

KHSAA COMPETITION RULES

Governing Football

*(Adopted by the Board of Control for all play in this sport)
(Where these rules refer to the Commissioner, they shall refer to the Commissioner of the KHSAA. Sports specific duties may be appropriately delegated to a member of the Commission for the implementation of these rules. See Case Situations for specific rulings and interpretations used to administer these provisions)*

I) Assignment of Schools

A) Alignment of Teams for Postseason Play

The Kentucky High School Athletic Association shall sponsor postseason competition in football, provided that ten (10) percent of the member schools declare intentions to participate in said competition. Member schools not desiring to participate in KHSAA sponsored postseason competition shall notify the Association office prior to July 15, by the Commissioner's office. The alignment for football for the 2011 through 2014 playing seasons shall be as follows —

CLASS 1A

- District 1 - Fulton City, Fulton County, Mayfield, Russellville
- District 2 - Bethlehem, Caverna, Holy Cross (Louisville), Kentucky Country Day
- District 3 - Bracken County, Eminence, Frankfort, Paris
- District 4 - Beechwood, Bellevue, Dayton, Ludlow
- District 5 - Berea, Campbellsville, Lynn Camp, Williamsburg
- District 6 - Harlan, Hazard, Jenkins, Pineville
- District 7 - Fairview, Nicholas County, Paintsville, Raceland
- District 8 - Allen Central, Phelps, Pikeville, South Floyd

CLASS 2A

- District 1 - Ballard Memorial, Caldwell County, Crittenden County, Murray
- District 2 - Butler County, Hancock County, McLean County, Owensboro Catholic, Todd County Central, Union County
- District 3 - Clinton County, Glasgow, Green County, Metcalfe County
- District 4 - Bardstown, Christian Academy-Louisville, DeSales, Fort Knox, Shawnee, Thomas Nelson, Washington County
- District 5 - Carroll County, Gallatin County, Owen County, Trimble County, Walton-Verona
- District 6 - Bishop Brossart, Holy Cross (Covington), Lloyd Memorial, Newport, Newport Central Catholic
- District 7 - Danville, Lexington Christian, Middlesboro, Somerset
- District 8 - Betsy Layne, Leslie County, Prestonsburg, Shelby Valley

CLASS 3A

- District 1 - Fort Campbell, Paducah Tilghman, Trigg County, Webster County
- District 2 - Adair County, Edmonson County, Hart County, Monroe County, South Warren
- District 3 - Central, Elizabethtown, Henry County, Larue County
- District 4 - Bell County, Casey County, Corbin, McCreary Central, Wayne County
- District 5 - Bath County, Bourbon County, Estill County, Garrard County, Powell County, Western Hills
- District 6 - East Carter, Fleming County, Lewis County, Mason County, Russell, West Carter
- District 7 - Breathitt County, Jackson County, Knott County Central, Magoffin County, Morgan County
- District 8 - Belfry, East Ridge, Lawrence County, Pike County Central, Sheldon Clark

CLASS 4A

- District 1 - Calloway County, Hopkins County Central, Madisonville-North Hopkins, Owensboro
- District 2 - Allen County-Scottsville, Breckinridge County, Franklin-Simpson, Warren East
- District 3 - Atherton, Collins, North Oldham, Spencer County, Waggener, Nelson County
- District 4 - Doss, Fairdale, Moore, Valley, Western
- District 5 - Boyle County, Lexington Catholic, Marion County, Mercer County, Taylor County
- District 6 - Clay County, Knox Central, Rockcastle County, Russell County
- District 7 - Covington Catholic, Harrison County, Highlands, Holmes, Pendleton County (&)
- District 8 - Ashland Blazer, Boyd County, Greenup County, Johnson

Central, Rowan County

CLASS 5A

- District 1 - Apollo, Christian County, Graves County, Hopkinsville, Ohio County
- District 2 - Barren County, Bowling Green, Greenwood, Logan County, Warren Central
- District 3 - Grayson County, Iroquois, Jeffersonton, John Hardin, North Hardin
- District 4 - Bullitt Central, Bullitt East, North Bullitt, Shelby County
- District 5 - Conner, Cooper, Grant County, Scott, South Oldham
- District 6 - Anderson County, East Jessamine, Franklin County, Montgomery County, West Jessamine, Woodford County
- District 7 - Lincoln County, Madison Southern, North Laurel, Pulaski County, South Laurel, Southwestern
- District 8 - Harlan County, Letcher County Central, Perry County Central, Whitley County

CLASS 6A

- District 1 - Daviess County, Henderson County, Marshall County, McCracken County
- District 2 - Central Hardin, Meade County, Muhlenberg County
- District 3 - Butler, Pleasure Ridge Park, Seneca, Southern
- District 4 - DuPont Manual, Male, St. Xavier, Trinity (Louisville)
- District 5 - Ballard, Eastern, Fern Creek, Oldham County
- District 6 - Boone County, Campbell County, Dixie Heights, Ryle, Simon Kenton (*)
- District 7 - Bryan Station, Henry Clay, Paul Laurence Dunbar, Scott County
- District 8 - George Rogers Clark, Lafayette, Madison Central, Tates Creek

(*) For 2011 through 2014 playing seasons, the 5th place team in District 6 of Class 6A will be bracketed as the number four (4) seed in District 2 for the purpose of making playoff pairings.

(&) - Pendleton County has withdrawn from district play for the 2013 and 2014 seasons.

B) Enrollment and Criteria for Determining Classes

- 1) The basis for determining the schools to be placed in Class 1A, 2A, 3A, 4A, 5A and 6A will be the average boys enrollment, including all non-graded special education students, in grades 9-12 for the two most recent years available for the entire membership at the time of classification.
- 2) Initial classification for the 2011-2014 period is based on enrollment data verified by the Kentucky Department of Education for the two years through the enrollment of the 2008-2009 and 2009-2010 school year.
- 3) The enrollment data used to determine the class boundaries shall be obtained from the Kentucky Department of Education or other verifiable sources in the case of non-public schools.
- 4) The classification shall be for a four-year period, which may be extended by the Board of Control. The alignment will be reviewed upon receipt of the 2011-2012 school year enrollment information from the Kentucky Department of Education for possible adjustment to begin with the 2013 playing season.
- 5) The schools shall be placed in enrollment ranked order (by boys four grade enrollments, after adjustment for single-sex schools).
- 6) The minimum number of teams necessary for a full bracket in the playoff system (32 teams) shall be placed in the highest class (6A) and the lowest enrollment class (1A). The remaining schools shall then be placed into approximately equal divisions in classes 2A through 5A.
- 7) The Board shall attempt to ensure that districts do not fall below four (4) teams and that travel distance is the primary determinant in both alignment decisions, and decisions involving playoff pairings.
- 8) The highest and lowest enrollment average from each class shall form the bounds of the class for the purpose of making adjustments after two years or for adding new teams.
- 9) If there are an odd number of schools or the number of schools is not evenly divisible by the number of classes, the extra teams shall be placed from the lowest class first, up to the highest class. For example, if there were 154 teams to divide into the middle four (4) classes, there would be 39 in 4A and 5A, and 38 in 2A and 3A.
- 10) If the ranking and division leaves two or more teams with equal enrollments at the dividing point for class division, the

Board of Control shall determine which teams go into each class. First preference is to use enrollment data at levels other than the top four (4) grades to determine the class boundaries. If the enrollment data does not yield a clear conclusion, the teams going into each class shall be drawn by random chance by drawing by lot or by coin toss.

- 11) The Board shall give schools, once the ranked enrollments are determined by prior to placement into geographic districts, an opportunity to play to a higher class. Such request will only be approved if the move can be substantiated by improving the geographic (travel) concerns of both the lower and requested class. Requests will be summarily denied if the request is justified by desire to improve competitive opportunity or leaves a class with the inability to form districts with more than four teams or requires more than six teams in a given district.
 - 12) No request to play into a lower district than the enrollment boundaries indicate, will be considered.
 - 13) If at any time during the classification period, a school withdraws from playoff competition, it shall not be eligible until the end of the classification period.
 - 14) Newly added schools will be placed in the alignment on a case by case basis.
- C) Declaring a District Champion
- 1) Class 1A, 2A, 3A, 4A, 5A and 6A will be divided into two semi-states with four regions in each semi-state, and those four regions having two districts in each region.
 - 2) To be eligible to be champion, runner-up, third place or fourth place position of a district, a team shall play all other teams assigned to their district.
 - 3) The champion, runner-up, third place or fourth place position in each district shall be determined by the win-loss record based upon the games played against opponents in the district. Only games scheduled by contract prior to the first legal playing date and played before the first weekend of the state playoffs shall be used in determining a district winner or runner-up.
 - a) TIE-BREAKER (two teams). In the case of a tie for the champion, runner-up, third place or fourth place position between two teams based upon the win-loss record, the team that won the game contested between the two tied teams shall be declared the winner.
 - b) TIE-BREAKER (more than two teams). Should three or more teams tie for the a district position based upon the win-loss record, the position shall be determined by the following:
 - i) If one of the teams has defeated each of the other teams tied in games contested between them, that team shall be declared to hold the highest position, and the winner of the game between the remaining teams (if less than four) shall be declared the second highest position. In the event of more than three teams being tied, where one has defeated each of the tied teams, that team shall be declared the highest position, and the tie-breaking procedure shall be re-applied for the remaining tied teams.
 - ii) If the tie remains, each team tied for the position shall receive one point for each game won by any four of their defeated opponents in all games, except for the games played between any two of the tied teams. All games played shall be counted in applying the tie-breaking procedure, including out of state games, with the exception that a defeated school may be counted only once in the procedure regardless of the number of games played against that particular school. Teams awarded forfeit victories (whether or not a forfeit fee is paid) may count the defeated opponents of the forfeiting team, provided the game was not replaced on the schedule.
 - iii) If the tie remains after application of provision (ii), an additional defeated opponent's wins will be added to the point total for each team until the tie is broken and the winner of the tied position declared, or until all games are exhausted.
 - iv) If the tie for the position involves only three teams, and the application of (ii) and (iii) results in one team being declared the winner of the tied position based on point totals, the highest point total from the application of (ii) and (iii) between the two remaining tied teams shall be declared to

hold the next position.

- v) If the tie for the championship involves more than three teams, and the application of (ii) and (iii) results in one team being declared the winner of the tied position based on point totals, the procedure shall then be re-applied to determine the next position.
- vi) If the tie for the position involves more than three teams, and the application of (ii) and (iii) results in two teams remaining tied for the position based on points, the head to head game played between them shall break the tie, and head to head competition will break any remaining ties.
- vii) If a tie results after application of all provisions of the above plan, the tie shall be broken by the Board of Control.

II) Dates and Sites for Postseason Competition

A) Dates for Play

- 1) Playoff competition will begin on the Friday or Saturday three weeks prior to Thanksgiving Day.
- 2) All playoff contests shall be held on Friday unless there exists a mutual agreement between the schools to hold the game on another day due to field conditions or availability, availability of officials, or in the mutual best interests of the competing teams.

B) Sites for Play

- 1) All playoff contests shall be played at sites that meet any adopted required field standards approved by the Board of Control.
- 2) The first place team from the paired districts on the cross bracket chart (see Section III of the Competition Rules) shall serve as the host school for the first round game against the fourth place team from the paired district, the second place team from the paired districts on the cross bracket chart shall serve as the host school for the third place team from the paired district.
- 3) In the second round the winner of the game between first and fourth place cross bracketed teams will play the winner of the game between the second and third place cross bracketed teams.
- 4) All other districts will use the same playoff pattern.
- 5) In all games in the second round, the team with the highest seeded position (finishing position in the district) shall serve as the host school for the game.
- 5) The highest seed (finishing position in the district) shall serve as the host school the region championship game (third round).
- 6) Should teams with the same seeding meet in the third round, the team representing the even-numbered District shall serve as the host school the games in even-numbered years, while the team representing the odd-numbered District shall host the game in odd-numbered years. If the paired districts are both even or both odd, the highest numbered district shall host the game in even numbered years and the lowest numbered district shall serve as the host school for the game in odd numbered years.
- 7) For the semi-state round (fourth round), the champion of region 1 will play the champion of Region 2 while the champion of Region 3 will play the champion of Region 4. The team representing the even-numbered Region shall serve as the host school for the games in even-numbered years, while the team representing the odd-numbered Region shall serve as the host school for the game in odd-numbered years.
- 8) Winners of the fourth round games will play for the class championships.
- 9) The Board of Control may review and consider for revision, the playoff pairings at any time during the alignment period.
- 10) The site of all games during the first four rounds in all classes shall be determined by the designated home team. The Board of Control may review and consider this provision for revision at any time during the alignment period.
- 11) The Board of Control shall determine the site of the state finals after receiving the Commissioner's recommendation, and shall be guided by necessary hotel facilities, playing facilities, and community/area support.

III) Tournament Managers and Pairings

A) Manager

- 1) The Principal of the home school or his/her designee shall

serve as the manager for each game of the football playoffs with the exception of the final game in each class, and shall be responsible for ensuring that the game arrangements are complete.

- 2) The principals of the competing schools, or their representatives shall agree on all matters pertaining to the game, including but not limited to, date and starting time, admission charges, expenses, and allocation of reserved seat tickets for the game. Disagreement on any of these items shall be referred to the Commissioner, whose decision in the matter shall be final.
- 3) It is an explicit duty of each tournament manager to inform the association IMMEDIATELY as to the bracket / pairings / entries / results when requested by KHSAA staff and according to the time deadlines provided including the actual site of the tournament if it is not held at the school. In addition, it shall be the duty of the manager of each contest in soccer, volleyball, football, basketball, baseball and softball to contact the KHSAA Scoreboard with the final results following each contest. This is in addition to fulfilling local media requests. The receipts of a tournament can be assessed (a fine levied against the manager) for failure to comply with these provisions.
- 4) The Commissioner shall serve as the manager for the state football playoff finals and shall handle all arrangements for the games. The Commissioner may appoint as many assistant managers as deemed necessary to manage the event.

B) Tournament Pairings

- 1) The top four teams as determined by intra-district records after all tie breakers have been applied will qualify for the championship playoffs. The finishing position within the Region shall hereinafter be referred to as the "seeded position".
- 2) For the 2011 through 2014 seasons, the playoffs shall be cross bracketed beginning with the first round in accordance with the following chart, and such chart shall form the order of the bracket for the five rounds of the playoffs. In the chart, the first column represents the Class and Region label for playoff awards and bracketing.

Region	2011	2012	2013	2014
1A-R1	D1 vs. D2	D1 vs. D2	D1 vs. D2	D1 vs. D2
1A-R2	D3 vs. D4	D3 vs. D4	D3 vs. D4	D3 vs. D4
1A-R3	D5 vs. D6	D5 vs. D6	D5 vs. D6	D5 vs. D6
1A-R4	D7 vs. D8	D7 vs. D8	D7 vs. D8	D7 vs. D8
2A-R1	D1 vs. D2	D1 vs. D2	D1 vs. D2	D1 vs. D2
2A-R2	D3 vs. D4	D3 vs. D4	D3 vs. D4	D3 vs. D4
2A-R3	D5 vs. D6	D5 vs. D6	D5 vs. D6	D5 vs. D6
2A-R4	D7 vs. D8	D7 vs. D8	D7 vs. D8	D7 vs. D8
3A-R1	D1 vs. D2	D1 vs. D2	D1 vs. D2	D1 vs. D2
3A-R2	D3 vs. D4	D3 vs. D4	D3 vs. D4	D3 vs. D4
3A-R3	D5 vs. D6	D5 vs. D6	D5 vs. D6	D5 vs. D6
3A-R4	D7 vs. D8	D7 vs. D8	D7 vs. D8	D7 vs. D8
4A-R1	D1 vs. D2	D1 vs. D2	D1 vs. D2	D1 vs. D2
4A-R2	D3 vs. D4	D3 vs. D4	D3 vs. D4	D3 vs. D4
4A-R3	D5 vs. D6	D5 vs. D6	D5 vs. D6	D5 vs. D6
4A-R4	D7 vs. D8	D7 vs. D8	D7 vs. D8	D7 vs. D8
5A-R1	D1 vs. D2	D1 vs. D2	D1 vs. D2	D1 vs. D2
5A-R2	D3 vs. D4	D3 vs. D4	D3 vs. D4	D3 vs. D4
5A-R3	D5 vs. D6	D5 vs. D6	D5 vs. D6	D5 vs. D6
5A-R4	D7 vs. D8	D7 vs. D8	D7 vs. D8	D7 vs. D8
6A-R1	D1 vs. D3	D1 vs. D5	D1 vs. D2	D1 vs. D4
6A-R2	D2 vs. D4	D2 vs. D3	D3 vs. D6	D2 vs. D7
6A-R3	D5 vs. D7	D6 vs. D7	D4 vs. D5	D3 vs. D5
6A-R4	D6 vs. D8	D4 vs. D8	D7 vs. D8	D6 vs. D8

IV) Eligibility to Enter Tournament Play and Substitutions

A) Roster Requirement

- 1) Each school shall enter an unlimited number of contestants on an electronic roster via the KHSAA website and online participation tracking system by the published deadlines.
- 2) This roster may be revised throughout the regular season and shall serve all roster purposes in these rules.
- 3) On the first day of postseason play, these rosters shall be locked so that no additional players may be added, deleted or revised

following this date, thereby creating the final eligibility list for tournament play.

- 4) After this time, the only revision allowed will be to correct a documented clerical error as referred to in Bylaw 14.
- B) Withdrawal after draw**
- 1) No school which enters a district, region or state tournament (draws for place or is placed into bracket via results) shall withdraw from the tournament or forfeit any of its games, but shall play its entire tournament schedule.
 - 2) If a school withdraws from a district, region or state tournament at any time following the draw for district tournament positions or after the pairings have been determined in a seeded district, that school shall be penalized in accordance with Bylaw 33.
- C) Photo Requirement**
Each school shall submit a properly identified team photograph in compliance with published deadlines and directives.
- D) Per Game Roster/Substitutions**
- 1) A school may enter a team composed of an unlimited number of players in each postseason tournament game from the roster submitted online.
 - 2) Tournament management may limit the total number of individuals on the sideline due to risk management concerns.
- E) Minimum Number of Contests**
To be eligible to compete in postseason competition, a member school team shall have competed in games against all teams in a district during the regular season.

V) Umpires / Officials

- 1) Officials for all KHSAA sponsored championship competition shall be assigned by the Commission in compliance with the Federal Court Decree of 1971 (1987, 2007).
- 2) Officials assigned for championship play shall comply with the published guidelines of the KHSAA Officials Guidebook.

VI) Champion, Trophies and Awards

A) Champion

- 1) The champion of each district in each class will be the team finishing first in the regular season district play.
- 2) The champion of each region in each class will be the winner of the games during the third playoff round.
- 3) The champions of each semi-state in each class will be the winner of the games during the fourth playoff round.
- 4) The champion of each class shall be the winner of the game played in the final game

B) Trophies and Awards

- 1) Trophies will be given to each district and region tournament winner and runner-up.
- 2) The trophies at the district and region shall be paid from the gate receipts.
- 3) The state tournament champion, runner-up, and semi-finalists shall receive a trophy and fifty-nine (59) individual medals.
- 4) A Most Valuable Player will be selected each championship game.
- 5) The Association will bear the costs of all trophies at the state tournament.

VII) Finances and Passes

A) FIRST, SECOND, THIRD and FOURTH ROUND

- 1) The proceeds of all playoff games, with the exception of the final game in each class, will be used to defray the expenses of the visiting team, officials, trophies, and other necessary expenses.
- 2) If no agreement can be reached on lodging, meal, and travel expenses, it is recommended that the gross gate be divided evenly between the teams after the payment of officials and trophies. This encourages the visiting team to minimize the travel expenses and the home team to control game costs and eliminates the perception of inflated costs by either the traveling team or home management.
- 3) There shall be no allowable expense for field or facility rental unless such can be documented by the payment of rental to an outside entity. If such allowable expense is to be paid, the amount shall be the exact amount paid to the outside entity.
- 4) If no other agreement can be reached, using the state expense allowance is recommended. For the third and fourth round, schools are encouraged to consider a mileage allowance to be paid to the visitors prior to the gate split due to the potential of

substantial travel distances involved.

B) STATE FINALS

- 1) The Association will finance the final game in each class. Expenses for lodging and meals and an allowance for team travel will be paid to each participating school. The squad for expense reimbursement purposes shall be limited to fifty-nine (59) persons, including the principal, coaches, team members, cheerleaders, cheer sponsor and other personnel.
- 2) Schools failing to stay in the motel/hotel assigned by the Association shall forfeit the lodging allowance. Schools within forty (40) one-way miles will not be provided a lodging allowance, but will be considered commuting teams. Commuting teams shall be paid an allowance in accordance with pre-tournament instructions.
- 3) The rate to be reimbursed for state championship play is \$1 per mile (round trip) for two vehicles, \$5 per meal per person, and a maximum of \$13 per person per night for lodging as approved.
- 4) After all expenses have been paid, the Kentucky High School Athletic Association shall retain profits from each state tournament.
- 5) At the state finals, only a squad of fifty-nine (59) persons, including all support personnel shall be included in the expense reimbursement. Cheerleaders from participating schools will be admitted in uniform to each contest.

VIII) Sports Specific Competition Rules

A) Playing Rules

- 1) All games shall be played using the NFHS Football Rules as published by the NFHS in Indianapolis. Additional rules, governed by State Association adoption provisions in the National Federation Playing Rules or otherwise developed by the Association may be implemented in contests played in Kentucky and will be distributed to the membership when relevant.
- 2) Detailed and binding instructions, both for managers and participating teams, shall be published on the KHSAA website.

B) Tied Games

If the score is tied at the end of any game, it will be broken in accordance with the National Federation 10-yard tie-breaking procedure enumerated in the Football Rules Book.

C) Choice of Ends of Field and Use of Field in Warm-ups

- 1) The visiting team shall have the choice as to the end of the field on which they want to warm up.
- 2) No warm-up activity by either team may extend past the 45-yard line (in the direction of the 50-yard line).
- 3) During pre-game warm-up activity, not team may be beyond its own 45 yard line and the mid-field area must remain vacant. Unsporting activity between the 45-yard lines will be penalized by the contest officials, and if not penalized by the officials, may be penalized by the Association in accordance with Bylaw 33 as a violation of Bylaw 11.

D) Officials Jurisdiction

Game officials shall assume jurisdiction over the contest one hour before time for the game.

E) Specifications of Fields and Game Balls

- 1) The specifications for recommended and required standards for fields to be used in tournament play may be developed by Association staff and Advisory Committees and approved by the Board of Control.
- 2) The Association may enter into a contract to restrict the use of a ball in tournament play to a specific brand or model.

F) Running Clock Provisions

- 1) The Association shall utilize provisions of the National Federation playing rules which allow for the clock to continue running (with the exception of a charged timeout) when the score reaches a 45-point differential in any contest.
 - a) Any time the score differential reaches 45 points or more, the following changes will be made regarding rules determining when the clock will be stopped or started. The clock shall continue to run from the point that the differential occurs (without regard to a later return to less than the differential) with the following clarifications:
 - b) The clock SHALL STOP when an official's timeout is called as in the following specific 3-5-7 occurrences, and shall subsequently start on the READY FOR PLAY signal:
 - (1) For measurement of a possible first down,

(2) When captains and coaches are notified of the time remaining,

(3) For a player who appears to be injured,

(4) For a player in need of equipment repair,

(5) When a coach-referee conference occurs,

(6) After a foul, to administer a penalty,

(7) For any unusual delay in getting the ball ready to play,

(8) Following the try, successful FG or safety.,

(9) A score occurs. Following a try, field goal, or safety, the clock shall start on the ready for play. Following a 6-point touchdown, the clock shall remain stopped for the PAT, but shall resume on the ready for play for the ensuing kickoff,

c) The clock SHALL STOP when an official's timeout is called as in the following specific 3-5-7 occurrences, and shall subsequently start on the SNAP:

(1) For unusual heat or humidity which may create a health risk to the players,

(2) For an approved TV/radio timeout,

(3) A charged timeout is called,

(4) At the end of a period

(5) The clock shall NOT stop when an official's timeout is called as in the following specific 3-5-7 occurrences:

(6) When a first down is declared,

(7) Following a change of team possession,

(8) To dry or change the game ball.

2) The use of this rule does not preclude the use of NFHS Rule 3-1-3 that reads: "A period or periods may be shortened in any emergency by agreement of the opposing coaches and the referee. By mutual agreement of the opposing coaches and the referee, any remaining periods may be shortened at any time or the game terminated."

G) Interrupted Games

1) Refer to NFHS Playing Rule 3-1-4 as KHSAA has authority to determine procedure for game ending.

2) If a game is interrupted and cannot be resumed, three choices exist-

a) Terminate game with score as it exists;

b) Resume game at point of interruption at a mutually agreed date and time. This decision shall be finalized at the site prior to team departure.

c) Resume the game on the following calendar day, unless published Board policies prohibit such play, in which case it shall be played the following day.

3) If a game is interrupted

a) Same crew of officials is expected to return to complete contest

b) Substitute officials shall be paid the local policy board mileage add-on only

c) Local associations shall develop policy on compensation of substitute officials, such as pooling game fees, etc.

d) Officials have no say in the postponement decisions, except to moderate discussion.

e) Officials and coaches should involve not solely coaches, but school administrators in the decision.

f) All involved shall remember that this situation is caused by elements such as weather that are uncontrollable by anyone, and keep the discussions in that perspective.

H) Videotaping Standard and Procedures and Video Exchange Policy:

1) All Visiting teams will be given the same area to record from as the home team.

2) All exchange video should be recorded digitally with a digital Camera.

3) All exchange video should be recorded in DVD format or Online

4) All exchange video shall be recorded using a Tripod.

5) All exchange video shall be recorded from the highest possible point in the stadium

6) All exchange video shall be recorded so that the teams numbers are visible

7) All exchange video shall be recorded from the huddle to z few seconds past the end of the play (5-10 seconds).

8) If the team is a no huddle team, the video shall begin recording before any shifts or motions and continue past the end of the play (5-10 seconds).

9) If there is a penalty, the video shall continue to record until the

- penalty has been enforced.
- 10) All exchange video shall be recorded from the deepest offensive back to the safety to begin the play, then zooming in closer to the play in order to see the numbers on the players as the play progresses.
 - 11) On all Punts and Punt returns, the video should NOT follow the ball. The video should begin with a wide view showing both the punt and punt return teams, and then zoom in to the return team after the ball is punted and received.
 - 12) On all Kickoffs and Kick Returns, the video should NOT follow the ball. The video should begin with a wide view of both the kickoff and return teams and then zoom in to the return team after the returner has received the ball.
 - 13) The video shall show the down and distance with a short shot of the downs marker between plays.
 - 14) The video shall show the scoreboard after every score, at each timeout, and between quarters.
 - 15) All teams shall make available at least 2 tapes to exchange (choice made by the opponent)
 - 16) All teams shall exchange an updated roster, clearly indicating offensive and defensive starters.
 - 17) All Video shall be available by 8 am on the day following the game if online exchange is utilized, or by noon on the day following the game if there is a physical exchange of video.
- I) Location of Home Team / Fans
- 1) It is a home game management decision as to which side of the field is designated for home team fans and which side is designated for visiting team fans.
 - 2) The home team benches shall be located on the side of the field designated to the home team fans and the visiting team benches shall be located on the side of the field designated for visiting team fans.
- J) Band or other school Provided Music During Live Ball
- 1) The band is not to play or cheers be given when the ball is alive by rule.
 - 2) Persons subject to the rules, including bands, shall not create any noise that prohibits a team from hearing its signals. Drums, cymbals, bells and mechanical noisemakers shall not be used to assist cheering.
- K) Presence of a Doctor and Ambulance at Games
- 1) It is recommended that a doctor be on site and available at all regular season games.
 - 2) At all playoff games, the home school shall be responsible for providing a doctor to be present.
 - 3) At all regular season and postseason games, the designated home school shall ensure that an ambulance is available (on site or properly notified of game date and time to be "on-call") to service the needs at the game and an emergency plan is distributed to all teams.
 - 4) It is recommended that the ambulance be on site during all games.
- L) Use of Visible Play Clocks
1. During the regular season, if a host school has a twenty-five second clock on both ends of the playing field and both are operable, they are to be used without mutual agreement of the opponent.
 - 2) During the regular season, if a host school has a twenty-five second clock at only one end of the field, the host school must acquire permission from the visiting team before the clock may be used. The officials, absent a clock malfunction, may not order the play clock not to be used.
 3. During the playoffs, if a host school has a twenty-five second clock on both ends of the playing field and both are operable, they are to be used.
 - 4) During the playoffs, if a host school has a twenty-five second clock at only one end of the field, the clock shall not be used.
 - 5) The 25-second field clocks are the official delay of game timepieces.
 - 6) The 25-second clock operator will work under the supervision of the BJ and will report to him before the game for instructions in or near the officials' dressing room.
 - 7) The 25 Second Clock Operator will be instructed to:
 - a) Set the clock display to 25 seconds before the game starts.
 - b) Start 25-second clock on the Referee's Ready-for-Play signal or Wind-the-Clock signal, whichever comes first.
- c) Leave display at '00' seconds if there is a delay of game penalty called until Referee has completed his signals to the press box after enforcing the delay of game penalty.
- d) Reset display immediately to 25 seconds when ball is put in play (snapped) if there is no delay foul called.
- e) Reset display to 25 seconds anytime Referee interrupts 25-second count and gives the reset signal (palm up with pumping arm motion).
- f) Turn off both displays should either 25 second clock malfunction or become inoperative. Both 25- second clocks will not operate again until the problem is corrected and both 25-second clocks are working. Both coaches will be notified immediately if the 25-second clock is no longer official. The 25-second count will then be kept on the field by the BJ on his watch. When doing this, BJ raises his hand when 10 seconds remain in the 25-second count.
- g) Do not use 25-second clock when less than 25 seconds remain in any period if the game clock IS running. If 25-second clock is mistakenly started in this situation, DO NOT stop game or game clock to correct. If the game clock is not running when less than 25 seconds remaining in any period, then the 25-second clock is used.
- h) NOTE: If the 25-second clock is erroneously started, it shall be stopped immediately. The BJ may be asked to help the Referee determine the amount of time lost when the clock is stopped for reasons beyond the circumstances of either team. The amount of time run off the 25-second clock can be used to determine the amount of lost time
- M) Spirit/Pep Line for Introductions, Warm-up Areas
- 1) Regular Season
 - a) During the regular season, A team's spirit line is not to extend onto any part of the other team's half of the playing field and area leading up to the playing field.
 - b) A team's half of the field will be the side on which its team bench is located, with the playing field and area leading up to the playing field being dissected equally down its length. This includes the end zones.
 - c) No spirit line is to extend over the forty-five-yard line.
 - d) No players, coaches, team attendants, or anyone associated with the opposing team is to enter or interfere with the opponent's spirit line.
 - 2) Postseason
 - a) In games during the playoffs, played on neutral fields, spirit lines will not be allowed onto the playing field including the end zones.
 - b) The Association will designate warm-up areas for the championship games.
- N) Use of Non Traditional Film Locations
- 1) It is an individual team decision as to whether or not filming is done from any location other than the press box and locations stipulated by the video standards.
 - 2) No coach utilizing a non-traditional locations may have direct communication with the coaching staff from the opening kickoff until the conclusion of the game relative to the contents of what is being filmed or observed.
- O) Heat Index
- All play shall adhere to the KHSAA Heat Index Program. For postseason play, it is the responsibility of the host site manager to ensure and track the heat index and report it accordingly to the KHSAA.