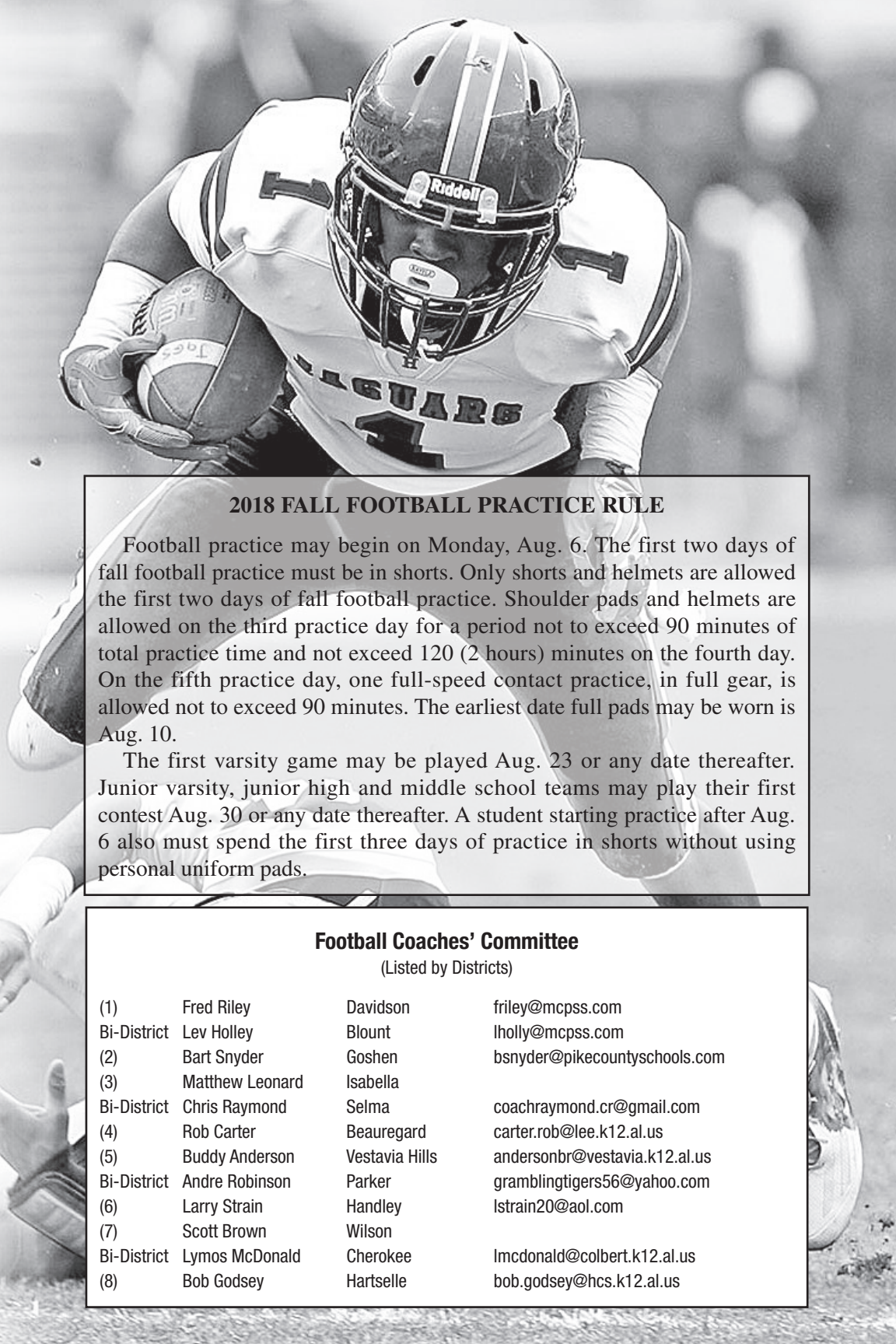




FOOTBALL





2018 FALL FOOTBALL PRACTICE RULE

Football practice may begin on Monday, Aug. 6. The first two days of fall football practice must be in shorts. Only shorts and helmets are allowed the first two days of fall football practice. Shoulder pads and helmets are allowed on the third practice day for a period not to exceed 90 minutes of total practice time and not exceed 120 (2 hours) minutes on the fourth day. On the fifth practice day, one full-speed contact practice, in full gear, is allowed not to exceed 90 minutes. The earliest date full pads may be worn is Aug. 10.

The first varsity game may be played Aug. 23 or any date thereafter. Junior varsity, junior high and middle school teams may play their first contest Aug. 30 or any date thereafter. A student starting practice after Aug. 6 also must spend the first three days of practice in shorts without using personal uniform pads.

Football Coaches' Committee

(Listed by Districts)

(1)	Fred Riley	Davidson	friley@mcpss.com
Bi-District	Lev Holley	Blount	lholly@mcpss.com
(2)	Bart Snyder	Goshen	bsnyder@pikecountyschools.com
(3)	Matthew Leonard	Isabella	
Bi-District	Chris Raymond	Selma	coachraymond.cr@gmail.com
(4)	Rob Carter	Beauregard	carter.rob@lee.k12.al.us
(5)	Buddy Anderson	Vestavia Hills	andersonbr@vestavia.k12.al.us
Bi-District	Andre Robinson	Parker	gramblingtigers56@yahoo.com
(6)	Larry Strain	Handley	lstrain20@aol.com
(7)	Scott Brown	Wilson	
Bi-District	Lymos McDonald	Cherokee	lmcdonald@colbert.k12.al.us
(8)	Bob Godsey	Hartselle	bob.godsey@hcs.k12.al.us

The Championship Program

First Practice – Aug. 6 First Varsity Game – Aug. 23-24

First JV/JH/MS Game – Aug. 30

Online Requirements For All Sports

POSTING SCHEDULES

Schools must post season schedules on the AHSAA website in the Members' Area by the deadline dates listed below. Failure to do so could result in a fine assessed to the school. Schools may go online and make any changes immediately as they occur.

Deadlines for posting schedules:

May 1 – fall sports (football only)

June 1 – fall sports (volleyball, cross country, swimming & diving)

Sept. 15 – winter sports (wrestling, basketball, indoor track)

Jan. 15 – spring sports (baseball, softball, outdoor track, soccer, golf, tennis)

POSTING ROSTERS

Schools are required to post team rosters prior to its first contest of the season.

POSTING SCORES

Schools are also required to post scores of contests online immediately following all contests in the regular season (and within 24 hours after regular season tournaments) and in the playoffs or be subject to a fine.

In the post-season playoffs, failure to report scores immediately after a contest will subject the school to a fine.

1. Senior high schools are divided into seven classifications – 1A, 2A, 3A, 4A, 5A, 6A and 7A – based on average daily membership figures furnished by the State Department of Education for the upper three grades plus the ninth grade hold- backs.

The football-playing schools have been placed in the appropriate classification, starting with the largest schools in Class 7A; the next largest in Class 6A, etc.

Each classification has been divided into eight regions with as near the same number of football-playing schools in each region as geographically feasible. All regions have seven, eight or nine schools unless school systems close or consolidate school during a two year classification period.

All alignment changes were made prior to Feb. 1, 2018. After the two-year classification period begins, no alignment changes (in classes, areas, etc.) are permitted.

2. In order to qualify for the football championship program, a school must schedule all participating schools in its region. Only games added to a school's schedule and reported in writing to the State Office before Aug. 24 of the current school year will count in the state championship program.

If a team cancels its season, its region opponents will receive forfeits. Its non-region opponents will receive forfeits unless replacement teams are played and these games will count in the tiebreaking factors.

3. Senior high schools are permitted to play 10 regular season games within the 11 allotted playing dates. The last date to schedule a regular season game is Nov. 2. The first playing date is designated as Week Zero. The first, second, fifth and 11th playing dates must be used for non-region games if available. The five-week football playoff program begins on November 9th.

4. A fall jamboree, pre-season and/or regular season game scheduled during Zero Week must be played on Thursday or Friday only. (Saturday is designated for the AHSAA Champions Challenge and is the only varsity competition allowed on that day. Temporarily suspended for the 2017 and 2018 season.) Teams hosting jamborees must check Preseason Box on the on-line schedule in C2C. MS/Jr High may play a fall jamboree on the Thursday or Friday of Week Zero or on Saturday morning of the AHSAA Champions Challenge.
5. If a school has a contract for a game and breaks it (by paying the forfeiture fee) without mutual consent of the other school involved, this shall count as one of the offending school's allowed games and will be officially a forfeited game. The school receiving the forfeit shall not count the game as a win if the game is replaced on its schedule.
6. All participants must be eligible under AHSAA rules.
7. All games are conducted under National Federation football rules.
8. Each school may hold spring practice any time during the second semester for a maximum of 10 days during any consecutive 20 school-day calendar period, which include a spring jamboree or spring game in those 10 days. (Spring holidays not used for practice are not counted as calendar days.) Each school is permitted only one spring practice period per school year but may have a separate jamboree or regulation game for the senior and junior high/middle school teams.

Special Rules

1. All regular season varsity games must start no later than 7 p.m. Central Time. Forfeit time is 30 minutes after the scheduled starting time. If the host team is notified prior to the scheduled starting time that an emergency situation will delay the visiting team's arrival, the forfeit time may be delayed.
2. It is the responsibility of each member school to make sure all officials and clock operators used are registered with the AHSAA. Please see officials' fee information on page 23.
3. All regular season varsity games must have a registered official as the Electric Clock Operator.
4. If a host school has an operable 25-second clock, it may be used in regular season and playoff games with a local registered Electric Clock Operator or a registered official.
5. Tie games are not permitted for varsity games during the regular season or the championship playoffs. If there is a tie at the end of regulation play of a varsity game, the tie must be broken by using the 10-Yard Line Overtime Procedure as outlined in the National Federation football rules book.

Only by mutual consent between the two participating schools prior to the start of the game can junior varsity, B-team and/or junior high (middle school) games ending in a tie be broken by the 10-Yard Line Overtime Procedure. The agreement must be communicated to the game officials during the pre-game conference.
6. Teams have an option for a running clock if a game is out-of-hand and if both coaches agree.
7. If a non-faculty coach is ejected from a game, that "aide" is not permitted on the field during a contest for the remainder of that team's season.
8. Bands shall not be allowed to enter the opposing team's player box (25-yard line to 25-yard line) before the first half has officially ended without receiving prior permission from the opposing head coach.
9. Wilson footballs with the NFHS Authenticating Mark must be used in all region and playoff games.
10. In football, a student may not participate in games at different levels (or the same level) on consecutive days. (See Rule III. Contests. Section 19. Levels of Competition)

NFHS Approved Experiment

AHSAA Football Instant Replay Protocol

Article 1: Purpose and Philosophy

Section 1. Instant replay is a process whereby video review is used to let stand or reverse certain on-field decisions made by game officials.

Section 2. The instant replay process operates under the assumption that the official's ruling on the field is correct. The replay official may reverse a ruling only if the video evidence convinces him or her beyond all doubt that the ruling on the field was incorrect. Without indisputable video evidence that the ruling on the field was incorrect, the ruling will stand as called.

Article 2: Instant Replay Personnel & Equipment

Section 1. Instant replay personnel shall consist of the referee and one other game official that was not directly involved with the play.

Section 2. AHSAA approved DVSport equipment will be the only instant replay equipment to be utilized in an AHSAA contest. The use of any other type of equipment provider for instant replay review is a finable offense to the school(s), and the officials will be suspended.

Section 3. The instant replay area shall be a protected area and restricted to only the replay officials. The area will contain all necessary equipment to review a play during the instant replay process. The instant replay area shall be in a secure location near the sideline, outside the team boxes or other AHSAA designated area and not allow anyone, other than the replay officials, within 15 feet of the review.

Section 4. The instant replay provider (home school, visiting school or venue) is responsible for having two red flags for the coaches to use during the contest. Instant replay will not be utilized if both teams do not have red flags. The instant replay flag may be self-made using a 12"x12" red cloth or purchased from a vendor.

Article 3: Eligibility for Instant Replay

Section 1. All AHSAA varsity level football games (regular season and playoffs) may use instant replay in venues where the necessary equipment is provided by either team. The home team's equipment will have priority as to the equipment to be utilized. All cameras utilized must feed through the approved AHSAA DVSport instant replay system. When instant replay is used, it must be in accordance with AHSAA protocols.

Section 2. Instant replay will be used for AHSAA state championship contest and is solely the property of the AHSAA. The AHSAA will use equipment provided by the venue. The AHSAA will designate a replay booth official for each state championship contest.

Article 4: Reviewable Plays

Section 1. Instant replay may be used to review any possible on field error other than

those listed in Sections 2 and 3.

Section 2. Instant replay shall not be used to review on-field rulings made by officials where a penalty flag was thrown (or not thrown) for fouls other than the situations listed below.

- a. The call or no call of a player throwing a forward pass beyond the line of scrimmage is reviewable.
- b. The call or no call of a team having more than 11 players participate during a down is reviewable.
- c. A foul for illegal contact that resulted in a disqualification is reviewable. (This includes, but is not limited to, targeting, spearing, blind side block, and fighting)
- d. When instant replay is initiated (a challenge by either team) the replay official has the autonomy to correct or enforce any unsportsmanlike acts.

Section 3. Timing errors may be challenged in venues that have a visible clock embedded in the video replay. Time elapsed during a challenged play is not placed back on the clock unless it was a timing error. Also, time may be corrected when a call is reversed on the last play of any quarter.

Section 4. When a team requests a challenge that does not meet the criteria for reviewable plays, the team will be charged with a time out and assessed a delay of game penalty if they don't have any time outs remaining.

Section 5. The decision of the replay official is final. Protest are not allowed.

Article 5: Initiating the Instant Replay Process

Section 1. Instant replay shall be initiated by the designated head coach tossing a red flag onto the field in front of a nearby official. (See Article 2 Section 4) The flag must be thrown following the end of the play in question and prior to the next legal snap or free kick of the next play. The officials will call an officials' time out to confer with the coach as to what is being challenged.

Section 2. Each team shall be allowed two instant replay reviews during the contest. If the challenged ruling is not changed, the team will lose that challenge for the remainder of the contest and be charged a time out. (Delay of game penalty will be assessed if a team does not have any remaining time outs.) If the challenge ruling is changed, the team will maintain that challenge and not be charged with a time out. Once a team has requested two unchanged challenge rulings, the team will not be allowed to challenge for the remainder of the contest.

Section 3. The review official will have a maximum of two minutes to make a decision on the challenge. The two minutes will begin once the official is at the monitor.

Section 4. When a challenge is reversed on a penalty play, the offended team will be given new penalty options based on the result of the reversal of the challenge.

Section 5. In state championship games, the last timed down of the fourth quarter or any overtime possession will be reviewed for any error or misapplication of a rule, if it has a bearing on the outcome of the contest.

AHSAA Guidelines

For Full-Speed Contact during Football Practices

AHSAA Regulations: During the regular season, including championship play, and the allowed 10-day spring evaluation period, AHSAA member schools must restrict the amount of full-speed contact football practice. These guidelines are intended to limit the amount of full-speed contact and not to limit the number of practices in full pads.

Week 1 – In accordance with the AHSAA Fall Football Practice Rule (Rule III, Section 18, Page 51 of the 2018-19 Handbook), only shorts and helmets are allowed the first two days of fall foot-ball practice. Shoulder pads and helmets are allowed on the third practice day for a period not to exceed 90 minutes of total practice time and not exceed 120 (2 hours) minutes on the fourth day. On the fifth practice day, one full-speed contact practice, in full gear, is allowed not to exceed 90 minutes.

Week 2 – Alternating days of full-speed contact practice, not to exceed a combined total of 120 minutes of full-speed contact is allowed. In addition, one intra-squad scrimmage is allowed in week 2.

Week 3 – Alternating days of full-speed contact practice, not to exceed a combined total of 120 minutes of full contact is allowed. One interscholastic scrimmage or contest is allowed in week 3.

Week 4 through End of Season – A total of 90 minutes of full-speed contact practice per week is allowed.

Spring Evaluation – Alternating days of full-speed contact practice, not to exceed a combined total of 120 minutes of full-speed contact per week is allowed during the 10 allowable days for evaluation. One interscholastic scrimmage contest is allowed during the spring evaluation and counts as one of the 10 allowable days.

The following definitions describe the different levels of contact in football practice:

Actions that require contact limitations:

Live Action – Contact at game speed in which players execute full blocking and tackling at a competitive pace, taking players to the ground.

Full-speed contact – Any simulations in which live action occurs.

Thud – Any live action or full-speed contact with no pre-determined winner or without taking a player to the ground.

Actions that do NOT require contact limitations:

Air – Players should run unopposed without bags or any opposition.

Bags – Activity is executed against a bag, shield or pad to allow for a soft-contact surface, with or without the resistance of a teammate or coach standing behind the bag.

In all sports, two-a-day practice may not be conducted on consecutive days. When two-a-day practices are conducted, a four (4) hour break is required between the end of the first practice and the beginning of the second practice. In football, only one practice per day may be in full pads. The other practice that day can only be in helmets and shoulder pads.

Between the close of the football season and the end of that school year, any football practice is prohibited except during the allowable spring practice period. A student who participates in an illegal practice may be declared ineligible for interscholastic football. (Rule III, Section 18 Fall Football Practice Regulations)

AHSAA Recommendations

For Heat Related Illnesses

PREPARATION:

Emergency Action Plan (EAP) in place and well-practiced

Equipment: Cold immersion tub, water supply, abundant supply of ice in coolers, temperature measuring device (wet bulb, heat index chart, local weather information), cool zone (shaded area), rectal thermometer, towels

PARTICIPATION: Treatment action plan:

1. Move to cool zone
2. Contact emergency medical service (911)
3. Determine vital signs. Monitor rectal temperature as soon as heat illness suspected. Check pulse, breathing, airway, blood pressure.
4. Immerse in cold tub of iced water.
5. Cover entire body with ice-watered towels if immersion tub is unavailable. Rotate new towels every 2-3 minutes.
6. Remove from cooling method when rectal temperature is less than 102 degrees.
7. **COOL FIRST – TRANSPORT SECOND.** Cooling is the primary goal before transporting to nearest medical facility via EMS.

Playoff Format

Schools must play all other participating schools in its region to qualify for the championship program.

If a school in a given region fails to qualify for the playoff program, a game with that school will be treated as a non-region game. The first four places in each region will be determined by the won-loss percentage against qualified region opponents. Only games added and reported to the State Office before the first contest date will count in the championship program.

In case of ties by two or more teams for a certain place in the final region standings, follow the tie-breaking procedure and apply the tiebreakers in the order listed, beginning with (a).

Determining the home team in football after the first round based on higher seed during playoffs

Home team is determined by –

First round – based on seeding. 1 and 2 play at home; 3 and 4 travel.

All other rounds – based on travel but if both teams traveled, then based on higher seed.

If both teams traveled and equal seed, then go to bracket-top or bottom.

Tie-Breaking Procedure

1. Resolve all two-team ties first, using tiebreaking factor (a).
2. If two or more teams are tied for one of the qualifying places in a sport, first resolve the tie for the highest of those places in the standings, then the next highest place in the standings, etc.
3. To resolve the team rankings if more than two teams are tied, determine the highest-ranked team by applying the tiebreakers in the order listed, beginning with (b). Until the highest-ranked team has been determined, no consideration will be given to determining the ranking of the other teams involved in that tie.

After the highest ranked team has been resolved, then the next highest-ranked team will be determined by applying the same tiebreakers, beginning with (a) or (b) as necessary.
4. If a certain tiebreaker does not apply to the tie being resolved, apply the next tiebreaker in the order listed for that sport.
5. Forfeited contests count as losses. A team that intentionally forfeits a required game becomes ineligible for championship competition for the remainder of that classification period plus the next classification period in that sport.
6. If two area, region or section teams elect to play each other more than the required number of contests during the same season, the first contest played (or first at each site if two are required in a sport) will be used in computing standings unless the State Office is otherwise notified in writing by both schools prior to the season. The other contest(s) will be treated as non-required contest(s).
7. Contests against teams that are not eligible for the championship program are not used in figuring any tiebreakers

IF TWO TEAMS TIE . . .

- a) If two teams are tied for any place, the team that defeated the other in the required regular season game will be placed above the other tied team. The team that lost its head-to-head contest will qualify for the next highest place.

IF MORE THAN TWO TEAMS TIE ...

- b) **If more than two teams** are tied for any place, the team that defeated all the other tied teams in the required regular season games will be placed ahead of all the other tied teams. If one of the teams did not defeat all the other tied teams, the tie cannot be resolved by this factor.

c) **If more than two teams** are tied for any place, the team (or teams) that had the highest winning percentage against the No. 1 ranked team will be ranked ahead of all the other tied teams. If there is a three-way tie for first place, apply (f) and the remaining tiebreakers in the order as needed.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

d) Apply (c) using percentage against the No. 2 ranked team.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

e) Apply (c) using percentage against the No. 3 ranked team.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

f) Apply (c) using percentage against the No. 4 ranked team.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

g) Apply (c) using percentage against the No. 5 ranked team.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

h) Apply (c) using percentage against the No. 6 ranked team.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

i) Apply (c) using percentage against the No. 7 ranked team.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

j) Apply (c) using percentage against the No. 8 ranked team.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

k) The team with the best winning percentage against non-required common opponents.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

l) The team whose defeated non-region opponents (in class, above class, and within two classes below) have the most victories if all teams involved in the tie play an equal number of games.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

- m) The team whose defeated opponents have the most victories if all teams involved in the tie play an equal number of games.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

- n) The team whose defeated opponents have the most victories.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

- o) The team with the most victories if all teams involved in the tie play an equal number of games.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

- p) The team with the most victories.

If two teams tie for the highest winning percentage ahead of all the other teams involved in the tie, the team that defeated the other in their required regular season game will be placed ahead of all tied teams. Then, if necessary, apply (a) or (b) as applicable for the remaining teams in the tie.

- q) By flip of a coin.

The coin flip will be administered by the State Office. The first flip resulting in an odd coin will place the team represented by that coin ahead of all the other tied teams.

Game Sites

1. The game sites in all rounds will be set at suitable stadiums which are nearest to the schools whose teams are designated as “host” teams.
2. Determining the home team in football after the first round based on higher seed during play-offs
Home team is determined by –
 - (a) First round – based on seeding. 1 and 2 play at home; 3 and 4 travel.
 - (b) All other rounds – based on travel but if both teams traveled, then based on higher seed. If both teams traveled and equal seed, then go to bracket-top or bottom.Note: A team’s seed is the team’s place in its final region standings.
3. The championship games will be played at Jordan-Hare Stadium in Auburn.
The schedule:

Wednesday, Dec. 5, 3:00 p.m. - Unified Game

Wednesday, Dec. 5: 7:00 p.m. – 7A

Thursday, Dec. 6: 11:00 – Class 3A, 3:00 – Class 1A, 7:00 – Class 5A

Friday, Dec. 7: 11:00 – Class 4A, 3:00 – Class 2A, 7:00 – Class 6A

Stadium Criteria

Each school hosting a playoff game must provide a facility that meets the minimum standards. The minimum seating capacity for schools in each class are:

Class 1A - 1,750

Class 4A - 3,500

Class 2A - 2,000

Class 5A - 4,000

Class 3A - 2,250

Class 6A - 4,500

Other minimum standards:

1. The field shall include coaches’ areas and team boxes and be marked as outlined in the National Federation Rules Book (Rule 1 - The Game, Field, Players and Equipment).
2. The barrier (wire fence) enclosing the field shall be at least five yards from the side- line and four feet high.
3. A secure area (ticket booth) for the sale of tickets must be provided outside the stadium.
4. Entrance gate(s) for receiving tickets and a pass gate must be provided.
5. The stadium (seating areas and playing field) must be totally enclosed so fans must use the gate(s) to gain entrance to the stadium.
6. Dressing rooms with hot and cold showers for both teams must be provided.
7. An officials’ dressing room with hot and cold showers must be provided.

Game Managers

Game managers will be the host school’s principal if the game is played on a school’s usual facility or within the area of his school district; otherwise, the manager will be appointed by the Executive Director and Central Board of Control.

Tickets and Programs

Printing of tickets for the championship playoff games will be the responsibility of the Executive Director. For the first three rounds, all tickets will be \$8.00 each. Tickets will be \$10.00 for all semi-final games.

Ticket prices for the championship games will be \$12.00 each for advance tickets and \$15.00 on the day of the game.

There is no reserve seating in any round.

For the first four rounds, the host school will have the responsibility of producing the game program and will retain any proceeds derived from it.

Student Tickets and Passes

Bands, cheerleaders, and participating drill teams in uniform shall be admitted free. Principals, superintendents and coaches with current I.D. cards shall be admitted without charge.

Game Officials

Seven game officials and a clock operator and a clip official (to monitor chain crew) will be assigned to each game by the State Office except when the two schools agree to use five officials (in the first round only). The host school will be responsible for providing (including payment) a chain crew for all rounds of the playoffs (except the finals). If a visual 25 second clock is used, the host school is responsible for providing (including payment) a registered clock operator) or obtaining an official). Please see officials' fee information on page 98.

Trophies

Trophies will be awarded to the state champion and state runner-up in each class.

It is the expectation of the AHSAA that all athletes and coaches display excellent character and sportsmanship during awards presentations. Failure to respond accordingly will result in a monetary fine and possible probation and/or suspension.

Division of Receipts

Receipts from all playoff games will be divided after expenses as follows:

- (a) 38% to visiting team
- (b) 38% to home team
- (c) 24% to AHSAA

Receipts from the playoff games are to go exclusively to the above listed school organizations. The management and direction is solely under the control of the Alabama High School Athletic Association.

DEDUCTIBLE EXPENSES

Deductible expenses before division of receipts:

- (a) Team's traveling expenses - Limited to \$7.00 per mile one way.
- (b) Stadium rental fee - If game is played in a stadium owned by the host school or its school system, no rental fee will be paid. If played on a municipality owned field or on a neutral school-owned field, the rental fee is not to exceed that usually paid by the host school for its regularly scheduled games and not to exceed \$500. At all facilities the home team will provide and pay the necessary game management expenses, including ticket sellers and takers, policemen, firemen and other necessary personnel. If a school is unable to accommodate a game on this basis, the Executive Director and Central Board of Control will have the responsibility of moving the game to another site.
- (c) Host school expenses – 7 percent of the gross gate after taxes, but not to exceed \$500.
- (d) Officials fees (see "Game Officials")
- (e) Printing of tickets (see "Tickets and Programs")
- (f) Trophies (see "Trophies")
- (g) Other approved expenses by Executive Director and Central Board of Control.

Team Transportation

Visiting team's travel and transportation expenses will be limited to \$7.00 per mile one way.

Officials' Decisions

Decisions of game officials are final in all games. Protests are not allowed. All public address expressions critical of officials' decisions are interpreted as unsportsmanlike and will subject the school, players and coaches to appropriate disciplinary action.

Media Requests, Broadcasts

See Media link on AHSAA home page (www.ahsaa.com).

Game Postponement

The game coordinator on the scene will decide whether circumstances warrant postponement and rescheduling of a playoff game. Any postponement or suspended game will be played on the next available date.

Game Balls

It will be the responsibility of the home team to furnish the game balls (3 new official balls), which will be retained by the host team. Wilson balls must be used in all playoff games.

Overtime Procedure

If at the end of regulation play there is a tie in a playoff game, the tie will be broken by using the 10-Yard Line Overtime Procedure shown in the National Federation High School Football Rule Book for the current year.

Season, Playoff Dates

A school must complete its region schedule prior to the first round of the championship play-off. The dates for each round of the playoffs for the next three years are as follows:

Year	1st Rnd.	2nd Rnd.	3rd Rnd.	4th Rnd.	Finals
2018	11/9	11/16	11/23	11/30	12/5–12/7
2019	11/8	11/15	11/22	11/29	12/4–12/6
2020	11/6	11/13	11/20	11/27	12/2–12/4

In cities where the same stadium is used by more than one school, games may be played on Thursday or Saturday, if approved by the AHSAA.

Rules Interpretation

The interpretation and application of the rules and procedures of the championship play-off program are vested in the Executive Director and Central Board of Control and cannot be appealed.

Football Officials Fees

Regular Season:

High School Varsity = \$75.00 per Official per contest.

Junior Varsity = \$47.00 per Official per contest.

Junior High (Grades 7–9) = \$43.00 per Official per contest.

Chain Crew = \$25 per person (If an Official)

Electric Clock Operator Fees:

Varsity = Maximum \$40 Electric Clock Operator (Must be an Official)

Maximum \$40 25-Sec. Clock Operator (If an Official)

Jr. Varsity = Maximum \$30 Electric Clock Operator (If an Official)

Maximum \$30 25-Sec. Clock Operator (If an Official)

Jr. High/Md School = Maximum \$25 Electric Clock Operator (If an Official)

Maximum \$25 25-Sec. Clock Operator (If an Official)

All clock operators who are registered officials shall be in proper uniform.

Only registered officials can be used as electric clock operators for varsity football contests.

Mileage Allowance = \$8.00 per official per day. (5- or 7-Member Crew)

Mileage Allowance (Over 60 Miles) = \$10.00 per official per day. (5-Member Crew)

Mileage Allowance (Over 60 Miles) = \$15.00 per official per day. (7-Member Crew)

Mileage Allowance (ECO) = \$8.00 per day.

Mileage Allowance (ECO) (Over 60 Miles) = \$10.00 per day.

Mileage Allowance (Chain Gang) = \$8.00 per official per day

Mileage Allowance (Chain Gang) (over 60 miles) = \$10 per official per day

Championship Playoffs:

The game fee per official for the first four rounds will be \$80.00 plus the Mileage Allowance. The game fee per official for the Super Seven will be \$85.00 plus the Mileage Allowance. The game fee for the clock operator will be \$40.00 plus the Mileage Allowance. The game fee for the Clip Official will be \$25.00 plus the Mileage Allowance.

	Clip Official & ECO (Per Official Per Day)	5 Member Crew (Per Official Per Day)	7 Member Crew (Per Official Per Day)
1st Round Mileage Allowance	\$10	\$10	\$15
2nd Round Mileage Allowance	\$10	\$10	\$15
3rd Round Mileage Allowance	\$10	\$15	\$20
Semi-Final Mileage Allowance	\$10	\$20	\$25
State Finals Mileage Allowance			\$30 (one day)

All individuals assigned will be placed in crews of 7 for the first four rounds plus an ECO and Clip Official. (If both schools agree, a crew of 5 officials plus an ECO and Clip Official may be used in the first round only.) The Super Seven will utilize a 7 person crew.

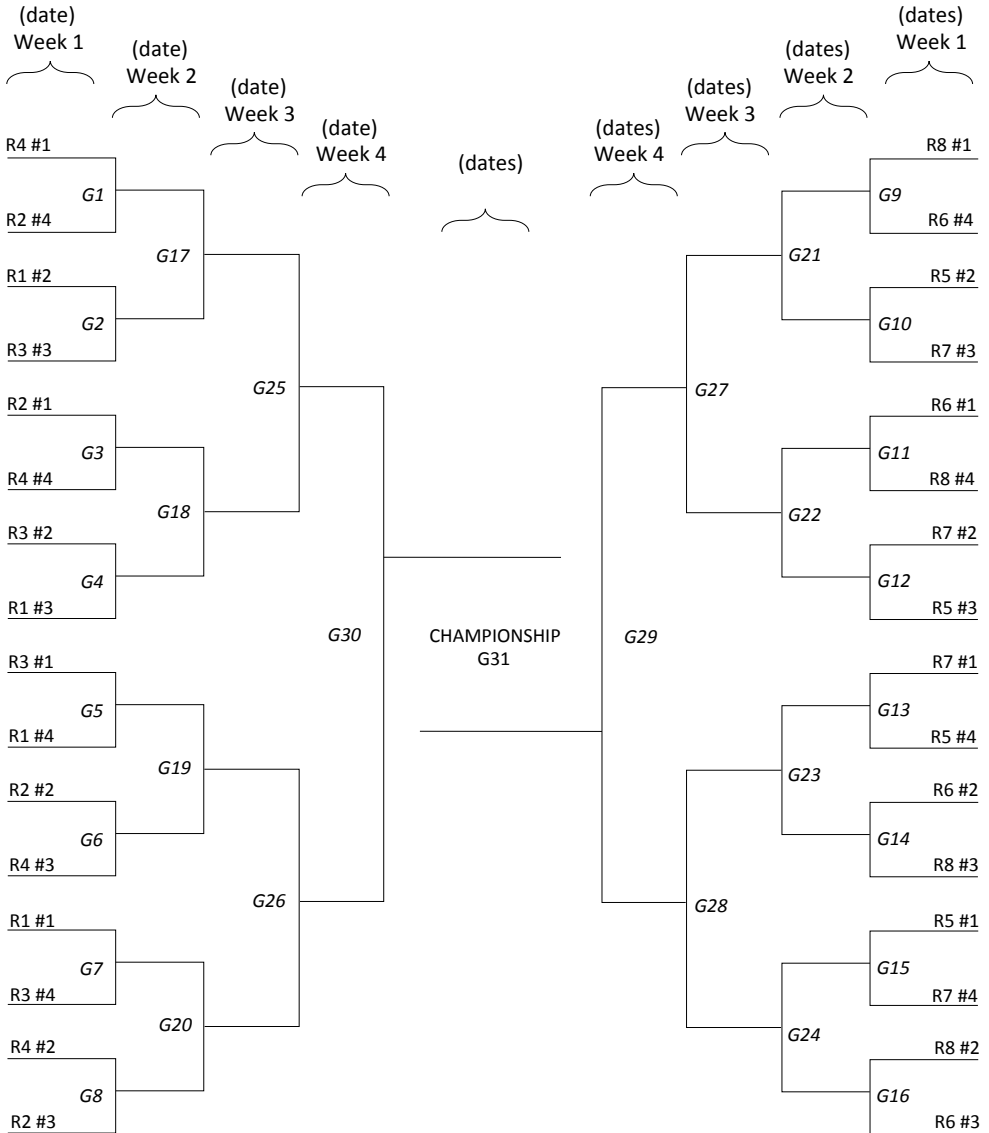
Chain Crew – FB = \$25 per person (If an official) plus mileage allowance

Electric Clock Operator Fees:

Varsity = Maximum \$40 Electric Clock Operator (Must be an Official) plus mileage allowance
Optional: Host school may obtain – Maximum \$40 25-Sec Clock Operator (If an Official) plus mileage allowance

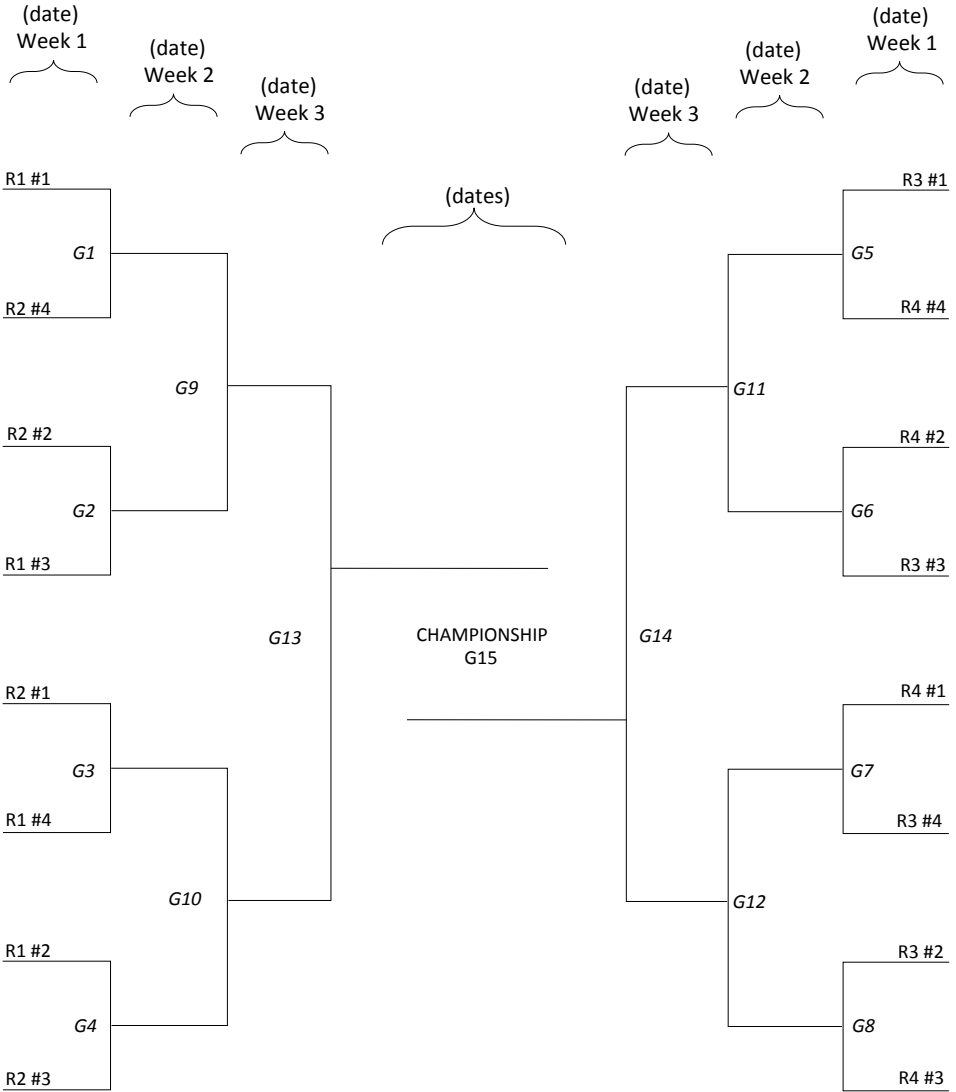
1A-6A Football Playoff Bracket 2018

Home Team top of bracket



7A Football Playoff Bracket 2018

Home Team top of bracket



Region Alignment

Class 1A

Region 1

*Coordinator: David Miller
Marengo*

Fruitdale
Marengo
McIntosh
Millry
Shields, J.F.
St. Luke's Episcopal
Sweet Water

Region 3

*Coordinator: Steven Hunter
Maplesville*

Ellwood Christian
Francis Marion
Holy Spirit Catholic
Isabella
Johnson, A.L.
Keigh
Linden
Maplesville

Region 5

*Coordinator: Mike Welsh
Spring Garden*

Appalachian
Donoho
Ragland
Spring Garden
Talladega Co.
Victory Christian
Winterboro

Region 7

*Coordinator: Dennis Morris
Falkville*

Coosa Christian
Decatur Heritage Christian
Falkville
Gaylesville
R.A. Hubbard
Valley Head
Woodville

Region 2

*Coordinator: Miles Brown
McKenzie*

Brantley
Elba
Floral
Georgiana
Kinston
McKenzie
Pleasant Home
Red Level

Region 4

*Coordinator: Lori Carlisle
Wadley*

Autaugaville
Billingsley
Lanett
Loachapoka
Notasulga
Verbena
Wadley

Region 6

*Coordinator: Jason Williams
South Lamar*

Berry
Brilliant
Hubbertville
Lynn
Marion County
Meek
Pickens County
South Lamar

Region 8

*Coordinator: Pam Worsham
Cherokee*

Cherokee
Hackleburg
Mars Hill
Phillips
Shoals Christian
Vina
Waterloo

Class 2A

Region 1

*Coordinator: Donald Bagget
J.U. Blacksher*

Blacksher, J.U.
Chickasaw
Choctaw County
Cottage Hill Christian
Hatch, R.C.
Leroy
Southern Choctaw
Washington County

Region 3

*Coordinator: Jamie Howard
Luverne*

Calhoun
Central, Hayneville
Goshen
Highland Home
Luverne
New Brockton
Samson
Zion Chapel

Region 5

*Coordinator: Tim Burleson
Cold Springs*

Aliceville
Cold Springs
Southeastern
Sulligent
Sumton Christian
Tarrant
Winston County

Region 7

*Coordinator: Melcha Satchel
Colbert County*

Addison
Colbert County
Hatton
Red Bay
Sheffield
Tanner
Tharptown

Region 2

*Coordinator: Jason Steed
G.W. Long*

Abbeville
Ariton
Barbour
Cottonwood
Daleville
Geneva County
Houston County
Long, G.W.

Region 4

*Coordinator: Don Turner
LaFayette*

Central, Coosa
Fayetteville
Horseshoe Bend
LaFayette
Reeltown
Thorsby
Vincent Middle

Region 6

*Coordinator: Bobby Tittle
Ohatchee*

Cleveland
Gaston
Ohatchee
Ranburne
Westbrook
West End
Woodland

Region 8

*Coordinator: Ricky Bryant
Fyffe*

Asbury
Cedar Bluff
Collinsville
Fyffe
Ider
North Sand Mtn.
Sand Rock
Section

Class 3A

Region 1

*Coordinator: Robert Hammond
Flomaton*

Bayside
Excel
Flomaton
Miller, T.R.
Mobile Christian
St. Michael Catholic
Thomasville

Region 3

*Coordinator: John McWilliams
Montgomery Academy*

Beulah
Bullock County
Dadeville
Pike Road
Prattville Christian
Saint James
Southside, Selma
The Montgomery Academy

Region 5

*Coordinator: Thomas Smitherman
Locust Fork*

Fultondale
Hanceville
Holly Pond
Locust Fork
Midfield
Pennington, J.B.
Vinemont

Region 7

*Coordinator: Billy Duncan
Pisgah*

Brindlee Mountain
Geraldine
New Hope
Pisgah
Plainview
Susan Moore
Sylvania

Region 2

*Coordinator: Mickey Bennett
Geneva*

Geneva
Houston Academy
Opp
Pike County
Providence Christian
Slocomb
Wicksburg

Region 4

*Coordinator: Mark Capps
Gordo*

Carbon Hill
Gordo
Greene County
Hale County
Holt
Lamar County
Oakman
Winfield

Region 6

*Coordinator: Mark Proper
Pleasant Valley*

Comer, B.B.
Glencoe
Piedmont
Pleasant Valley
Randolph
Saks
Walter Wellborn
Weaver

Region 8

*Coordinator: Eric Cornelius
Lauderdale County*

Clements
Colbert Heights
East Lawrence
Lauderdale County
Lexington
Phil Campbell
Westminster

Class 4A

Region 1

*Coordinator: Daniel Shakespeare
Andalusia*

Andalusia
Clarke County
Escambia County
Hillcrest, Evergreen
Monroe County
Neal, W.S.
UMS-Wright
Williamson

Region 3

*Coordinator: Jeremy Turner
Montevallo*

American Christian Academy
Dallas County
Greensboro
Montevallo
Sipsey Valley
Sumter Central
West Blocton

Region 5

*Coordinator: Holly Sutherland
Haleyville*

Cordova
Curry
Fayette County
Good Hope
Haleyville
Northside
Oak Grove

Region 7

*Coordinator: Keith Harris
West Morgan*

Danville
DAR, Kate D. Smith
Fairview
North Jackson
Priceville
Randolph
St. John Paul II Catholic
West Morgan

Region 2

*Coordinator: Matthew Humphrey
Dale County*

Alabama Christian Academy
Ashford
Dale County
Headland
Montgomery Catholic
Trinity Presbyterian
Washington, B.T.

Region 4

*Coordinator: Gregory Foster
Handley*

Childersburg
Elmore County
Handley
Holtville
Leeds
Lincoln
Talladega

Region 6

*Coordinator: Lauren Wilson
Oneonta*

Anniston
Ashville
Cherokee County
Cleburne County
Hokes Bluff
Jacksonville
Oneonta
White Plains

Region 8

*Coordinator: Stephen Howard
Brooks*

Brooks
Central, Florence
Deshler
Elkmont
Rogers
West Limestone
Wilson

Class 5A

Region 1

*Coordinator: Josh Verkouille
Satsuma*

Citronelle
Faith Academy
Jackson
LeFlore Magnet
Satsuma
Vigor
Wilcox Central

Region 3

*Coordinator: Blaine Hathcock
Demopolis*

Bibb County
Central, Tusc.
Chilton County
Demopolis
Jemison
Marbury
Shelby County

Region 5

*Coordinator: Clifton Kanaday
Mortimer Jordan*

Center Point
Central, Clay County
Moody
Mortimer Jordan
Munford
Saint Clair County
Springville
Sylacauga

Region 7

*Coordinator: Thomas Jones
Lawrence County*

Corner
Dora
Hamilton
Hayden
Jasper
Lawrence
Russelville
West Point

Region 2

*Coordinator: Richard Brown
Beauregard*

Beauregard
Carroll
Charles Henderson
Greenville
Rehobeth
Tallassee
Valley

Region 4

*Coordinator: Darrell Hudson
Parker*

Briarwood Christian
Fairfield
John Carroll Catholic
Parker, A.H.
Pleasant Grove
Ramsay
Wenonah
Woodlawn

Region 6

*Coordinator: Stephen Hall
Etowah*

Alexandria
Boaz
Crossville
Douglas
Etowah
Sardis
Southside, Gadsden

Region 8

*Coordinator: Brad Dudley
Scottsboro*

Arab
Ardmore
Brewer, A.P.
East Limestone
Guntersville
Madison Academy
Madison County
Scottsboro

Class 6A

Region 1

*Coordinator: Jerome Woods
Blount*

Baldwin County
B.C. Rain
Daphne
Gulf Shores
Mattie T. Blount
Robertsdale
Saraland
Spanish Fort
St. Paul's Episcopal

Region 3

*Coordinator: Robert Slater
Wetumpka*

Benjamin Russell
Calera
Opelika
Selma
Stanhope Elmore
Wetumpka

Region 5

*Coordinator: Zack Barnes
Homewood*

Carver, G.W., Birmingham
Chelsea
Helena
Homewood
Minor
P.D. Jackson-Olin
Pelham

Region 7

*Coordinator: Chad Holden
Muscle Shoals*

Athens
Columbia
Cullman
Decatur
Hartselle
Muscle Shoals

Region 2

*Coordinator: Gary Hall
Carver, G.W. (MGM)*

Carver, G.W. (MGM)
Dothan
Eufaula
Lanier, Sidney
Northview
Park Crossing
Russell County

Region 4

*Coordinator: Kyle Ferguson
Northridge*

Bessemer City
Brookwood
Hillcrest, Tuscaloosa
Hueytown
McAdory
Northridge
Paul Bryant

Region 6

*Coordinator: Michael Turner
Pinson Valley*

Clay-Chalkville
Gardendale
Huffman
Oxford
Pell City
Pinson Valley
Shades Valley

Region 8

*Coordinator: Darrell Long
Hazel Green*

Albertville
Buckhorn
Fort Payne
Hazel Green
Lee, Huntsville
Mae Jemison

Class 7A

Region 1

*Coordinator: Lewis Copeland
Davidson*

Alma Bryant
Baker
Davidson
Fairhope
Foley
Mary G. Montgomery
McGill-Toolen
Murphy
Theodore

Region 3

*Coordinator: Amanda Hood
Mountain Brook*

Hewitt-Trussville
Hoover
Mountain Brook
Oak Mountain
Spain Park
Thompson
Tuscaloosa County
Vestavia Hills

Region 2

*Coordinator: Shannon Pignato
Auburn*

Auburn
Central, Phenix City
Enterprise
Jeff Davis
Lee, R.E.
Prattville
Smiths Station

Region 4

*Coordinator: Brian Clayton
James Clemens*

Austin
Bob Jones
Florence
Gadsden City
Grissom
Huntsville
James Clemens
Sparkman