



# Comanche Middle School Athletics

- What: MS Football Game – Comanche vs. Great Bend
- When: **Thursday, October 8<sup>th</sup>** @ 4:00pm 7<sup>th</sup> grade followed by 8<sup>th</sup> grade
- Where: Memorial Stadium – 1900 Parkway Drive **\*Comanche will wear White\***
- Roster: Please email ASAP to [scheck.mindy@usd443.org](mailto:scheck.mindy@usd443.org) if not on rSchool
- Admission: \$3.00 Adults, \$2 Students (League passes accepted)
- Concessions: Available under west side of stadium.
- Halftime: 10 minute halftime. 10 minutes between games.
- Parking: Visitor parking available in lot south of the stadium. We have handicapped spots available if needed.
- Warm-up: Visiting team will warm-up on the north end of the field.
- Video: Personnel filming games may do so from the press box.
- Locker Rooms: Visitor locker room is located on the north end of stadium on the west side.
- Towels: We do not furnish towels.
- Misc. Please secure all valuables. USD 443 and Comanche Middle School will not be responsible for lost or stolen items.
- Inclement Weather: In the event of inclement weather, players and all other participants will be moved into locker rooms. Spectators will be asked to leave the stands and seek shelter under the east side of stadium. All instructions will be delivered over the PA system.

**Justin Briggs, CMS Athletic Director**  
**Mindy Scheck, CMS Athletic Secretary**  
**1601 1<sup>st</sup> Ave, Dodge City, KS 67801**  
**Athletic Office: 620-371-1108**  
**Cell: 620-339-5269**

## SECTION 2:

### ARTICLE I - FOOTBALL:

- A minimum of three officials are to be used preferably 4 if possible.
- The length of the quarters will be the same (8 minutes).
- It is required that half time be ten (10) minutes long for all teams. This *does not* include the mandatory 3 minute warm-up.
- When two games are to be played, there will be no less than 10 minutes between games.
- Order of play and 5<sup>th</sup> quarter football games – order of play will be 7A first followed by both 7B and 8B 5<sup>th</sup> quarters. Use officials if possible. No kickoff. No rushed punts. Coaches can be in the huddle. Start on 35 yard line. 20 minute running clock, 10 minutes each team offense/defense, 7<sup>th</sup> and 8<sup>th</sup> separate with field split 7<sup>th</sup> on one end and 8<sup>th</sup> on the other.

The decision whether or not there is enough players to have a “B team” game must be decided by the Friday prior to the scheduled game.

- The league champion will be determined by each team’s league record. The league champion team will receive a plaque.
- A running clock will be in effect in the second half if at any point the score differential reaches 30 points and will be in effect for the remainder of the game. (KSHSAA “Mercy Rule”)
- **Conference Champion will be determined by:**
  1. Best record in conference play
  2. Tie in win-loss record between two teams is broken by head to head competition.
  3. If more than two teams are tied in win-loss record – (1) head to head competition determines winner; (2) if tie cannot be broken by head to head competition, all three teams will tie for the conference championship.

**\*We will not be playing a 5<sup>th</sup> Quarter between games\***