

The Championship Program

First Practice – Aug. 3 First Varsity Game – Aug. 20-21
First JV/9th Grade – August 24 JH/MS Game – Aug. 27

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 grades 9-11.

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, 2020. 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 AHSAA before Aug. 20 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 Oct. 30. 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 6th.

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 Kick-Off Classic and is the only varsity competition allowed on that day. (Temporarily suspended for the 2019 and 2020 season.) Teams hosting jamborees must check Preseason Box on the on-line schedule in DragonFly. MS/Jr High may play a fall jamboree with one or more teams on the Thursday or Friday of Week Zero or on Saturday morning of the AHSAA Kick-Off Classic.

Note: Under current bylaws, schools that start fall practice one week earlier may not have pre-season scrimmage/game prior to week zero.

5. If a school's varsity football team competes in a regular season contest during week zero, that school's junior varsity (JV) or freshmen football teams may begin competition the following Monday. (This year that Monday would be August 24, 2020.)
6. 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.
7. All participants must be eligible under AHSAA rules.
8. All games are conducted under National Federation football rules.
9. 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.
10. Fall sports have the option of conducting a spring evaluation period or starting fall practice on the Monday before the first Monday in August. A school's football team cannot have both a spring evaluation, then start fall practice a week early.

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 40-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 or flagrant fouls.

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 finals:** a) 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; b) all scoring plays or potential scoring plays will be reviewed by the replay official.

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 53 of the 2020-21 Handbook), 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.

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

Determining the home team in football playoff contest after the first round based on higher seed.

Home team is determined by:

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

All Other Rounds – Home team is based on travel, but if both teams have equal travel, the home team will be the higher seed.

If both teams have equal travel and equal seed, the team on the top of the bracket will be the home team.

If two teams from the same region meet, the highest seeded team in the final region standings will be the home team.

Note: A team's seed is the team's place in its final region standings.

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. Games versus out-of-state schools will count in the breakers if the out-of-state school is a member of an NFHS-member association and eligible for championship play in that state association.

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 AHSAA. 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 is home.Note: A team’s seed is the team’s place in its final region standings.
3. The championship games will be played at Bryant Denny Stadium, Tuscaloosa.
The schedule:

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Information in this section as been updated and posted under the sport section on the AHSAA website. Please review the updated information carefully.

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 - 7A - 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 AHSAA 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 40 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 100.

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
2020	11/6	11/13	11/20	11/27	12/2–12/4
2021	11/5	11/12	11/19	11/26	12/1–12/3
2022	11/4	11/11	11/18	11/25	11/30–12/2

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:

- Varsity (5 person crew) = \$110.00 per Official per contest.
- Varsity (7 person crew) = \$100 per Official per contest.
- Junior Varsity = \$65.00 per Official per contest.
- Junior High (Grades 7–9) = \$55.00 per Official per contest.
- Chain Crew = \$30 per person (If an Official)

Electric Clock Operator Fees:

- Varsity = (Game and Play Clock) Operator \$55 per Official
- Jr. Varsity = \$40 per Official
- Jr. High/Md School = \$35 per Official

Championship Playoffs

- Playoffs 1st Round (5 person crew) – \$125/Official, Alternate Clip – \$80, ECO – \$60
- Playoffs 1st Round (7 person crew) – \$115/Official, Alternate Clip – \$80, ECO – \$60
- Playoffs 2nd Round (7 person crew) – \$125/Official, Alternate Clip – \$90, ECO – \$60
- Playoffs Quarter-Finals (7 person crew) – \$130/Official, Alternate Clip – \$100, ECO – \$60
- Playoffs Semi-Finals (7 person crew) – \$135/Official, Alternate Clip – \$110, ECO – \$60
- State Finals (7 person crew) – \$150/Official, Alternates and ECO – \$80
- Playoffs Chain Crew if Officials – \$40/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

Total miles are based on one way (not round trip) from each individual's address listed in arbiter. Arbiter list the total miles from the officials address to the address of the competition site.

0-60 miles – No additional travel compensation

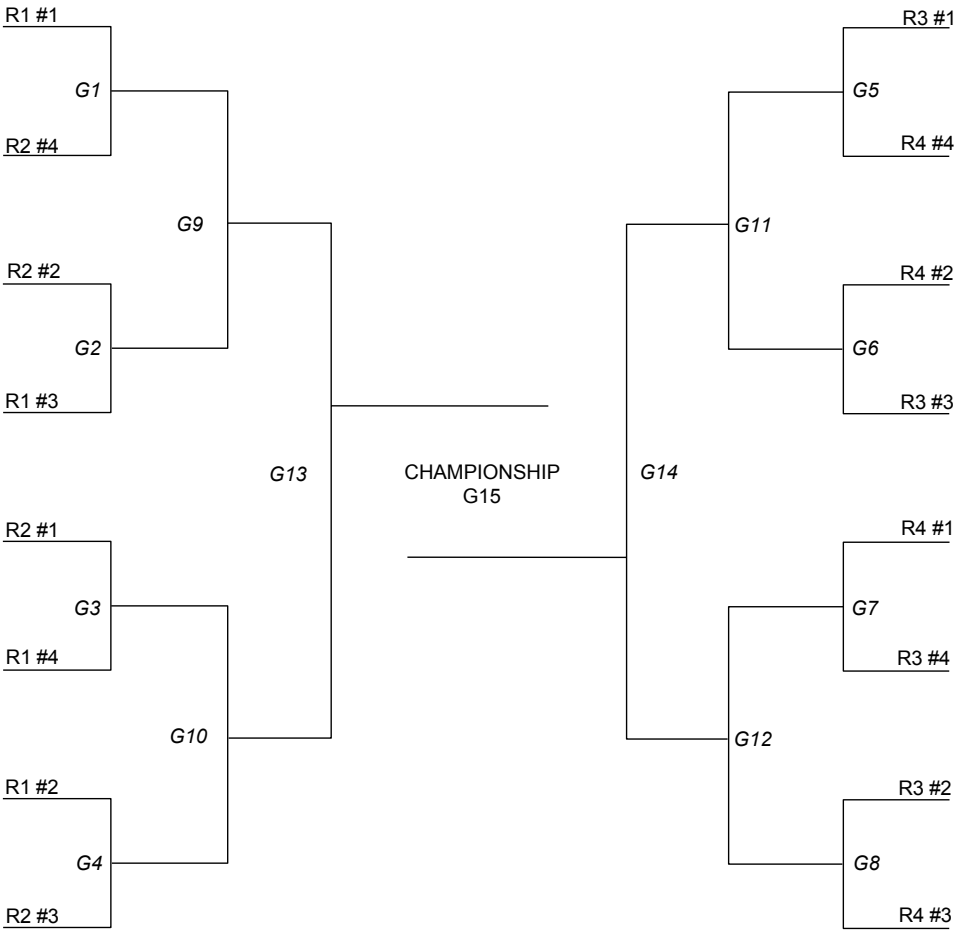
61-120 miles - \$25 travel for each official (Maximum of 2 travels)

121-180 miles - \$50 travel for each official (Maximum of 2 travels)

181 and above - \$75 travel for each official (Maximum of 2 travels)

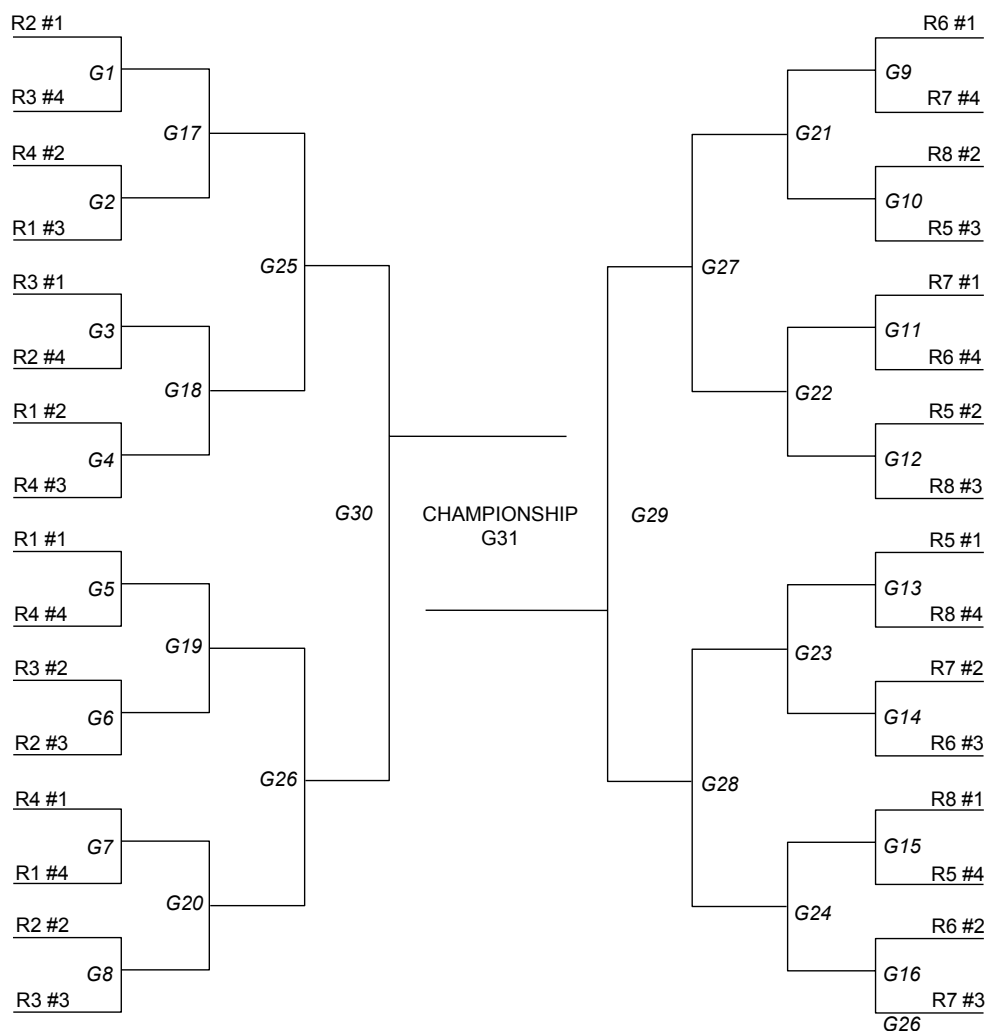
- A Maximum of 2 travels will be paid per day.

7A Football Playoff Bracket 2020



1A-6A Football Playoff Bracket 2020

Home Team Top of Bracket



Region Alignment

Class 1A

Region 1

*Coordinator: Miles Brown
Mckenzie*

Brantley High School
Floral High School
Georgina High School
Kinston High School
McKenzie High School
Pleasant Home High School
Red Level High School
Samson High School

Region 2

*Coordinator: Becky Williams
Sweet Water*

Choctaw County High School
Fruitdale High School
Marengo High School
McIntosh High School
Millry High School
Sother Choctaw High School
Sweet Water High School

Region 3

*Coordinator: Tommy Tisdale
Keith*

Central High School, Hayne.
Ellwood Christian Academy
Hatch, R.C. High School
Johnson, A.L. High School
Keith High School
Liden High School
Shields, J.F. High School

Region 4

*Coordinator: Steven Hunter
Maplesville*

Autaugaville High School
Barbour County High School
Billingsley High School
Loachapoka High School
Maplesville High School
Notasulga High School
Verbena High School

Region 5

*Coordinator: Lori Carlisle
Wadley*

Donoho School
Ragland High School
Talladega Co. Central High School
Victory Christian School
Wadley High School
Winterboro High School
Woodland High School

Region 6

*Coordinator: Craig Perrigin
Pickens County*

Berry High School
Brilliant High School
Hubbertville High School
Lynn High School
Marion County High School
Meek High School
Pickens County High School
South Lamar High School

Region 7

*Coordinator: Rusty Thrasher
Cedar Bluff*

Appalachian High School
Cedar Bluff High School
Coosa Christian School
Gaylesville High School
Sumiton Christian High School
Valley Head High School
Woodville High School

Region 8

*Coordinator: Pam Worsham
Cherokee*

Cherokee High School
Decatur Heritage Christian Academy
Hackleburg High School
Phillips High School
R.A. Hubbard High School
Shoals Christian School
Vina High School
Waterloo High School

Class 2A

Region 1

*Coordinator: Donald Baggett
J.U. Blacksher*

Blacksher, J.U. High School
Clarke County High School
Greene County High School
Leroy High School
Orange Beach High School
St. Luke Episcopal School
Washington County High School

Region 2

*Coordinator: Jason Steed
G.W. Long*

Abbeville High School
Ariton High School
Cottonwood High School
Elba High School
Geneva County High School
Houston County High School
Long, G.W. High School
Zion Chapel High

Region 3

*Coordinator: Cathy Trimble
Francis Marion*

Calhoun High School
Central High School
Francis Marion High School
Highland Home High School
Isabella High School
Luverne High School
Thorsby High School

Region 4

*Coordinator: Don Turner
LaFayette*

Comer, B.B. High School
Fayetteville High School
Horseshoe Bend High School
LaFayette High School
Lanett High School
Ranburne High School
Randolph High School
Vincent Middle High School

Region 5

*Coordinator: Tim Burleson
Cold Springs*

Addison High School
Aliceville High School
Cold Spring High School
Lamar County High School
Midfield High School
Sulligent High School
Winston County High School

Region 6

*Coordinator: Mike Welsh
Spring Garden*

Cleveland High School
Gaston High School
Locust Fork High School
Sand Rock High School
Southeastern School
Spring Garden High School
Westbrook Christian School
West End High School

Region 7

*Coordinator: Dennis Morris
Falkville*

Falkville High School
Ider High School
North Sand Mtn. High School
Pisgah High School
Section High School
Tanner High School
Whitesburg Christian Academy

Region 8

*Coordinator: Melcha Satchel
Colbert County*

Colbert County High School
Hatton High School
Lexington High School
Mars Hill Bible School
Red Bay High School
Sheffield High School
Tharptown High School

Class 3A

Region 1

*Coordinator: Robert Hammond
J.U. Flomaton*

Bayside Academy
Chickasaw High School
Cottage Hill Christian
Excel High School
Flomaton High School
Hillcrest High School, Ever.
Miller, T.R. High School

Region 2

*Coordinator: Scott Phillips
Houston Academy*

Daleville High School
Houston Academy
New Brockton High School
Opp High School
Providence Christian School
Slocomb High School
Wicksburg High School

Region 3

*Coordinator: John McWilliams
Montgomery Academy*

Greensboro High School
Hale County High School
Monroe County High School
Prattville Christian Academy
Southside High School, Selma
The Montgomery Academy
Thomasville High School

Region 4

*Coordinator: Kendrick Britford
Goshen*

Beulah High School
Childersburg High School
Dadeville High School
Goshen High School
Montgomery Catholic School
Pike County High School
Reeltown High School
Trinity Presbyterian School

Region 5

*Coordinator: Mark Proper
Pleasant Valley*

Glencoe High School
Hokes Bluff High School
Ohatchee High School
Piedmont High School
Pleasant Valley High School
Saks High School
Walter Wellborn High School
Weaver High School

Region 6

Coordinator:

Carbon Hill High School
Holly Pond High School
Oakman High School
Pennington, J.B. High School
Susan Moore High School
Tarrant High School
Vinemont High School
Winfield High School

Region 7

*Coordinator: Tony Richards
Plainview*

Asbury High School
Brindlee Mountain High School
Collinsville High School
Fyffe High School
Geraldine High School
Plainview High School
Sylvania High School

Region 8

*Coordinator: Eric Cornelius
Lauderdale County*

Clements High School
Colbert Heights High School
Danville High School
East Lawrence High School
Elkmont High School
Lauderdale County High School
Phil Campbell High School

Class 4A

Region 1

*Coordinator: Kirven Williams
Williamson*

Escambia County High school
Jackson High School
Mobile Christian School
Neal, W.S. High School
St. Michael Catholic High School
Vigor High School
Williamson High School

Region 2

*Coordinator: Matthew Humphrey
Dale County*

Alabama Christian Academy
Ashford High School
Bullock County High
Dale County High School
Geneva High School
Saint James
Straughn High School
Washington, B.T. High School

Region 3

*Coordinator: Steve Bromley
Montevallo*

American Christian Academy
Bibb County High School
Dallas County High School
Holt High School
Montevallo High School
Sumter Central High School
West Blocton High School
Wilcox Central High School

Region 4

*Coordinator: Gregory Foster
Handley*

Anniston High School
Cherokee County High School
Clebume County High School
Handley High school
Jacksonville High School
Munford High School
White Plains High School

Region 5

*Coordinator: Mark Capps
Gordo*

Curry High School
Fayette County High School
Gordo High School
Haleyville High School
Hamilton High School
Northside High School
Oak Grove High School

Region 6

*Coordinator: Joe Whited
Oneonta*

Ashville High School
Dora High School
Etowah High School
Fultondale High School
Good Hope High School
Hanceville High School
Oneonta High School

Region 7

*Coordinator: Jeremy Lowry
Madison County*

DAR, Kate D. Smith High School
Madison Academy
Madison County High School
New Hope High School
North Jackson High School
Randolph School
St. John Paul II Catholic School
Westminster Christian Academy

Region 8

*Coordinator: Jerry Hill
Brooks*

Brooks High School
Central High School
Deshler High School
Priceville High School
Rogers High School
West Limestone High School
West Morgan High School
Wilson High School

Class 5A

Region 1

*Coordinator: Josh Verkouille
Satsuma*

B.C. Rain High School
Elberta High School
Faith Academy
LeFlore High School
Satsuma High School
St. Paul's Episcopal School
UMS-Wright Prep School

Region 2

*Coordinator: Daniel Shakespeare
Andalusia*

Andalusia High School
Carroll High School
Charles Henderson High School
Greenville High School
Headland High School
Pike Road High School
Rehobeth High School

Region 3

*Coordinator: Blaine Hathcock
Demopolis*

Central High School, Tusc
Demopolis High School
Jemison High School
Marbury High School
Selma High School
Shelby County High School
Sipsey Valley High School

Region 4

*Coordinator: Richard Brown
Beauregard*

Beauregard High School
Central High School Of Clay County
Elmore County High School
Holtville High School
Sylacauga High School
Talladega High School
Tallasse High School

Region 5

*Coordinator: Darrell Hudson
Parker*

Carver, G.W. High School, (BHM)
Cordova High School
Fairfield High Preparatory
John Carroll Catholic High School
Parker, A.H. High School
Pleasant Grove High School
Ramsay High School
Wenonah High School

Region 6

*Coordinator: Rayford Williams
Leeds*

Alexandria High School
Center Point High School
Corner High School
Hayden High School
Leeds High School
Lincoln High School
Moody High School
Saint Clair County

Region 7

*Coordinator: Roseanna Mabrey
Guntersville*

Boaz High School
Crossville High School
Douglas High School
Fairview High School
Guntersville High School
Sardis High School
West Point High School

Region 8

*Coordinator: Thomas Jones
Lawrence County*

Ardmore High School
Brewer, A.P. High School
East Limestone High School
Lawrence County High School
Lee-Huntsville High School
Mae Jemison High School
Russellville High School

Class 6A

Region 1

*Coordinator: Jerome Woods
Blount*

Baldwin County High School
Citronelle High School
Gulf Shores High School
Mattie T. Blount High School
McGill-Toolen High School
Robertsdale High School
Saraland High School
Spanish Fort High School

Region 2

*Coordinator: Farrell Seymore
Opelika*

Carver G.W. High School, (MGM)
Eufaula High School
Lanier, Sidney High School
Lee, R.E. School
Opelika High School
Park Crossing High School
Russell County High School
Valley High School

Region 3

*Coordinator: Robert Salter
Wetumpka*

Benjamin Russell High School
Calera High School
Chilton County High School
Helena High School
Pelham High School
Stanhope Elmore High School
Wetumpka High School

Region 4

*Coordinator: Jeff Hinton
Hillcrest-Tusc*

Bessemer City High School
Brookwood High School
Hillcrest High School
Hueytown High School
McAdory High School
Northridge High School
Paul Bryant High School

Region 5

*Coordinator: Zack Barnes
Homewood*

Briarwood Christian School
Chelsea High School
Homewood High School
Huffman High School
Mountain Brook High School
Shades Valley High School
Woodlawn High School

Region 6

*Coordinator: Michael Turner
Pinson Valley*

Clay-Chalkville High School
Gardendale High School
Jasper High School
Minor High School
Mortimer Jordan High School
P.D. Jackson – Olin High School
Pinson Valley High School

Region 7

*Coordinator: Heath Harmon
Oxford*

Arab High School
Fort Payne High School
Oxford High School
Pell City High School
Scottsboro High School
Southside High School, Gad.
Springville High School

Region 8

*Coordinator: Chad Holden
Muscle Shoals*

Athens High School
Buckhorn High School
Columbia High School
Cullman High School
Decatur High School
Hartselle High School
Hazel Green High School
Muscle Shoals High School

Class 7A

Region 1

*Coordinator: Chip Menton
Theodore*

Alma Bryant High School
Baker High School
Daphne High School
Davidson High School
Fairhope High School
Foley High School
Mary G. Montgomery High School
Murphy High School
Theodore High School

Region 2

*Coordinator: Shannon Pignato
Auburn*

Auburn High School
Central High School, P.C.
Dothan High School
Enterprise High School
Jeff Davis High School
Prattville High School
Smiths Station High School

Region 3

*Coordinator: John Montgomery
Hoover*

Gadsden City High School
Hewitt-Trussville High School
Hoover High School
Oak Mountain High School
Spain Park High School
Thompson High School
Tuscaloosa County High School
Vestavia Hills High School

Region 4

*Coordinator: Brian Clayton
James Clemens*

Albertville High School
Austin High School
Bob Jones High School
Florence High School
Grissom High School
Huntsville High School
James Clemens High School
Sparkman High School