

DEMOLAY
PENNSYLVANIA™

**Athletic
Tournament Rules**



2007

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PENNSYLVANIA DeMOLAY UNIFORM ATHLETIC TOURNAMENT RULES

These rules shall apply to all PA DeMolay sporting competitions and tournaments. Additional rules may apply to specific sports, competitions, or circumstances.

I. PURPOSE

All Pennsylvania DeMolay athletic activities shall be designed to stimulate interest among the Chapters and engage in sportsmanlike athletic activity to further develop fraternalism.

II. ELIGIBILITY

A Chapter must be a member, in good standing, of Pennsylvania DeMolay. Chapters working under Letters Temporary are eligible to compete. Additionally, all reports and fees due to DeMolay International or to Pennsylvania DeMolay must have been submitted, and the Chapter must not stand suspended from participation. *Further, the Chapter must have been represented by at least one delegate at the preceding annual Convention, unless an exception is granted by the Executive Officer.* The individual participants must be DeMolays in good standing, not having reached their majority prior to any game in which they participate, and must be members of the Chapter that they represent. All participants must file a Medical Release Form with the Tournament Director. No active DeMolay shall be eligible who has played for a professional, semi-professional, college, or junior college team (public or private) during the current season.

III. PLAYERS/ADVISORS

Each Chapter will be required to have two registered DeMolay Advisors in attendance throughout the weekend. A coach, (or parent) who is not an Advisor may attend, at the discretion of the Advisory Council, but will not count as an Advisor if not so registered. If the team coach is not an Advisor, Chapters are reminded that a registered Advisor must be present at all games, practices, and so on, to provide supervision. A non-Advisor coach may not be left alone to supervise Active DeMolays. A minimum and maximum number of representatives per Chapter will be established by the Director of Athletics. One of the representatives must serve as a team scorekeeper during the games it plays.

IV. PLAYING RULES

- A. Each tournament or athletic competition will be governed by specific playing rules, which are appended to these uniform rules, or which may be distributed from time to time.
- B. The Director of Athletics is empowered to cause the immediate revision of the rules, in consultation with the officials, if, in his opinion, the safety of the players dictates such action.

- C. Chapters are responsible to see that all players are dressed uniformly, with numbered jerseys or t-shirts for easy identification. All competitors must wear proper equipment, as specified in the playing rules, in order to participate.
- D. Each team will designate an official scorer. It shall be the responsibility of each team to check the accuracy of the score throughout the game.

V. ROSTERS

Each Chapter must submit a completed team roster by the designated deadline on a form provided for that purpose. Coaches and team captains must be clearly identified on the roster. A competition program with team roster information may be furnished.

VI. CONDUCT

- A. The DeMolay Declaration of Good Sportsmanship will be administered at the beginning of the tournament.
 - 1. All competitors are expected to behave in a sportsmanlike manner, reflecting the ideals of the *DeMolay Declaration of Good Sportsmanship*, adopted for use at all PA DeMolay athletic competitions. By entering a PA DeMolay tournament, all participants make this declaration:
“I declare upon my honor that I am an active member of the Order of DeMolay, and that I will uphold the high standards of our Order and my obligation as a DeMolay in all competitions. I further declare that I will practice good sportsmanship, and will remember, win or lose, that we are all brothers.”
 - 2. Good sportsmanship and proper DeMolay conduct is required throughout the tournament. Violation by a team, or a member, of any of the rules of the tournament will result in immediate elimination of the team from the tournament. Additionally, the Chapter may be requested to leave the competition site immediately and further disciplinary action will be taken as necessary.
- B. Team members registered to play must remain for the duration of the tournament. Local Chapters must play under the same conditions as those from far distances, and their team members and advisors may not leave the tournament to go home for meals, sleep or employment requirements. It is possible that a team may be eliminated by Saturday afternoon. You should come with the attitude that fellowship and special programming is just as important as winning, and that your team will benefit from an overall DeMolay experience by staying until after Sunday breakfast.
- C. Participating Chapters must attend all mandatory functions so noted on the schedule. When not playing a game, team members are encouraged to participate in other scheduled activities.

VII. OFFICIATING AND DISCIPLINE

- A. Qualified officials shall be secured for all tournament play, and they shall use discretion while enforcing the competition rules to ensure FIRST the safety of all participants.
- B. Team Conduct:
 - 1. Designated team captains and coaches only are permitted to talk to the officials. They may question a rule interpretation but not the judgment of the officials. An official may issue a warning to a player who does not comply.

2. A second warning to the same individual will result in a discretionary penalty awarded to the opposing team.
3. A third warning to the same individual will result in ejection from the game without a substitution allowed.
4. Any DeMolay player who deliberately injures another DeMolay player or participant will be ejected from the tournament, and may also be subjected to other disciplinary actions.

VIII. ADMINISTRATION

- A. There will be a non-refundable entrance fee of an amount to be established by the Director of Athletics for each tournament. Checks should be made payable to *Pennsylvania DeMolay* and sent to the Executive Secretary.
- B. All tournament scheduling and seeding is the responsibility of the Tournament Coordinator and the Director of Athletics.

IX. EMERGENCY CARE

- A. AUTHORIZATION FOR MEDICAL CARE forms are required for all Active DeMolays. Chapters are reminded that it is their responsibility to have a current medical release on file for each of their Chapter participants. Standard forms are provided by PA DeMolay, and should be kept in a binder with the Chapter's name on the front and spine. These forms must be with the team at all tournaments, games, practices, and so on.

X. JUDGING

- A. Any grievances that arise between Chapters during the tournament should be referred to the Director of Athletics, who shall have jurisdiction over the Chapters involved. He will have the right and responsibility of final decision in any dispute, and may consult with any group he chooses (referees, coaches, staff members etc.) for assistance.

XI. MISCELLANEOUS

- A. Various activities and programs will be conducted throughout the weekend to make the programs much more than just a tournament. Team members should be encouraged by the Advisors to participate in these other programs to foster the spirit of DeMolay brotherhood.
- B. Advisors who attend the tournaments must closely supervise their team members. Destructive and unruly behavior will not be tolerated, and all facilities used must be left clean and orderly, so as not to jeopardize the conduct of future tournaments.

PENNSYLVANIA DEMOLAY ATHLETIC COMPETITION SPECTATOR BEHAVIOR POLICY



Pennsylvania DeMolay enforces a low tolerance behavior policy regarding players, coaches, advisors, parents & spectators. Games will be stopped when subjects displaying inappropriate behavior interfere with others at the game or practice period. Officials will identify violators to PA DeMolay staff for the purpose of immediate removal from the facility. Only when removed will play continue. Lost time will not be made up. Violators may be subject to further disciplinary action by PA DeMolay, the PYF, the Grand Lodge of Pennsylvania, or local law enforcement officials, when necessary.

Such inappropriate behavior shall include but not necessarily be limited to:

- directing obscene or vulgar language at anyone, for any reason.
- taunting, ridiculing or threatening anyone, for any reason.
- throwing any object to distract or gain attention that in any manner creates a safety hazard for anyone, or causes an undue mess.
- any other conduct unfitting the standards of behavior consistent with the principles of the Order of DeMolay.

Game forfeitures may be recommended by officials and/or staff to deter potential situations.

The game is just a game.

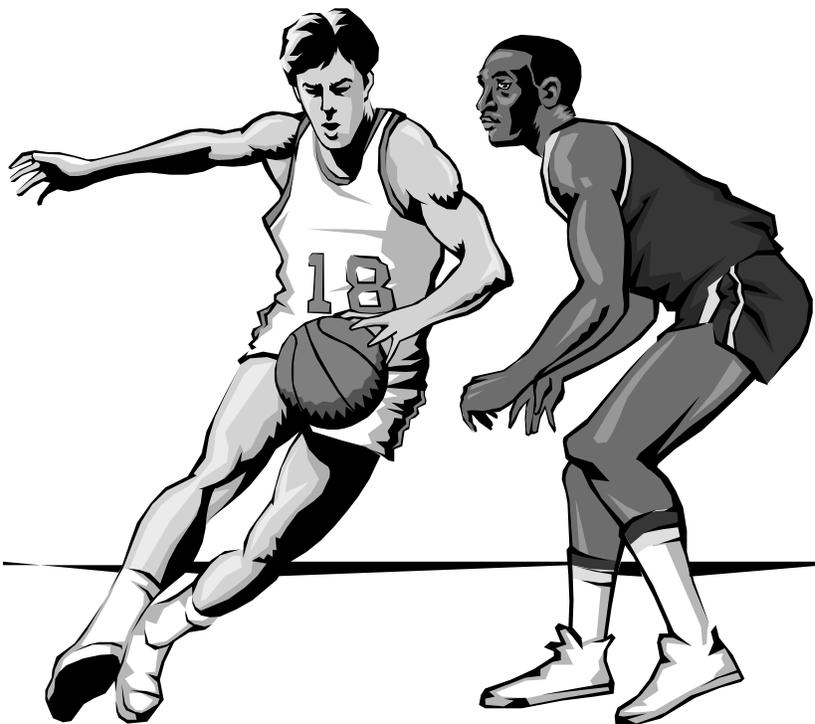
Character development is the PRIMARY PURPOSE of all DeMolay competitions.

Please give your encouragement and support to all participants.

BASKETBALL TOURNAMENT

I. PLAYERS/ADVISORS

- A. Each Chapter will be allowed no less than five (5) nor more than ten (10) players. The maximum number of representatives per Chapter (including Advisors) is twelve (12).



II. RULES

- A. Playing rules will be administered by registered PIAA officials. Playing rules in any game will be those used by the National Federation of State High School Associations (a.k.a. NFHS rules) with the following exceptions:

1. The 3-point rule will be used unless the gymnasium facility does not have a permanent 3-point line.
2. Halves will be 16-minutes in length, with a stopping clock in the last 2 minutes of both halves, except that halves in the preliminary round and loser's bracket will be played with 12-minute halves, with a stopping clock in the last minute both halves.
3. At the start of each game, there will be a jump ball. After that point, the officials will use an alternating arrow to determine possession of the ball.
4. A scorekeeper is required from each Chapter for this program.

SOFTBALL TOURNAMENT

I. PLAYERS/ADVISORS

- A. Each Chapter will be allowed no less than eight (8) nor more than twelve (12) players. The maximum number of representatives per Chapter (including Advisors) is fifteen (15).

II. RULES

- A. Playing rules will be administered by ASA Certified Umpires. Rules of play shall be those of the Official American Softball Association, Modified Pitch, with the following exceptions:

1. The base lines shall be sixty (60) feet. The pitchers mound shall be forty six (46) feet from home plate.
2. The pitching rules are appended to these rules and must be observed.
3. New regulation (night and day) softballs will be furnished by the Director of Athletics, at his discretion. It must be a "Live Ball" or fast pitch softball.
4. No stealing or bunting will be allowed.
5. Any player may re-enter the game one time after having been withdrawn, but only in his original position in the batting order.
6. While team uniforms are not required, it is suggested that each team should have at least similar caps and shirts with numbers.
7. After four (4) completed innings if a team is ahead by at least 15 runs, the game ends and they are declared the winner.
8. No game, except the Championship Game, shall last longer than one hour. Any game reaching the one hour time limit shall cease, and the winner shall be decided by the score of the game at the conclusion of the last completed inning.
9. A scorekeeper is required from each Chapter for this program.



ASA Rules

RULE 6. PITCHING REGULATIONS (Modified Pitch)

SECTION 1. Preliminaries

Before starting the delivery (pitch), the pitcher shall comply with the following:

- A. The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases.
- B. While on the pitching plate, the pitcher shall take the signal from the catcher with the hands separated. The ball must remain in either the glove or pitching hand.
- C. The pitcher shall hold the ball in both hands for not less than one second and not more than 10 seconds before releasing it. Both feet must remain in contact with the pitching plate at all times prior to the forward step.
- D. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- E. The pitcher may not take the pitching position on or near without having the ball in his possession.

SECTION 2. Starting the Pitch

The pitch starts when one hand is taken off the ball after the hands have been placed together.

SECTION 3. Legal Delivery

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball and returns the ball to both hands.
- C. The pitcher must not make a stop or reversal of the forward motion after separating the hands.
- D. The pitcher may take the ball behind the back on the back swing.
- E. The pitcher must not make a windmill or slingshot-type pitch or make a complete revolution in the delivery.
- F. Position of the ball:
 - 1. (Major) No restriction on the backward swing or on the downward motion and during the complete delivery.
 - 2. ("A") No restriction on the backward swing or at the top of the backswing. The ball must not be outside the pitcher's wrist on the downward motion and during the complete delivery.
 - 3. (10-Man) The ball must not be outside the pitcher's wrist on the downswing, at the top of the backswing, on the downward motion, or during the complete delivery.
- G. The delivery must be an underhand motion with the hand below the hip and the pitcher's palm may be pointing downward.
- H. Arm, shoulder, hip:
 - 1. (Major) No restrictions on the arm. The shoulders and driving hip must be square to home plate when the ball is released.
 - 2. ("A" and 10-Man) On the forward swing of the pitching arm, the elbow must be locked at the point of release and the shoulders and driving hip must be square to home plate when the ball is released.
- I. The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have complete, smooth follow through with no abrupt stop of the arm near the hip.

J. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. NOTE: It is not a step if the pitcher slides the pivot foot across the pitcher's plate, provided contact is maintained with the plate.

K. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

L. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.

M. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball."

SECTION 4. Intentional Walk

If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter. A pitchout for the purpose of intentionally walking a batter is not considered an illegal pitch.

SECTION 5. Defensive Positioning

A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.

B. A fielder shall not take a position in the batter's line of vision, or with a deliberate unsportsmanlike intent, acts, in a manner to distract the batter. A pitch does not have to be released. NOTE: The offending player shall also be ejected from the game.

SECTION 6. Foreign Substance

Any defensive player shall not at any time during the game be allowed to use any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. NOTE: **Applying resin into the glove and then placing the ball in the glove is an illegal act. Resin must be kept on the ground behind the pitcher's plate.** The pitcher shall not wear tape on his fingers, a sweatband, bracelet, or similar type item on the wrist or forearm of the pitching arm. NOTE: Batting gloves may not be worn on the pitching hand.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

SECTION 7. Catcher

A. The catcher must remain within the lines of the catcher's box until the pitch is released.

B. The catcher shall return the ball directly to the pitcher after each pitch, except for a strikeout, putout or an attempted putout made by the catcher. EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

SECTION 8. Throwing to a Base

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. NOTE: The pitcher may move off the pitching position by stepping backwards off the pitcher's plate prior to separating his hands. Stepping forward or side-wards at any time constitutes as an illegal pitch.

A. Any infraction of Sections 1-8 is an illegal pitch.

B. The umpire shall give a delayed dead ball signal.

C. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is canceled. All action as a result of the batted ball stands. No option given.

D. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first pitch) and advancing all

runners one base. NOTE: If an illegal pitch hits the batter, the batter is awarded first base and all runners are awarded first base.

SECTION 9. Warm-Up Pitches

At the beginning of each half, or when a pitcher relieves another, not more than one minute may be used to allow not more than five pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. This does not apply if the umpire delays the game due to substitution, conference, injuries, etc. NOTE: A pitcher returning to pitch in the same half inning will not receive warm-up pitches. NOTE: There is no limitation as to the number of times a player can return to the pitching position if the player has not left the batting order or has not been removed from the pitcher's position by the umpire.

SECTION 10. No Pitch

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance as a result of a previous pitch.
- C. A runner is called out for leaving a base prior to the pitcher releasing the ball.
- D. The pitcher pitches before a runner has retouched his base after being legitimately off that base.
- E. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. NOTE: A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Section 10 A-E: The ball is dead, and all subsequent action on that pitch is canceled.

SECTION 11. Dropped Ball

If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball will remain in play and the runners may advance at their own risk.

VOLLEYBALL TOURNAMENT



I. PLAYERS/ADVISORS

Each Chapter will be allowed no less than five (5) nor more than ten (10) players. The maximum number of representatives per Chapter (including Advisors) is twelve (12).

II. RULES

A. Playing rules are based upon the rules of the United States Volleyball Association (USVBA) will be administered by trained tournament officials. Playing rules are specified in this section.

B. Teams and positions of players

1. Six (6) players: three front line players and three back line players.
2. Team must have five (5) players minimum playing at all times; otherwise the match is forfeited.
3. The first game of the match shall be forfeited if either team is not properly represented at the designated starting time. The second game shall be forfeited ten (10) minutes later.
4. All players (other than server) shall be within their playing area when the ball is being served, with each of the front line players forward of his respective back line player. After the ball is served, the players may move from their respective positions.

C. Service

1. The right back player shall be the first server for his team. Thereafter, the player rotating clockwise from the right forward to the right back shall be the server.
2. The server must:
 - a) Serve from within the designated area
 - b) Serve the ball over the net such that it falls within the boundaries of the opponents' court in order to be good.
 - c) Serves that touch the net before passing into the opponents' court ***will be*** considered in play.

D. Playing the game

1. Each match shall consist of three (3) games of 25 points each. At the discretion of the Director of Athletics or his designee, the games may be played in "speed points" or "rally points" format.
2. A game is completed when a team scores a total 25 points, provided the winning team has at least a two-point advantage.
3. For the first game of the match, one of the captains shall call the toss of a coin. The winner has the choice of serve or playing area.
4. Before each serve the referee, after making sure all players have returned to the proper positions, shall blow his whistle. Serves without a whistle shall be played over. Do not attempt to "fast-serve" an opponent.

5. The ball must be clearly batted and may be volleyed with one or both hands, open or closed. Catching or holding the ball momentarily in hands is illegal, as is tossing the ball; it must be batted, not thrown.
6. A player may have successive contacts (double hits) with the ball only when making the FIRST play on a hard-driven ball coming from the opponents' court, even if the ball has been blocked by a teammate, providing there is no finger action used. Holding the ball, throwing the ball, or permitting the ball to roll along any part of the body, however, is illegal.
7. Any ball which strikes the ceiling or lights on your side shall be considered in-bounds. Either team is permitted to continue as in play any batted ball which they have caused to strike an obstruction or hazard within the boundaries of their side of the court. A ball batted by your opponents, striking an obstruction on your side of the court, shall be considered to have gone out-of-bounds.

D. Net play

1. A player shall not contact any part of the net while the ball is in play.
2. In spiking or blocking the ball, a player's hands may extend over the net without fouling, providing his follow-through does not cause him to strike the net.
3. A player may touch the center line. A player's foot may be in contact with the opponent's court as long as he maintains contact with the center line. No other portion of the player's body may touch the opponent's court.
4. Blocking is permitted by any or all players of the front line only. Any player is considered as having the intention of effecting a block if he places one or both hands above his head while in a position close to the net in an effort to intercept the ball. A blocker may not interfere with a ball being set. Players may not block or spike a serve.
5. When a player participates in blocking and makes only one attempt to play the ball during the block, he may make successive contacts of the ball during such play, whether or not it is a hard-spiked ball. In other words, a block does NOT count as a hit.
6. If a ball is simultaneously held by two opposing players above the net, it is a double fault and the serve is played over.

E. Substitutions & Time Outs

1. A player may be substituted (position for position) during the game, or rotated in on serve.
 - a. A substitute shall take the position of the player whom he is replacing and no change shall be made in the relative positions of the other players.
 - b. Substitution can be made by either team when the ball is dead.
2. Each team is allowed one time-out per game. This can be thirty-seconds in length and can be called by either team whenever the ball is dead.

SOCCER TOURNAMENT



I. PLAYERS/ADVISORS

A. Each Chapter will be allowed no less than eight (8) nor more than thirteen (13) players. The maximum number of representatives per Chapter (including Advisors) is sixteen (16).

II. RULES

A. Playing rules will be administered by registered P.I.A.A. officials. Playing rules in any game will be those used by the National Federation of State High School Associations ("Federation rules") with the following exceptions:

1. The game shall be played in two (2) 20 minute halves, with a 10-minute half-time.
2. The referee may appoint advisors or players to serve as linesmen. Linesmen may be affiliated with the teams playing in the game, provided there are an equal number of linesman appointed from each team.
3. The major (first 6) penal fouls (*Kicking, or attempting to kick an opponent; striking or attempting to strike an opponent; pushing an opponent; charging an opponent; tripping an opponent; jumping into an opponent –any of which are committed carelessly or intentionally*) constitute distinctly un-DeMolay-like conduct. A first offense will carry the normal direct free kick (DFK) penalty. A second offense will result in ejection from the game.
4. The use of shin-guards by all players is **strongly** recommended.
5. The Director of Athletics, or his designee, will set up a bracket system based on the number of teams, time available, and playing field space. The nature of this bracket (single-elimination, double-elimination, round-robin, etc.) is at the sole discretion of the Director of Athletics.
6. A scorekeeper is required from each Chapter for this program.

FLAG FOOTBALL TOURNAMENT

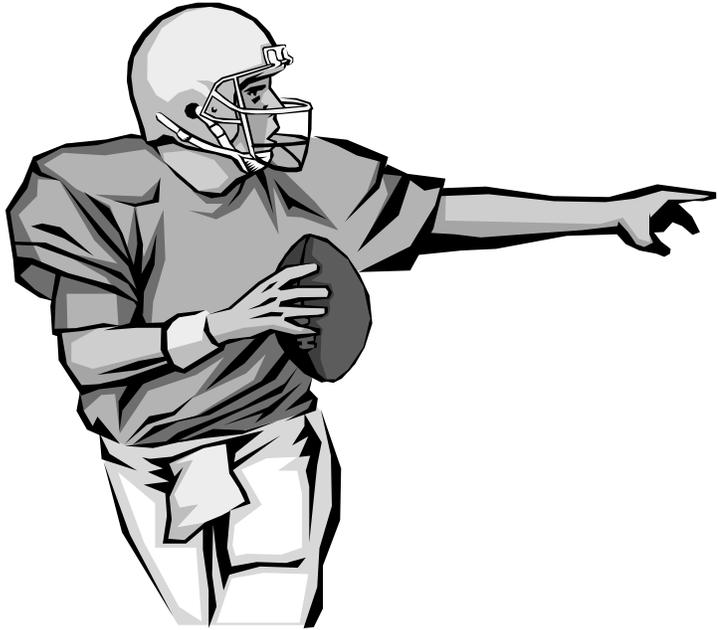
I. PLAYERS/ADVISORS

- A. Each Chapter will be allowed no less than 5, nor more than 12 players. The maximum numbers of players per Chapter (including Advisors) is 15.

II. PLAYING RULES

OFFICIALS

Games will be officiated by trained officials of the Greater Elizabethtown Area Recreation and Community Services (GEARS), or officials trained under the GEARS system of rules. The rules are local co-ed Flag Football rules, as specified below.



TEAMS

The game shall be played between 2 teams of 5-7 players.

EQUIPMENT

All team members must wear conformed team jerseys. Jerseys must be placed inside of pants or shorts during game time. Individuals must wear pinnies if both teams' jerseys are the same color. No steel, fiberglass or detachable cleats will be permitted. Players are not permitted to wear jewelry on the field.

GAME TIME

Playing time shall be of 30 minutes duration, divided into 2 halves of 15 minutes each with one minute in between. Note: the time is running time. Stop clock will be in effect during the last 2 minutes of the second half. Two 30-second time outs per team, per game, shall be allowed. All games must begin and end on schedule. The 20-second huddle time for regular, stop clock and kick-off begins when official places the ball and blows the whistle for next play. Players must return the ball to the official (See referenced penalties appended to these rules) (P-1). The official, at his discretion, may delay the start of the huddle time to give hustling down-field players time to return. Team change goals at half-time. Game clock will stop 30 second between kick-off. Clock will begin upon offensive ball contact. For the championship game only, playing time shall be of 40 minutes duration, divided into 4 quarters of 10 minutes each with one minute in between the first-second and third-fourth quarters and 5 minutes between the second and third quarters. Four 30-second time outs per team shall be allowed.

TEAM AREA

Both teams will be located on the spectator side of the field and must stay behind the 3-yard buffer zone line.

SERIES OF DOWNS

A team in possession of ball shall have 4 consecutive downs to advance the ball to the next zone by scrimmage. The line to gain in any series shall be the zone in advance of the ball unless distance has been lost due to penalty or failure to gain.

NEUTRAL ZONE

There shall be a 5-yard neutral zone between the offensive line of scrimmage and the defense unless the offensive team is within 5 yards of the goal line. A team within 5 yards of the goal line or first down marker may not run the ball; a punt or forward pass beyond the line of scrimmage is the only method to advance the ball (P-1). Off-sides/encroachment of the neutral zone is a dead ball foul.

MISCELLANEOUS

Teams must have 3 persons on the line of scrimmage at all times (P-1). All players of both the offense and defense, except the snapper, must be on their feet with neither hand touching the ground at the snap (P-1). Snap of the ball must be between the center's legs (P-1). The official game ball will be used for all games. A team captain is the only person permitted to speak to the officials (P-7). A team captain may question rule interpretation, but not the judgment of the officials. The head official will make the final decision. Offensive team must be inside the sideline officials before the snap of the ball (P-1). Player that runs out of bounds cannot catch the ball without a defensive player touching it (P-8).

TIE SCORE

Play begins at mid-field (40 yard line). Flip coin for offensive/defensive team choice. Each team alternates each of 4 plays and the team in the other team's area is awarded 1 point at the end of the series. Touch-downs, extra points, safeties and field goals play begins at mid-field or at interception point; interception team's choice. All offensive plays must be a run or a pass play with no punting permitted.

SCORING

A touch-down scores 6 points. After scoring, the ball shall be placed on the 3-yard line where the offense may run or pass for the extra point. Extra points: run is 2 points, a pass is 1 point. Safety is 2 points.

BALL CARRIER

The ball carrier is not allowed to run over or hurdle the defensive player. The ball carrier is not allowed to guard flags. The ball carrier is not allowed to stiff-arm. The ball carrier may spin with one foot on the ground (no jump). Each violation carries a penalty of 15 yards from the point of the infraction (P-3). If the ball carrier is tackled the defense is penalized one-half the distance to the goal line from the point of infraction and the down repeated (P-5). If a ball carrier is held in order to grab the flag the defense is penalized 15 yards (P-2). If offensive player

knocks own flag off and begins play without a flag and later receives the ball, player is automatically down where gaining possession of the ball.

BLOCKING

Tackle football blocking is not permitted. All screeners must be stationary and have both hands grasped around their own flag belt. No shoulder or ground blocking. There shall be no 2-on-1 screening beyond the line of scrimmage. It is the official's decision whether a potential pass receiver is running a pass pattern or is positioning an illegal (moving) screen for the runner. Be careful of your play selection. Offensive players cannot have a moving lead screener on any play (P-1). A defensive player must go around a stationary offensive screener at all times. He may touch the screener with his hands only to maintain his balance in going around the offensive player. Deliberate pushing or pulling of a screener in a rough manner is a defensive foul and results in a 15-yard penalty (P-2).

LATERAL

Any ball thrown in a parallel or backward direction is considered a lateral. If a lateral is dropped, the ball is dead where it hits and the next play begins from that spot. Any ball directed forward to a receiver, even behind the line of scrimmage, is considered a pass. Only one forward pass per down is permitted (P-8).

DE-FLAGGING

Diving for the ball carrier's flag is not permitted (the de-flagging player may not leave his feet) (P-2). Defensive player de-flagging the ball carrier must hold the flag so the official can see it (P-1). If the ball carrier's flag drops the player is considered tackled at that spot. Defensive player must return the flag to the offensive team or player (P-1). If a defensive player grabs the flag of a player without the ball and later the same player receives the ball, the defense must grab the other flag. If both flags were taken prior to the player having the ball then the defense must make a 2-handed tag below the belt.

DEAD BALL

A ball that strikes the ground is a dead ball at that spot with the exception of a kick-off or a punt. Any ball that has been touched is a dead ball where it hits the ground. The ball is dead at the point of the official's whistle. A dropped ball is dead at last point of possession.

PUNTING

Fourth down punt must be announced by the head official to the defensive team before the play starts. The free-punt must be made and neither team may cross the line of scrimmage until after the kick (P-1). The punter must kick the ball within 3 steps of receiving the ball (P-1). Defensive team must have at least 3 players on the line of scrimmage for punts (P-1). Punting procedure is as follows: Official places ball; official walks off 5 yards; official blows whistle/starts clock; 20-second period begins as official requests team's option to punt or go (P-1).

QUICK KICKS

Quick kicks are prohibited (P-1).

SLAPPING THE BALL

Intentionally batting or striking the ball with the arm or hand is prohibited (P-2).

KICK-OFFS

The team kicking the ball will be responsible for bringing the tee on and off the field (P-1). The offensive team cannot pass on receiving a kick-off. There will be no on-sides kick-off. The receiving team automatically receives the ball (offensive player does not need to down the ball).

If the ball goes out of bounds on kick-off, it is to be placed on the 35 yard line and the team with possession can run or pass the ball.

PASSING - RECEIVING

Any number of people can touch a pass without penalty. This rule includes offensive/defensive tipping in any sequence. One foot must be in-bounds for pass completion.

PUSHING

Pushing an opponent out of bounds will result in a 15-yard penalty (P-2).

ROUGHNESS

Any action that may result in injury or is considered rough or un-sportsmanlike is prohibited (P-2).

SPORTSMANSHIP

Any act contrary to the principals of good sportsmanship, or excessive roughness as determined by the officials in charge, is prohibited (P-2). Determination for removal from the game is up to the discretion of the officials (P-7), and the Tournament Coordinator or State Athletics Director.

CURSING

Any cursing or foul language, whether or not it is directed at another person, will result in suspension from the game.

ADDITIONAL RULES AND REGULATIONS

1. Continuous harassment of officials during game may result in penalties for poor sportsmanship (P-2). Repeated offenses may result in expulsion from the area of play and/or disqualification of the team from the tournament, at the discretion of the officials and Tournament Coordinator or State Athletics Director (P-7).
2. A ball dropped or fumbled forward is dead at the player's position when fumbled. A ball dropped or fumbled backward is dead where the ball hits the ground.
3. On passing/receiving plays, the college and pro-pass interference rules will apply. Defensive players are permitted to make a play on the ball.
4. The offensive screener is required to give the defensive player one step in all game situations (P-1).
5. Ball control situations:
 - A. A kick-off does not need to be downed by an offensive player. The ball automatically goes to the offensive team.

- B. When an offensive player makes an effort to receive the ball, but touches ball in the end zone and drops the ball, the offensive team will receive the ball on the 20-yard line (touchback).
 - C. A defensive player has control of the ball on the 2-yard line and loses control of ball into the end zone: this is a 2-point safety.
 - D. An offensive player touches ball on the 2-yard line and the ball touches the ground at the 2-yard line. The offensive team will begin their series from the 2-yard line.
 - E. On the kick-off, a backward-tipped ball is dead at the point of ground contact, unless caught in the air by an offensive player. A forward-tipped ball is dead at position of offensive player.
6. If a defensive player dives for a flag, misses, and the offensive player scores, the score shall be awarded and the penalty incurred on the following kick-off (P-2).
 7. Teams should be clearly notified of the final 2 minutes of the game. During final 2 minutes, the clock is stopped on out of bounds, incomplete passes, touchdowns, marking penalties and situations where excessive amount of set-up time is required. The clock will restart upon snap of the ball for each play and upon ball contact for kick-offs. The ball may only be snapped after the whistle.
 8. A team or team player verbally harassing the opposing team will be penalized for poor sportsmanship (P-7).
 9. Buffer Zone: Any team member entering the buffer zone during the official game-time will be penalized (P-1).
 10. A defensive player entering the neutral zone before the snap of the ball is automatically off-sides (P-1).
 11. Both the offense and defense can refuse a dead-ball penalty to keep the run/pass option.

COMMON CALLS: SUPERCEDE PRINTED PENALTIES

(P-1) 5 YARDS	Delay of game, illegal block, off-sides/encroachment, illegal motion, illegal formation, flag return violation, excess time-out called, illegal procedure, buffer zone violation, illegal stance
(P-2) 15 YARDS	Defensive holding, poor sportsmanship, unnecessary roughness, diving for flag, pushing, slapping the ball.
(P-3) 15 YARDS AT FOUL	Flag guarding, stiff-arm, offensive charging, illegal flag removal, hurdling.
(P-4) 15 YARDS PLUS LOSS OF DOWN	Offensive pass interference.
(P-5) REPEAT DOWN PLUS HALF DISTANCE TO GOAL LINE	Tackling, intentional roughness.
(P-6) BALL AT FOUL (Automatic First Down)	Defensive pass interference.
(P-7) POSSIBLE EJECTION FROM GAME	Intentional tripping, continued cursing, any flagrant or deliberate act to cause possible injury and/or loss of game control by the officials.
(P-8) 5 YARDS PLUS LOSS OF DOWN	Illegal forward pass.

SWIMMING MEET

I. PLAYERS/ADVISORS

A. Each Chapter may enter as many DeMolays in the individual events as wish to compete. Each Chapter may enter as many complete four-man relay teams as wish to compete. Should there be a large number of entries at any meet, the Director of Athletics or his designee may institute an equitable event-entry limit.

II. OFFICIALS

The meet will be officiated by one or more individuals experienced in officiating according to Pennsylvania Interscholastic Athletic Association (PIAA) standards. Registered PIAA officials will be used when available.

III. RULES

The meet will be run in accordance with National Federation of State High School Association rules ("Federation" or NFSHSA Rules) and the rules of the PIAA, with the following exceptions:



1. In conformity with recommendation of the PA Department of Environmental Resources, all diving starts shall be made in water of **5-foot depth or greater**. If starting blocks are located in water of less than 5 feet, they shall not be used, and competitors shall start from the pool deck in an area of proper depth. In pools where no starting area of 5 feet or more is available, all starts shall be made from in the water.
2. Federation and PIAA rules regarding team uniforms are waived. Competitors may wear any appropriate competitive suit or swim trunks.
3. **OPTIONAL TWO FALSE START RULE:** At the discretion of officials or the Director of Athletics, swimmers in individual events or the lead swimmer on a relay team may be allowed one false start without disqualification. A second false start shall always result in disqualification from the event, and the offending swimmer shall not swim. (*Federation rules require disqualification after one false start*). The Referee shall announce, at the beginning of the meet, whether the one or two false-start rule shall be used. The same standard shall be applied to the entire meet.
4. **Relay Events:** In a facility where diving starts are not possible, relay starts are to be made in the following manner: The first swimmer shall start in the water upon signal from the starter. Subsequent swimmers may enter the water as soon as the swimmer preceding them has left the starting area. The swimmer must then keep at least one hand on the starting wall until the preceding swimmer has finished his leg and has touched the wall. The swimmer waiting to start must keep clear of other competitors at all times. Any swimmer who, in the opinion of the officials, interferes with another team's swimmer while entering the water or waiting to start, shall cause his relay team to be disqualified.

6. **The first 3 members of the relay teams** shall leave the water by the finish end of their lane promptly after finishing their quarter of the race, regardless of whether starts are from the deck or in the water.

7. The Director of Athletics or his designee shall determine specific events and order of events for each meet, and may choose to use a preliminary/final structure or any other form of competition, which will be announced in meet registration materials or at the start of the meet. The Director of Athletics shall have sole discretion over changes in these rules.

III. PLACES AND AWARDS

- A. The Starter/Referee, or his designee, shall have sole authority to determine order of legal finish in all events.
- B. Timers or timing systems may be used, at the discretion of the officials and/or the Director of Athletics.
- C. Certificates, ribbons, or other recognition may be given for the first place in each event, as well as for succeeding places, at the discretion of the Director of Athletics.
- D. Team scoring shall generally NOT be used. However, if at the discretion of the Director of Athletics, team scoring is to be used to determine an overall Chapter team winner, then NFSHSA team and individual entry limits shall apply, and NFSHSA scoring shall be used.

GOLF TOURNAMENT



I. PLAYERS/ADVISORS

Each Chapter may enter as many DeMolays in the tournament as wish to compete. A separate flight will be played for Advisors/Master Masons. Tournaments standings and awards shall be individual only – no chapter awards will be given.

II. RULES

A. United States Golf Association (USGA) playing rules will be observed, with the following exceptions:

1. All local course rules, including dress code, shall apply. Minimum dress-code for all tournaments shall include a collared shirt with sleeves (long or short), and golf shoes or sneakers (no boots, sandals, dress shoes, or other types allowed). Players are expected to supply their own clubs and other equipment.
2. Double par is the limit. Pick up ball when reached.
3. Out of Bounds - 2 strokes penalty from the point of out of bounds. (normally penalized by stroke and distance. Allowing the distance will speed play. Instead, an additional penalty stroke is added to score. *Example: 1st stroke goes 200 yards, and then out of bounds. 2nd stroke is therefore a penalty. 3rd stroke is also a penalty. 4th stroke is taken with a drop at the nearest in bounds point.*)
4. Unplayable lie - (at base of tree, in woods, etc.) - 2 club lengths from the spot, without improving distance to the hole, drop the ball and take a 1 stroke penalty.
5. In hazard (pond, swamp) - Drop ball where it entered the boundaries of the hazard, and take one stroke.
6. Golfers may improve the lie of each shot so there are less mis-hits because of bad lies. They may improve the lie, but not the shot. Therefore, if the ball is in the rough, it must stay in the rough. If it is behind a tree, it must stay behind the tree.
7. Players will use one official scorecard per foursome.
8. The Director of Athletics, or his designee, shall have authority to decide all matters of rules and scoring.

TENNIS TOURNAMENT



I. PLAYERS/ADVISORS

Each Chapter may enter as many DeMolays in the tournament as wish to compete. The Director of Athletics shall determine whether competition shall include Doubles or only Singles matches. In the case of Doubles matches, both members of a doubles team must be from the same chapter. A separate division will be played for Advisors/Master Masons. Tournaments standings and awards shall be individual/doubles team only – no chapter awards will be given.

II. RULES

A. United States Tennis Association (USTA) playing rules will be observed, with the following exceptions:

1. The Director of Athletics, or his designee, will set up a bracket system based on the number of entrants, time available, and court space. The nature of this bracket (single-elimination, double-elimination, round-robin, etc.) is at the sole discretion of the Director of Athletics.
2. Normal game scoring shall apply. The player winning the best of three sets shall be considered as winning set and match. Single-game matches may be used in preliminary rounds, at the discretion of the Director of Athletics.
3. As in all tournaments, appropriate DeMolay-like conduct is expected. Violations may result in disqualification, at the discretion of the Director of Athletics or tournament officials.
4. All rules of the host facility, including dress code, shall apply. Other rule modifications may be required by facility limitations, and will be announced to all competitors if enacted.

***DeMolay Declaration
of
Good Sportsmanship***

“I declare upon my honor that I am an active member of the Order of DeMolay, and that I will uphold the high standards of our Order and my obligation as a DeMolay in all competitions. I further declare that I will practice good sportsmanship, and will remember, win or lose, that we are all brothers.”

**Throw your heart
over the bar and your
body will follow.**

*Bob Mathias (1930-2006)
Olympic Gold Medalist (Decathlon) and Senior DeMolay*

On a lighter note... when Bob won the gold in the Decathlon in 1948, he was 17 years old. A reporter asked what he was going to do to celebrate. He answered “I’ll start shaving, I guess.”