

# NASSAU COUNTY PUBLIC HIGH SCHOOL

## ATHLETIC ASSOCIATION

### SECTION VIII



"You should encourage your kid to play football because its hard! Too many kids are NOT playing because its hard. Listen, its tough to wake up in the summer mornings and go to practice, knowing other kids are sleeping in. Its tough to put on pads and a helmet in 95 degree heat in August when other kids are at the pool and your legs are shaking from exhaustion. Its hard blocking, tackling, and hitting kids who are bigger and stronger than you, only to leave practice with a dozen bruises, just to come back and do it again tomorrow. But guess what, life is hard, life is tough, and your kid will be a lot more prepared to take it on from the lessons he learned from football. Encourage them to play football because it IS hard and there is no success in life without hardship."



## FALL 2022

## FOOTBALL BOOKLET

# THE MAN IN THE ARENA



It is not the critic who counts;  
not the man who points out how the strong man stumbles,  
or where the door of duty could have been done better.  
The credit belongs to the man who is actually in the arena,  
whose face is marred by dust and sweat and blood;  
who strives valiantly; who errs, who comes short again and again,  
but who there is no effort without error and shortcoming;  
but who does actually strive to do the deed;  
who knows great enthusiasms, the great devotions;  
who spends himself in a worthy cause;  
who at the best knows in the end the triumph of high achievement,  
and who at the worst, if he fails, at least fails while daring greatly,  
so that his place shall never be with those cold and timid souls who  
wonder whether they will win or lose!

*- Theodore Roosevelt*

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I.

# DIRECTORY

**Message from MATT McLees, CMAA**  
**SECTION VIII FOOTBALL COORDINATOR**

Enclosed, you will find important information regarding the upcoming football season. Please read this information and carefully adhere to all guidelines. Our #1 priority must be the safety, and well-being of all the athletes. Please continue to emphasize proper sportsmanship with your players, coaches, support groups and fans. Together we can maintain the high level of excellence and integrity that has been established in our sport. All of you (players and coaches) work very hard and spend many hours in preparation for the season and while it is important to strive for victory, the many positive outcomes of your effort can't always be measured in wins and losses. I wish you all the best of luck during the season.

**DON'T QUIT**

When things go wrong, as they sometimes will,  
When the road you're trudging seems all up hill,  
When the funds are low and the debts are high,  
And you want to smile, but you have to sigh,  
When care is pressing you down a bit,  
Rest, if you must, but don't you quit.  
Life is queer with its twists and turns,  
As every one of us sometimes learns,  
And many a failure turns about  
When he might have won had he stuck it out;  
Don't give up, though the pace seems slow -  
You might succeed with another blow.  
Success is failure turned inside out -  
The silver tint of the clouds of doubt,  
And you never can tell how close you are,  
It may be near when it seems so far;  
So, stick to the fight when you're hardest hit -  
It's when things seem worse that you must not quit.

**2022**  
**NASSAU COUNTY**  
**HIGH SCHOOL ATHLETIC ASSOCIATION, INC. OFFICERS**

**Office of the Executive Director**

Patrick Pizzarelli, CAA - Executive Director  
Nicholas Dunninger - Assistant Director (Boys)  
Grace Chianese - Assistant Director (Girls)

**Executive Committee**

Matt McLees, CMAA - President  
Dr. Scott Andrews - Past President  
Jennifer Keane - VP Women  
Matt McLees - VP Men  
Hank Grishman - Central Committee Superintendent  
John Coscia - Central Committee Principal  
Jen Keane - Central Committee Women's PE  
Mike Bongino - Central Committee Men's PE

**High School Association Officers**

Scott Steuber - President  
John Franchi - Past President  
Jen Keane - Recording Secretary  
Ed Ramirez - VP for Schedules  
John Mankowich - VP Parliamentarian/Historian  
Peter Cardone - VP Officials  
Kevin Regan - VP Nominations  
Dave Zawatson - VP By-Laws & Policies

**Superintendents' Board**

Mr. Hank Grishman, Chair - Jericho Schools  
Mr. John McNamara - Wantagh Schools  
Dr. Phyllis Harrington - Oceanside Schools  
Dr. David Schneider - Bethpage Schools



## 2022 - SECTION VIII FOOTBALL COMMITTEE

SECTION VIII COORDINATOR	Matt McLees	Sewanhaka CHSD	(Work) (516) 488-9858 (Cell) (631) 664-2467
Assistants to the Coordinator	Frank Luisi	Oceanside	(w) (516) 678-7526 (c) (516) 281-5027
	Keith Sachs	Wantagh	(C) (631) 988-9939
	Peter Cardone	Glen Cove	(w) (516) 801-7648 (c) (516) 353-6086
	Russ Cellan	Freeport	(c) (516) 569-0220
	Buddy Krumenacker	Farmingdale	(w) (516) 752-6638 (h) (516) 586-3114
<b>CONFERENCE I</b>			
Coordinator	Paul Rorke	Syosset	(w) (516) 364-5735 (h) (631) 361-8735
Assistant Coordinator	Kevin Shippos	Massapequa	(c) (516) 456-7789
At-Large	Kevin Cloghessy	Port Washington	(c) (516) 993-8857
<b>CONFERENCE II</b>			
Coordinator	Bobby Fehrenback	MacArthur	(w) (516) 520-8450 (c) (516) 655-4158
Assistant Coordinator	Dave Ettinger	Garden City	(516) 375-2045
At-Large	Colin Maier	New Hyde Park	(917) 364-3039
<b>CONFERENCE III</b>			
Coordinator	John Pallodino	Hewlett	(c) (516) 884-2268
Assistant Coordinator	Ronnie Pickett	Floral Park	(c) (516) 523 2131
At-Large	Mike Stanley	Carey	(c) (516) 361-6904
<b>CONFERENCE IV</b>			
Coordinator	Russ Pajer	East Rockaway	(w) (516) 887-8300 x472 (c) (516) 241-0785
Assistant Coordinator	Jon Mendrenski	Cold Spring Harbor	(c) (631) 241-6635
At-Large	Joe Gustafeste	Valley Stream South	(c) (516) 660-6840
N.C.H.S.F.C.A. President	Mike Yoo	Carle Pl/Wheatley	(c) (646) 996-2407
N.Y.S.F.C.A.	Joe Vito	Roosevelt	(w) (516) 345-7216 (h) (516) 593-1057
Senior Bowl Director	Dan Agovino	North Shore	(w) (516) 277-7040 (c) (516) 622-6663
H.S. Association Rep	Ed Ramirez	Baldwin	(w) (516) 377-9296 (c) (516) 765-0112
Football Official	Bob Miller		(c) (516) 398-1821
Modified Coordinator	Scott Stuber	Valley Stream Dist.	(c) (631) 219-1265
Point System Consultant	Tony Caiazza	Oceanside	(w) (516) 678-7526
Consulting Physician	Dr. Karl Friedman		(w) (516) 921-3131
Media Relations	Carl Reuter		(c) (516) 319-0557

**N.C.H.S.F.C.A. EXECUTIVE BOARD**

President	- Mike Yoo	- Carle Pl/Wheatley
1 <sup>st</sup> V.P.	- Dom Carre	- West Hempstead
Past President	- Joe Vito	- Roosevelt
Secretary	- Rob Blount	- Oceanside
Treasurer	- Dan Agovino	- North Shore
Special Projects	- Frank Luisi	- Oceanside (Retired)
Coordinator	- Matt McLees	- Sewanhaka District

**FUND RAISING DIRECTOR**

Rick Voight  
P.O. Box 670  
Pt. Lookout, NY 11569  
Cell: (516) 314-9271 Email: [rvoight49@aol.com](mailto:rvoight49@aol.com)

**L.I. ASSOCIATION OF FOOTBALL OFFICIALS, INC.**

President	Frank Sammartano	(516) 369-7624
1 <sup>st</sup> VP	Pete Siegmann	(516) 410-9097
2 <sup>nd</sup> VP	Tom O'Connor	(516) 880-5941
Treasurer	Ron Winchester	(347) 504-2236
Secretary	Jim Behan	(516) 477-5805
Rules Interpreter	Tom Smith	(516) 330-4981
OCC Rep	Chris Acheson	(516) 686-7196

## 2022 - SECTION VIII FOOTBALL COACHES

School	Coach	E-Mail Address	Cell Phone
Baldwin	Frank Chimenti	<a href="mailto:chimentif@vschsd.org">chimentif@vschsd.org</a>	(516) 625-2161
Bethpage	Peter Zito	<a href="mailto:pzito@bethpage.ws">pzito@bethpage.ws</a>	(516) 749-3650
Calhoun	Nick Rawls	<a href="mailto:Coachrawls76@gmail.com">Coachrawls76@gmail.com</a>	(516) 712-9512
Carey	Mike Stanley	<a href="mailto:coachstan03@gmail.com">coachstan03@gmail.com</a>	(516) 361-6904
Carle Place Wheatley	Mike Yoo	<a href="mailto:myoo@herricks.org">myoo@herricks.org</a>	(646) 996-2407
Clarke	Kevin O'Hagan	<a href="mailto:kohagan@emufsd.us">kohagan@emufsd.us</a>	(516) 369-6515
Cold Spring Harbor	Jon Mendreski	<a href="mailto:jmendreski@csh.k12.ny.us">jmendreski@csh.k12.ny.us</a>	(631) 241-6635
East Meadow	Vinny Mascia	<a href="mailto:vmascia@emufsd.us">vmascia@emufsd.us</a> <a href="mailto:Emfootball@optonline.net">Emfootball@optonline.net</a>	(516) 330-8745
East Rockaway	Russ Pajer	<a href="mailto:rpajer@eastrockawayschools.org">rpajer@eastrockawayschools.org</a>	(516) 241-0785
Elmont	Jay Hegi	<a href="mailto:hegiay@gmail.com">hegiay@gmail.com</a>	(516) 729-8701
Farmingdale	Buddy Krumenacker	<a href="mailto:buddykrum@optonline.net">buddykrum@optonline.net</a>	(516) 353-6351
Floral Park	Ronnie Pickett	<a href="mailto:rpickett@sewanhaskaschools.org">rpickett@sewanhaskaschools.org</a>	(516) 523-2131
Freeport	Russ Cellan	<a href="mailto:rcellan@freeportschools.org">rcellan@freeportschools.org</a>	(516) 659-0220
Friends Academy	Callum Ewen	<a href="mailto:Callum_ewen@fa.org">Callum_ewen@fa.org</a>	(516) 359-2086
Garden City	David Ettinger	<a href="mailto:ettingerd@gcufsd.edu">ettingerd@gcufsd.edu</a>	(516) 375-2045
Glen Cove	Steve Tripp	<a href="mailto:stripp@glencove.k12.ny.us">stripp@glencove.k12.ny.us</a>	(516) 671-0230 H (516) 801-7640 O
Hempstead	Matthew Ali	<a href="mailto:Alidmatt2288@gmail.com">Alidmatt2288@gmail.com</a>	(516) 903-5164
Herricks	Tom Graef	<a href="mailto:tgraef@herricksk12.org">tgraef@herricksk12.org</a>	(516) 301-6471
Hewlett	John Palladino	<a href="mailto:jpalladino@hewlett-woodmere.net">jpalladino@hewlett-woodmere.net</a>	(516) 884-2268
Hicksville	Ron Modik	<a href="mailto:rmodik@hicksvillepublicschools.org">rmodik@hicksvillepublicschools.org</a>	(516) 728-2251

<b>School</b>	<b>Coach</b>	<b>E-Mail Address</b>	<b>Cell Phone</b>
Island Trees	Ryan Vinberg	<a href="mailto:rvinberg@islandtrees.org">rvinberg@islandtrees.org</a>	(516) 506-8139
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Kennedy Bellmore	Johnny McGuire	<a href="mailto:johnnymcguire@gmail.com">johnnymcguire@gmail.com</a>	(516) 384-2598
Lawrence	Pat Paleski	<a href="mailto:ppaleski@lawrence.k12.ny.us">ppaleski@lawrence.k12.ny.us</a>	(516)
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Lynbrook	David Yaker	<a href="mailto:david.yaker@lynbrookschools.org">david.yaker@lynbrookschools.org</a>	(516) 637-7730
MacArthur	Robert Fehrenbach	<a href="mailto:fbach7@optonline.net">fbach7@optonline.net</a>	(516) 655-4158
Malverne	Kito Lockwood	<a href="mailto:kitolockwood@aol.com">kitolockwood@aol.com</a>	(516) 782-5965
Manhasset	Jay Iaquina	<a href="mailto:iaquinaj@optonline.net">iaquinaj@optonline.net</a>	(516) 996-9874
Massapequa	Kevin Shippos	<a href="mailto:Shippos14@optonline.net">Shippos14@optonline.net</a>	(516) 456-7789
Mepham	Matt Moody	<a href="mailto:mmoody@bmchsd.k12.ny.us">mmoody@bmchsd.k12.ny.us</a>	(845) 264-1108
Mineola	Tim Weinclaw	<a href="mailto:twienclaw@mineola.k12.ny.us">twienclaw@mineola.k12.ny.us</a>	(516) 582-9819
New Hyde Park	Colin Maier	<a href="mailto:maiercd@msn.com">maiercd@msn.com</a>	(917) 364-3039
North Shore	Dan Agovino	<a href="mailto:nsfootball@aol.com">nsfootball@aol.com</a>	(516) 782-7381
Oceanside	Rob Blount	<a href="mailto:rblount@oceansideschools.org">rblount@oceansideschools.org</a>	(516) 375-9386
Oyster Bay	Andrew Caramico	<a href="mailto:acaramico@gmail.com">acaramico@gmail.com</a>	(516) 318-6783

<b>School</b>	<b>Coach</b>	<b>E-Mail Address</b>	<b>Cell Phone</b>
Plainedge	Rob Shaver	<a href="mailto:robert.shaver@plainedgeschools.org">robert.shaver@plainedgeschools.org</a>	(516) 512-2887
Plainview JFK/Jericho	Brian Gurney	<a href="mailto:bgurney@pobschools.org">bgurney@pobschools.org</a>	(516) 579-5053
Port Washington	Kevin Cloghessy	<a href="mailto:kcloghessy@portnet.org">kcloghessy@portnet.org</a>	(516) 993-8857
Roslyn	Jordan Haber	<a href="mailto:jhaber@roslyn.schools.org">jhaber@roslyn.schools.org</a>	(732) 580-3326
Roosevelt	Joe Vito	<a href="mailto:jvito@rufsd.com">jvito@rufsd.com</a>	(516) 345-7216
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Syosset	Paul Rorke	<a href="mailto:pforke@hotmail.com">pforke@hotmail.com</a>	(631) 514-5104
Uniondale	Phil Coppola	<a href="mailto:pcoppola@uniondaleschools.org">pcoppola@uniondaleschools.org</a>	(516) 287-7831
V.S. Central	Thomas Schiavo	<a href="mailto:schiavot@vschsd.org">schiavot@vschsd.org</a>	(516) 808-5055
V.S. North	Mike Paolillo	<a href="mailto:paolilm@vschsd.org">paolilm@vschsd.org</a>	(516) 238-4948
V.S. South	Joe Guastafeste	<a href="mailto:Guastafj@vschsd.org">Guastafj@vschsd.org</a>	(516) 384-0701
Wantagh	Keith Sach	<a href="mailto:sachsk@wantaghschools.org">sachsk@wantaghschools.org</a>	(631) 988-9939
Westbury	Savalis Charles	<a href="mailto:scharles@westburyschools.org">scharles@westburyschools.org</a>	(646) 642-6328
West Hempstead	Dominick Carre	<a href="mailto:Dom5640@aol.com">Dom5640@aol.com</a>	(516) 523-5332

**II.**

**SCHEDULES**

**&**

**DATES**

## SECTION VIII FOOTBALL - 2022 SEASON

**START DATE:** Monday, August 22, 2022  
 Practice Requirements 2-3-5  
**FIRST SCRIMMAGE DATE:** Friday, September 2<sup>nd</sup>  
**FIRST GAME DATES:** Saturday, September 10<sup>th</sup>

Week 1 - Saturday, September 10 @ 2:00PM  
 Week 2 - Saturday, September 17 @ 2:00PM  
 Week 3 - Saturday, September 24 @ 2:00PM  
 \*Week 4 - Saturday, October 1 @ 3:00PM - SAT  
 Week 5 - Saturday, October 8 @ 2:00PM  
 ~Week 6 - Saturday, October 15 @ 2:00PM - PSAT  
 Week 7 - Saturday, October 22 @ 2:00PM  
 Week 8 - Saturday, October 29 @ 2:00PM  
 \*Week 9 - Saturday, November 5 @ 3:00PM - SAT

*MOST GAMES - 2:00 PM \* SAT – Games @ 3:00 PM ~ PSAT – 10/15*  
 All JV Games are on SATURDAY's @ 9:15am

- ❖ Point Differential Policy – A game decided by a Point Differential of **more than 42** points will fall under the Section 8 requirements for a Point Differential Violation.

### ***1<sup>st</sup> Round play-off games at higher seed***

#### **SEMI-FINAL PLAYOFFS:**

Thursday, November 10	Conference IV	4:00PM & 7:30 PM	Hofstra **
Friday, November 11	Conference II	4:00PM & 7:30 PM	" **
Saturday, November 12	Conference III	10:00AM & 1:30PM	" **
	Conference I	5:00PM & 8:30PM	" **

#### **NC CHAMPIONSHIPS:**

Friday, November 18	Conference IV	4:00 PM	" **
	Conference II	7:30 PM	" **
Saturday, November 19	Conference III	12:30 PM	" **
	Conference I	4:00 PM	" **

#### **LONG ISLAND CHAMPIONSHIPS:**

Friday, November 25	Conference II	12:00 PM	Hofstra **
	Conference IV	4:30 PM	Hofstra **
Saturday, November 26	Conference I	12:00 PM	Stony Brook **
	Conference III	4:30 PM	Stony Brook **

**\*\* Tentative**

## **SECTION VIII FOOTBALL**

### **ALIGNMENT Fall 2022**

<b>CONFERENCE I</b>		<b>CONFERENCE II</b>		<b>CONFERENCE III</b>		<b>CONFERENCE IV</b>	
1. Plainview JFK/Jericho	2055	1. Herricks	984	1. Glen Cove	752	1. Mineola	617
2. Freeport	1862	2. Long Beach	963	2. Levittown Div.	737	2. Clarke	614
3. Uniondale	1733	3. Mepham	928	3. Carey	732	3. VS South	611
4. Syosset	1583	4. MacArthur	920	4. Roosevelt	731	4. North Shore	573
5. Massapequa	1455	5. New Hyde Park	905	5. Hewlett	730	5. Lawrence	569
6. Farmingdale	1286	6. Calhoun	894	6. Manhasset	699	6. Island Trees	527
7. Hempstead	1286	7. Roslyn/Friends	864	7. Bethpage	671	7. Locust Valley	499
8. Hicksville	1277	8. Elmont	818	8. VS North	654	8. Seaford	497
9. Oceanside	1265	9. Garden City	808	9. Floral Park	635	9. CP/Wheatley	450
10. Westbury	1194	10. Sewanhaka	782	10. Plainedge	633	10. Malverne	422
11. Port Wash	1167	11. Bellmore JFK	774	11. Wantagh	633	11. West Hemp.	407
12. Baldwin	1158	12. South Side	773	12. Lynbrook	623	12. Cold Spring Harbor	405
13. E. Meadow	1098					13. Oyster Bay	321
14. VS Central	1056					14. East Rockaway	273



## **2021 RESULTS**

<b>CONFERENCE I</b>	<b>CONFERENCE II</b>	<b>CONFERENCE III</b>	<b>CONFERENCE IV</b>
1. Massapequa	1. Garden City	1. Plainedge	1. North Shore
2. Oceanside	2. MacArthur	2. Bethpage	2. Cold Spring Harbor
3. Syosset	3. Mepham	3. Wantagh	3. Seaford
4. Farmingdale	4. Carey	4. Floral Park	4. Clarke
5. Freeport	5. New Hyde Park	5. South Side	5. W. Hempstead
6. Hempstead	6. VS Central	6. VS North	6. East Rockaway
7. East Meadow	7. Long Beach	7. Hewlett	7. Malverne
8. Port Washington	8. Elmont	8. Levittown Div.	8. Island Trees
9. Hicksville	9. Baldwin	9. Lynbrook	9. Lawrence
10. Plainview JFK/Jericho	10. Glen Cove	10. Roosevelt	10. Carle Place/Wheatley
11. Uniondale	11. Calhoun	11. Manhasset	11. Locust Valley
12. Westbury	12. Herricks	12. Mineola	12. Oyster Bay
	13. Sewanhaka	13. VS South	13. Friends Academy
	14. Roslyn	14. Bellmore JFK	

**SECTION VIII FOOTBALL  
2022 PRELIMINARY SEEDING**

<b>CONFERENCE I</b>	<b>CONFERENCE II</b>	<b>CONFERENCE III</b>	<b>CONFERENCE IV</b>
1. Massapequa	1. Garden City	1. Plainedge	1. North Shore
2. Oceanside	2. MacArthur	2. Bethpage	2. Cold Spring Harbor
3. Syosset	3. Mepham	3. Wantagh	3. Seaford
4. Farmingdale	4. New Hyde Park	4. Carey	4. Clarke
5. Freeport	5. <b>Southside</b>	5. Floral Park	5. W. Hempstead
6. Hempstead	6. Long Beach	6. VS North	6. East Rockaway
7. <b>VS Central</b>	7. Elmont	7. Hewlett	7. Malverne
8. E. Meadow	8. Calhoun	8. Levittown Division	8. Island Trees
9. Port Washington	9. Herricks	9. Lynbrook	9. Lawrence
10. Hicksville	10. Sewanhaka	10. Glen Cove	10. Carle Pl/Wheatley
11. Baldwin	11. Roslyn/Friends	11. Roosevelt	11. Locust Valley
12. Plainview JFK/Jericho	12. <b>Bellmore JFK</b>	12. Manhasset	12. Mineola
13. Uniondale			13. Oyster Bay
14. Westbury			14. <b>VS South</b>

- Teams in **BOLD** denotes conference change

## 2022 FOOTBALL SCHEDULE

### 14 Teams

CONFERENCE I	CONFERENCE IV
1. Massapequa	1. North Shore
2. Farmingdale	2. Cold Spring Harbor
3. Freeport	3. Seaford
4. Oceanside	4. Clarke
5. Syosset	5. Malverne
6. Hempstead	6. East Rockaway
7. Port Washington	7. West Hempstead
8. Valley Stream Central	8. Island Trees
9. Baldwin	9. Locust Valley
10. Hicksville	10. Mineola
11. East Meadow	11. Valley Stream South
12. Plainview JFK/Jericho	12. Carle Place/Wheatley
13. Uniondale	13. Lawrence
14. Westbury	14. Oyster Bay

Week 1	Week 2	Week 3	*Week 4	Week 5	~Week 6	Week 7	Week 8
Sept. 10	Sept. 17	Sept. 24	Oct. 1	Oct. 8	Oct. 15	Oct 22	Oct. 29
6 @ 4	13 @ 9	13 @ 7	1 @ 8	6 @ 10	14 @ 12	13 @ 11	12 @ 8
14 @ 10	12 @ 6	6 @ 8	12 @ 9	12 @ 13	13 @ 8	3 @ 9	1 @ 6
11 @ 12	3 @ 11	1 @ 3	3 @ 6	3 @ 2	6 @ 2	2 @ 1	2 @ 5
9 @ 1	2 @ 4	11@14	2 @ 7	11 @ 5	1 @ 7	14 @ 6	10 @ 13
7 @ 3	7 @ 14	9 @ 5	14 @ 13	7 @ 9	9 @ 11	7 @ 5	11 @ 7
5 @ 13	5 @ 1	10 @ 2	5 @ 4	4 @ 1	5 @ 3	10 @ 12	9 @ 14
8 @ 2	8 @ 10	4 @ 12	10 @ 11	8 @ 14	4 @ 10	8 @ 4	4 @ 3

- Games on Saturday's @ 2:00PM
- \*SAT'S 10/1/22 & 11/5/22 @ 3:00PM
- ~PSAT 10/15/22
- JV Games are Saturday's @ 9:15am
- Week 9 @ 2:00PM at Higher Seed

## 2022 FOOTBALL SCHEDULE 12 Teams

CONFERENCE II	CONFERENCE III
1. Garden City	1. Plainedge
2. Mepham	2. Bethpage
3. South Side	3. Carey
4. MacArthur	4. Wantagh
5. Elmont	5. Floral Park
6. Long Beach	6. Levittown Division
7. New Hyde Park	7. Manhasset
8. Calhoun	8. Hewlett
9. Herricks	9. Roosevelt
10. Sewanhaka	10. Valley Stream North
11. Roslyn/Friends	11. Lynbrook
12. Bellmore JFK	12. Glen Cove

Week 1	Week 2	Week 3	*Week 4	Week 5	~Week 6	Week 7	Week 8
Sept. 10	Sept. 17	Sept. 24	Oct. 1	Oct. 8	Oct. 15	Oct 22	Oct. 29
6 @ 1	1 @ 3	1 @ 9	5 @ 1	2 @ 1	1 @ 8	1 @ 4	7 @ 1
2 @ 5	4 @ 2	8 @ 2	2 @ 7	4 @ 3	6 @ 2	3 @ 2	2 @ 10
7 @ 3	10 @ 6	3 @ 11	3 @ 6	11 @ 5	9 @ 3	5 @ 9	3 @ 5
8 @ 4	5 @ 12	6 @ 4	4 @ 10	12 @ 6	5 @ 4	6 @ 11	4 @ 12
9 @ 10	11 @ 7	7 @ 5	11 @ 8	9 @ 7	7 @ 12	10 @ 7	8 @ 6
12 @ 11	9 @ 8	10 @ 12	12 @ 9	8 @ 10	10 @ 11	12 @ 8	11 @ 9

- Games are on Saturdays @ 2:00PM
- \*SAT'S 10/1/22 & 11/5/22 @ 3:00PM
- ~PSAT 10/15/22
- JV Games are Saturday's @ 9:15am
- JV Conference III will have a 13-game schedule ~ See below
- Week #9 @ 2:00PM @ Higher Seed

## 2022 JV SCHEDULE CONFERENCE III

CONFERENCE III
1. Plainedge
2. Bethpage
3. Carey
4. Wantagh
5. Floral Park
6. Levittown Division
7. Manhasset
8. Hewlett
9. Roosevelt
10. Valley Stream North
11. Lynbrook
12. Glen Cove
13. Friends Academy

Week 0	Week 1	Week 2	Week 3	*Week 4	Week 5	~Week 6	Week 7	Week 8
Sept. 3	Sept. 10	Sept. 17	Sept. 24	Oct. 1	Oct. 8	Oct. 15	Oct. 22	Oct. 29
1@3	1@6	4@1	2@9	2@1	3@2	4@13	1@8	2@8
5@2	2@4	6@2	3@6	5@3	1@5	6@10	3@4	4@5
6@7	3@11	7@3	4@12	6@4	7@9	8@5	5@12	7@1
13@11	8@13	11@5	5@10	9@8	8@4	9@1	7@2	11@9
12@10	9@12	12@8	8@11	11@10	10@13	11@7	10@9	10@3
4 Bye	10@7	9@13	13@7	13@12	12@11	2 Bye	13@6	12@6
8 Bye	5 Bye	10 Bye	1 Bye	7 Bye	6 Bye	3 Bye	11 Bye	13 Bye
9 Bye						12 Bye		

- Week 0 is on Saturday, Sept. 3rd @ 9:15AM
- \*SAT'S 10/1/22 & 11/5/22 @ 3:00PM
- ~PSAT 10/15/22

## **2022 - IMPORTANT DATES**

### **N.C.H.S.F.C.A. Meetings**

August 22 - Coaches' Meeting/Safety Clinic – PM @ 7:00PM @ Oceanside HS  
September 8 - Coaches' Meeting - 7:30 p.m. Zoom Meeting  
October 4 - Coaches' Meeting - 7:30 p.m. @ Clarke HS  
November 1 - Coaches' Meeting - 7:00 p.m. @ Clarke HS

### **\*All League and All County Selections – Wednesday, November 2, 2022**

Thorpe/Martone/Kessenich/Piner/Pizzarelli/Snyder National Football Foundation Award nominations are due. Films and thumbnail sketches must also be submitted.

All necessary forms are in the back of this handbook.

### **All County Pictures – Monday, November 7, 2022**

Monday, November 7, 2022 - 7:00 p.m. at East Meadow H.S. All players selected All County must attend with shoulder pads and game jersey.

### **Exceptional Senior Game**

#### **First Practice:**

Sunday, November 20, 2022 - Time/Site TBA. All participants and coaches must attend.

#### **Game:**

Thursday, November 24, 2022

### **57th Gridiron Dinner**

Tuesday, December 13, 2022 @ Crest Hollow Country Club.

Tickets - \$65.00

4:00 p.m. - "Huddle" college recruiting sessions

7:00 p.m. - Dinner and awards presentations

A ticket is required to attend the huddle and/or the dinner. All County players are guests of the Coaches' Association (N.C.H.S.F.C.A).

All tickets must be purchased thru Gofan.com prior to Monday, Dec. 5, 2022.

No cash will be accepted at the door.

### **For Ticket Information**

Contact Gridiron Dinner Chairman, Russ Pajer (516) 241-0785

email: rpajer@eastrockawayschools.org

### **College Coaches**

TBA

## **IMPORTANT**

### **GUIDELINES FOR PARTICIPATION IN SECTION VIII FOOTBALL**

To maintain the integrity and efficient operation of the Nassau County Football Program, the following procedures will be followed:

1. School districts must notify Section VIII Executive Director in writing (copy to Football Coordinator) if they are unable to field a varsity football team for any reason (austerity or other).
2. If any team drops out on or before **June 1**, that conference will reschedule (according to approved schedules 11,12,13,14,15 teams). Eight (8) game schedule, four (4) team playoff.
3. Should any conference drop below 11 teams on or before **June 1**, a complete realignment of all teams and conferences in Section VIII must take place.
4. If a team drops out after **June 1**, all schedules and conferences will remain in tact. All games scheduled against a team that drops out after **June 1**, will be considered a "no contest".
5. If a team starts late (due to budget problems) or doesn't complete their schedule or plays any part of their schedule; the games will count and any unplayed games will be forfeited to the opposing school.
6. If schools combine teams after the seeding meeting and before **June 1**, all conferences that gain a new team must be re-seeded.

### **PRE-SEASON PRACTICE REGULATION**

#### **2-3-5 PRACTICE REGULATION – TEAM**

#### **2-3-5 PRACTICE REGULATION – INDIVIDUAL UPDATED JULY 2021**

**The first (2) two days** of practice must be non-contact, without the use of protective equipment and mechanical blocking devices. The use of cones, ropes, ladders, step-over dummies, soft hand shields and similar devices as teaching aids is permissible. Helmets may be worn.

**The next three (3) days** provide a transition from the conditioning phase to full contact. During this phase players are permitted to wear a helmet and shoulder pads. Blocking dummies, sleds, and similar devices are permitted. During this phase player to player tackling drills, team scrimmaging, running full contact plays, etc. are not permitted.

**The following five (5) days** *\*Revised 2019\** consist of contact practice with full protective equipment and the use of all training devices. Full player to player contact and team scrimmaging is permitted.

**INDIVIDUALS MUST COMPLETE 10 PRACTICES IN ORDER TO REPRESENT THEIR SCHOOL IN A SCRIMMAGE OR CONTEST. *Revised 2019***

## **GUIDELINES FOR FOOTBALL SCRIMMAGES**

**As of May 2010, the N.Y.S.P.H.S.A.A. has adopted the following guidelines governing all football scrimmages conducted in New York State:**

1. No official score is kept.
2. No definite time is set or kept.
3. Coaches are permitted on the field to provide instruction and make corrections.
4. Different configurations governing possession time and down and situations (than those normally used in a game) may be used to govern play.
5. Unlimited time-outs and stoppages of play are permitted and encouraged for both providing instruction and adequate rest periods.
6. The use of officials would be permitted and encouraged whenever possible for instruction regarding the rules and proper application of rules.
7. No kickoffs are permitted.
8. Punts and extra point kicks attempts may involve live play until the ball is kicked. Punts may not be advanced, and all fumbled punts and muffs will be blown dead immediately.
9. The total number of plays should be recorded to prevent an individual player from being involved in more than a maximum of 90 live contact plays during the entire scrimmage.
10. No admission may be charged.
11. The participation of student support groups such as cheerleaders, bands, kick lines, etc. are prohibited.



## **GUIDELINES FOR JUNIOR VARSITY FOOTBALL**

### **Starting Date**

Monday, August 22, 2022 - All junior varsity teams are bound by the 2-3-5 practice requirements.

### **Eligibility**

All Section VIII junior varsity teams must consist solely of student athletes in grades 9, 10 & 11. 7<sup>th</sup> and 8<sup>th</sup> graders are eligible only by meeting the requirements for Athletic Placement Process.

### **Schedule**

The schedule is the same as the varsity, at the opposite site.

### **Declaration**

**THERE IS NO DECLARATION NECESSARY UNLESS YOU ARE NOT GOING TO HAVE A JUNIOR VARSITY TEAM.** If this is the case, please notify Matt McLees and BOCES, in writing, no later than **September 1<sup>st</sup>**. The Football Committee will meet to make any necessary adjustments in the junior varsity schedule.

## **GUIDELINES REGARDING 'KICKERS'** **UPDATED JULY 2015**

The word kicker refers to the position or player designated to perform the act of kicking the football (punt, kickoff, place kick). This player is the same as any other player on the field. The athlete must meet all the practice requirements (2-3-6-3 total 14 days) and must be properly instructed, trained and drilled in all the fundamental skills and techniques necessary to safely perform as a football player. This includes blocking, tackling and being blocked or tackled.

## **NYSPHSAA 20 YARD LINE OVERTIME PROCEDURE**

1. An overtime period is untimed play after a regulation game has ended with the score tied. During an overtime period each team has an opportunity to be on offense. However, an overtime period may include only one offensive possession if the defensive team scores a safety or touchdown.
2. When the score is tied at the end of the fourth period, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. All officials will assemble at the 50-yard line, review the overtime procedure, determine the number of the second half time-outs remaining for each time, and discuss how penalties (if any) will be assessed to start the overtime procedure. At the end of the intermission, the linesman will go to the team on the side of the field where the line to gain equipment is located and the line judge will go to the other team. They will inform the coaches of the number of time-outs each team has remaining and any special penalty enforcement that apply.
3. At the coin toss in the center of the field the visiting team's captain shall be given the privilege of calling the coin while it is in the air. The winner of the toss shall be given his choice of defense or offense first, or of designating the end of the field at which the ball will be put in play for this overtime period. The loser will have his choice of the other options. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on offense, the referee will have that captain face the goal toward which his team will advance and indicate this with the first-down signal. The other team captain will face the offensive captain with his back toward the goal he will defend.
4. Each team shall be permitted one additional time-out during each overtime period (A on offense, followed by B on offense). The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during both regulation time and overtime periods.
5. To start the overtime, the offensive team shall put the ball in play, first and 10, on the defensive team's 20-yard line anywhere between the inbounds lines. The first offensive team shall have a series of four downs to either score or gain enough yardage for a 1<sup>st</sup> down. If the offensive team gains a first down, the possession will continue, with the ball in play as either first and 10, or first and goal if the ball is snapped inside the defensive team's 10-yard line. The offensive possession shall be terminated by any score by the offensive team, or if the defensive team has gained possession of the ball.
6. If the team on offense scores a touchdown, it is entitled to the opportunity for a try unless the points would not affect the outcome of the game or playoff qualifying. A field-goal attempt is permitted during any down. If the offensive team gains possession, the ball becomes dead immediately and the offensive team's possession is ended.
7. After the first team on offense has completed its possession, the first team on defense will become the offensive team with the ball snapped from the same 20-yard line anywhere between the inbounds lines. The same end of the field will be used for possessions by both teams during each overtime period to ensure equal game conditions and conserve time.
8. If the score remains tied after each team has been given one offensive possession in an overtime period, then the procedure shall be repeated with other overtime periods until a game winner is determined. In this case, there shall be an intermission of two minutes between periods. At the subsequent meeting of team captains, the loser of the overtime coin toss will be given first choice of the options. If additional overtime periods are required, then first options will be alternated with no coin toss.
9. If a safety is scored by the offensive team, the succeeding spot will be the 20-yard line in possession of the team that was on defense, provided the defensive team has not already had its offensive series during the period (the temporary overtime score is Team A-2; Team B-0)
10. When the defensive team gains possession of the ball, the possession immediately ends for the offensive team.
11. The offensive team shall be awarded a new series of downs when any one of the following occurs:
  - a. Penalty for defensive pass interference is accepted.
  - b. Offensive team recovers a scrimmage kick (field-goal attempt) between the goal lines after it has been touched first by the defensive team beyond the neutral zone.
  - c. Defensive team is guilty of roughing the passer or roughing the kicker, place-kick holder or snapper during a scrimmage kick (field-goal attempt).
12. If the defensive team scores a safety or touchdown, the game is ended.



# NFHS OFFICIAL FOOTBALL SIGNALS

23 Failure to wear required equipment 	24 Illegal helmet contact Torturing 	25 Illegal bare-collar tackle 	26 Illegal blindside block 	27 Unsportsmanlike conduct Noncontact foul 
28 Illegal participation 	29 Sliding interference (Face probe ban) 	30 Running into or roughing kicker or holder 	31 Illegal batting/kicking (Followed by pointing toward see for kicking) 	32 Invalid fair catch Illegal fair catch signal 
33 Forward pass interference Kick catching interference 	34 Roughing passer 	35 Illegal pass/forward handing (see pass ban) 	36 Intentional grounding 	37 Ineligible downfield on pass 
38 Personal foul 	39 Clipping 	40 Blocking below waist 	41 Chop block 	42 Holding/obstruction Illegal use of hands/arms 
43 Illegal block 	44 Helping runner later locked blocking 	45 Grasping face mask or helmet opening 	46 Dropping 	47 Disqualification 

PlayPics courtesy of REFERENCE (www.reference.com)

**NFHS GENERAL INSTRUCTIONS  
FOR FOOTBALL GAME AND PLAY CLOCK OPERATORS**

- A. The clock operator should report to the game officials at the stadium at least 30 minutes before game time for the following purposes:
1. To synchronize timer's watch with official game time as established by the game official responsible for timing.
  2. To advise game officials whether the clock operator will be in the press box or on the sideline. Determine procedure for communication with timer and check this procedure prior to the game.
  3. To discuss coordination of starting, stopping and adjusting the clock in accordance with the playing rules.
  4. To discuss if the game clock horn (mechanical signal) can be turned off. Preference is for the game clock horn (mechanical signal) to be turned off for the duration of the game.
- B. The game clock is normally started 30 minutes before game time. The halftime intermission will start on the referee's signal when the players and game officials leave the field. All pregame and halftime activities will be synchronized with the official game clock. The mandatory three-minute warm-up period will be put on the clock after the intermission time has elapsed and shall be started immediately.
- C. The game clock operator shall have an extra stopwatch available. In case of failure of the game clock, the clock operator shall immediately contact the game officials, giving them the correct data regarding the official time. The game official responsible for timing will then pick up the correct game time on the stopwatch. If the game clock becomes inoperative and is subsequently repaired, it will not be used again until the next period or when the referee determines it is operational. The public-address announcer will indicate the field clock will not be official until the malfunction is corrected and a subsequent announcement is made on the public-address system.
- D. **Game Clock Procedures:**
1. The game clock operator is an integral member of the officiating crew and game administration. Unfair advantages occur when the game clock is not started or stopped correctly by rule. Great care must be exercised to see that no time lag occurs in starting or stopping the clock.
  2. On all free kicks, the nearest game official(s) will signal the legal touching of the ball by indicating that the game clock should start.
  3. Any game official may signal a time-out; therefore, the game clock operator should be alert to stop the game clock.
  4. The incompleteness signal will stop the game clock.
  5. The game clock operator will automatically stop the clock following a touchdown, field goal, touchback or safety after the appropriate scoring signal has been made.
  6. After the game clock has been stopped, the referee will start it again on the referee's start-the-clock signal and if no such signal is given, the game clock operator will start the clock on the snap without the signal from the referee.
  7. The referee may start the clock again in certain instances before the ready-for-play.
  8. The try is not a timed down.

1. There are instances when a period shall be extended by an untimed down. During these extensions, leave the clock at :00. Do not reset the game clock for the next period until the referee declares the period over by facing the press box and holding the ball overhead.
2. Each state association may decide whether to utilize a running clock in certain situations, and the procedures for those
3. situations.

#### **E. Play Clock Procedures**

1. The following set of instructions is for the play clock operators to assist with the rules on the play clock that now involves a 40-second or 25-second possibility for a delay of game. The following are the instructions for the 40-second and the 25-second play clock, to be used if and when visible play clocks are available to be used.
2. Note to the Play Clock Operator: Starting the 40-second play clock "immediately" is to be interpreted as starting the 40 seconds as quickly as the covering official signals the end of the down using Signal #3 (time-out) or Signal #7 (dead ball with one arm straight up) or Signal #10 (incomplete pass). These are the only three signals you should expect at the end of a down prior to the 40-second play clock starting.
3. The following addresses the play situations that require the 40-second option:
  - a. The Team A (offense) runner is stopped inbounds short of a first down. The game clock continues to run and the 40-second play clock is started immediately except at the end of a 4<sup>th</sup> down.
  - b. The Team A (offense) runner is stopped inbounds beyond 1<sup>st</sup> line-to-gain (first down). The game clock is stopped for the first down and the 40-second play clock is started immediately. The referee will then restart (wind) the game clock (no whistle involved) as quickly as the football is placed on the ground and ready for play.
  - c. The Team A (offense) runner or a Team A fumble or a Team A backward pass goes out of bounds. The game clock is stopped, and the 40-second play clock is started immediately. The game clock will not start again until the next legal snap.
  - d. The Team A (offense) legal forward pass is incomplete. The game clock is stopped, and the 40-second play clock is started immediately. The game clock will not start again until the next legal snap.

2021

## **GENERAL INSTRUCTIONS**

### **FOR FOOTBALL LINE-TO-GAIN CREWS**

The typical line-to-gain crew consists of at least three individuals – A DOWN-MARKER INDICATOR OPERATOR and two to hold the rods. Unless otherwise possible by use of a fourth crew member, the DOWN-MARKER INDICATOR OPERATOR will attach the clip as specified. In some cases, where a fourth crew member is present, that member may also be requested to record penalties on a chart provided by the game officials. It is STRONGLY recommended that the members of the crew be adults and wear distinctive vests or jackets furnished by home or game management. Remind crew members that they are assistant officials, not fans.

#### **PREGAME DUTIES**

1. The line-to-gain crew shall meet the HEAD LINESMAN on the sideline opposite the press box at least 15 minutes before game time and also five minutes prior to the second-half kickoff. If an auxiliary down-marker indicator is used, the operator shall meet the LINE JUDGE on the press-box side at the same time.
2. The HEAD LINESMAN shall make certain that the official line-to-gain and down-marker indicators have been placed opposite the press box or on the designated sideline and that all are in good working order and conform to the rules. The LINE JUDGE shall make certain that the auxiliary down-marker indicator is in good working order and is placed on the opposite side of the field from the line-to-gain crew.
3. The complete concentration of the crew is absolutely necessary if crew members are to discharge their duties efficiently. The crew must refrain from showing any partisan reaction to the events taking place on the playing field. The crew must be prepared to act immediately on instructions from the HEAD LINESMAN so that teams and all concerned will know the exact situation concerning the down and yards to be gained. The crew shall not move or change the number of the down until signaled to do so by the HEAD LINESMAN. The AUXILIARY DOWN-MARKER INDICATOR OPERATOR shall act only on instructions from the LINE JUDGE. The crew must remain impartial and may not communicate down and distance information to members of the coaching staff or team.
4. While serving on the line-to-gain crew, the crew should refrain from using items that would distract them from their responsibility (i.e., using electronic devices).

#### **GAME PROCEDURES**

1. On the HEAD LINESMAN'S signal, the crew shall move as quickly as possible to the next position.
2. When a runner or pass receiver is going out of bounds in the immediate vicinity, the involved crew member is to quickly and carefully drop the marker and move away from the sideline, keeping his/her eye on the spot of the marker. The crew members away from the play should hold their positions if possible.

3. The HEAD LINESMAN will set the spot of all first downs by going to the sidelines and marking, while facing the field, the exact spot where the rear stake will be set. The front crew member will then be sure the chain is fully extended before setting his/her stake.

4. The DOWN-MARKER INDICATOR OPERATOR, on every new series of downs, will set the down-marker indicator at the spot marked by the HEAD LINESMAN. When the line-to-gain equipment is moved, the rear rod is to be set behind the down-marker indicator and then the clip shall be placed at the back edge of the 5-yard line nearest the rear rod. The down-marker indicator must be held at all times in an upright position with the down correctly shown.

5. The DOWN-MARKER INDICATOR OPERATOR is to show the number of the down just completed and shall not indicate the new down until so notified by the HEAD LINESMAN. On instruction from the HEAD LINESMAN, the DOWN-MARKER INDICATOR OPERATOR will move the down-marker indicator to a new position with the marker indicator placed at the forward point of the ball and change the marker indicator to the correct down.

6. On all measurements for first down when the chain is moved onto the field, the DOWN-MARKER INDICATOR OPERATOR is to place his/ her marker indicator at the spot of the front rod until a new series of downs is declared or the chain is returned to its previous position.

7. The chain is not extended if it is a first-and-goal situation. The HEAD LINESMAN should provide the DOWN-MARKER INDICATOR OPERATOR a bean bag in this situation to mark location of the box in case it is moved during the down.

8. The DOWN-MARKER INDICATOR OPERATOR should place the marker indicator on the line of scrimmage on all try situations. This will aid players and game officials in determining the line of scrimmage on all plays toward the sideline. The chain will not be placed on a try.

9. If the sidelines become crowded and the crew does not have room to efficiently discharge its duties, the crew is to notify the HEAD LINESMAN immediately so that a time-out may be called and sidelines cleared before the game will be allowed to proceed.

10. If the game is delayed for any reason, the crew will stay with the game officials.

11. The official line-to-gain and down-marker indicators shall be operated approximately 2 yards outside the sideline opposite the press box, except in stadiums where the total playing enclosure does not permit. Unofficial auxiliary line-to-gain and down-marker indicators may be used on the sideline opposite the official line-to-gain and down-marker indicators and shall be operated approximately 2 yards outside the sideline, except in stadiums where the total playing enclosure does not permit. All indicators shall be operated as far off the sideline (up to 2 yards) as facilities permit and as directed by the HEAD LINESMAN and LINE JUDGE.

12. With the 40 or 25 second play clock, it is possible the ball may be snapped prior to the down-marker indicator being set. Should this rare situation occur THE HEAD LINESMAN shall drop a bean bag at the spot where the DOWN-MARKER INDICATOR OPERATOR shall spot the down-marker indicator.

4. There is no signal/whistle from the referee during the 40 seconds except to restart the game clock following a first down inbounds. It is important to note that none of the situations listed above involve an administrative stop/interruption in play. All of those possibilities are addressed in the next section.
5. **Administrative Stoppages/Interruptions:** It is always possible for the situations that are listed below to occur during the game that are administrative issues/interruptions to the normal flow of play. This list does not necessarily include every possibility.
6. **Note to the Play Clock Operator:** Every situation listed below – with two exceptions – will result in a 25-second play clock that is not started immediately at any time, but you will wait until the situation has been addressed and the referee will then utilize Signal #1 which is the very common ready-for-play (with the whistle sounded) or Signal #2 (wind) which restarts both clocks (with the whistle sounded).  
 Game Situations: (a) any foul occurs; (b) play is stopped for an injured player (40 seconds if a defensive player); (c) any down that involves a score; (d) either team is granted a time-out; (e) play is stopped to address an equipment issue (40 seconds if a defensive player); (f) any down that includes a legal kick followed by a new series; (g) a measurement for a first down; (h) team possession changes during or after a down; (i) the beginning of any period; (j) an inadvertent whistle; and (k) an untimed down. This list includes most 25-second play clock situations, but an extremely rare situation is also a possibility (a dog runs across the field; the lights go out; weather conditions).
7. **General Statements**
  - (a) Always set the play clock back to 40 during a down in progress. You will have plenty of time to change it back to 25 at the end of the down if necessary.
  - (b) The common ready-for-play whistle/signal is not used for a 40-second play clock.
  - (c) It is very important that the same individual in the press box is not responsible for both clocks. An official on the field will be responsible for the play clock if no visible play clocks are used.
  - (d) The game clock operator must always be ready for the referee to wind/start the game clock when it is stopped. The game clock will always start on a legal snap if it is not already started/running prior to the legal snap.
  - (e) Make certain that you always run the 25-second play clock prior to an extra point try, prior to a kickoff and prior to the kick following a safety.
8. Finally, the play clock operator must always be ready for the referee to reset the 40-second clock to 25 seconds if and when the 40 seconds has run down past and below 25 seconds and the football is still not yet on the ground ready for the next down. The referee's signal for this is a pumping motion with one hand up and down near his head. The same pumping motion with both hands is a reset to 40 seconds.

PLAY CLOCK/GAME CLOCK PROCEDURES				
Event	Play Clock Starts At	Game Clock Starts	Covering Official's Signal	Referee's Signal
Dead Ball Inbounds	40	Running	S #7	None
Dead Ball Out Of Bounds	40	Snap	S #3	None
Incomplete Pass	40	Snap	S #10	None
Team A Awarded 1st Down	40	Signal	S #3	Wind
Penalty Administration	25	Ready	S #3	Wind
Charged Team Timeout	25	Snap	S #3	Chop
Injury / Helmet Off *	40/25	Ready	S #3	Wind
Measurement	25	Ready	S #3	Wind
Double Change Of Possession – Team A Snaps	25	Ready	S #7	Wind
Change Of Possession - Team B Snaps	25	Snap	S #3	Chop
Touchdown	25	N/A	S #3	Chop
Try, Field Goal, Safety	25	Varies **	Varies **	Chop
Start Of Each Period	25	Varies	Varies	Chop
Legal Kick	25	Snap	S #3	Chop
Start Of Overtime Period	25	N/A	N/A	Chop
Other Administrative Stoppages ***	25	Ready	S #3	Wind
* See Rule 3-8-1a(1) EXCEPTIONS For Defensive Injuries				
** The Game Clock Will Start on the Legal Touch of a Free Kick				
*** Includes Inadvertent Whistle and Period Extension				
See the Current NFHS Football Rules Book for the NFHS Official Football Signals				





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## **2021 NFHS FOOTBALL RULES CHANGES**

**Action in the Free-Blocking Zone [2-17-2c (NEW), 2-17-4]**

Blocking below the waist now requires the block to begin immediately following the snap.

## **2021 EDITORIAL CHANGES**

1-5-1b(3); 2-10-1; 2-10-2; 3-5-1; 9-4-4 PENALTY, NINE-, EIGHT- AND SIX-PLAYER RULES DIFFERENCES – GENERAL; SIX-PLAYER RULES DIFFERENCES – RULES 2 and 7

## **2021 POINTS OF EMPHASIS**

1. Sportsmanship
2. Intentional Grounding
3. Ineligible Downfield and Line of Scrimmage Formation

**\*\*FINAL as of June 1, 2021**



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## **2021 FOOTBALL POINTS OF EMPHASIS**

### **Sportsmanship**

When considering sportsmanship, many may first think only of the game participants (athletes and coaches) within the timeframe of the game. However, proper sportsmanship also includes the pregame warm-up period, postgame handshake activity, spectator behavior (both students and adults), parents of athletes, public-address announcements and announcers, and bands. All of the above constituents have a role in promoting good sportsmanship.

Players and coaches are the most visible in their displays of sportsmanship. Their behavior sets the tone for fans, game officials and others. As recognizable personalities, it is an expectation that coaches model good behavior. Players must represent their schools and communities as ambassadors of good sporting behavior beginning with pregame activities and concluding with end-of-game activities.

Game officials generally do not assume control until taking the field approximately 30 minutes prior to the scheduled kickoff. Therefore, coaching staffs and game administrators must be vigilant and responsible for ensuring proper sportsmanship during this time. Once the contest begins, school administrators are responsible for the proper conduct of all spectators. This may take the form of reading a sportsmanship public-address announcement prior to the contest and remaining vigilant for possible issues during the contest. Student bodies and spectators in general should be reminded that any behaviors conducted at the expense of the opponents is unacceptable and will be addressed accordingly.

Public-address announcers are responsible for delivering pertinent game-related information – not to be a play-by-play person or cheerleader. Taking liberties with biased and/or inflammatory announcements must not be tolerated. Their purpose is not to editorialize the quality of play or incite the home crowd in any way.

Working with the band/music director, the school administration must set proper guidelines and ensure compliance regarding when live or recorded music may be utilized.

Good sportsmanship does not occur on its own. Only with specific planning and coordination by all constituents is good sportsmanship achievable. Good sportsmanship is about respect. Good sports win with humility, lose with grace and do both with dignity.

### **Respectful Communication Between Coaches and Game Officials**

If the primary mission of high school football was to win state championships then, by design, 99 percent of all teams would never fulfill the goal. If winning games was the primary goal then, for sure, 50 percent of teams would never be fulfilling the goal. All NFHS sports rules books include a "Mission Statement" (Appendix A in the NFHS Football Rules Book) that clearly states the primary goals as promoting "leadership, respect, integrity and sportsmanship."

To that end, coaches and game officials should always be communicating with each other in a manner that models such behaviors for the student-athletes. Guidelines to model such communication is always included as Appendix F (for Coaches) and Appendix G (for Officials) in the NFHS Football Rules Book.

NFHS Football Rule 9-8-1 states that it is unsportsmanlike conduct and thereby clearly illegal for any non-player (coach) to "attempt to influence a decision by a game official" such as screaming for holding by a defensive coach over and over, or consistently asking for a pass interference call by an offensive coach.

The rule further defines that it is unsportsmanlike conduct to "indicate an objection to a game official's decision." While it is likely not appropriate to be calling such a foul unless it is an extreme case, game officials and coaches need to keep in mind that young student-athletes are watching their every move. If a coach disagrees with a decision, he or she should be requesting a "conference time-out" and respectfully presenting his or her case. Note that this procedure calls for both coach and game officials to discuss any disagreement specifically "in front of the team bench" (as a learning opportunity for players to see how adults respectfully speak with other adults) as opposed to some secret screaming session in the middle of the field. If they are not sure enough about their position to risk a time-out, then they need to abide by NFHS Football Rule 9-8-1.

### **Preventing Inequities Due to Illegal Substitution and/or Illegal Formation**

After the ready-for-play, each A player who participated in the previous down and each A substitute must have been, momentarily, between the 9-yard marks before the snap. (Rule 7-2-1)

With the newly revised definition for the "ready-for-play," a "wide out" type substitute can gain the advantage of being unnoticed and uncovered or even in illegal position if game officials do not consistently recognize whether or not the players are all abiding by this NFHS football rule.

The ready-for-play may be a signal given by the referee. However, with the new rule it may also be initiated by the umpire placing the ball on the ground and moving into position. It only takes one instance for a receiver to go uncovered for A to gain the advantage of a long reception or even a score. Game officials need to be especially conscious of the position of outside substitutes when either type ready for play occurs. Wing officials should be especially

alert for substitution issues.

### **Responsibility for Minimizing Risk in the Game**

It is so very important to understand that the school administrators, coaches, players and non-players, and game officials are equally responsible for minimizing the risk in the game of football! It is quite clear that there have been many NFHS football rules changes recently that directly address risk minimization of the participants. The purpose of this Point of Emphasis is to encourage all game officials to carefully study these NFHS rules of the game for football and prepare themselves to make appropriate decisions throughout the game that address this area of concern. It is very important to always remember that a decision to not throw a flag for a risk minimization-related foul sends a very clear message that the game official approves of the action by the player(s) and is likely to see the same foul repeated. Game officials should take the time to carefully study the items listed below and prepare to react appropriately in each and every game. **Every game official must take responsibility for minimizing the risk of all participants in high school football.**

NFHS Football Rule 9 clearly addresses the conduct of all participants, and Sections 3 and 4 specifically deal with physical contact between players that may result in these risk concerns. Let's look at several specific examples. Please note that this list is not all-inclusive:

**Targeting** is defined as "an act by any player who takes aim and initiates contact against an opponent above the shoulders with the helmet, forearm, hand, fist, elbow or shoulder (s)." Any player who is in complete control of himself (not fighting off a block) must be held to a very high standard when making this contact against an opponent. We simply cannot miss or pass on this type of foul in an effort to protect both players. Remember that a targeting foul does not result in automatic disqualification, but that certainly can be a consideration.

**Blindside Block** is defined as "a block against an opponent other than the runner, who is not able to see the blocker approaching." This action that includes forceful contact clearly results in a foul unless the block outside of the free-blocking zone is initiated with open hands (open palms to the opponent).

**Tripping** is defined as "the intentional use of the lower leg or foot to obstruct an opponent below the knee." It must be noted here that a player may not trip any opponent (includes the runner). It is also important to note here that an injury to both players is certainly possible.

**Defenseless Player** is defined as "a player who, because of his physical position and focus of concentration, is especially vulnerable to injury." It must be noted here that physical contact against a defenseless player may very well be perfectly legal, but any player must take extreme care to make certain that the contact is legal by rule to avoid a foul. Game officials must carefully observe any defenseless player to determine that the contact by an opponent is legal. It is also necessary to note here that unnecessary or excessive contact may very well occur.

**Illegal Helmet Contact** is defined as “an act of initiating contact with the helmet against any opponent.” It is important to note here that a helmet is to be used for protection and not to be used as a weapon.

**Spearing** is “an act by any player who initiates contact against an opponent at the shoulders or below with the crown (top portion) of his helmet,” and is likely to be the most common example of illegal helmet contact.

**Roughing** an opponent may include action against a passer, a kicker, a holder or a snapper. Each of these players are certainly in a vulnerable position at a critical moment and clearly must be protected.



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## **2021 NFHS FOOTBALL GAME OFFICIALS MANUAL POINTS OF EMPHASIS**

### **Clock Management Communication**

Accurate and effective communication during the game is critically important for the game officials, coaches, players and the press box personnel. Recent NFHS football rules change(s) that impact clock management issues call for careful consideration of the necessary changes for game officials to correctly communicate important information throughout the contest – especially during critical game situations when the clock issues are very important. Game officials must utilize sound and effective mechanics throughout the entire game to ensure that they are adequately prepared when the game situations call for critical decisions to be made by the coaches and players.

One very important change that is a result of the new 40-, 25-second play clock is that the covering official(s) must utilize a physical signal that is clearly visible at the end of every down. The most common signals that are necessary when the ball becomes dead include Signal No. 7 (dead ball with one arm straight up) or Signal No. 3 (stops the game clock) or Signal No. 10 (incomplete forward pass). A down that involves a score would involve another appropriate signal as well. Please note that the result of any down only calls for one signal to be used. Coaches, players, clock operators and the other game officials depend on this important information to make critical decisions that sometimes must be made very quickly. A game officials crew that has developed effective and consistent habits to clearly communicate this important information throughout the contest is thoroughly prepared when critical game situations call for quick decisions. Effective clock management becomes a shared crew responsibility when each member of the crew learns the correct signals and is prepared to utilize them in an accurate and consistent manner.

Game official crews that are assigned to work a game where visible play clocks are not available on occasion or all of the time are likely to be familiar with the local association/ state mechanic that is recommended for use when the play clock has reached the 10-second mark and then the 5-second mark. It is the recommendation of the NFHS Football Game Officials Manual Committee that a clearly visible physical signal must occur when the play clock reaches 10 seconds and that an additional signal is necessary at the 5-second mark to count down the final seconds prior to the possibility of a delay of game foul. The game official who is responsible for this signal might choose to visit with both quarterbacks prior to the game to allow them to clarify any questions or information they may have concerning this mechanic.

### **Intentional Grounding**

Due to the growing prevalence of televised football, one of the most misunderstood rules at the high school level is intentional grounding. Under NFHS rules, intentional grounding is a foul whenever a legal forward pass is thrown into an area not occupied by an eligible receiver, or when a pass is thrown to prevent a loss of yardage or to conserve time. The only exception to this rule is when the passer intentionally throws the ball forward to the ground immediately after receiving the snap.

Under NFHS rules, it is a foul if there was no eligible receiver in the area of the pass, regardless of the passer's position on the field. Across the country, we are seeing more high school quarterbacks throw the ball away to avoid a sack when outside the pocket, thinking this is legal based on what is seen on television. High school referees need to be aware of these situations and, with the help of the line judge and linesman, make the correct call under NFHS football rules. This is a foul that should be called after the game officials have gathered and discussed the play. When a foul does occur, the penalty flag needs to be thrown by the referee. The penalty is 5 yards from the spot of the foul and a loss of down.

### **Ineligible Downfield and Line of Scrimmage Formation**

In order for the offensive team to have a legal scrimmage formation at the snap (assuming the numbering exception is not being used), at least five Team A players, numbered 50-79, must be on the line of scrimmage. Also, no more than four Team A players may be backs. Only one player may not be on the line but still penetrate the vertical plane through the waistline of his nearest teammate who is on the line. This player must be in position to receive a hand-to-hand snap, but does not have to actually receive it. By rule, he is the only player allowed to be positioned in "no man's land" at the snap. All other players not on the line must be clearly positioned as backs.

Some clarification was recently provided in identifying when an ineligible Team A player is illegally downfield on a pass play. By rule, ineligible Team A players may not advance beyond the expanded neutral zone on a legal forward pass play before a legal forward pass that crosses the neutral zone is in flight. The neutral zone expands 2 yards behind the defensive line of scrimmage following the snap. The position of the ineligible Team A player at the moment of the legal pass is the primary factor in determining if the player is illegally downfield. When identifying Team A players who are illegally downfield, it is important to make sure that the Team A player is clearly beyond the expanded neutral zone (2 yards) at the moment that the pass is in flight. Players can travel multiple yards in a quick period of time. These players can be legally within the expanded neutral zone when the pass is thrown but beyond as the pass moves downfield. If B touches the pass in or behind the neutral zone, this restriction is terminated.

## **N.C.H.S.F.C.A.**

### **ORGANIZATION RESPONSIBILITIES PROPOSAL**

#### **Financial**

All teams will contribute the following:

1. One full page ad or the equivalent (i.e. two half pages).
2. At least one person on the staff shall attend the N.C.H.S.F.C.A. Clinic.
3. Each team will provide at least one (1) staff member to sell 50-50 raffles at two separate playoff or championship games (there are 14 games to choose from) a sign-up sheet will be provided prior to the games.

#### **Helping with your time**

All teams will provide at least one staff member to help in one of the following:

1. Coaching the All-Star Game
2. Collect tickets at the All-Star Game (2 people)
3. Sell 50-50 raffles at the All-Star Game (4 people)
4. Assist at the Gridiron Dinner (taking tickets, set up, etc.)
5. Assist at the Clinic
6. Assist with fundraising effort

#### **Coaches not helping with requirements**

7. Not eligible for Honors Committees (i.e. Thorpe, Martone, Piner, etc.)
8. Should not be considered for or continue to be a Football Committee member.
9. No conference scholarships.

All coaches' responsibilities will be recorded for the season and any penalties will be enforced in the following season. A list for the organization will be provided to the coaches at the seeding meeting for the following year. This will continue each year.



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**III.**

**CHECKLIST**

**&**

**GUIDELINES**

**FOR**

**DIRECTORS**

**&**

**COACHES**

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## SECTION VIII

### OFFICIALS' RATING CARD

Coaches will submit official rating cards through the online computer program, SportsPak.

Officials will be rated on a scale of 1-10 in four categories. **ATTITUDE, RULES, MECHANICS and GAME CONTROL.** The scale will be:

10	Excellent
8-9	Very Good
6-7	Average
4-5	Below Average
1-3	Unacceptable

*Coaches will be able to enter scores in .5 increments.*

#### OVERALL RATING:

The overall rating will be calculated by the computer system and will not be able to be entered or changed by the coach. If a coach is not satisfied with the overall rating, it can be changed by adjusting the scores in one or more of the four (4) boxes.

The computer will compute the overall rating in the following manner:

- ATTITUDE** - will account for 10% of the overall rating
- RULES** - will account for 30% of the overall rating
- MECHANICS** - will account for 30% of the overall rating
- GAME CONTROL** - will account for 30% of the overall rating

#### EXAMPLES:

Attitude - 8 (.08)	Attitude -10 (1.0)	Attitude - 9.5 (.95)
Rules - 9 (2.7)	Rules - 8.5 (2.55)	Rules - 8.5 (2.55)
Mechanics - 9 (2.7)	Mechanics - 7.5 (2.25)	Mechanics - 9 (2.7)
Game Control -8 (2.4)	Game Control - 9 (2.7)	Game Control - 8.5 (2.55)
Overall Rating - 8.6	Overall Rating - 8.5	Overall Rating - 9.75

#### IMPORTANT

Any "overall" rating of four (4) or less (on the current scale) must be sent to the Office of the Executive Director by either fax or mail (after being submitted in Sports Pak) and must include an explanation and constructive comments. In the absence of such comments, the rating will not be processed but will be returned to the Athletic Director for review and completion.

#### VARSITY COACHES

Coaches who fail to submit ratings for 85% of their games will forfeit their right to designate preferred and/or non-preferred officials for playoffs.

## **FOOTBALL CHECKLIST FOR ATHLETIC DIRECTORS AND COACHES**

1. **Section VIII rosters** for varsity and JV must be on file with the Executive Director's Office **PRIOR** to the first league game (all games are league games).
2. Two (2) copies of the numerical rosters should be forwarded to every team in your conference as soon as possible or at least one week prior to your first game. (One copy to the athletic director and one copy to the coach.) Use official roster form on next page.
3. Note the Section VIII Policy (5/29/91) regarding school physicians at football contests (see page 32).
4. **Home teams** wear the colored jerseys - **visiting teams** wear white. Contact the opposing school well in advance in the event of a problem.
5. **Telephone access** is vitally important in the event of an emergency. This pertains to calling in as well as calling out on a Saturday or when school switchboards are normally closed. Please notify the opposing team coach and athletic director.
6. **Field Conditions** - The Nassau County football officials have reported an increasing number of football fields are being poorly maintained, improperly marked, and in some cases, they have noticed potential hazards exist both on the playing field and on the immediate sidelines.
  - a. Field should be checked and cleared of broken glass, protruding sprinkler heads, and other forms of debris.
  - b. All holes should be filled in and level.
  - c. All holes, drains, pole vault boxes and potential hazards along the sidelines should be covered or removed.
  - d. Each zone marker (red pylongs) should be checked. The officials have reported that some are being held up with wooden stakes and metal spikes.
  - e. Down markers and chains with points on the end are illegal.
  - f. Goal post pads are required.
7. **Public address announcements** and programs must include the Section VIII sportsmanship regulations. Also, note Section VIII guidelines for selection and proper conduct of public address announcers. There should be no announcements or play-by-play when the ball is in play.
8. **Any changes in your schedule** (including day of game, time of game, location of game, etc.) requires that the conference coordinator be notified in writing with copies sent to the athletic director and the football coach of all the schools in your conference. This is in addition to notifying BOCES and the football coordinator.
9. **Guidelines Regarding "Kickers"**  
The word kicker refers to the position or player designated to perform the act of kicking the football (punt, kickoff, place kick). This player is the same as any other player on the field. He or she must meet all the practice requirements (3-2-6-4 total 15 days) and must be properly instructed, trained and drilled in all the fundamental skills and techniques necessary to safely perform as a football player. This includes blocking, tackling and being blocked or tackled.
10. **Emergency Action Plan** is recommended for all Football coaches.
11. AD's are encouraged to be prepared for any emergency that may arise.

## **NASSAU COUNTY HIGH SCHOOL FOOTBALL** **OFFICIAL ROSTER FORM**

CONFERENCE \_\_\_\_\_

YEAR \_\_\_\_\_

School \_\_\_\_\_

Nickname \_\_\_\_\_

Head Coach \_\_\_\_\_

Colors \_\_\_\_\_

Assistants \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Statistics \_\_\_\_\_  
\_\_\_\_\_

Camermen \_\_\_\_\_

NO	LAST NAME	FIRST NAME	GRADE	POSITION	HT.	WT.



## Home Team Responsibilities

1. Properly mark and prepare the playing field (see diagram).
2. Provide locker room and/or adequate toilet facilities, chalkboard, chalk and eraser for both teams. A supervisor must be assigned to escort the visiting team to a locker room with adequate toilet facilities, chalkboard and eraser. The home school must also assign a supervisor to officials and provide the following:
  - a. Adequate and secure parking facilities.
  - b. Private dressing and shower facilities away from coaches and other supervisory personnel with provision for a secure place for clothing and valuables. Upon request of the official, these facilities shall be opened at half time and immediately following the contest.
  - c. Reasonable and proper crowd control with provisions for carrying out home management's responsibilities as called for by contest rules. Also, to include an escort by supervisory personnel at half-time and conclusion of contest to locker room and off school grounds, if necessary.
3. Have a rulebook available on the home sideline.
4. Provide experienced people to work chains and down box for all home games. Designate down box individual in charge of crew and attempt to make crew consistent for all home games. Pay particular attention to having experienced individuals at all levels.
5. Provide a reasonable and safe location for videotaping the game. One visiting team assistant coach (to communicate with the sidelines) and at least one photographer from the visiting team be granted equal access to the same or equal facilities as those provided for the home team. Both functions are considered as vital to the visiting team as they are to the home team. Therefore, an equal facility must be provided for both teams. If the home team fails to provide an equal opportunity for the visiting team, the referee may under Rule 1, Article #3 of the National Federation Rules deny the home team the use of said facilities. (Sect. VIII Policy 6/89). Videotaping and/or filming from the end zone (10-yard line around the end zone to the 10-yard line) is permitted. This tape or film may not be exchanged with any other school (11/94).
6. Provide adequate supervision for both sidelines. Sidelines should be clear of spectators and all unauthorized personnel. See Section VIII guidelines for crowd control and supervision.
7. Have a supervisor escort visiting team bus to a parking area that will provide for the easiest departure at the conclusion of the contest. Home supervisors must escort visiting team to their bus to insure their departure of school grounds is without incidence.
8. See new Section VIII Policy/Doctors
9. Official Time on Scoreboard - A fifth official may be requested to run the scoreboard clock, therefore, providing for the official time to be kept on the scoreboard clock.
10. Benches should be provided for visiting team. Also, a small table and garbage can.
11. Home team must sit on the side with the most seating.

## Football Point Differential Policy

Updated 1/18/22

Once the score of the game reaches a point differential of 35 points or more, the game will be played with a running clock. The clock will run unless the score differential reaches 14 points or less and then official time is kept.

- ❖ Scores
- ❖ Injuries
- ❖ Official/Injuries Timeouts
- ❖ Timeouts

Anytime a school feels that there was unsportsmanlike conduct by an opponent with the intent to embarrass a school, they should fill out the Point Differential Paperwork on the Section VIII website.

### Scouting Guidelines (N.C.P.H.S.F.C.A.)

Scouting of scrimmages is permissible only if agreed on by all schools involved. This would require 3<sup>rd</sup> and 4<sup>th</sup> party agreement if the schools involved are on each other's schedule.

The use of video equipment for the purpose of scouting is permitted.

End zone video scouting is not permitted.

### Film/Video Exchange (N.C.P.H.S.F.C.A.) (Amended 1997)

Video scouting is now permitted at all varsity games and during the final pre-season scrimmage. However, due to the fact that all schools may not be able to video scout a film/video exchange of at least one game film (tape) of "reasonable quality" with a team's next opponent is still mandatory if a tape is requested. A school's refusal to exchange should be reported to the coordinator immediately. If a coach's refusal is substantiated, all teams in that conference will be informed and all teams will be prohibited from exchanging or supplying films to that coach for the remainder of the season. If it occurs in the last game this would apply to the entire next season.

- a. Each coach should get his choice of films from all previous games. It is recommended that the exchange take place on Saturday, if possible. If the teams agree to exchange the most recent game, the exchange should take place by no later than Tuesday evening.
- b. Coaches can agree to exchange more than one film.
- c. Coaches can agree not to exchange film.
- d. Due to TV games and the fact that the mere exchanging of films each week allows for the possibility of multiple opportunities to view an opponent, the N.C.H.S.F.C.A. has agreed to an open exchange with any other coach at any time for any opponent.
- e. "Reasonable quality" means suitable for analysis of offense, defense and kicking game for the purpose of preparation. The "Golden Rule" is, **If you wouldn't want it, don't give it to someone else.**
- f. "End zone" tapes may not be exchanged except between the two schools that appear on the tape (3/95).

**\*End zone scouting and/or videotaping is permitted by a team participating in the game.**

### Section VIII Policy Concerning Doctors in Attendance at Football Games

In an effort to clarify the policy concerning Doctors, EMT's and AMT's in attendance at football games, the following is the policy modification dated 5/29/91 and the reasoning behind it.

The Chief School Officers (6/6/91) and the Athletic Council did not intend to eliminate the policy governing attendance of a physician at football games.

- a. Each member school should be responsible for providing at their home football games a professional medical coverage of their choice. This coverage must consist of a medical doctor, certified EMT or AMT or a NATA certified trainer. If a visiting school insists that a medical doctor be present at football games in which their school district participates in, then it would be the responsibility of the visiting school to assume the obligation to provide and pay for a medical doctor that is sent to the away game if the home school provided medical coverage with other professionals e.g. EMT, AMT or trainer.



- b. All schools should declare in writing prior to the start of the season and no later than two (2) weeks prior to the first scheduled Section VIII game date, what type of coverage their school district will provide for their home football games. This information would be made available to all member schools through the Executive Office of Section VIII. Each school district would then be able to make a decision as to whether or not they wish to send a medical doctor to away games if one is not being provided by the home school.
- c. If a school verifies to the opposing school that they cannot fulfill their obligation of having a physician present, after exhausting all resources and can substantiate their intent, the game may be rescheduled by mutual consent.
- d. If the rescheduling of the game becomes impossibility because undue hardship to either team and all consideration to reschedule were made in good faith and intent, then the scheduled contest will be declared a forfeit in favor of the team that met the requirement necessary to play the game.
- e. Any game on any level that is declared a forfeit may be appealed to the Section Appeals Committee by following the procedure as outlined in the Nassau County Handbook.

#### **Section VIII Policy Re: Communication Equipment (6/89)**

When a team uses headphones or walkie-talkies to communicate with the sidelines, it will be the responsibility of each team to see to it that their own system is in working order. As long as both teams have equal access to the same or equal facilities (including electrical supplies), the responsibility for maintaining a team's own communication equipment and/or providing a back-up lies with that team alone. Failure of one team's equipment or the choice of one team to use or not to use communication equipment would not and should not preclude the other team from continuing to use their own.

#### **Postponements and Changes in Games and Contests**

(Section VIII Policy Adopted 3/24/80)

- a. When a school cannot meet a scheduled event because of a teacher's strike, job action or austerity, that school will automatically forfeit said event, unless the offended school willingly sets another date. No third-party school should be moved involuntarily from the schedule.
- b. In a situation where the weather or field conditions are questionable, the decision as to whether to play or postpone should be made by the home school chief school officer or designee at least two (2) hours in advance of the scheduled starting time if possible, or if it can be arranged, prior to the visiting team leaving their school. The request of a visiting team for postponement because of hazardous driving conditions must be considered
- c. If there is a cancellation or postponement, the contest shall be rescheduled on the next available school day or non-school days including Sunday providing both schools agree.
- d. Possible forfeits must be discussed with opposing schools, the county and conference coordinators before any decisions are made. (11/94)

**In Case of Adverse Conditions, the Host School Shall:**

**At least two (2) hours before game time:**

- 1) Notify the visiting school - set a new date. Game will be played on first school day after postponement. (Sundays and holidays may be used if agreed to by both schools involved.)
  - 2) Notify the officials - reassign if possible.
  - 3) Notify the Sports Chairman.
- a. **Sudden Adverse Weather Just Before the Game:**
- 1) Set a new date before visitors depart.
  - 2) Reassign officials and pay their travel expenses.
- b. **Contest Postponed After Play Has Started:**
- 1) Set new date before visitors depart.
  - 2) Reassign officials - full pay due.
- c. Officials shall call host school if in doubt.
- d. Should host team and visiting team be unable to agree upon the definition of adverse weather, at least two (2) hours prior to the start of the contest, the host team shall be responsible for notifying Executive Secretary. The host team shall also contact the Sports Chairman and the President of Section VIII who will designate a postponement committee with the authority to render a decision.
- e. Should the visiting team or host team refuse to play after following the steps outlined in paragraph 'e', game will be declared a forfeit in favor of the school not at fault, as determined by the committee.
- f. **Rescheduling Varsity Football Games:**
- Once conference schedules are established, the position of a scheduled game relative to other scheduled games may not be changed. The day the game is scheduled may be changed by agreement of both schools but the relative position of the game on the overall schedule may not be changed.
- g. Games interrupted because of events beyond the control of the responsible administrative authority shall be continued from the point of interruption unless the teams agree to terminate the game with the existing score. The time of the contest may be adjusted by the home school.

### **Out of Season Activities Prior to the Approved Starting Date**

All member schools of Section VIII are encouraged to conduct and sponsor recreational and intramural activities for the physical, emotional and social well being of all their students. Schools sponsored activities conducted out of any sport season such as general conditioning, weight training, weight lifting, intramural recreation, open gyms, club activities, clinics and camps are permitted.

- a. If such programs are not mandated by coaches or school personnel.
- b. If such programs are available to all students.

Non-school sponsored activities are also permitted if such programs are not mandated by coaches or school personnel and are available to all students.

However, in order to preserve and protect the intent and integrity of each interscholastic sport season, it shall be the duty and responsibility of all coaches and athletic directors to ensure that no athlete be coerced, exploited or otherwise pressured to participate in an activity related to his/her sport during any other sport season as outlined in the Handbook.

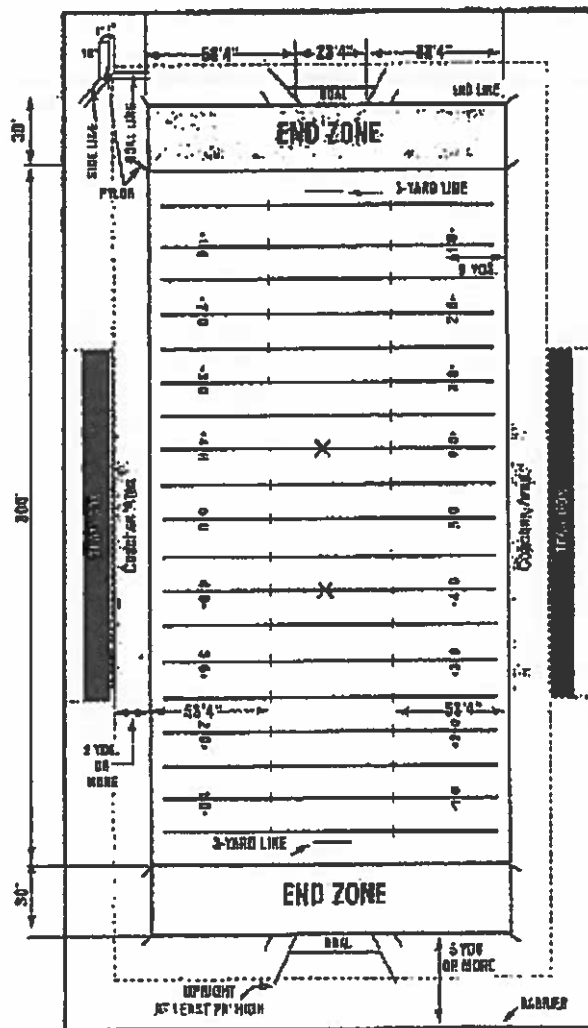
During the summer months there is obviously less concern with infringing on other sport seasons, however, it is still the responsibility of all coaches and athletic directors to insure that no athlete is pressured to participate in any of the above mentioned activities and to be sure that activities held during the summer are not conducted in a way that could constitute a 'practice' or provide for an unfair advantage in a fall sport.

\*(See definition of "practice" as outlined in the State Handbook.)

All who are concerned with the proper conduct and with the intent and spirit of any extracurricular activity are obligated to report a violation or perceived violation to the Ethics Committee through the Executive Director's Office. All violations will be adjudicated by the Ethics Committee. Their decisions could possibly result in forfeiture of eligibility and/or sanctions of the students, teams, coaches or schools involved.

It is also recommended that this philosophy and standard be made available to all students, parents, coaches, administrators and other school personnel concerned with the conduct of our interscholastic sports programs.

18.



## **CAMP SELECTION & GUIDELINES**

### **CHECK WITH YOUR SCHOOL DISTRICT AND COMPLY WITH GUIDELINES**

#### **Selection**

You might get some ideas and information on finding a good facility by calling or using a firm such as Camp Connection (379-4102). Camps pay the fee. Visiting the camp before signing a contract.

#### **Inspect the following:**

Fields (size and safety)

Cabins (size, screens, toilet facilities)

Dining hall

Indoor facilities

Weight room

Swimming facilities

Meeting/film room

Game room

Laundry facilities

Check references - other coaches or teams that have been there. Make sure to inquire about the following:

#### **Medical Care**

Local hospital (distance)

Availability of EMT's and emergency service (ambulance, fire department, etc.)

Availability of local medical doctor

Bring a certified athletic trainer if possible or check the availability of a certified trainer with the camp

#### **Other Services and Equipment**

VCR equipment

Ice

Chef turnover

Meals - times, quality, quantity

Canteen/snack bar

Field lining - cones, etc. and other equipment of theirs that you might use

Tarps to cover bags in the evening or better yet storage facilities

Other teams - how many, what they will use, how close to your cabins, what times are recommended for getting up and lights out.

#### **Visit the Local Town to Locate**

Hospital

Drug stores

Laundry facilities

Most camps will give you some help financially toward your bus expense, truck rental, shirt purchases, etc. Ask them what they can do to help reduce cost.

## **CAMP SELECTION & GUIDELINES (continued)**

### **Transportation**

Check district guidelines regarding approved bus companies and procedures. Try to obtain the best price about all terms and district specifications. Try to get assistance from the district transportation office.

### **Forms**

Have parents fill out a standard parent permission form and sign a code of conduct form and leave copies at the school.

Have parents fill out an emergency medical form and take it to camp. You might want to make a second Xerox copy. Information to be included: authorization for you to authorize treatment through camp dates, name of player, parent's home and business phone numbers, emergency phone number of relative or neighbor, known allergies to medication, bee stings, etc., insurance carrier and policy number, name and phone number of family physician, medication presently taking, problems with asthma, date of last tetanus shot, other important medical information. Sample forms may be available from your local hospital.

### **School**

Leave a roster of players, camp phone numbers and directions to camp with your athletic director, principal and with people working in the athletic office and main office of the school.

### **Parents**

They should know about camp medical coverage/medical personnel on premises of camp, nearby physicians and proximity of local hospital. Be honest.

It is a good idea to send home a list of what should be packed and what is prohibited. They should be aware that you may not give them medicines.

They should have the following: Name of camp, directions to the camp, camp phone number, phone number of local pharmacy and complete itinerary (date and time of departure, return and sample daily schedule).

### **Suggestions & Ideas**

Obtain approval for camp trip from school district/board of education. Have a plan for kids who can't afford camp.

Let parents know early about your plans to go to camp

Think seriously before bringing the JV marginal kids or new prospects. They might get lost in the shuffle.

Have kids bring a water bottle (plastic) and a cloth ice bag.

Bring extra gear.

Have an extra coach/teacher/reliable person with you.

Have a vehicle (station wagon or jeep) with you at camp. (Possible district car or have one of the coaches bring his own car.)

Try to avoid too many kids in one cabin. See if a separate cabin or infirmary is available for kids who become ill. Know the hospital route.

Know the location of the nearest phone in case of an emergency. What number do you call? A cellular phone is recommended.

Bring a few pair of crutches, if possible.

### **Suggestions and Ideas (continued)**

Buy extra tape, etc. First-aid supplies are very expensive. Bring enough.

Think about bringing college or NFL highlight tapes. Where will you video from?

Discourage kids from bringing flashlights.

Do you want the kids to have hot plates?

Lake swimming is a cause for anxiety. Try to swim in pools. Have the diving boards removed before your arrival. There should be a certified lifeguard on duty if possible. Check with your kids, coaches or the camp for availability of a certified lifeguard. Put the lake, boats, etc. off limits.

Do not allow any walking in bare feet.

Make sure kids show for all meals unless you excuse them.

Not every player has to bring a large boom box.

Show players the steepest hill during the first day and explain, that is where they will be if anything disturbs your night's sleep.

How much money do they need to bring for snack bar, pay phone, etc. Bring locks for cabin doors if you are worried about theft.

Discourage camp personnel from becoming friendly with your players and visa versa.

Try to use camp materials such as cones, boards, etc. so that you can travel as light as possible.

Try to keep dummies and bags dry in the evenings.

### **Practices**

Two practices a day in full pads should be enough. These should be no more than two hours at length. Other practices and additional conditioning should be conducted without pads. Carefully follow Nassau County heat guidelines in handbook.

Condition hardest in cooler parts of the day

Allow water as needed and encourage the players to get plenty into their system.

Be flexible in your practice sessions. In extreme heat, have the light workout at the warmest time. Allow ample time for rest after meals and between practice.

Passing scrimmages or combined workouts are not allowed until you have met the New York State requirements for scrimmaging other teams. You may not legally practice for more than six (6) consecutive days. Conditioning twice a day should be sufficient.

Post practice schedules and itinerary so kids know what to expect.

### **Supervision**

Supervise athletes at all times. Recommended ratio is one coach for every 10-12 athletes (check your own district guidelines or recommendations).

Make sure your behavior expectations are clearly stated and understood.

Code of Conduct forms signed by the players and the parents are highly recommended. A sample may be available from the district or Section VIII.

Consequences should be clearly stated and understood, including suspension, expulsion and the responsibility of the athlete and the parents in the case of disciplinary action.

Be sure everything is approved by your school district.

No athlete should be permitted to go anywhere or do anything without the knowledge and approval of the coaches.

**SECTION VIII FOOTBALL**  
**SPORTSMANSHIP AND PLAYER CONDUCT FOR ALL LEVELS**  
**(VARSITY, JUNIOR VARSITY & JUNIOR HIGH)**

*Procedures Regarding Player Conduct: In an attempt to emphasize good sportsmanship, which should be part of all high school athletic contests, the Section VIII Football Committee has developed the following procedures (adopted by N.C.H.S.F.C.A. 10/90) (Amended 5/92):*

All coaches at all levels shall post in the locker rooms and/or on player bulletin Rule 9 – “Conduct of Players and Others” Sections 4,5,6,7,8 & 9 from the High School Federation Rule Book.

These rules will be reviewed by coaches with the players with a special emphasis on the prevention of unsportsmanlike conduct and behavior

The following procedures are to be followed in the event of any type of player altercation that may take place during a game. This is part of a cooperative effort between the Nassau County high school football coaches and officials:

- a. The head coach (ONLY) from each team may enter the field of play to assist the officials in bringing volatile situations under control. **The coach should direct his efforts exclusively to his own players.** (In the event of any unusual circumstances, the head coach may designate an assistant to take his place. However, the officials must be notified prior to the start of the contest.)
- b. The assistant coaches are responsible for the remaining player in the bench area. It is their responsibility to see to it that **NO PLAYER** in the bench area, at the time the altercation breaks out, enters the field of play.
- c. All players are to be informed that should any type of altercation break out on the field, **all players not in the game are automatically confined to the bench area (NO EXCEPTIONS).**
- d. All players are to be informed that should any type of altercation break out on the field, **all players on the field should immediately return to their respective team huddles and refrain from ANY TYPE OF INVOLVEMENT.**
- e. Players involved in fighting and/or other forms of flagrant unsportsmanlike conduct will be subject to disqualification in accordance with the rules. Any additional player becoming involved in the aforementioned acts will likewise be subject to disqualification. **Any player entering the field of play from the bench area during an altercation will automatically be disqualified from the contest.** In addition, all players involved may be subjected to further disciplinary action which could include, but not be limited to, a one (1) game suspension. This will be the decision of the Section VIII Sportsmanship Committee based on a review of written reports from both head coaches and game officials. All decisions are subject to the regular Section VIII appeals process.



**Procedures Regarding Players Conduct (continued)**

- f. All pre-planned or orchestrated celebration by players are prohibited after scoring and at the conclusion of the game. Celebrations that are spontaneous in nature are understandable but should be brought under control as soon as possible by the coaches. At the end of a game, teams should be brought together for the post-game handshake as quickly as possible. (5/92)
- g. All coaches are asked to carefully supervise the post-game handshake. Any unsportsmanlike acts (fighting, etc.) that occur during the post-game handshake carry the same penalty as those that occur during the game, officials will be on the field for the handshake. Please note the handshake is encouraged but not mandated; a school must inform the other team prior to the start of the game if they do not want to have the post-game handshake.
- h. LIAFO (Long Island Association of Football Officials) Sportsmanship Awards will be awarded at the Gridiron Dinner. This is an award for the highest rated team in each conference. These teams will be determined by the results of the ratings for all eight (8) games as per the LIAFO Report Form (see below) turned in by the officiating crew for each game. Each school's results, other than the winner in each conference, will be kept confidential. A school may find out their own rating by contacting Larry Forman, Chairman Sportsmanship Committee LIAFO.

**LIAFO SPORTSMANSHIP REPORT**

Game Date \_\_\_\_\_

\_\_\_\_\_ Vs \_\_\_\_\_

Score: \_\_\_\_\_

\_\_\_\_\_ Cooperation with Officials \_\_\_\_\_  
\_\_\_\_\_ Sideline Control \_\_\_\_\_  
(team box area, players, assistants)  
\_\_\_\_\_ Coaches' Conduct \_\_\_\_\_  
\_\_\_\_\_ Player Conduct \_\_\_\_\_  
\_\_\_\_\_ Game Control \_\_\_\_\_  
\_\_\_\_\_ Overall Rating \_\_\_\_\_

Summary Comments: \_\_\_\_\_

**Rating System:** 1.0 – 1.9 - Fair  
2.0 – 3.4 - Good  
3.5 – 4.4 - Very Good  
4.5 – 5.0 – Excellent

**LIAFO**  
[www.LIAFO.Org](http://www.LIAFO.Org)  
Long Island Association of Football Officials  
Nassau County, New York

### **LIAFO SPORTSMANSHIP AWARD**

LIAFO will be presenting a Sportsmanship Award to one school from each conference. The award will go to the school that best displays the true meaning of sportsmanship, in all aspects, that pertain to the contest. The criteria for this award has been established by the LIAFO Executive Board.

The schools in each contest will be rated in five categories:

1. Cooperation with officials
2. Sideline control
3. Coaches' conduct
4. Player conduct
5. Game control

A rating system of one to five will be used for each category, ratings of 1.0-1.9 (poor),

2.0-3.4 (good), 3.5-4.4 (very good), 4.5-5.0 (excellent) are given. The officiating crew will rate each school after each contest in all five areas. The numbers are then totaled and divided by five and each school then has received a composite rating for that contest. At the end of the season, each school should have received eight composite ratings which will then again be totaled and divided by eight to receive a final rating.

LIAFO has encouraged all its members to participate in this procedure and will do its best to ensure a fair and equitable system. Since the 1993 football season, LIAFO members willfully participated one hundred percent in the program and every school received the maximum amount of ratings.

Matt Kohut, President

**NYSPHSAA**  
**SPORTSMANSHIP**

The Association recognizes and appreciates that the influence and responsibility of the school administration with regard to good sportsmanship extends to all levels of competition. However, it must also be seen that the NYSPHSAA has been vested with the responsibility to ensure that all contests under its jurisdiction are conducted satisfactorily. This standard applies to all regular season and post scheduled play.

**A. Coach:**

Any coach excluded by a certified official from an interschool competition for unsportsmanlike conduct, including taunting is ineligible to coach any interschool competition in that sport until after the next previously scheduled contest at the same level (e.g. junior varsity, varsity, etc.) has been completed. In individual sports a multi-day contest is a contest. Disqualification from one season carries over to the next season of participation. The coach may not be present at the game site nor communicate in any manner during the contest with any person present at the site.

**NOTE:** "Not being physically present at the site" means the disqualified coach is not to be present in the locker room, on the sidelines, in the stands or site area before, during or after the game/meet. (See Taunting. P. 46). Any coach that does not serve the penalty for violating the Sportsmanship Standard will be ineligible to participate in the next two regular scheduled contests. If the coach continues to not serve the penalty, the matter will be referred to the Section for further action. If the coach is involved in the NYSPHSAA playoffs, the matter will be referred to the Executive Director of the NYSPHSAA.

**Any Coach:**

- a. Who receives a disqualification penalty in a sport, shall not participate in the next regularly scheduled contest;
- b. Who receives a second disqualification penalty in the same sport in the same season shall not participate in the next two regularly scheduled contests; and
- c. Who receives a third disqualification penalty in the same sport in the same season will not be allowed to participate for the rest of the season. If the disqualification penalty takes place in the last contest of the season (regular season or post scheduled play), the Section Athletic Council will assess the penalty carrying over into the next season of participation.

A coach who strikes, shoves, kicks or makes other physical contact with the intent to annoy, harass or intimidate another person (e.g. official, another coach, player, fan) shall be expelled immediately and banned from further participation or coaching in all sports for a period of time to be determined by the Section not to exceed one year from the date of the offense.

**B. Player:**

Any member of a squad disqualified by a sport official for unsportsmanlike conduct, including taunting, or for a flagrant foul shall not participate in that sport in the next previously scheduled contest with a member school or in NYSPHSAA tournament play. In individual sports a multi-day contest is considered to be a contest. The contest in which the athlete was disqualified must count in the total maximum number of contests permitted. Disqualifications from one season carry over to the next season of participation. (See Taunting, p. 46).

**Any Player:**

- a. Who receives a disqualification penalty in a sport shall not participate in the next regularly scheduled contest;
- b. Who receives a second disqualification penalty in the same sport in the same season shall not participate in the next two regularly scheduled contests; and
- c. Who receives a third disqualification penalty in the same sport in the same season will not be allowed to participate for the rest of the season. If the third ejection takes place in the last contest of the season (regular season or post schedule play), the Section Athletic Council will assess the penalty carrying over into the next season of participation.

Any member of the squad who strikes, shoves, kicks or makes other physical contact with the intent to annoy, harass or intimidate an official shall be expelled from the game immediately and banned from further participation in all sports for a period of time to be determined by the Section not to exceed one year from the date of the offense. **NOTE:** Member of the squad includes player, manager, scorekeepers, timers and statisticians.

**C. Official:**

Unprofessional conduct on the part of the official such as, but not limited to, taunting, baiting, use of profanity, shall be reported by a school administrator from the aggrieved school to the Section Executive Director. A request will be made to the appropriate sport officials' chapter to investigate the incidence and to report their action to the section in a timely manner.

**NASSAU COUNTY PUBLIC HIGH SCHOOL ATHLETIC ASSOCIATION**  
**SECTION VIII of NYSPHSAA, Inc.**  
**SECTION VIII SPORTSMANSHIP POLICY**

The High School Association of Section VIII established a Sportsmanship Committee to function under the auspices of the Athletic Council, to monitor, to report to school districts and to take action related to incidents of unsportsmanlike conduct and/or flagrant misconduct.

The purpose of this action is to take a positive step in an effort to control disruptive behavior at all Section VIII events.

**A. What is to be reported (from arrival to departure):**

1. A Player - who is ejected from a contest for flagrant misconduct and/or a derogatory gesture.
2. A Spectator - who acts in a disruptive and/or abusive manner.
3. A Coach - who conducts himself/herself in an unsportsmanlike manner.
4. An Official - who demonstrates unsportsmanlike conduct.
5. A School - that permits spectators to conduct themselves in an abusive, disruptive or harassing manner. This also includes schools that do not provide adequate supervision at home or as a visitor to control their spectators.

**B. Responsibility for Reporting:**

1. Coaches - must report all incidents to their respective athletic directors, even if only one team/player was cited for misconduct.
2. Athletic Directors - must file reports with the Executive Director within 24 hours of any incident of unsportsmanlike behavior.
3. Officials - must file reports with the Executive Director within 24 hours of any incident of unsportsmanlike behavior.

**C. Reporting Procedures:**

1. All disruptive incidents are to be reported by the coaches to their respective athletic directors immediately following the contest.
2. The Athletic Directors of both teams involved (even if only one had received a penalty for the misconduct) are to file reports with the Office of the Executive Director as soon as possible, but no later than the morning following the contest/incident.
3. The Officials assigned to the contests are to file a report with the Office of the Executive Director as soon as possible, but no later than the morning following the contest/incident.
4. The Executive Director will forward copies of all reports to the Sportsmanship Committee Chairperson and Sports Coordinators.

**D. Committee Actions:**

1. All member schools, and all individuals representing these member schools who are involved in unsportsmanlike conduct is subject to actions deemed appropriate by the Sportsmanship Committee.
2. The Sportsmanship Committee may recommend action in instances of unsportsmanlike conduct and is authorized to recommend penalties which may include, but are not limited to: Censure, Reprimand, Suspension, Loss of Eligibility, or any other actions that are deemed appropriate by the Sportsmanship Committee.
3. All recommendations of the Sportsmanship Committee will be filed with the Office of the Executive Director and forwarded to the Athletic Director(s) of the school(s) involved.
4. All actions of the Sportsmanship Committee are subject to review by the respective Athletic Director(s) for the possible imposition of further disciplinary action. Copies of all reports of the Sportsmanship Committee shall be kept on file with the Sportsmanship Chairperson, the Executive Director, and the Sport's Coordinator.

#### E. Penalties:

1. Player Expulsion: Any player who commits a serious violation of game rules or takes part in flagrant misconduct during play shall be subject to ejection from the contest and disciplinary action. Ejection from a contest for violation of sportsmanship rules carries with it a mandatory additional one game suspension from the next regularly scheduled contest, including post-season play. Disqualifications from one season will carry over to the player's next season of participation where necessary. Any player suspended from participation may not be on site or involved in any capacity (spectator, time keeper, score keeper, etc.) on the day of suspension. Failure to comply with this aspect of the suspension could result in additional sanctions being levied against the coach and/or team.
2. Second Occurrence of Misconduct: Any person (coach, player, spectator, school official, etc.) who is ejected from a second contests for an unsportsmanlike infraction shall prompt the Sportsmanship Committee to review the matter which may lead to severe disciplinary action including suspension of participation privileges for the remainder of the season. Such disciplinary action could carry over into subsequent sports seasons as part of the penalty. Additional terms and conditions may also be recommended by the Sportsmanship Committee before a review or a bid for reinstatement is reviewed by the committee.
3. Intentional Physical Contact by a Player: Any player who strikes, shoves, kicks, or makes other physical contact, with the intent to do so and/or results in intentionally inflicted physical harm to another person (an official, another player, a spectator, coach, school district employee or supervisor, etc.) shall be ejected from the contest immediately. The incident must be reported to the Sportsmanship Committee which is empowered to review any such case of unsportsmanlike behavior and which can levy penalties which may include but are not limited to: Censure, Reprimand, Suspension, Loss of Eligibility, or another action that is deemed appropriate by the committee.
4. Team Member/Non-Participant - Pre- or Post-Game Misconduct: Any player, coach, or spectator who commits a serious violation of sportsmanship rules or takes part in flagrant misconduct as a non-participant prior to the start of the contest will be excluded from play in and/or subject to removal from the site of the contest. Any player, coach, or spectator who commits a serious violation of the sportsmanship rules or takes part in flagrant misconduct as a non-participant after the contest has been concluded (post-game) will be suspended from participation in or attendance at the next regularly scheduled contest including post-season.
5. Spectators: Any spectator who acts in a disruptive or abusive manner may cause the game to be suspended until the situation is resolved or the spectator removed. A letter from the Sportsmanship Committee may be sent to the appropriate Athletic Director(s), Building Principal(s), and Superintendents(s). Continued incidents of disruptive behavior may result in additional disciplinary action by the Sportsmanship Committee.

6. **Coaches:** A coach who conducts herself/himself in an unsportsmanlike manner will be reported to the Sportsmanship Committee and subject to local disciplinary action. A coach who is ejected from a contest will be suspended from the next regularly scheduled contest. Any coach ejected from a contest for unsportsmanlike conduct will be excluded from the next regularly scheduled contest (including post-season contests). Such disqualification and subsequent suspension penalty will carry over from one season to the next season in which the involved coach is serving as a coach, regardless of the sport or level. During any such suspension, the suspended coach may not be present in any capacity (supervisor, spectator, faculty member, etc.) on the day of the suspension. Failure to comply with this aspect of the suspension could result in additional sanctions being levied against the coach and/or team.
7. **Intentional Physical Contact:** Any coach who strikes, shoves, kicks, or makes other physical contact, with the intent to do so, to another person (e.g. an official, another coach, player, fan) shall be expelled from the game immediately and banned from further coaching in all sports for a period of time to be determined by the Athletic Council.
8. **Officials:** An official who demonstrates unsportsmanlike conduct will be reported to the Sportsmanship Committee. The Sportsmanship Committee may request disciplinary action to be taken against the official via communication with the official's governing body.
9. **Taunting:** Taunting includes, but is not limited to, any actions or comments by coaches, players, or spectators which are intended to bait, anger, embarrass, ridicule or demean other players, coaches, or game officials. Included in this is conduct that berates, needles, intimidates or threatens based on gender, ethnic origin or background and conduct that attacks religious beliefs, size, economic status, speech, family, special needs, or personal matters. Examples of taunting that would lead to ejection include, but are not limited to, physical and verbal intimidation outside the spirit of the game ("trash talking"), reference to sexual orientation, "in-the-face confrontation" by the one player to another, standing over, straddling a tackled or fallen player, etc. See NYSPHSAA Handbook 2012-2014 - Section on Sportsmanship.
10. **Bench Clearing:** If an altercation occurs during a contest and members of either team leave their bench or sideline area or playing positions and go onto the field/court/participation area, they will be immediately ejected from the contest for unsportsmanlike behavior.

F. **Due Process:**

1. Students, coaches, and schools have the right to be heard by the Sportsmanship Committee. This right must be claimed within 24 hours of the incident occurring and must be made to the Office of the Executive Director of Section VIII. All actions of the Sportsmanship Committee are subject to review and appeal. Any such appeal may eventually be made to the Section VIII Athletic Council.

Revised 2004