

# FOOTBALL

**Conference Office Liaisons.** The following SEC staff members are the designated liaisons for football: Sport Administrator – TBD; Championship Game/Game Management – Mark Womack; Communications – Herb Vincent/Chuck Dunlap/Ben Beaty; Officiating – Steve Shaw/Ginny Thomas/Cole Cunningham; Scheduling/Television – Mark Womack.

## **REGULAR-SEASON COMPETITION**

**Access to Spectator Areas.** Visiting team participants (who are part of the travel squad size limit) may not access the stands or any spectator area at any time. Home team participants may access the stands or a spectator area at the home institution's discretion.

**Artificial Noisemakers.** [SEC Bylaw 30.22.1.5 c and d]

**Penalties for Violations -** Violations of SEC Bylaw 30.22.1.5 c and/or d shall be evaluated following the season for the imposition of fines as follows: 1<sup>st</sup> offense: an institutional fine of \$5,000; 2<sup>nd</sup> offense: an institutional fine of up to \$25,000; 3<sup>rd</sup> or subsequent offense: an institutional fine of up to \$50,000.

**Awards.** The General Administration section of the Commissioner's Regulations provides a complete list and guidelines for all Conference awards. In addition, the recipients of the sport-specific awards listed below will be selected as follows:

1. **All-SEC Team.** The recipients will be determined by vote of the head coaches. SEC coaches will participate only in balloting conducted through the Conference office.
2. **All-Freshman Team.** The recipients will be determined by vote of the head coaches. SEC coaches will participate only in balloting conducted through the Conference office.
3. **Offensive and Defensive Players of the Year.** The recipients will be determined by vote of the head coaches. SEC coaches will participate only in balloting conducted through the Conference office.
4. **Freshman of the Year.** The recipient will be determined by vote of the head coaches. SEC coaches will participate only in balloting conducted through the Conference office.
5. **Coach of the Year.** The recipient will be determined by vote of the head coaches. SEC coaches will participate only in balloting conducted through the Conference office.
6. **Scholar-Athlete of the Year.** See General Administration section of the Commissioner's Regulations.
7. **Community Service Team.** See General Administration section of the Commissioner's Regulations.
8. **Players of the Week.** The Conference office staff will select an offensive, defensive, offensive lineman, defensive lineman, and special teams "player-of-the-week" from nominations submitted by the sports information directors.
9. **Freshman of the Week.** See General Administration section of the Commissioner's Regulations.

**Bands.** [SEC Bylaw 30.22.1.5d] The following guidelines will apply to Conference games:

1. Marching bands should exit the field toward the end zones or outside the team areas. Under no circumstances may marching bands exit the field into the visiting bench area.
2. The home band must be located on the opposite side of the field from the visiting team bench; or if located on the same side as the visiting team bench, the band must be seated from the 30-yard line toward the goal

line. Any band seats located toward midfield from the 30-yard line may be no closer than 25 rows from the field.

3. Bands, and any component thereof (e.g. drums), shall not play from the time the offensive center takes his place over the football until the football has been snapped.
4. It is the responsibility of the visiting band director to notify the host institution's event management director no later than 30 days prior to a game that the visiting band will be attending. This will allow the host institution to make the necessary arrangements for security, parking and access.
5. Visiting team marching bands shall arrive at the stadium no later than one hour prior to kick-off. This does not apply to smaller pep bands of 50 members or less.
6. Amplification of the **home team** band is permitted during times the band is allowed to play.
7. In the event both marching bands perform at halftime, each band shall be limited to seven minutes total.
8. In order for the visiting team marching band to perform at half-time, the visiting team must request permission from the host institution's Athletics Director by February 1. If the host institution's Athletics Director does not grant permission, the visiting team marching band may not perform at half-time.
9. In the event of inclement weather, the decision on whether to permit marching bands on the field shall be at the sole discretion of home team game management personnel.
10. Band members (as well as instruments and equipment) shall not occupy the area between the 45-yard lines after the three-minute mark on the pre-game clock. Also, during this time, "tunnels" may not be formed that cause team members to enter the field in this area.
11. The visiting institution's band shall be limited to the playing of two songs (i.e., fight song, alma mater) following the conclusion of a game.
12. If a band does not comply with these regulations, the Athletics Director of the involved institution shall be asked to rectify the situation. Failure to comply with the regulations fully may also subject that institution to financial penalties, as prescribed by the Commissioner.

**Bench Passes.** A maximum of 50 bench passes will be issued to the home team and a maximum of 60 bench passes will be issued to the visiting team by the home sports information director or game management director. Every person in the bench area, except the players in uniform and the 10 full-time coaches of the home team, must wear a bench pass, including all trainers, managers, team doctors, graduate assistant coaches, undergraduate coaches, and strength coaches, etc. It is recommended that all persons with bench passes have some type of game-related responsibilities. Home team security personnel shall be charged with the responsibility for keeping individuals with bench passes within the confines of the bench area. Those with bench passes are NOT permitted in other areas on the sidelines.

Ball crew members, telephone equipment repair representatives, medical emergency personnel and other persons with game management responsibilities are considered to be game personnel and should be given working passes.

**Bench Restrictions.** The area immediately behind each team bench shall be designated a "non-media" area. At no time may media representatives capture video, audio or still pictures from behind the bench area. The bench area is defined by each institution's facility guidelines and the required guidelines in the NCAA rule book. Non-working personnel inside the team bench area should be at least 10 years old. Any working personnel outside the team bench area should be at least 16 years old.

**Camps.** Until May 29, 2016, SEC football coaching, strength and conditioning, and administrative staffs may not conduct, attend, or be involved in any way with football camps off their institution's campus, except:

1. On-field graduate assistant coaches, at their own expense, may work one off-campus camp per year for the advancement of their coaching career.
2. Fellowship of Christian Athletes camps are exempt from this regulation.

**Camp Compensation.** Each institution shall submit to the Conference office, by May 15 of each year, the job title, responsibilities, expected compensation rate, expected dates and hours of employment, expected total compensation, source of compensation, and form of compensation for each football student-athlete (and prospective student-athlete) who will be employed at institutional football camps during the upcoming summer along with an explanation of how such compensation meets NCAA requirements.

Each institution shall also submit to the Conference office, by August 15 of each year, the job title, responsibilities, actual compensation rate, actual dates and hours of employment, actual total compensation, source of compensation, and form of compensation for each football student-athlete (and prospective student-athlete) employed at institutional football camps during that previous summer along with an explanation of how such rate meets NCAA requirements.

Each institution must also provide to the Conference office all sources of camp funding (other than camp registration fees) along with the total amount of camp funding derived from a source other than camp registration fees. The Athletics Directors shall review such reports annually.

**Cheerleaders.** The following guidelines will apply:

1. The Athletics Director of the home stadium shall designate an official representative who shall be responsible for and monitor use of megaphones, microphones, and amplified sound systems, and ensure that all cheerleaders at that home stadium comply with the Conference guidelines.
2. It is the responsibility of the visiting cheerleader coach to notify the host institution's event management director no later than 10 days prior to a game that the visiting institution's cheerleaders will be attending. This will allow the host institution to make the necessary arrangements for security, parking, and access.
3. Once a game begins, cheerleaders and mascots shall be restricted to designated sideline areas between the bench boundary and the end line, as well as behind the respective end zone to the goal post, and behind the photographer zone. The home team shall inform each squad of the respective areas. At no time may cheerleaders or mascots enter the playing field (defined as any area beyond the 6-foot limit lines surrounding the playing field) while the game is in progress.
4. Home team mascots are permitted to enter the seating areas where home team fans are located but shall not enter any visiting team area. At no time may the home team mascot enter the visiting team cheerleader/mascot area while the game is in progress. Any type of physical contact is strictly prohibited between the two opposing teams' cheerleaders and/or mascots. "Skits" are permitted during pre-game and halftime as long as there is no actual contact of any nature between the two.
5. The use of amplifiers, microphones, and megaphones shall be restricted to the cheerleaders and shall not be used from the time the offensive center takes his place over the football until the football has been snapped.
6. Megaphones and speakers used with microphones and amplifiers shall be directed at the student-section stands only and never toward the playing field, the benches or toward any players, coaches or game officials.
7. The main stadium public address system shall be used by cheerleaders only during pre-game, halftime and post-game when neither team is on the field (warm-up or competition).
8. Cheerleaders' amplified sound systems shall be used only at home games or neutral sites. Amplified sound systems shall have no more than four speakers and shall be mounted or situated to insure that the system does not interfere with the view of the crowd.
9. A mike-person and/or cheerleader shall never express disagreement with an official's call over any amplified sound system, microphone or megaphone. Guidelines for the mike-person shall be:
  - A. Comments and/or chants or cheers shall never be directed toward the opposing team, players, coaches, fans or game officials;
  - B. Comments and/or chants or cheers should be positive, enthusiastic and supportive of the home team. Vulgar, obscene and offensive language shall not be used; and

- C. Comments should be kept to a minimum; the purpose of the mike-person is to lead the crowd in chants and cheers, not to provide commentary for the fans.

Failure to comply with these guidelines shall result in the following action: Complaints shall be directed to the Athletics Director's officially designated representative who is authorized to take the following action:

1. If the violation is obvious, the enforcement official shall, depending on the seriousness of the offense, take any of the following actions: issue a warning, place the squad on probation, have the sound system disconnected, have microphones or megaphones taken away for the remainder of that game and/or any number of future games. If the squad is given a warning or placed on probation, any second violation shall result in revocation of the use of any amplified sound system or microphone or megaphone for the rest of the season.
2. If the alleged violation is not obvious, the enforcement official shall immediately review the alleged violation with the cheer coach and/or the squad captain(s) and any other persons as necessary. If there is sufficient doubt of the violation the official shall issue a warning. If the official determines that there has been a violation he/she may take the action outlined in No. 1 above.

Violations at either of the last two home games shall result in punishment or corrective action being taken during the next football season.

**Clinics.** SEC football coaching, strength and conditioning, and administrative staffs may not conduct, attend, or be involved in any way with football coaching clinics off their institution's campus, except:

1. Countable coaches may speak at or attend coaching clinics conducted off their institution's campus only when there are no prospective student-athletes enrolled in or attending the clinic and the clinic is not conducted at a prospective student-athlete's educational institution.
2. On-field graduate assistant coaches may speak at or attend one off-campus coaching clinic per year only when there are no prospective student-athletes enrolled in or attending the clinic and the clinic is not conducted at a prospective student-athlete's educational institution.
3. Fellowship of Christian Athletes coaching clinics are exempt from this regulation.

**Coaches Meeting [SEC Bylaw 21.8]** Each head coach shall attend the annual coaches meeting held in conjunction with the Conference Spring Meetings and the February coaches meeting held at the SEC office.

**Coaches Meeting Chair.** The chair of the annual coaches meeting will be an alphabetical rotation with LSU serving as the chair for 2015-2016. Subsequent years will be as follows: Ole Miss (2016-2017), Mississippi State (2017-2018), and Missouri (2018-19). A chart listing the complete rotation will be maintained by the Conference office. An individual must have attended two annual coaches meetings and coached one full season before serving as chair.

**Conference Championship. [SEC Bylaw 30.22.1.3]** The Conference champion will be determined by a game between the two division champions. The team in each division with the highest percentage of wins during all regular-season Conference competition will be declared division champion. If two or more teams are tied with the highest percentage of wins, they will be declared division co-champions. Division standings will be calculated on a percentage basis, using only those Conference games which are a part of the regular rotating schedule. Details on all tie-breaking procedures are outlined in these Commissioner's Regulations. The site of the championship game shall be set by a vote of the Conference member institutions.

If the championship game is cancelled (due to act of God, war, terrorist attack, or other reason beyond the control of the Conference), the two divisional champions (utilizing any divisional tie-breakers as outlined) shall be declared co-champions and the following procedures will be used to determine the Conference representative to the Sugar Bowl or, if the Sugar Bowl is the College Football Playoff (CFP) semi-final game, the relevant CFP access bowl:

1. A team ranked either No. 1, No. 2, No. 3, or No. 4 in the final CFP Selection Committee Rankings will automatically be placed in the CFP semi-final game;

2. The team ranked highest in the final CFP Selection Committee Rankings will be the Conference representative to the Sugar Bowl or, if the Sugar Bowl is a CFP semi-final game, the relevant CFP access bowl.

**Communications.** If either team loses TOTAL communication from the bench to press box, it should notify the Referee, who will take an officials timeout. The Referee will inform both teams that they must completely remove their headsets until the failure is repaired, and both teams must completely remove their headsets at that time. When the team that initially lost all communications believes that their system is repaired, they will again notify the Referee who will inform both teams that they may resume using their headsets. Both teams may resume using their headsets at that time. For the avoidance of doubt, a single headset failure does not constitute a system failure.

**Debris Thrown on Field.** Each member institution shall have a “zero tolerance” policy toward fans throwing items onto the playing field and shall eject violators from the stadium.

**Field Markings and Equipment.** The Athletics Director must assign a person who is responsible for the following:

1. Checking to make sure the field is properly marked;
2. Making sure there are down markers and chains, and an auxiliary down marker (without numbers) on the press-box side of the field;
3. Making sure there are two red (or orange) line-to-gain ground markers ready; and
4. Making sure the play clocks are elevated above field level and clearly visible from the field and benches at all times.

**Game Clock.** The game clock shall be controlled by the standby official on the field. In consultation with the originating television network and/or home game management, the standby official shall start the scoreboard clock 60 minutes prior to kickoff.

The starting of the 20-minute halftime clock shall be the responsibility of the referee, who is instructed to signal for the clock to start after the playing field is completely clear of all players, coaches and support personnel (including any television interviews that take place on the playing field).

**Game Management.**

1. The host institution’s Athletics Director will serve as the game management director or appoint an individual knowledgeable in game management and crowd control to supervise and plan for all games. It is a Conference requirement that the game management director attend the 110-minute meeting, visit briefly with the game officials and the visiting coach prior to the game (each and every game), and inform them of his/her availability if they need to be contacted during the game. The game management director is responsible for the control of the entire operation of the stadium. This individual should provide supervision prior to and during each contest, and continue supervision until at least 30 minutes after the game or until all groups have dispersed. The game management director is responsible for the following:
  - A. Determining who is given permission to be on the sideline (unauthorized persons shall be removed);
  - B. Controlling handout literature and eliminating objectionable banners; and
  - C. Instructing local police to divert heavy traffic away from the game site so that spectators are able to leave in a timely manner.
2. The host institution shall hold a game management meeting approximately one hour and 50 minutes prior to kick-off of each contest in a private location determined by the host institution (the “110-minute meeting”).
3. The host institution shall provide a staff person to be assigned to the visiting team and available near the visiting team bench and locker room area for the duration of the visiting team’s stay on site.
4. Additional guidelines related to the game management of regular season football contests are set forth in the SEC Game Management Manual.

**Headsets.** Only countable coaches, graduate assistant coaches, undergraduate assistant coaches, managers, and eligible student-athletes may wear headsets during competition. In addition, four other institutional staff members may wear headsets with a disabled microphone during competition for administrative purposes.

**Inclement Weather.** All weather-related decisions before kickoff shall be made by the home team's Athletics Director or senior-level administrator, in consultation with the referee (See "Interrupted Game Procedures" in General Administration section). All weather-related decisions during a game will be made by the referee, in consultation with home team game management as follows:

1. When word reaches the referee that a tornado warning is in effect for the immediate area or if lightning strikes are within eight miles of the facility, the referee will immediately stop the game and inform both coaches that the game is being suspended at this point.
2. The referee will inform the home team, and the umpire will inform the visiting team, that ALL team personnel will go immediately to their respective dressing rooms. This includes players, coaches, trainers, managers, cheerleaders, mascots, bands and any other persons who are the responsibility of these particular institutions.
3. Play will be resumed only when the referee has been notified that the tornado warning has been lifted or that the lightning has abated in accordance with the SEC lightning policy.
4. Suspended play beyond this point is covered by NCAA rules.

**Interrupted Game Procedures.** See General Administration Section of Commissioner's Regulations.

**Lightning Policy.** Each member institution shall be responsible for having the capability of determining when lightning strikes are within specified distances of the competition site for all outdoor events.

When lightning is detected within a minimum of 10 miles of the competition site, home team management shall utilize the public address system to inform those in attendance that inclement weather including lightning is within 10 (or more) miles and that should patrons vacate the facility for safe shelter, they will be allowed to re-enter with a ticket stub.

When lightning is detected within eight (8) miles of the competition site, the competition shall be suspended. Competition may be resumed after 30 minutes of no detected lightning strikes within an eight mile radius. A 10 minute warm-up period may be granted following this 30-minute suspension.

Additionally, the head referee should be notified when lightning is detected within 15 miles of the competition site.

In cases of severe weather being detected prior to the start of competition: A maximum of 10 minutes could be used for the marching band, national anthem and introductions, immediately following the 30 minute time period of no detected lightning strikes. The home institution would have the option of whether or not the 10 minute time period is added.

**Media Days.** Each head coach will attend the annual SEC Football Media Days in late July. Each institution will bring three student-athletes.

**Medical Observer.**

1. The Conference shall provide a qualified medical professional to serve as an independent medical observer for all Conference contests and all non-conference contests conducted at a home site (including neutral site facilities where the SEC institution plays an annual contest). Non-conference institutions competing at an SEC home site (including neutral site facilities where the SEC institution plays an annual contest) may agree to utilize the SEC medical observer by executing an SEC medical observer "opt-in" agreement prior to the game.
2. Host institutions shall provide a secure and controlled location for the medical observer within the replay booth to perform his or her duties. In addition, host institutions shall provide a high-definition television with access to the game broadcast, headphones with access to game broadcast audio, a DVR, and a telephone with the ability to communicate with the medical staff of both teams. Institutional medical observers for

non-conference institutions may not utilize the SEC replay booth to perform his or her duties. However, an SEC host institution may, at its discretion, provide another location for the non-conference institutional observer to perform his or her duties.

3. In the event the medical observer has clear visual evidence (1) that a player displays obvious signs of disorientation or is clearly unstable due to head or neck injury, and (2) it becomes apparent that the player will remain in the game and not be attended to by the team's medical or athletic training staff, then the medical observer shall take the following steps:
  - A. If the player does not receive medical attention, alert the replay officials immediately and identify the player by his team and jersey number.
  - B. Contact the medical staff of the player involved and advise that the player appears to be in need of medical attention and the basis for the stoppage.
4. Upon being notified by the medical observer, the replay official shall immediately contact the Referee over the wireless crew communication system and identify the player by his team and jersey number. The Referee or any other official shall immediately stop the game while the ball is dead, go to the player in question, and follow all procedures as outlined in Rule 3 of the NCAA playing rules concerning players and Injury Timeouts, including clock management. However, if play is stopped due to the medical observer process with less than one minute in the half, then Article 5.f of NCAA Rule 3-3 (10 second runoff provision) will not apply.

The wing official will notify the Head Coach of the reason for the Injury Timeout, and the Referee will make the following announcement: "Time Out ... Medical Stop." The Referee shall not announce or identify the player who is being removed from the game.
5. Once removed from the field, the team medical staff shall conduct an evaluation of the player. The return to play decision will be made by the institution's medical staff consistent with the institution's protocols and Rule 3-3-5 of the NCAA playing rules concerning injury timeouts.
6. A team may not deliberately initiate these procedures (1) to stop play unnecessarily, (2) to prolong or delay the medical stoppage, (3) to improperly take advantage of a stoppage in play, or (4) to influence the actions of the medical observer.

**National Anthem.** For Conference games, the home institution shall notify the visiting team no later than five days prior to the game regarding its National Anthem procedures.

**Official and Unofficial Visit Activities.** An institution may not permit a prospective student-athlete to wear an institutionally-provided uniform (or portion of a uniform) outside of the institution's locker rooms or equipment rooms, during an official or unofficial visit.

**Officials.** [SEC Bylaws 10.5 and 30.20.1] The Conference office will assign officials. No coach, trainer, player or member of the team's official party shall talk to game officials prior to, during or after a game concerning any matter related to the game, except for discussions related to NCAA rules. There shall be no communication of any sort between the coaches and officials at halftime. Under no circumstances shall a coach enter the officials' locker room. If a prolonged conversation is required, both coaches should be present. All violations of this policy are to be reported by the coaches or game officials to the SEC office the day following the incident.

Criticism of officials or the officiating program by institutional personnel is absolutely prohibited. Comments on officiating are to be directed only to the Conference office. All reports or comments pertaining to officiating or game management responsibilities, or concerning student-athletes, coaches or officials, shall be directed only to the Conference office. Public comments related to officiating by officials, coaches or institutional personnel are prohibited.

Films or videotapes shall not be used by coaches or other institutional personnel for public criticism of officials or officiating (e.g., the use of game films to produce clips for television or newspapers depicting officiating calls). No reference to officiating matters shall be permitted on coaches' radio and/or television shows.

Coaches shall not contact officials directly through correspondence or telephone, and all matters pertaining to officials or officiating will be directed to the SEC office only. Likewise, this policy will preclude officials from contacting coaches in a similar manner.

Sports information directors and coaches will make no reference to officiating in institutional press releases. The list of officials assigned to a game should not be announced to the media and/or public prior to the distribution of the pre-game information packets before a game. Additionally, no hometowns, phone numbers, etc. should be listed in these packets. The names of the officials shall not be announced during pre-game public address introductions.

It is the responsibility of home team game management to confirm game times and other information on the SEC officiating website (Contact the SEC office for additional information.).

Game officials are responsible for officiating the contest and enforcing the game rules. They are not charged with crowd control or game management responsibility; however, they do have the authority to halt a game if crowd control problems arise.

The following procedures shall be utilized regarding officials at Conference games:

1. Security escorts for officials should be provided as follows:
  - A. A person at each institution should be in contact with the umpire the week of the game to finalize game day travel. A van with police escorts should pick up the officials at the hotel no later than 2 hours prior to kickoff. Only approved personnel are permitted to accompany the officials to and from the stadium. Officers should escort officials to the dressing room, to and from the field, and back to the van after the game. Police escorts will escort the officials' van back to the hotel immediately following the game.
  - B. A dressing room key should be either given to one of the officials, or a person designated by the game management director. The designated person must lock the dressing room while the officials are officiating and **BE WAITING AT THE DRESSING ROOM DOOR WHEN THE OFFICIALS RETURN AT HALFTIME AND AT THE END OF THE GAME.** The officials must have immediate access to their dressing room at halftime and at the conclusion of the game.
  - C. If the officials must walk through public concourses or areas to reach the team locker rooms before the game and/or at the halftime, they must be escorted by security personnel.
2. The officials' dressing room should be secure, conveniently located and set up as described in the SEC Game Management Manual:
3. If an official requests the service of a trainer or needs any supplies, the trainer should come to the officials' dressing room to provide the service or deliver the supplies. The official should not go to the training room.
4. Absolutely no one shall be allowed access to the officials' dressing room without the permission of the Southeastern Conference except (1) the officials assigned to the game, (2) the event manager and (3) Southeastern Conference staff and observers.
5. The home institution is responsible for the operation, maintenance, and delivery to the referee of the wireless microphone unit as set forth in the SEC Game Management Manual.

*Compensation* – Payment of the game officials will be handled by a third-party service (PayOGFE.com). Each institution will be invoiced for their share of the compensation and travel/expense reimbursements for the game officials. The fees and travel/expense policies shall be set by the Conference office and athletics directors.

*Tickets* – The crew of officials assigned to each game will receive a total of 20 complimentary tickets (two for each official, alternate official and instant replay official). Seat assignments shall be located on the sideline between the goal lines. The tickets are to be shipped to a designated staff member in the Conference office no later than the first week in August. The Conference office will be responsible for distributing the tickets to the appropriate individuals. Officials will not be permitted to request the purchase of any additional tickets from any institution.

**On-Field Liaisons.** Both the home institution and the visiting institution shall assign full-time staff members to serve as institutional liaisons on the field for issues related to game management. Both liaisons shall remain in the vicinity of the visiting bench and visiting locker room. The visiting institution liaison shall be prepared to address issues



related to the visiting team, visiting band and/or visiting cheerleaders. The home team liaison shall remain with the visiting team for the duration of its stay on site.

**Post-Game Procedures.** Under no circumstances may visiting teams return to the field once going to the locker room after a game (e.g. no “curtain calls”). The home institution shall use security personnel, as well as public address announcements and video/matrix announcements, to keep fans from coming onto the field at any time, including after the game.

**Practice (Spring).** All spring practices, including spring games, must be held either: (1) on campus; (2) in a facility regularly used for practice or home competition in the immediate campus community; or (3) in a facility used at least twice during the applicable academic year for regular season home competition. All spring practice games shall be intra-squad games. There shall be no spring practice conducted by an institution after the closing date of its spring semester or quarter.

**Practice (Visiting Team).** The visiting team should have the opportunity to practice at the competition site. The following procedures shall be followed unless extreme circumstances prevent the use of the home team's competition facility:

1. Requests for practice time by the visiting team must be made at least five days prior to the game date;
2. The home team will make its facility available for a minimum of 90 minutes on the day before the game (The home coach will extend himself to accommodate the visiting team in case of emergency.);
3. The visiting team's practice time shall take precedence over the home team's practice time; and
4. In the event of inclement weather on the day before the game, the home team's Athletics Director will make the decision whether to permit the visiting team to practice on the competition field or at an alternate site.

**Pre-Game/Halftime.** The playing field must be available for pre-game warm-up no later than 70 minutes before kickoff. Pre-game warm-up areas shall adhere to the diagram on Supplement A-1 of this section until 40 minutes prior to kickoff, at which time warm-up areas shall adhere to the diagram on Supplement A-2. The home team shall provide the visiting team with completed diagrams no later than practice the day before the game. In stadiums where the team entrances are on opposite ends of the field, each team shall conduct pre-game warm-ups on the end of the field closest to its entrance. When entering or leaving the field during warm-ups, a team may not enter the designated warm-up area of the opposing team if it is still on the field.

Teams may be requested to leave the field for pre-game activities (e.g., bands, ceremonies, etc.) not to exceed 17 minutes (i.e., at the 20-minute mark on the pre-game clock), except for Senior Day. For Senior Day ceremonies before a team's last regular-season home game, the teams may be requested to leave the field for 22 minutes (25-minute mark on the pre-game clock). All Senior Day activities must take place during this 22-minute period. The field must once again be available for at least three minutes before kickoff of the second half. If both teams are on the field at the time scheduled for the start of the second half and the field is not cleared for play, the home team will be penalized 10 yards on the subsequent free kick. Bands, speeches, presentations, homecoming and similar activities are under the jurisdiction of home game management and a prompt start of each half is mandatory.

Under no circumstances shall a participating player or coach from either team enter the playing field while a band is performing at halftime. A player violating this provision is subject to an unsportsmanlike conduct penalty or subsequent action by the Conference office.

**Public Address Announcer.** The public address announcer must be objective and not emotionally involved. The announcer must be impartial in his announcements and give only necessary information in good taste and acceptable language. The announcer must be in control of what is said over the public address system and permit no one to use the microphone except those authorized by the game management director. The announcer must be aware of the stadium layout so that calm and accurate directions can be given in case of an emergency. The announcer is not to criticize officials or their decisions directly or indirectly. Game officials shall not be introduced.

**Regular-Season Competition/Scheduling.** Regular-season competition and scheduling are governed by the following:

1. Each Conference team shall play eight Conference games each year. The schedule will consist of a 6-1-1 format, whereby each institution will play all six of its division opponents, one permanent opponent and one rotating opponent from the other division each year. The permanent non-division opponents will be as follows:

- Alabama v. Tennessee
- Arkansas v. Missouri
- Auburn v. Georgia
- LSU v. Florida
- Ole Miss v. Vanderbilt
- Mississippi State v. Kentucky
- Texas A&M v. South Carolina

The remaining six non-divisional opponents will be played on a rotating basis. The sites, dates, and rotation of the eight-game schedule shall be set by administrative action of the Conference. Any conflicts that result in this schedule that cannot be resolved by the institutions involved will be submitted to the SEC Presidents and Chancellors for final resolution.

2. Each Conference team shall also play at least one additional game each year against an opponent from either the Atlantic Coast Conference, Big 10 Conference, Big 12 Conference, Pac-12 Conference, or Division I FBS Independents (Army, BYU, or Notre Dame).
3. Freshman and Junior-Varsity Football - Freshman or junior-varsity football teams of the Conference shall be allowed to play only five games in any regular season except intramural games. No freshman or junior-varsity games shall be played prior to the first varsity game. All freshman or junior-varsity games shall be played on the home campus of one of the competing institutions, with the exception that any two Conference teams may schedule their freshman or junior-varsity games in a stadium which is used each year for the varsity game between the two schools. Conference officials shall officiate all Conference games.

**Sportsmanship.** At no time may either team engage in any type of “animated huddle,” “dance,” or other similar activity on the playing field. Such activities are limited ONLY to the team bench area.

Each institution shall aggressively address the issue of sportsmanship through video spots, PA announcements, radio spots, TV spots and print ads (e.g., in game day programs).

**Student-Athlete Complimentary Admissions.** [SEC Bylaw 16.2]

**Student Sections.** The home student section must be located on the opposite side of the field from the visiting team bench; or if located on the same side as the visiting team bench, the student section must be located from the 30-yard line toward the goal line. Any student seats located toward midfield from the 30-yard line may be no closer than 25 rows from the field. It is recommended that the visiting team should not be required to enter/exit the field in close proximity to the home team student section.

**Teleconference.** Each head coach will participate in the league's teleconference during the football season. The exact time will be determined by mutual agreement between the SEC office and the head coach.

**Television.** [SEC Bylaw 30.21.2]

**Television Timeouts.** Television timeouts may be called during televised contests at intervals designated in the contracts with the television entities.

**Tickets.** There shall be a Letter of Agreement between participating institutions on the number of tickets to be exchanged. The host institution must provide the visiting institution a minimum of 2,000 tickets located in the lower level of the stadium, of which at least 1000 tickets must be within one single block.

**Ticket Re-Entry Policy.** Once admitted to the stadium, no ticket holder shall be permitted to leave and re-enter the facility on that ticket. In the event of inclement weather, home team game management shall have the authority to waive this policy.

**Uniforms.** In accordance with NCAA football rules, the home team shall wear dark jerseys and the visiting team shall wear white jerseys. White jerseys may be worn by the home team when the teams have agreed before the season. (The Athletics Directors have agreed to always grant a home team's request to wear white jerseys, in which case the visiting team shall wear dark jerseys.)

**Video Boards/Replays.** Institutions are not limited in the use of replays (including number of replays shown), except when a stoppage occurs for an official review. The time during which replays may be shown is from the end of a play until the beginning of the next play, except when a stoppage occurs for an official review.

Replays of touchdowns (not stopped for official review) may be shown following the point after attempt up until the ensuing kickoff. Replays may also be shown at a later time during the game as part of a package of highlights during a quarter or halftime break.

In no circumstance will the in-stadium video system be used to embarrass, humiliate, or disgrace an official or visiting team members or coaches, incite the crowd or distract a participant or coach. Each school must designate a full-time staff member with a high-degree of accountability to be responsible for determining what video appears on the in-stadium video board.

*Procedure for stoppage for an official review:*

When a stoppage occurs for an official review, the in-stadium video board operator must use the unaltered television network program feed as the exclusive video source for replays of the play under review. No live coverage of any coach, student-athlete, or fan reaction may be shown from the program feed during the review. Replays from the program feed are permitted only between Referee announcements to stop play and to communicate the outcome of the review. No replays from any other video source may be shown on the in-stadium video board during stoppage for an official review.

### **Video Exchange.**

1. **Origination.** The exchange for each game must include intercut SL (Wide – All 22) / EZ (Tight) video. A two-second scoreboard shot must precede each play with the most accurate Time, Down, Distance and Field Position information.

Edits must be broken down into “offense,” “defense” and “special teams”. All 22 players must be in the frame at the snap of the ball on the SL angle. Each play must have any pre-snap motions or shifts on either side of the ball included in the sideline and end zone angles. Special teams must be grouped by phase (KO, Punt, etc.), and all sides of the ball must be in sequential order.

2. **Exchange Rules.** Unlimited video exchange is permitted within the Conference. This unlimited exchange includes the current and previous year (including bowl games). Games must be posted in Dragonfly Storm and made openly available for viewing and downloading to all SEC schools. Games must be posted in a universal HD format. The most recent game video file must be posted at the Video Coordinator's earliest convenience but no later than the morning of the day following the game.

No video is to be exchanged unless your institution is included in the video. All video requests from a non-conference opponent scheduled to play a host Conference team shall be made directly with the host team. The Conference member is only to share these self-scout videos. Furthermore, no other Conference member shall exchange game video with these non-Conference opponents.

If teams believe violations of the video exchange policies have occurred, it should be reported immediately to the SEC supervisor of officials and not be discussed in the media.

3. **Video to the Conference Office and Officials.** After each home game and after each away game involving a non-Conference opponent, an intercut game copy must be sent to the SEC office using Dragonfly Storm at the Video Coordinator's earliest convenience, but no later than the morning of the day following the game.

## CONFERENCE CHAMPIONSHIP

**Committees.** The Commissioner will appoint various committees required to conduct the event.

**Dates and Sites.** The championship game will be played on the first Saturday in December in Atlanta, Georgia as follows.

2015	December 5 (Georgia Dome)
2016	December 3 (Georgia Dome)
2017	December 2 (TBD)

**Divisional Champions and Tiebreakers.** In the event of a tie for the divisional championship, the following procedures will be used:

1. **Two-Team Tie.** In the event two teams are tied for a division title, the following procedure will be used in the following order:

- A. Head-to-head competition between the two tied teams;
- B. Records of the tied teams within the division;
- C. Head-to-head competition against the team within the division with the best overall (divisional and non-divisional) Conference record, and proceeding through the division (multiple ties within the division will be broken from first to last and a tie for first place will be broken before a tie for fourth place);
- D. Overall record against non-divisional teams;
- E. Combined record against all common non-divisional teams;
- F. Record against the common non-divisional team with the best overall Conference record (divisional or non-divisional) and proceeding through other common non-divisional teams based on their order of finish within their division;
- G. Best cumulative Conference winning percentage of non-divisional opponents; and  
  
Example: 

<u>Tied Teams</u>	<u>Non-Divisional Opponents Cumulative Record</u>
Western 1	Eastern Opponents: 14-2
Western 2	Eastern Opponents: 12-4

(Western 1 would be the representative)

H. Coin flip of the tied teams.

2. **Three-Team Tie (or more).** If three teams (or more) are tied for a division title, the following procedure will be used in the following order: (Note: If one of the procedures results in one team being eliminated and two remaining, the two-team tiebreaker procedure as stated in No. 1 above will be used):

- A. Combined head-to-head record among the tied teams;
- B. Record of the tied teams within the division;
- C. Head-to-head competition against the team within the division with the best overall Conference record (divisional and non-divisional) and proceeding through the division (multiple ties within the division will be broken from first to last and a tie for first place will be broken before a tie for fourth place);
- D. Overall Conference record against non-divisional teams;
- E. Combined record against all common non-divisional teams;

- F. Record against the common non-divisional team with the best overall Conference record (divisional and non-divisional) and proceeding through other common non-divisional teams based on their order of finish within their division; and
- G. Best cumulative Conference winning percentage of non-divisional opponents (Note: If two teams' non-divisional opponents have the same cumulative record, then the two-team tiebreaker procedures apply. If four teams are tied, and three teams' non-divisional opponents have the same cumulative record, the three-team tiebreaker procedures will be used beginning with 2.A.);

Example:

<u>Tied Teams</u>	<u>Non-Divisional Opponents Cumulative Record</u>
Western 1	Eastern Opponents: 14-2
Western 2	Eastern Opponents: 12-4
Western 3	Eastern Opponents: 8-8
(Western 1 would be the representative)	

- H. Coin flip of the tied teams with the team with the odd result being the representative (Example: If there are two teams with tails and one team with heads, the team with heads is the representative).

**Extra Periods.** The NCAA tiebreaker system will be used if it is necessary to break a tie in the championship game.

**Format.** The winner of the championship game between the two division champions will earn the Southeastern Conference automatic berth in the Sugar Bowl or the relevant CFP access bowl (if the Sugar Bowl is designated as a CFP semifinal game), unless such team is selected to participate in a CFP semi-final game.

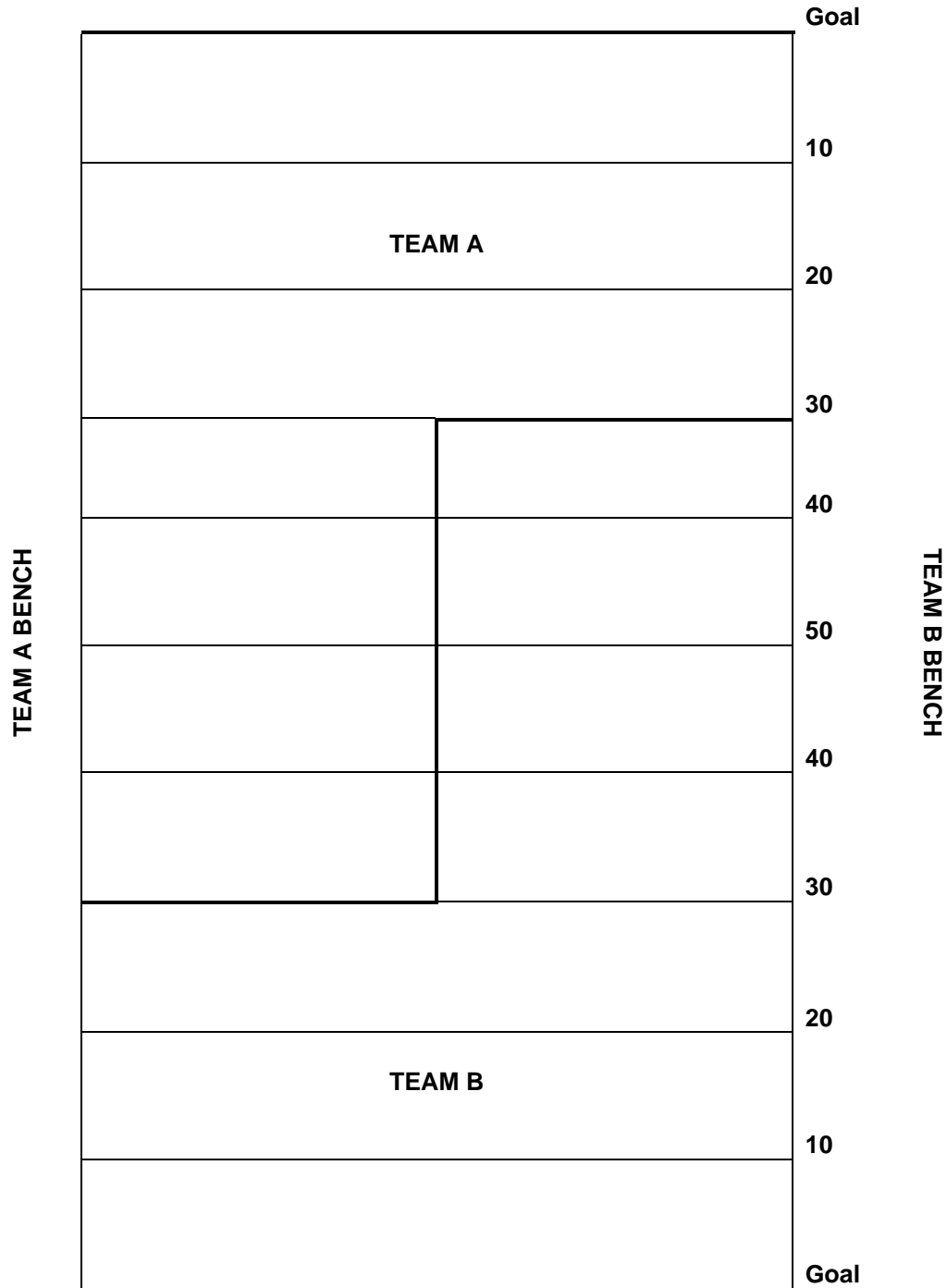
**Squad Size.** [See Supplement D of the General Administration section] The maximum number of players in uniform and for whom the institution may pay travel costs is 85.

**Tickets.** The Conference office is responsible for the ticket plan, the design and printing of the tickets as well as the marketing of the tickets. Each participating institution will be allocated 16,000 tickets.

**Team Expenses/Revenue Sharing.** All revenue remaining from the championship game after expenses of planning and conducting the event have been deducted shall be divided as follows:

1. Each participating institution shall be reimbursed for the actual cost of transporting an official party of 150 (including student-athletes, coaches, administrators, cheerleaders, etc.) to the site (air or bus travel from campus to the site; local transportation is not included). This amount shall be approved in advance by the Conference office and must be supported by actual invoices. In addition, each participating institution shall receive \$275,000 to cover all costs associated with institutional lodging, meals and local transportation. Each participating institution will be financially responsible for payment of 150 rooms for two nights at the designated team headquarters hotel;
2. Each participating institution shall receive a band travel allowance of \$50 per mile, one-way from its campus to the site (according to Rand-McNally Mileage Chart). Each institution shall be financially responsible for 100 rooms for two nights at its designated band hotel;
3. All remaining revenue shall be divided into 15 equal shares, with one share distributed to each member institution and one share to the Conference office; and
4. Institutions may petition to the Executive Committee prior to the game for an increase in the travel allowance only in the event actual expenses exceed the designated amount.

**PREGAME WARM-UP AREA**  
**(Prior to 40 minutes before kickoff)**



**PREGAME WARM-UP AREA**  
(Within 40 minutes before kickoff)

