

Section One Football Booklet 2021



Co-Chairperson

Susan Reid Dullea

Rye HS

Day (914) 967-6100

Cell (845) 705-7009

Email reiddullea.susan@ryeschools.org

Scheduling Committee Members

Class AA Joe Casarella, North Rockland HS

Mike Cring Arlington HS

Adam Lodewick, Fox Lane HS

Class A Joe Sigillo Nyack HS

Chris Galano Harrison HS

Steve Luciana Mahopac HS

Chris McCarthy JJCR HS

Class B Mike Ramponi, Ardsley HS

Class C & D Joe Ceglia, Rye Neck HS

Coaches Assoc.

Tom O'Hare, JJEJF - President

Mike Morano, Arlington - Vice President

Andy Verboys, Scarsdale - Treasurer

Official Assoc Reps

Chuck Piebes - Westchester/Putnam

James McGuinness - Rockland/Dutchess

Co-Chairperson

Adam Lodewick

Fox Lane HS

Day (914) 241-6167

Cell (914) 299-0572

Email alodewick4708@bcsdny.org

IMPORTANT INFORMATION

Pre-Season Coaches Meeting TBD

First Practice permitted August 23rd, 2021

First Scrimmage/Game permitted after 10 days

Seeding Meeting October 17th, 2021

Coaches Awards Meeting TBD

Senior All Star Game TBD

All Section Dinner TBD

Maximum # of Games 10

Rules NFHS

Spalding Alpha Football waived

SECTION ONE TOURNAMENT

Round	Class	Date	Site
First Round	All	Oct 29 and Oct 30	Higher Seed
Semifinals	All	Nov 5 & Nov 6	Higher Seed
Finals	All	Nov 12 & Nov 13	Arlington HS

Disclaimer: Section One tournament times and sites are tentative. The Sports Committee will finalize the tournament at the Seeding Meeting. Regional and State tournament dates may change due to weather, travel and site availability.

Sectional Finals Admission:

\$8.00 - Adults

\$5.00 - 12 & Under and Senior Citizens (62 and over)

REGIONAL CHAMPIONSHIPS

Round	Date	Site
Regional Finals	<i>Please see Regional Tournament Doc on the Section One website</i>	

STATE COMPETITION:

Round	Date	Site
EAST Semi-Finals	Nov 26 & 27	Middletown HS
NYSPHSAA Championships	Dec 3 & 4	The Carrier Dome

Section One Football Booklet 2021



FOOTBALL RULES - NFHS

Please see the NYSPHSAA sports specific webpage for all applicable [Football Rules Changes](#)

ELIGIBILITY

NYSPHSAA Handbook

#26 Representation Rule

Minimum Number of Contests To be eligible for sectional, intersectional or state competition, a team must have completed in **six (6)** school scheduled contests which occurred on **six (6)** different dates during the season.

Team Sports: An individual is eligible for the team if he/she has been an eligible participant on a team in that sport in that school for a minimum of **six (6)** scheduled contests during the regular season.

Player Representation as per the NYSPHSAA handbook: A football player shall be permitted to participate in both the JV and Varsity football games for his school without violating the nights rest rule and maximum number of contests. The following requirements must be met:

1. The player shall participate in 10 or less plays on one of the two contests
2. There be a TWO NIGHT rest period between the two contests.

ENTERING THE SECTIONAL TOURNAMENT

1. The following actions are the responsibility of the school/coach and need to be taken prior to the Seeding meeting. A link and reminders to complete these forms will go out through BOCES to your AD's:
 - a. Officials Ratings (submitted via Sportspak)
 - b. Non-Preferred Officials (submitted via Google Survey)
2. Schools must keep their schedule and game scores up-to-date on the Section One Score Board platform (www.section1athletics.org). For questions or concerns, please have your Athletic office contact Wanda Maffia in the Section One office at (914) 592-2526.
3. Please check with your Athletic Director if you are not familiar with ScoreBoard.
4. Both schools need to enter the results, as this is a way of confirming the result of the game.
5. The "Section Result" sheet will be pulled by the Section One office on or around the last day to play and be considered the official record for the school. It is extremely important that the schedule and scores included on your "Section Result" page is accurate because you will be attesting to it's accuracy for the purpose of seeding. This process has replaced the Game Result Sheet that was used in the past.

NOTE: All games to date must be entered in [Score Board](#) no later than **October 24th at 11:59pm**. Schools are required to provide the sports chair(s) with the scores and results from games held after the submission of Score Board results.

Section One

Football Booklet

2021



PROCEDURES - NYSPHSAA HANDBOOK

20 Yard Line Overtime Procedures

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 for an offensive series of downs. However, an overtime period may include only one offensive series of downs if the defensive team scores a safety or touchdown.

3-1 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 and review the overtime procedure. They will also discuss how penalties, if any, including any carry-over penalties from the regulation contest, will be assessed to start the overtime procedure (See 8-3-5). 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 any special penalty enforcements that apply.

3-2-1 At the coin toss in the center of the field, the visiting team's captain shall be given the privilege of choosing "heads" or "tails" before the coin is tossed. 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 set of downs. 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.

3-5-1 Each team shall be permitted one time-out during each overtime period (a series for A and a series for B). 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.

5-5-1 To start the overtime, the offensive team shall put the ball in play, first and 10, on the defensive team's 20 yard line or succeeding spot if a carry-over penalty has been administered, anywhere between the inbounds lines. The first offensive team shall have a series of four downs to either score or gain enough yardages for a 1st down. If the offensive team gains a first down, the possession will continue, with the ball put 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 series shall be terminated by any score by the offensive team or if the defensive team has possession of the ball.

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.

Section One

Football Booklet

2021



FOOTBALL PRACTICE POLICY

The first two (2) 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 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., is not permitted. The following five (5) days consist of contact practice with full protective equipment and the use of all training devices. (Feb. 2019) Full player to player contact and team scrimmaging is permitted.

NOTE: For any violation of this rule, the head coach will be suspended from the next regularly scheduled contest. 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. Not being present at the site means the disqualified coach is not present in the locker room, on the sidelines, in the stands or site area before, during or after the game.

Football Contact Limitations

Contact in the sport of football for High school and modified football teams shall have no more than two "Full-Contact practices" per week during the season; with no Full- Contact" session to exceed 90 minutes. "Full- contact" means a practice where drills or live action is conducted that involves collisions at game speed, where players execute tackles and other activity that is typical of an actual tackle football game. Limitation of "Full-Contact practices" will begin with the 13th day (high school and the 14th day (modified)).

Combined Practice Rules:

1. Coaches will instruct their own players.
2. "Live Contact" is permitted but not required.
3. Athletes/Teams may not participate in a combined practice until the first 5 days of practice have been completed.
4. Drills may not exceed more than seven (7) players from each team.

40 SECOND PLAY CLOCK RULE

The Standard 25 Second play clock will be used:

1. Following a touchback.
2. Following a charged time out by either team.
3. Following a penalty assessment and/or enforcement.
4. Following an official's timeout for an injury to a player or "helmet off". **
5. Following a change of possession.
6. Following a media timeout.
7. Following an official's timeout for a measurement.
8. Following any other official's timeout.
9. Following a touchdown for the Try.
10. At the start of a period or overtime. (** Referee's Discretion, 40 or 25)

The 40 Second play clock will be used:

1. At the end of a running play that ends inbounds or out of bounds.
2. At the end of a pass play, whether the pass is complete or incomplete.
3. Following an official's timeout for an injury to a player or "helmet off". **

** Referee's Discretion, 40 or 25

Section One

Football Booklet

2021



40 SECOND PLAY CLOCK RULE Continued

The 40 second clock shall start as soon as the play ends and the ball is dead. The covering official raises his arm straight up indicating that the ball is dead, which signals for the start of the 40-second play clock.

If the play ends out of bounds, the official will signal to stop the game clock, which will also start the 40-second play clock.

The clock operator (or Back Judge) will immediately start the 40 second clock, unless something else occurs that requires the 25-second play clock to be used. The 40-second play clock will be used most of the time following a play.

If during the play a change of possession occurs, the covering official will not signal to start the 40-second play clock. The timeout signal will stop the game clock and the 25-second play clock will start on the Referee's ready-for-play signal.

On an incomplete pass, the covering official will give the incomplete pass signal, which will also start the 40-second play clock. If the incomplete pass is on fourth down the timeout signal will stop the game clock and the 25-second play clock will start on the Referee's ready-for-play signal.

The signal to reset the play clock to 25 seconds is one arm pumped in the air by the referee or the back judge.

The signal to reset the play clock to 40 seconds is both arms pumped in the air by the referee or the back judge.

It is going to be necessary to have well trained ball personnel on both sides of the field. Each team will need to provide 2 ball persons and 3 game balls for each game. Ball persons should be easily identifiable with vests, t-shirts, etc. that contrast with the team uniforms on their sideline. They should also be old enough to understand and execute the ball rotation system that is used with the 40/25 play clock rule.

It is going to be necessary to have well trained chain crew personnel provided by the home team. After every play, the "box" man on the chain crew must hustle (RUN) to the next spot because once the ball is placed, the ball can be snapped, as the 40 Second play clock will be running.

As soon as a first down is signaled the "box" man must hustle (RUN) to the next spot, followed immediately by the rest of the chain crew. Stopping the game clock to signal first down will not cause the play clock to reset to 25 seconds – the 40 second play clock will be running.

Using young kids or injured players that cannot execute their responsibilities in a timely manner will create major problems in connection with the 40/25 play clock rule. It is expected that the ball will be marked ready for play within 8-10 seconds of the end of the play. The umpire will not stand over the ball waiting for the chains to be set when there is a first down. Once the officials are in position to officiate, the umpire will step away from the ball and the ball may be snapped. If they are not in position, the umpire will stand over the ball and prevent it from being snapped until he is released by the referee.

Additionally, if the 40-second play clock is used at the sub-varsity level, a 5-man crew must be used. The mechanics are inoperable with less than 5 crew members.

Section One Football Booklet 2021



CHAMPIONSHIP GAME PARTICIPANTS

Responsibilities, Procedures and Related Information

1. The team representative will receive only 12 admission game passes. League and Conference passes will not be honored at the admission gate.
2. Each team will receive 15 sideline passes that will be given out on game day to the Athletic Directors. These passes are for school personnel who include coaches, managers, trainers, etc.
3. Game officials will be assigned by Section One based on officials ratings and availability.
4. The Home team will be determined by Section One and will wear dark jerseys as stated in the Football Rulebook.
5. School Bands / Color Guards – The Home team will play the National Anthem. Each band is entitled to ten (10) minutes for their half time presentation unless otherwise agreed upon.
6. Cheerleaders must be accompanied by their school advisor and cheer in front of their spectators. Cheerleaders are not allowed on the field while the game is in progress.
7. Booster Clubs and Pep Squads must remain in the stands. The regular admission price will be charged to such groups.
8. PRE-GAME TEAM PROCEDURE:
 - Each team will line up under their designated goalpost before the start of the game.
 - During the National Anthem, the teams will face the flag and remove their helmets.
 - The starting lineups will then be announced.
 - The remaining team members advance directly to their side of the field and go directly to their sideline.
 - Captains will remain at midfield for the coin toss.
 - After the coin toss, captains return to the bench area where the team gets ready to kickoff.
9. The 20-yard line Tiebreaker Procedure will be used.
10. Two (2) spotters per team are entitled to use the press box area. At Mahopac spotters will be on top of the press box. Each finalist will receive a packet from the Section One Coordinator after the semi-final game. In the packet teams will designate their placement for spotters in advance- at Mahopac on top of the press box or inside.
11. Team and individual awards will be provided by Section One.
12. The Section One Coaches' Association will provide MVP Awards. Selections will be made by coaches and site Chairperson and awarded to the Most Outstanding Back and Lineman.
13. Section One will provide the scoreboard operator- officials.
14. The press will give individual coverage on a section wide basis.
15. Radio and TV coverage will be arranged through Section One. The cost will be determined by Section One.
16. School security personnel are to be identified and will meet 45 minutes before game time with the site Chairperson to confirm assignments.
17. **ALL HOME TEAMS are responsible for supplying appropriate medical personnel mandated by Section One (e.g. doctor, EMT).**
18. Sectional Champions mandatory film exchange for Regional Semi-final and Finals of NYS playoff.

Section One Football Booklet 2021



SECTIONAL CHAMPIONSHIPS

1. In 2021, only a Spaulding football must be used in all Sectional Regional Semi-Finals and Championship games. The Spaulding is the State playoff official game ball. No other manufacturer ball will be allowed. In Section One schools must utilize the Spaulding football in any post season game. Post season being defined as any qualifying, sectional, game after regular season games.
2. SPORTSMANSHIP STANDARD - The NYSPHSAA Sportsmanship Card is to be read at all Football Sectional contests from the regional level through the finals. Total team involvement is encouraged as well as the use of public address systems when available to inform all in attendance of our commitment to sportsmanship.
3. SCOUTING RULES FOR INTER-SECTIONAL FOOTBALL PLAY
 - A. Film exchange is mandatory for semi-final and final contests. Exchange may be for the last 2 games. Call and arrange teams' overnight mailings or meeting place.
 - B. On-site scouting and filming of contests by any number of scouts is authorized. Scouts may not, however, be granted entry to any area not open to the general public, such as press boxes, towers, or the playing enclosure.

REGIONAL AND STATE PLAYOFFS

1. The maximum number of participants allowed by the State on a traveling squad is 55. This number includes all injured players (who must be wearing game jerseys on the sidelines for identification purposes). Please make sure that all teams adhere to this number, as it will be strictly regulated!!!! Participants include all players, coaches, statisticians, doctors and other personnel. Section One will only reimburse for a total of 40 people.
2. PASSES - At Sectional games, each participating team will receive a maximum of fifteen (15) sideline passes. Coaches, trainers, doctors and managers' passes must be displayed at all times.
3. WHEN PLAYING AT DIETZ STADIUM & FALLER FIELD (MIDDLETOWN):
 - a. You may only use sneakers or turf shoes.
 - b. Portable heaters are absolutely not allowed.
4. SCHOOL MUST PROVIDE
 - Your own headsets or phone system for Regionals and Semi-Finals. Championship games – the Dome will provide the headsets.
 - Starting lineups (in a typewritten setting)
 - IMPORTANT: Immediately after the Sectional Championship games, Sectional Champions must submit a team photo and team roster OR picture will not be in the State Program.
5. Participating schools may send cheerleading squads. Cheerleaders must be in uniform and the uniform serves as their pass to the tournament site. Cheerleading squads will be limited to eighteen (18) persons and one (1) advisor for admission purposes only. All travel, housing and meal expenses for cheerleading squads must be borne by the school. No cheerleading expenses will be paid by NYSPHSAA or Section One.

Section One Football Booklet 2021



SECTION ONE FOOTBALL STANDARDS

1. The HOME team shall wear dark jerseys except by mutual agreement of both schools.
2. Comparable space and provision shall be made for the visiting team for taking official game films and spotting during game.
 - a) Comparable view will be defined as the same press box/roof area and/or location. If the host team has different areas for the film crew and spotters, the host school must make the same areas available for the visiting school.

EXAMPLE: The host team uses the roof just to film, and places its spotters on one side of the press box. Then, they ask the visiting team to both film and spot from their "side" of the press box. That would be unacceptable, space on the roof must be made available for the visiting film crew. But, if the home team both films and spots from the roof, then asks the visiting school to both film and spot from inside the booth, then both teams have filmers/spotters in "comparable" situations.

- b) If a school has an end zone camera, the recording of the game must be shared with the opponent at the conclusion of the game if requested.
 - c) If the host team is using an end zone spotter, the visiting team must be afforded the same general area in the end zone to view the game; if the host team is using a press box to view the game, space must be made available for the visiting school. If no comparable view is available, the host school may not utilize the area.
 - d) No later than 4 days before game day, the visiting school must notify the host school in writing (email) of intended use of the end zone camera. (End zone camera will consist of one adult and/or end zone "tripod" setup. No permanent, or semi-permanent structure (i.e. scaffolding) will be permitted.
3. Scouting shall be recognized as part of the Football program, but it should always be open and aboveboard. Ethical standards must be maintained at all times. Scouting of your first opponent may only take place at the last scrimmage prior to your season opener. All scouts must stay within the spectator areas and cannot be within 10 yards from coaches participating in the scouted game.
* There is no scouting of JV, Freshmen, and MOD games
4. A doctor, EMT, or trainer shall be present at all football games and scrimmages.
5. Starting times:
Friday - 6:00pm unless mutually agreed upon a different time. Saturday- Varsity 1:30pm and J.V. 9:30am. At the opposite site, unless mutually agreed upon. S.A.T. Saturday games are to begin no earlier than 2:00pm unless mutually agreed upon.
6. Supervision
 - Fencing around the field is recommended
 - It is recommended that adults, preferably faculty members, are assigned to chains and down markers for Varsity games and can be easily identified.
 - It is recommended that sideline personnel be limited to B.O.E. approved personnel.

Section One Football Booklet 2021



SECTION ONE FOOTBALL STANDARDS Continued

7. It is a recommendation that a member of the host school football staff/athletic department will contact the visiting school football staff/athletic department and inform the school (via email and/or text) as to locker rooms (or alternative facility) availability, halftime arrangements, etc.
8. It is recommended that a member of the host school football staff/athletic department will meet bus upon arrival at school and instruct the visiting school as to locker room location, area of playing field for warm-up, etc.
9. Media film crew will not take precedence over visiting film crew. The film area cannot accommodate the host and visiting school, as well as the media crew, the media will be asked to use a different location.
10. If only one set of bleachers is available, the home team needs to be in front of that set of bleachers.
11. HUDL film exchange must take place 24 from the conclusion of your game.
12. Visiting teams will not have access to facilities (i.e. locker room, field) more than 90 minutes prior to kick off without the prior consent of the home school. HOME DISTRICT POLICIES/GUIDELINES may be stricter than these guidelines. *All policies guidelines are to be shared with all opponents prior to the contest * SEE CONTEST MANAGEMENT*

Should any of the above guidelines not be followed, a letter of reprimand will be sent to the school district. A second offense will result in a game suspension of the coach

CLASSIFICATIONS

Class AA	Class A	Class B	Class C	Class D
Arlington Carmel Clarkstown So. Fox Lane JJEJF Mamaroneck Mt. Vernon New Rochelle No. Rockland Ossining Port Chester RCK Scarsdale Spring Valley Suffern Yonkers Brave Yonkers Force White Plains	Brewster Clarkstown No. Eastchester Harrison JJCR Lakeland Mahopac Nyack OLL Pelham Rye Sleepy Hollow Somers Tappan Zee Walter Panas Yorktown	Ardsley Briarcliff Bronxville Byram Hills Hen Hud Nanuet Pearl River Pleasantville Put Valley Westlake	Albertus Magnus Blind Brook Croton Dobbs Ferry Hastings Rye Neck Valhalla Woodlands	Haldane Tuckahoe

Section One
Football Booklet
2021



LEAGUES

CLASS AA

League A

Mamaroneck
Mt. Vernon
New Rochelle
Scarsdale
Yonkers Brave
Yonkers Force

League B

Arlington
Carmel
Clarkstown South
North Rockland
Spring Valley
Suffern

League C

Fox Lane
John Jay EF
Ossining
Port Chester
Roy C. Ketcham
White Plains

CLASS A

League A

Brewster
John Jay CR
Lakeland
Mahopac
Our Lady of Lourdes
Somers
Walter Panas
Yorktown

League B

Clarkstown North
Eastchester
Harrison
Nyack
Pelham
Rye
Sleepy Hollow
Tappan Zee

CLASS B

League A

Bronxville
Byram Hills
Nanuet
Pearl River
Westlake

League B

Ardsley
Briarcliff
Hendrick Hudson
Pleasantville
Putnam Valley

CLASS C/D

League A

Croton-Harmon
Dobbs Ferry
Hastings
Rye Neck
Tuckahoe

League B

Albertus Magnus
Blind Brook
Haldane
Valhalla
Woodlands