

NCAA Rules Exceptions for Cactus Football League:

1. The field (May use NFHS inbounds marks as needed and NFHS goal posts)
2. CFL will use common league balls as provided by Field Judge, LLC., 3 balls per game (Official NFL Wilson Game Ball)
3. Teams may wear any color towels, logo may be professionally sewed on the towel, however, no profanity or anything deemed inappropriate by game officials (No opposing team colors).
4. Players may wear tinted shields but must have quick release facemask.
5. Players may have electronic equipment for communication with sideline.
6. Timing of the game: Clock will stop in accordance to NCAA clock rules; however the clock will start on the ready at all times with the following exceptions:

Following

- Time out – NCAA Guidelines
 - At 2 minutes of each half the clock will stop and a 30 second time out will occur, standard NCAA timing in the last 2 min.
7. There is no blocking below the waist(Players may not “slide” to block below the waist).
 8. The player that scores, or potential scorer, may spike the ball away from opposing players or celebrate in any manner that cannot be construed as a taunt toward the opponents, **before or after crossing the Goal line.**
 9. Players that participate in a fight or fighting acts will be suspended for the remainder of the game any further suspension will be at the GFL Board’s discretion.
 10. Any player that throws their helmet on the field of play or sidelines will be ejected from the game and serve a minimum of 1 game suspension.

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11. Any player/coach ejected from a game will be suspended 1 additional game.
12. Any team and/or team member that threatens or endangers fellow players, opposing players, coaches, opposing coaches, fans, GFL officials, game officials, school personnel, or school property will be suspended indefinitely.
13. A player ejected for a targeting foul at any point during the game will be ejected and will remain ineligible for the duration of the game. Additional 1 game suspension.
14. Number "0" is an eligible number
15. Expanding the list of ineligible numbers to include 90-99 (List of ineligible numbers now includes 50-79 and 90-99)

No in game replay will be used.