day and thereafter, student-athletes may practice in full pads.

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.

COMPLIMENTARY PASSES/TICKETS

1. Home institutions shall mail all 150 complimentary passes to the visiting team athletic director, with the two schools communicating the arrangement (if applicable) for distribution once on site. All NCAA rules must still be adhered to regarding the disbursement of the passes.
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

1. ALL games played during the regular season will be uploaded for exchange (Conference and non-conference).
2. **UPLOAD TIMING**
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. *(Please note that this applies to all weekday games as well).

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. FILE RULES

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, Kicking. If your video editing system has the ability to "mark" film, it is highly recommended that marks be included with the uploaded files.

Game files shall be labeled "G01", "G02", etc., and in each game file there shall be three separate folders (e.g. UMdefvsMSUoff2014; UMoffvsMSUdef2014; UMspvsMSUsp2014). These files shall be uploaded in native format to ensure quality (**absolutely NO zip files**), and Dragonfly must be set to "send automatically" to every Conference institution.

4. FILMING RULES

Footage in all files shall show the scoreboard prior to every play, which shall include time remaining and down and distance. Please make sure the person(s) filming are made aware of this rule!

The end zone shot must include 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.

No alteration or editing of game films is allowed.

No television or video-streamed broadcasts are to be used for exchange purposes.

5. COORDINATOR OF OFFICIALS FILE

A complete game file for the coordinator of officials with combo or weave plays (end zone and sideline) in sequential order shall be uploaded **no later than NOON the day following the game to HUDL.** This file shall also show the scoreboard prior to every play.

UNIFORMS

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

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.

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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

1. 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.
2. Spectators shall not be allowed to have musical instruments or amplified artificial noisemakers (e.g. Vuvuzelas, duck calls) in the game facility.

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. Eight (8) Conference games are required.
2. Determined on a percentage of Conference wins and losses.

TIE-BREAKER

When two or more Conference members are tied in the final Conference standings, the tie shall be broken for purposes of determining the NCAA FCS automatic bid only, and shall be determined on the following basis:

1. Head-to-head Competition
2. Record against common CONFERENCE opponents in descending order
3. Record against common NON-CONFERENCE opponents
4. Sagarin Rating
5. Coin Flip

Example of No. 2: This applies to ALL head-to-head games, even those played as non-conference. (Example: Team A and Team B tie for the championship and played each other as a non-conference game. This game will be used as the tiebreaker).

Example of No. 3: If conference teams A and B both scheduled the same non-conference opponent (FBS, FCS, Division II or NAIA), the results of that game could be used in a tiebreaker.

PROTOCOL

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