

## **CHAPTER 6—FOOTBALL REGULATIONS**

### **1. Playing Season Policies.**

#### **a. Championship Determination.**

The Conference champion shall be the winner of the Conference Football Championship Game, played between the champions of the North and South Divisions. (10/62, 12/76, 5/80, 12/80, 8/85, 12/89, 6/91, 6/08, 10/10)

#### **(1) Site.**

The Conference Football Championship Game shall be played at Levi's Stadium in Santa Clara, California. (10/10, 6/11, 8/14)

#### **(2) Determination of Home Team.**

The home team in the Pac-12 Championship Game will be determined by the record in all Conference games. In the event of a tie, the following procedures will be applied to determine the home team.

- (a) Head-to-head competition, if applicable.
- (b) Record against the next highest-placed common opponent in the Conference (based on record in all games played within the Conference) proceeding through the Conference.
- (c) Record in common Conference games.
- (d) Highest ranking by SportSource Analytics following the last weekend of regular-season games.
- (e) Coin toss.

(8/14, 11/16)

#### **(3) Rescheduling Policies.**

In the event an act of God or other occurrence beyond the control of the Conference adversely impacts the scheduled start time or date of the Conference Football Championship Game, the Commissioner, after consultation with appropriate authorities, business partners, and university officials, will determine the appropriate steps necessary to play, delay or postpone the game. Should the Commissioner determine that postponement is warranted, the game will be rescheduled to be played as soon as possible and preferably within the same weekend. In the event that the Levi's Stadium is deemed to be unusable or unsafe or other forces make the playing of the game at Levi's Stadium impractical, consideration will be given to moving to a game site in proximity to Levi's Stadium to be played at the previously scheduled time/date or as soon as reasonably possible thereafter. The Commissioner, in consultation with the Chair of the CEO Group, has ultimate authority to determine the time/date and site of the Championship Game under these circumstances. (10/11, 8/14)

[Additional Championship Game policies may be found in the Conference Championship Game Handbook.]

#### **b. Division Championship**

The winner of each Division will be determined by the record in all Conference games played (both inter-divisional and intra-divisional) within the Conference. In the event of a tie, the following procedures will be applied to determine the Pac-12 Championship Game representatives. (6/11, 8/14)

**(1) Two-Team Tie.**

- (a) Head-to-head competition between the two tied teams.
  - (1) If no game is played between the two tied teams or that game ends in a tie, the following tie-breaking procedures shall be applied.
- (b) Record in inter-divisional games. (8/14)
- (c) Record against the next highest placed team in the division (based on record in all games played within the Conference), proceeding through the division. (8/14)
- (d) Record in common Conference games. (8/14)
- (e) Total number of wins in a 12-game season. The following conditions will apply to the calculation of the total number of wins. (8/14)
- (f) Highest ranking by SportSource Analytics following the last weekend of regular-season games. (8/14, 11/16)
  - (1) Only one win against a team from the NCAA Football Championship Subdivision or lower division will be counted annually.
  - (2) Any games that are exempted from counting against the annual maximum number of football contests per NCAA rules (current Bylaw 17.9.5.2)
- (g) Coin toss.

**(2) Multiple Team Tie.**

In the event of a tie for a division championship between more than two teams, the following procedures will only be used to eliminate all but two teams, at which point the two-team tie-breaking procedure in SPR 6-1-b-(1) shall be used: (6/11, 8/14, 11/16)

- (a) Head-to-head (best record in games among the tied teams). (8/14)
- (b) Record in inter-divisional games. (8/14)
- (c) Record against the next highest placed team in the division (based on record in all games played within the Conference), proceeding through the division. (8/14)
- (d) Record in common Conference Games. (8/14)
- (e) Highest ranking by SportSource Analytics following the last weekend of regular-season games. (8/14, 11/16)

**c. Conference Schedule.**

Member institutions shall be aligned into a North Division (consisting of California, Oregon, Oregon State, Stanford, Washington, and Washington State) and a South Division (consisting of Arizona, Arizona State, Colorado, UCLA, USC, and Utah). Traditional rivals shall be defined as Arizona-Arizona State, California-Stanford, Colorado-Utah, Oregon-Oregon State, UCLA-USC, and Washington-Washington State). (10/10, 6/12)

Conference competition shall consist of a nine-game schedule consisting of five intra-divisional games and four inter-divisional games each season, with California, Stanford, UCLA, and USC competing against each other each season and the remaining inter-divisional games scheduled on a rotating basis. (10/62, 1/69, 12/76, 5/80, 12/80, 8/85, 12/89, 6/91, 6/92, 6/05, 10/06, 6/08, 10/10)

Each team shall play four home games each season, and teams that host the contest against their traditional rival shall play a fifth home game that season. The site of contests shall be alternated from season-to-season.

[Example sequence: Year 1: A at B, Year 2: B at A.] No team shall play more than two consecutive road games in a given season and no team shall play three road games and have one bye in a four-week period. Best efforts shall be made to avoid having an institution play four out of five games on the road. (6/12, 8/13)

Games between traditional rivals will be scheduled for the last weekend of the regular season or, if that date is unavailable, as late in the season as possible. The California-Stanford game shall not be scheduled during the week that includes Thanksgiving. (6/12)

Conference games may be scheduled during the first week of the regular season if doing so would prevent a team from playing 12 consecutive weeks and provide a bye later in the season. (10/12)

A “special date” game is defined as a contest played on a day of the week other than Saturday. A total of eight special date games shall be scheduled to be televised by FOX and ESPN, but only with the approval of the Conference. Each institution shall host two special date games during every three year period beginning in 2012 to be televised by FOX and ESPN. If additional special date games are scheduled to be televised by the Pac-12 Network, they shall not count toward the FOX/ESPN hosting requirements. Institutions shall be limited each season to one road weekday football game while classes are in session. (10/11, 6/12)

Teams that play a special date game on a Friday do not require a bye the week prior. Teams that play a special date game on a Thursday require a bye the week prior, except that if both teams played a home game the prior Saturday, a bye may not be required, provided the two competing institutions agree. (6/12)

The following facets of the schedule shall affect all members over time: (6/12)

- Schedule changes that move games between traditional rivals from the last week of the regular season; and (6/12)
- Playing a full season of 12 games without a bye. An institution whose schedule includes a 13th regular-season game at Hawaii that replaces a bye is not relieved of this requirement. (6/12)
- If an institution takes the proactive measure to schedule a non-conference opponent as an off-set for another non-conference game (e.g., Notre Dame) that is scheduled after the third (13-week season) or fourth week (14 week season) of the season, that institution would be exempt from having to play 12 games in a row during the term of the ESPN/FOX agreements (through 2023 football season). A waiver of SPR 5-1-c-(1) (Restricted Weeks) would be required to schedule such a non-conference game. (12/14)

These scheduling parameters may be waived by the Athletics Directors Committee, but only by mutual consent of the involved institutions. The initial Conference schedule and any changes to it shall be approved by the Athletics Directors Committee. (6/12)

### **(1) Restricted Weeks.**

Effective with agreements dated on or after October 7, 2010, non-Conference games may not be scheduled after the third week of any 14-week regular season. For any 15-week regular season an institution may not schedule a non-Conference game after the fourth week of the season and a Conference game may be scheduled in place of a bye that occurs during the first three weeks of the season if a non-Conference game is scheduled for the fourth week. The Athletics Directors Committee shall have the authority to waive these requirements. (6/12)

### **(2) Non-Conference Home/Neutral Site.**

The scheduling of a home or neutral-site non-conference football game within the Pac-12 footprint on a day other than Saturday, or the move of a home or neutral-site non-conference football game within the Pac-12 footprint off of a Saturday must be coordinated through the Conference office. (8/14)

The following procedures will be used to consider date-change requests:

- (a) All requests must be received by the Conference office by March 15 a year prior to the season.
- (b) After March 15, the staff will consult with television partners regarding the proposed changes and to determine whether all of the requested moves can be accommodated.
- (c) By April 15 the Commissioner will determine which game(s) may move to a day(s) other than Saturday. The Commissioner will consider all relevant factors including contractual obligations, input from television partners and prior years movement of games to days other than Saturday.
- (d) On April 15, the institutions will be notified of the Commissioner's decision and a public announcement of the date change(s) will be permissible.
- (e) Requests to change playing dates after April 15 a year prior to the season will be considered, but will require approval of the Conference television partners.

### **(3) Rescheduling Policies.**

It shall be the goal of the Conference to play each Conference football game to completion as scheduled. If a game is delayed at the start or interrupted, the referee, after consultation with the two head coaches and game management, shall determine how much time the teams shall be provided to warm up prior to the start of play. A game hosted by a Conference institution that goes into overtime and is subsequently called due to darkness prior to a winner being determined shall be a tie game. When a game cannot be played to completion, these policies shall be followed: (10/96, 12/96, 2/98)

- (a) If the game is suspended during play, every effort should be made by game officials and game management to continue it as soon as conditions allow, with the safety of student-athletes and spectators of paramount concern in the decision of when it can be resumed. (10/96)
  - i. If at all possible, if the game(s) has a bearing on the Conference Championship, a division championship, the Conference's representative in the Rose Bowl or Bowl Championship Series, any member institution's eligibility to participate in postseason play or its opportunity to gain the best possible bowl berth, the game will be resumed at exactly the point of its suspension. (10/96, 10/06, 6/11)
  - ii. If none of the provisions of paragraph i above is applicable, the game will be resumed at exactly the point of its suspension unless the participating institutions agree not to resume the contest. (10/96)
- (b) If at all possible, a Conference game(s) which is suspended prior to the beginning of play shall be rescheduled at a subsequent time if it has a bearing on the Conference championship, a division championship, the Conference's representative in the Rose Bowl or Bowl Championship Series, any member institution's eligibility to participate in post-season play or its opportunity to gain the best possible bowl berth. A suspended football game not meeting any of those criteria also will be rescheduled unless the competing institutions agree not to reschedule the contest. (7/92, 10/96, 10/06, 6/11)
- (c) In any situation in which a game has been suspended and is to be resumed, the participating institutions should attempt to reschedule the game to play it while the visiting institution's team still is at the site of the game (assuming it reached the game site prior to suspension) to avoid the cost and loss of academic time required for it to make a second trip to the game site. (8/84, 7/92, 10/96)
- (d) Any additional financial costs or obligations incurred by either institution in connection with the suspension, rescheduling or cancellation of the suspended contest shall be borne equally by the two involved institutions. (12/96)

**(4) Commissioner's Rescheduling Oversight.**

In the event a contest(s) is cancelled, the athletics directors of the involved institutions shall work under the oversight of the Commissioner to reschedule the competition(s). If the Directors cannot mutually agree on a make-up date(s), the Commissioner shall set the terms of the rescheduling. Per AR 3-6-e and SPR 6-1-c, regardless of a determination by the athletics directors or Commissioner, all date changes of football games between Conference members must be reviewed and approved by the ADC. (6/08)

**d. Spring Football Scheduling.**

Dates and venues for spring football games must be submitted no later than November 15 (allows Pac-12 Networks spring television schedules for all sports to be finalized by mid-December). (8/16)

In the event two traditional rival institutions desire the same date and overlapping time for their spring games, the two institutions will be required to adjust their start times to accommodate clean two-hour telecast windows for both games. (8/16)

Subsequent to November 15 and only in the event of extenuating circumstances, an institution that wishes to move its spring football date or time must notify the Pac-12 Conference/Networks to find a replacement date and/or time. (8/16)

**e. Postseason Bowl Games.**

Conference football teams shall be selected to participate in postseason bowl games in the following sequential order:

(1) The Conference champion (per SPR 6-1-a) shall represent the Conference in the Rose Bowl in those years in which the Conference champion is not rated No. 1, 2, 3 or 4 in the College Football Playoff (CFP) final regular season rankings. In addition, as presented in SPR 6-1-c-(3), if every team does not play nine Conference games, the winning percentage in all regular-season Conference games played also shall be used to determine the subsequent positions in the standings of the other teams to determine bowl positions. (6/98, 6/06, 6/08, 3/12, 8/14)

(2) At its option, the CFP may select another team to participate in one of its games. (12/94, 6/08, 8/14)

(3) After the Rose Bowl and/or CFP participants from the Conference have been identified, the Conference has bowl agreements with six additional bowl games which have selection preference in the following order: Alamo Bowl, Holiday Bowl, San Francisco Bowl, Sun Bowl, Las Vegas Bowl, Cactus Bowl. Team selection criteria for each bowl game is outlined in the agreement between the Pac-12 and the bowl. (12/94, 12/95, 5/97, 9/98, 6/06, 6/10, 11/10, 6/11, 3/12, 8/14)

**2. Game Policies.****a. Ambulance, Medical Doctor.**

The host institution shall have an ambulance and a medical doctor available at the site of each Conference football game throughout the contest. (2/92)

**b. Ball Persons.**

Ball persons shall be provided by the host institution, with the visiting institution having the option to provide its own ball persons. There shall be two ball persons on each sideline, they shall be at least 18 years of age, and shall wear clothing provided by the Conference. If the visiting team provides its own ball persons, there shall be four ball persons provided by each team. If the visitor brings only two ball persons, the home team shall provide two additional ball persons to serve the visiting team. A prospective student-athlete shall not serve as a ball person. (12/91, 6/99, 6/00, 6/06, 6/07, 10/07)

**c. Band and Spirit Groups.**

The host institution's spirit squad members and mascot (all in uniform) and the members of its marching band and associated groups shall be admitted to the game at no cost and shall be permitted to perform at the game in accordance with Conference rules. Upon notifications at least two weeks prior to the contest, the same representatives of the visiting institution shall be admitted to the game at no cost and permitted to perform at the game in accordance with Conference rules. Performance on the playing field shall be at the determination of home game management, which shall attempt to extend usual courtesies to the visiting institution's representatives. Bands performing at Conference football games shall be prohibited from playing from the time the offensive team breaks from the huddle until the completion of that play. (12/84, 2/92)

**(1) Artificial Noisemakers.**

Artificial noisemakers are prohibited at all games hosted by Conference members. However, special implements related to and used by the spirit groups of the participating institutions (e.g., UCLA airhorn) shall be permitted. (2/92, 10/03)

**(2) Field Clearance.**

Cheerleaders, bands, spirit groups, and mascots are prohibited from coming onto the playing field at Conference football games while play is in progress, and Conference referees shall not have discretionary authority in this area, as permitted by NCAA football rules. (5/83)

**d. Benches.**

The home team bench shall be located on the opposite side of the field from the visiting team bench. (12/72, 8/13)

**e. Home Team Student Body and Band.**

The home team student body and band shall be located behind the home team bench and/or in the end zone. If the end zone is utilized for student body seating, the student seating area cannot extend past the corner of the end zone closest to the visiting team bench. If the end zone is utilized for the band, the band cannot be seated in a section past the goal posts on the visiting team bench side of the end zone. (8/13)

**f. Credentials.****(1) In-Game.**

The host institution will be allowed 60 field-access credentials and the visiting institution will be allowed 15 field-access credentials for use outside of the team area. These credentials should be limited to mandatory working personnel or accompanied guests of the institution's president or athletics director. No other individuals from either institution (except for media, ambulance, etc.) should be allowed access to the sidelines during a game. Field-access credentials are not to be shared or exchanged. Field-access credentials shall be delivered to the visiting institution no later than the Tuesday immediately preceding the game. Home team credential use (except for working personnel) shall be limited to the home team sideline; visiting team credential use shall be limited to the visiting team sideline. (6/12)

**(2) Pre-Game.**

The policy for pre-game field-access credentials shall be determined by the host institution. Pre-game field-access credentials shall be delivered to the visiting institution no later than the Tuesday immediately preceding the game. (6/12)

**(3) Team-Area.**

See SPR 5-2-i(10).

**g. Electronic Video or Message Boards.**

The use of electronic boards which present video replays or messages shall be permitted in Conference football stadiums. The host institution shall be responsible for the content of the displays, and also must insure the boards are not used in a fashion that disrupts the game or creates a competitive disadvantage to either team. (5/66, 9/88, 8/89)

Each institution's football video board production shall include a minimum of four cameras and the capability to capture and record a minimum of four camera feeds, and have the capability to provide at least four different camera views to the instant replay booth for review purposes if the game is not being televised. The expense to meet the minimums shall be the responsibility of the institution. (6/07, 10/07)

All noise emanating from a video or message board must stop when the offensive team breaks the huddle. The person(s) who operates a video or message board is subject to the NCAA football playing rules. NCAA football rule 9-2-1-b-5 stipulates that no noise shall be created that "prohibits a team from hearing its signals." This rule shall be enforced by the game officials, who will first instruct game management that the noise has a negative effect on the game and must be stopped. (2/00, 6/00, 6/08)

Once the referee signals that a play will be reviewed, the home production staff shall project the feed from the instant replay monitor on all in-stadium screens. The number of replays shown is unlimited provided that the instant replay monitor feed is the source. No in-house camera replays shall be shown. Once the referee makes a final announcement regarding the outcome of the play in review, no further replays can be shown. (8/15)

If a technical issue occurs with the instant replay monitor feed, the home production staff may project the television feed (ESPN, FOX, Pac-12 Networks) on all in-stadium screens. The number of replays shown is unlimited provided that the television feed is the source. No in-house camera replays shall be shown. However, if television goes to a commercial break during an official review, replays from in-house cameras may be shown in stadium without limitation, provided that these replays are handled the same for plays involving either the home or visiting team. (5/66, 9/88, 8/89, 12/14, 8/15)

**h. Entrance Requirement.**

When both teams refuse to enter the field first for the start of either half, the home team must be the first to enter. At stadiums in which both teams must utilize the same tunnel for entering and exiting the field, the teams should remain separated in that tunnel area. The team with its bench closer to the tunnel should precede the other team upon exiting the field at the conclusion of the first half, and the losing team should exit the field first at the conclusion of the game. The teams may agree to change the order for exiting the field at halftime by mutual consent of the event managers of the two involved institutions prior to the start of the season. (4/78, 6/93, 6/03, 10/03, 6/05, 6/06)

**i. Field-Rushing Policies.****(1) Institutional Security Plan.**

Each institution must have a security plan in place to effectively prevent spectators from rushing the field and/or throwing objects onto the playing surface. (8/15, 8/16)

**(2) Failure to Prevent Field-Rushing Activities.**

In the event field-rushing activities occur within 60 seconds after completion of a game, an automatic fine shall be assessed as outlined below. If the visiting team, staff members, working personnel, and

game officials safely exit from the field during the 60-second time period, the Commissioner may waive the fine. (8/15, 8/16)

- (a) An automatic fine of \$25,000 shall be assessed for an institution's first offense of field-rushing activities that occur within 60 seconds after completion of a game.
- (b) An automatic fine of \$50,000 shall be assessed for an institution's second offense of field-rushing activities that occur within 60 seconds after completion of a game.
- (c) An automatic fine of \$100,000 shall be assessed for an institution's third offense of field-rushing activities that occur within 60 seconds after completion of a game.
- (d) Fines assessed for violation of the field-rushing policies shall be paid by the involved member institution. Fines collected by the Conference shall be designated to the research fund overseen by the Student-Athlete Health Conference Committee. (6/17)

**j. Official Football Uniform Approval.**

All new football jerseys to be used during the 2016 football season and thereafter must be sent to the Conference office for approval. The approval process will ensure that all jerseys comply with NCAA Playing Rule 1, which states: (8/15)

- (1) The jersey must have clearly visible, permanent Arabic numerals measuring at least 8 and 10 inches in height front and back, respectively. The number must be of a color that itself is clearly in distinct contrast with the color of the jersey, irrespective of any border around the number. (8/15)
- (2) Teams wearing jerseys/numerals that do not conform to this rule will be asked to change into legal jerseys before the game and before the start of each quarter until the jerseys are changed. Officials shall charge a team timeout at the start of each quarter the illegal jerseys are worn. (8/15)
- (3) All players of a team shall have the same color and style numbers front and back. The individual bars must be approximately 1-1/2 inches wide. Numbers on any part of the uniform shall correspond with the mandatory front and back jersey numbers. (8/15)

The new jersey(s) must be sent to the Conference office for review by November 15 of the year preceding the year in which the jersey is to be worn. (e.g., Team A wishes to wear two new jerseys in 2017, both of those jerseys must be sent to the Conference office for review no later than November 15, 2016). The Conference office will then respond with approval, denial or suggested alterations by December 15. Any subsequent changes made to a jersey(s) due to a denial or suggested alterations must be re-submitted to the Conference office by January 15. The design of all submitted jerseys shall be kept confidential. (8/15, 2/17)

**k. Officiating Policies.**

See also AR 6, AR 6-10, and CER 4.

**(1) Pool Reporter for Officiating Interpretations.**

Upon request from the media for a rules interpretation, a pool reporter will be selected by the home sports information director of a Conference member for the purpose of obtaining that interpretation from the chief of the officiating crew. After a ten-minute cooling-off period, the SID will accompany the pool reporter to the officials' dressing room. The officials may not be interviewed concerning judgment calls. (6/88)

**(2) Support of Officiating.**

Support of football officiating is required by the Conference (see CER 4) and bolstered by a specific program of positive actions outlined in CER 4-5. (6/96)

**I. Playing Rules.**

Conference games shall be conducted under the NCAA Football Rules and Interpretations except as modified below. (6/92)

**(1) Auxiliary Down Box.**

Home team management shall provide an auxiliary down box on the opposite side of the field from the official chain gang. (4/78)

**(2) Bandanas and Headbands.**

Bandanas and headbands may not be worn during football games. However, elasticized skull caps may be worn for safety reasons, provided the cap worn by each player on a team is of the same color, and that color is the primary color of the player's institution or black. (6/92, 9/98)

**(3) Field Markings.**

It is strongly recommended that no permanent lines marking field dimensions in other sports or activities be permitted on Conference football fields. (12/76)

**(4) Goals.**

Each goal shall consist of two white or yellow uprights extending at least 40 feet above the ground with a connecting white or yellow horizontal crossbar, the top of which is 10 feet above the ground. The inside of the uprights and crossbar shall be in the same vertical plane as the inside edge of the end line. (6/08)

**(5) Halftime Length.**

The length of halftime for Conference games shall be 20 minutes. (6/06, 10/06)

**(6) Instant Replay.**

High-definition instant replay shall be used. (6/10)

**(7) Jersey Colors.**

The home and visiting teams may wear contrasting colored jerseys only in traditional rival games. (6/09)

**(8) Objects Thrown on Field.**

If the referee interrupts a contest to have debris thrown from the stands removed from the playing field, the public address announcer shall immediately request that spectators refrain from throwing any additional objects onto the field which might cause the contest to be further interrupted or possibly injure the players or other game personnel. The signal to the public address announcer to make this announcement shall be the referee calling an official's timeout. (9/03)

**(9) Suspended Games.**

See SPR 5-1-c-(2). (2/98)

**(10) Team Area.**

The team area for Conference football games shall be between the 25-yard lines. Only players in uniform, injured or non-participating student-athletes wearing their game jerseys, or a person wearing a

team-area credential, including coaches, shall be allowed in the team area. Such team-area credentials shall be limited to 60 in number for each team. (4/86, 12/88, 6/93, 10/08)

**m. Pregame Format and Warm-Up.**

A pregame countdown sheet shall be provided in each team's locker room. The use of the playing field shall be confined to the participating football teams until 20:00 remains on the pregame clock, at which time the teams will clear the field and the host institution may present its pregame show. The band(s) may not enter the team areas until the teams have left the playing field. There shall be no waiver of the provisions of this rule, including mutual agreement between the participating institutions. (11/86, 12/89, 12/91, 12/93, 6/99, 6/05)

A schematic of the team warm-up areas shall be provided in each team's locker room. Kickers shall be allowed to kick at both ends of the field until 60 minutes prior to kickoff. At 60 minutes prior to kickoff, the field shall be divided into an "L-shaped" configuration with the 30-yard lines forming the "L". At 40 minutes prior to kickoff, the field shall be divided at the 45-yard lines (leaving a 10-yard buffer zone for the teams between the 45-yard lines) until the teams leave the field after warm-ups. (12/89, 12/91, 6/95)

**n. Prospective Student-Athletes.**

Other than children of athletics department staff members who are functioning in a game administrative capacity, prospective student-athletes are not permitted on the playing field area (i.e., on the sidelines or behind the end zone area) while the game is being played or at halftime. See SPR 5-2-m. (4/86)

**o. Security Escorts for Officials.**

Uniformed police officers (not non-uniformed security personnel) shall escort football officials on and off the playing field. These security officers should come from a point on the sideline near the officials, not the end zone, to provide halftime and post-game security for the officials. (6/00)

**p. Sideline Age Limit.**

No person under the age of 18 shall be allowed on the football sidelines, including the team area, during the game unless he or she is performing an assigned game-related task. A child under the age of 18 who is functioning in a game administrative capacity in the team area must be in possession of one of the team's 60 team-area credentials. Pre-game and post-game sideline access by persons under the age of 18 is permissible. (6/06, 10/08)

**q. Sideline Phones.**

The home institution is responsible for the maintenance of sideline communication systems. The home institution must make a minimum of five phone lines available for the visiting team utilizing the configuration requested by the visiting team. The visiting team is free to bring in its own sideline communication equipment. If either sideline communication system fails, both teams will shut down their phones or walkie talkies. This applies even if the visiting team brought its own equipment. Further, if there is a partial breakdown that takes the total number of phone lines available to either team to less than five, both teams will be limited to a like number of lines (e.g., Team A has a partial breakdown that leaves only three phone lines operational. Team B must shut down all but three lines). (11/90)

The home institution shall provide the visiting team with the name and method of contact of personnel charged with phone and headset repair at the stadium. (4/86)

**r. Spectator Field Access.**

The home institution may elect not to permit spectators on the playing field at any time. If spectators are permitted on the field after a contest, they may not access the field for a minimum of five minutes to ensure

the safety of the game officials and the visiting team members. The home institution shall remind spectators of its policy with a public address announcement during the fourth period of the contest. (9/03)

**s. Squad Limitations.**

For Conference games not involving traditional rivals, the visiting team squad limit shall be 70 student-athletes. The home team shall have no squad limit, but only 70 student-athletes may be housed at a hotel the night before the game. For Conference games involving traditional rivals, both the home team and the visiting team shall have no squad limit and each may house up to 70 student-athletes at a hotel the night before the game. The Council may approve waivers to this rule for games which involve unusual circumstances (e.g., a game played in a foreign country which offers unique educational opportunities for the traveling student-athletes). (12/71, 12/73, 12/74, 8/75, 1/76, 5/77, 5/79, 5/85, 6/04, 8/04, 6/08, 6/10)

**t. Starting Time.**

The participating institutions of each football game must accept a start time proposed by the carrier of a Conference television program which is consistent with the terms of its contract with the Conference. (6/88, 6/00, 6/03, 10/08, 7/12)

**u. Ticket Policies.**

**(1) Visitors Ticket Allotment.**

For all Pac-12 intra-Conference football games, the home institution shall make an initial allotment of 2,000 contiguous tickets available to the visiting institution. (6/05, 7/12, 11/16)

**(2) Returned Tickets.**

The majority of the remaining visiting institution's tickets should be received by the home institution eight (8) business days prior to the game. When a game is not sold out, 200 tickets may be returned by the visiting institution four (4) business days prior to the game via overnight delivery, and tickets not to exceed 80 may be returned to the host institution no later than 1-1/2 hours prior to game time. Within three business days after receiving written notification of the host institution's initial sellout\*, the visiting institution must return via overnight delivery all remaining tickets. In the case of a sellout, tickets not to exceed 40 may be returned by the visiting institution to the host institution no later than 1-1/2 hours prior to game time. All other tickets retained by the visiting institution become the financial responsibility of that institution. The institutions shall coordinate directly on additional visiting team tickets and processes on a game-by-game basis. (11/16)

\*No side-by-side reserved seats available for the public to purchase.

All "killed" tickets for visitor's rooting section, bands, etc., must be returned no later than 1-1/2 hours prior to game time. The host institution shall deliver to the visiting institution a preliminary ticket recap statement showing the tickets used by the visiting institution within 15 business days after the event. The visiting institution shall be required to confirm the accuracy of this statement within 10 business days of receipt of the statement. (6/63, 5/83, 6/05)

**(3) Will Call.**

No "collect" will call tickets will be accepted from the visiting institution. Will call tickets from the visiting institution must be presented to the host institution for pickup 1-1/2 hours prior to game time. At the request of the visiting institution, the host institution shall provide a minimum of one person to assist with the visiting institution's will call/player and guest tickets. The visiting institution shall provide one person to administer its player/guest will call tickets at the event. (5/83, 6/05)

**v. Video Exchange Policies.**

All Conference head football coaches have agreed to adopt equitable video exchange policies and to work to alleviate all exchange problems, and shall not seek to gain an advantage over an opponent through a “loophole” in the Conference’s video exchange policy. (4/86, 6/89, 6/06)

**(1) Off-Season Video Exchange.**

All video from the previous season including College Football Playoff Game(s), bowl games, and the Conference Football Championship Game may be exchanged with a non-Conference opponent, but only after the Pac-12 Conference institution exchanging the video notifies the other Pac-12 Conference institutions to inform them of the exchange. There are no restrictions or commitments regarding that video unless it is arranged on an individual basis. Each coach may grant or refuse such requests as he wishes. (6/06, 8/15)

**(2) In-Season Video Exchange.**

(a) Each member of the Conference agrees to exchange sideline video and scoreboard/sideline high definition video and sideline/end zone intercut high definition video for each contest (all prior games). Institutions shall not alter the video in any way, including watermarking, color correcting, cropping, etc. The Conference has adopted an open exchange of video, which means that all prior games may be secured from the central server by a Conference institution at its discretion once the games have been loaded onto the server. The last video to be exchanged, the most recently played game video, will be electronically transferred following the game (earliest possible transfer). All previous games must be uploaded to the central server prior to the institution downloading the final game of its next opponent. The video directors shall notify each other as to when the electronic transfer would be completed. (6/93, 10/02, 6/06, 6/11, 8/15)

(b) If the preferred method (Gigabit Courier) of electronic transfer of video fails, the institutions shall revert to the following procedures: The high definition video content, in the highest quality digital format, for all prior games is to be exchanged as soon as possible prior to the scheduled contest using an alternate electronic method of transfer (Dragonfly, Dropbox, YouSendIt, etc.) that the video coordinators agree upon. (6/06, 6/11, 8/15)

(c) Conference coaches have agreed not to assist non-Conference teams with current in-season video exchanges, unless it involves a direct exchange between the Conference school and a non-Conference opponent it is going to face during that season. (6/06)

**(3) Conference Football Championship Game/College Football Playoff Games/Bowl Games.**

Conference Football Championship Game, College Football Playoff Games, and bowl games shall be treated in the same manner as in-season exchange with non-Conference opponents as outlined in SPR 5-2-t-(2)-(c) above. Conference institutions will not send a non-Conference institution a copy of a Conference game unless it is a direct exchange between two institutions meeting in a playoff or bowl game. Subsequent to completion of the Conference Football Championship Game, the participants will post their versions of the game in accordance with in-season exchange rules. Institutions that participate in playoff or bowl games shall post their video no later than January 15. The video from these bowl games shall be posted to the central server. (4/86, 4/89, 6/89, 6/06, 6/10, 8/15)

**(4) Video Exchange Rules.**

(a) Each host institution shall make available to the visiting institution adequate sideline and end zone facilities to shoot the game—equal to the host institution’s facilities—without charge to the visiting institution. (6/89, 2/92, 6/93, 6/06)

- (b) Exchange video is to be recorded on the highest quality media format available. The content must be separated into offense, defense, and kicking game. The intercut video be broken down into offense, defense and kicking game. Kicking game video shall will be further broken down into the following phases: kickoff, kickoff return, punt, punt return, PAT/FG, PAT/FG block. (4/86, 6/89, 11/90, 6/93, 6/06, 6/11, 8/15)
- (c) All electronic exchange video files must be labeled to include the institution's name, the game number (i.e., 01 through 12), and the opponent. (6/89, 6/93, 6/06, 8/15)
- (d) A play-by-play document including full, final statistics of each game; flip cards and programs; and updated statistics shall be made available electronically via PDF format upon request. (6/89, 6/06, 8/15)
- (e) All exchange video shall be in color. (6/89, 6/06)
- (f) Preceding each play on sideline video, a full three-second shot of the scoreboard showing as accurate as possible, distance, field position, and game clock must be taken. (6/89, 6/93, 6/06, 8/15)
- (g) The recording of all plays should begin when the quarterback approaches the line of scrimmage and shall include all pre-snap shifts and motions. (6/93, 6/06, 8/15)
- (h) All institutions shall be notified of any missed play on all exchanged content. Every effort should be made to correct error(s), a corrected file shall be posted as soon as possible, and all institutions shall be notified. (6/93, 6/06, 8/15)
- (i) Every effort should be made by the video coordinators (VCs) to shoot all acts of fighting within their view. Framing of the shot(s) will be dictated by the act(s) with the VCs using appropriate judgment. Both teams will be asked to submit all applicable, unedited footage to the Conference office for review. Fighting and celebrations should not be included on exchange video. (6/93, 6/94, 6/06, 8/15)
- (j) Video posted to the central server for the Conference office shall be scoreboard/sideline/end zone intercut and in continuity game sequence, and posted as soon as possible. (6/89, 8/89, 6/94, 6/00, 6/06, 8/15)

### **3. Practice Policies.**

Proper football technique and mechanics, especially when blocking and tackling are involved, should be the priority at every football practice. The core, upper body and lower body should be utilized for contact and players should be taught to avoid using the helmet to initiate contact. Players initiating contact should neither utilize their helmet in play-making, nor target the recipient of a block or tackle above the shoulders.

#### **a. NCAA Rules.**

Except where expressly limited below, Pac-12 institutions shall continue to abide by the football practice rules and regulations outlined in the annual NCAA Division I Manual.

#### **b. Definition of "Full Contact".**

The Pac-12 shall define "full contact" as any live tackling, live tackling drills, scrimmages or other activities where players are generally taken to the ground. Full contact shall not include "thud" sessions or drills that involve "wrapping up" where players are not taken to the ground and contact is not aggressive in nature.

#### **c. Fall/In-Season Practices.**

Pac-12 institutions shall limit full contact practices to two (2) per week during the regular football season [the period between the first regular-season game and the last regular-season game or Pac-12 Championship Game (for participating institutions)].

**d. Preseason Practices.**

For days during which Pac-12 institutions schedule a two-a-day practice, full contact shall be allowed in one practice (the other practice is limited to helmets and shoulder pads). If full contact practices are scheduled consecutively around one of the two-a-day full contact practices, only one of those practices shall be more than 50 percent full contact. (e.g., if a morning session of a two-a-day practice is full contact, that morning session practice or the preceding one-a-day practice would be limited to no more than 50 percent full contact.

**e. Spring Practices.**

Pac-12 institutions shall schedule spring practices so that of the eight (8) permissible full contact practices, only two (2) of those full contact practices occur in a given week. (NCAA rules define these eight practices as practices involving “tackling.”) This rule will be subject to instances where inclement weather or other unforeseen circumstances have constricted or otherwise altered a previously finalized spring schedule that complied with this rule.

**4. Awards.**

The Conference football coaches shall select recipients for all Conference awards. Coaches shall submit nominations from their team for all-conference consideration Monday prior to the conclusion of the regular season. The list of nominations and ballot will be provided to the coaches with ballots due Sunday after the conclusion of the regular season. The voting procedure for all awards shall be based on a weighted ranking. Coaches may not vote for themselves or for their own players for any of the awards. All Conference voting shall take place the Monday after the Pac-12 Football Championship Game (by Noon Pacific Time). (6/92, 8/14, 6/17)

- a. All-Conference Team.** The all-Conference first and second teams shall consist of 11 offensive players, 11 defensive players, a punter, a kicker, a return specialist, and a special teams player. First-team honorees shall be provided an award from the Conference. Second-team honorees shall be provided a certificate by the Conference office. Players who are not selected all-conference, but received at least two votes, shall be accorded honorable mention. After the selection process, the Conference office shall provide the all-conference team to the coaches. Coaches may then add up to two individuals from his team for honorable mention and inclusion in a Conference media release. (6/92, 2/99, 6/99, 8/14)

**b. Individual Awards.**

Individual awards from the Conference office shall be provided to the Coach of the Year, the Offensive Player of the Year, the Pat Tillman Defensive Player of the Year, and the Freshman/Newcomer of the Year in the Conference. Balloting conducted for individual awards shall use a weighted voting method. (6/92, 2/99, 6/04, 6/11)

**5. Coaches' Meetings.**

There shall be two meetings of the Conference football coaches, one in-person and one via telephone conference call, with the time and site to be established by the Conference office. Attendance by the head coach is mandatory. (12/85, 6/92, 6/95)

**6. Additional Football Policies.**

Conference football coaching staffs shall abide by the following rules which may be more stringent than those contained in the NCAA Manual.

**a. Camps and Clinics.**

An institution's camp or clinic shall be confined to its own campus. Coaches may participate on an individual basis in off-campus football camps or clinics involving prospective student-athletes. (5/88, 12/92, 6/95, 5/97, 8/14)

**b. Policies for Professional Football Scouts.****(1) Senior Evaluations/Workouts.**

If it is requested that a student-athlete from a different Pac-12 institution be permitted to participate in another Pac-12 institution's pro day, permission must be provided by that student-athlete's head coach to participate in the event. (12/90, 12/91, 6/93, 6/94, 6/03, 8/14)

**(2) Contests.**

It shall be institutional policy whether scouts for professional football teams may be provided complimentary admission to games and access to press box facilities. Scouts and player personnel employees for professional football teams shall not be allowed on the sidelines during the conduct of all football games hosted by Conference members. (12/90, 12/95, 2/98, 6/99, 10/07, 11/07)