

FOOTBALL

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FOOTBALL

IMPORTANT DATES & DEADLINES

<u>2009-10</u>	<u>Week/Days</u>	<u>Date</u>
+First Practice	7/Mon	Aug. 17
*First Contest	8/Fri	Aug. 28
	9/Fri	Sept. 4
Last Regular Season Game	16/Thur	Oct. 22
First Round Playoff Game	17/Tues.	Oct. 27
Quarter-Final Playoff Game	18/Mon	Nov. 2
Semi-Final Playoff Game	18/Sat	Nov. 7
Final Playoff Game	19/Thur-Fri-Sat	Nov. 12-13-14
**Season Ends	19/Sat	Nov. 14

<u>2010-11</u>	<u>Week/Days</u>	<u>Date</u>
+First Practice	7/Mon	Aug. 16
*First Contest	8/Fri	Aug. 27
	9/Fri	Sept. 3
Last Regular Season Game	16/Thur	Oct. 21
First Round Playoff Games	17/Tues.	Oct. 26
Quarter-Final Playoff Games	18/Mon.	Nov. 1
Semi-Final Playoff Games	18/Sat.	Nov. 6
Final Playoff Games	19/Thur-Fri-Sat	Nov. 11-12-13
**Season Ends	19/Sat.	Nov. 13

<u>2011-12</u>	<u>Week/Days</u>	<u>Date</u>
+First Practice	7/Mon	Aug. 15
*First Contest	8/Fri.	Aug. 26
	9/Fri.	Sept. 2
Last Regular Season Game	16/Thur	Oct. 20
First Round Playoff Games	17/Tues.	Oct. 25
Quarter-Final Playoff Games	18/Mon.	Oct. 31
Semi-Final Playoff Games	18/Sat.	Nov. 5
Final Playoff Games	19/Thur-Fri-Sat	Nov. 10-11-12
**Season Ends	19/Sat.	Nov. 12

+Those member schools playing an out-of-state opponent on Friday or Saturday of Week 8 may begin practice as early as Thursday of Week 6.

*Class 11AA will play their first game on Friday or Saturday of week 8. Those schools in the remaining classes may opt to play their first game on Friday or Saturday of week 8, however most schools will play their first game on Friday of Week 9. 11AA will play a nine game regular season. The remaining classes will play an eight game regular season.

** Out-of season is defined as that period of time after a team or individual has been eliminated from further competition during the championship series of district-region-state tournaments/meets and continues until the first allowable date that the next regular season may begin.

Participation in school activities teaches that it is a privilege and an honor to represent one's school. Interscholastic activities constitute a part of the right kind of "growing up" experiences for students. Participants learn to accept success and failures, gain poise and confidence, achieve tolerance and understanding of others and gain the self-satisfaction of accomplishing goals. Under a well-administered school program, students and spectators become better citizens through participation and observation of activities conducted under established rules. Please refer to the **Sportsmanship Section of the SDHSAA Athletic Handbook.**

RULE ON SEASON DATES:

Practice may begin on Monday of Week 7 (August 17, 2009). Two days of non-contact practice is no longer required. Each school will decide when pads can be worn.

No member school shall play another school in a football game unless it has had two full weeks of practice. This rule has been interpreted to mean that a game may be played on the Friday of week 8 (August 28, 2009). Schools may participate in jamborees sponsored by the SDHSAA. The jamborees are conducted as a training ground for football officials.

It is permissible for teams to issue equipment at any time.

GAME LIMITATIONS:

CLASS 11-A, 11-B & 9-MAN: The length of the regular season for 11-A, 11-B, and 9-man is nine weeks in length with the maximum number of football games that a team may play being eight. This policy applies at all levels of competition (JV, "B", 9th, Sophomore).

CLASS 11-AA: The length of the regular season for 11-AA is nine weeks in length with the maximum number of football games that a team may play being nine. A school may schedule one scrimmage with another 11AA team in lieu of a ninth game. This policy applies at all levels of competition (JV, "B", 9th, Sophomore).

CLASSIFICATION AND ALIGNMENT

The member schools are divided into three eleven-man classifications and three nine-man classifications. Classification for the 2009-10 school year is according to the Average Daily Membership as of January 15 (grades 9-11) from the 2008-09 school year.

11-AA: Schools with ADM's (9-11) of 450.000 and larger

11-A: Schools with ADM's (9-11) of 200.000 to 449.999

11-B: All remaining schools, ADM's (9-11) of 112.5 to 199.999, that play 11-man football.

9-AA: The top one-third of all nine-man teams based on ADM.

9-A: The middle one-third of all nine-man teams based on ADM.

9-B: The bottom one-third of all nine-man teams based on ADM.

If the number of nine-man teams is not divisible by three, the odd number will go to the lower classes. If the number of 9-man teams falls below 64 for two consecutive alignment periods, the number of 9-man classes will drop from three to two. The number of teams will be equally divided into two classes.

NOTE: Schools with Average Daily Memberships of less than 112.5 (grades 9-11) may elect to play 11-man football. Any 9-man school/coop whose enrollment jumps from below 112.5 to 112.5 or above has two years to make the transition from 9-man to 11-man pursuant to the policy stated in the football section.

NOTE: The Board of Directors will grant permission to any school to participate in a higher classification than their ADM (9-11) places them. If a school requests and is granted permission, they will remain in the higher classification for a two-year alignment period. At the end of the two years, they could exercise their option again if they so desire. If a school requests to move up in one activity they must move up one classification in all other activities that use the same classification formula. The SDHSAA must be notified by July 1.

NOTE: For classification purposes, if two (2) or more schools enter into a cooperative agreement, the large school will be considered the base school and the smaller school(s) will be considered the satellite school(s). The entire ADM (9-11) of the base school will be counted. For each participant from the satellite school(s) 10% of the total ADM (9-11) will be counted. The number of student participants from the satellite school(s) will be determined from the 2008 roster submitted on the SDHSAA website. Those students in grades 9-11 will be counted. It will be necessary for the satellite school(s) to identify students from their school on the roster.

RULE REVISIONS FOR THE 2009 SEASON **National Federation Rule Changes**

1-2-3b NOTE 2 (NEW)

All required field markings must be clearly visible.

1-3-1c

Stripes located on the football must be adjacent to and perpendicular to the seam upon which the laces are stitched.

2-14-2; 7-2-5

The definition of a scrimmage-kick formation was clarified to differentiate formations that have been used traditionally for attempting a field goal or kick try from those used for a punt. The circumstances under which the numbering exception can be used have been changed to clarify what can be done on first, second, third and fourth downs.

Table 3-1; 9-8-1g

The mandatory three-minute warm-up period begins immediately following the conclusion of the halftime intermission. The head coach of each team is responsible for his team being on the field for the warm-up period.

3-3-4b5 (NEW)

If a penalty resulting in a safety occurs on the last timed down of a period, the period is not extended.

8-2-2; 8-2-3; 8-2-4 (NEW); 10-5-1f

Three rules were refined and a new article created regarding penalty enforcement for dead-ball, non-layer or unsportsmanlike fouls that occur during or after a touchdown scoring play. Now, the scoring team, in most situations, has the option of enforcing the penalty on the subsequent kickoff.

9-4-3h

It is now illegal to grasp the opponent's chin strap.

9-4-3-k (NEW)

The horse-collar tackle has been added to the list of illegal personal contact fouls, regardless of where it occurs on the field. It is illegal to grasp the inside back or side opening of the collar of the jersey or shoulder pads of the runner and subsequently pull the runner to the ground.

9-7-2 EXCEPTION

The kicking team cannot bat a scrimmage kick that has not yet been grounded unless it is toward its own goal line. Scrimmage kicks may only be batted by the kicking team towards its own goal line.

1-2-3g; 9-8-3

A restricted area has been defined where a maximum of three coaches may communicate with players and substitutes during dead-ball situations. The coaches must move into the team box before the ball becomes live. There will no longer be an allowance for three coaches to remain in an area adjacent to the sideline during play.

Points of Emphasis

1. NFHS Guidelines on Handling Contests During Lightning Disturbances
2. Illegal Personal Contact
3. Blocking and Illegal Blocks
4. Helmet and Face Mask
5. Uniforms
6. Sportsmanship

South Dakota Changes

1. Eliminate the current rule for head sets which states, "If the host school makes phone service available, it must be for both competing schools. If the host school does not make the phone service available, the visiting school may bring their own phone service with them, however, they must also provide phones for their opponent." Each school will be on "their own" but the host school must provide a suitable place for each team to observe from.
2. Add the following provision to the Mercy Rule: Once the mercy rule is in effect, the clock will continue to run until the completion of the game. Regulation timing will not resume if the score differential drops below 35.
3. The options to move a playoff game due to weather or playing conditions will be as follows: move games to opponent's field, move game to neutral site, move game to next day, move game to DakotaDome. Any of the options may be used per mutual agreement between the participating schools.
4. In the event the school designated to host a playoff game does not have a lighted field the game will be played in the afternoon at the designated host site. Schools may however mutually agree to move the game to a neutral site and play the game at night.

GENERAL INFORMATION**A. Athletic Contest Contracts**

According to Article VIII, Section 2 of the SDHSAA Constitution, all contests must be sanctioned by the Principal, Superintendent or Athletic/Activities Director of the schools involved. It is recommended that athletic contest contracts be used for all levels of competition.

B. Licensed Officials Mandatory

Only licensed officials may be used for interschool varsity football contests. The official must be licensed with the SDHSAA and have completed all requirements. The SDHSAA office publishes a list of all "registered" and "certified" football officials. It is recommended four or five SDHSAA licensed officials be contracted for all varsity interscholastic competition.

C. Team Roster and School Information

- Coaches are required to enter their team roster on the SDHSAA website. (WEB FORM – Football Roster) **A \$50.00 fine will be assessed to any school not meeting the following deadline for entering their roster: September 4, 2009.**
- The roster should be edited as the season progresses. This will enable all schools to access the roster for program purposes during the season. This roster shall be updated on-line one week prior to the First Round Playoff Games. Additional information may be required.
- A coach may include as many players on the list or roster as he wishes. The actual players making up the team may change from game to game, day to day, etc.
- All information on this form (school info, coaches, cheerleaders, student managers, etc) will be used for playoff programs including finals in the DakotaDome. **Each school is responsible for updates to this form.**
- If a school needs to draw upon a substitute during the playoffs whose name was not on the Team Roster and School Information Form, they may do so as long as the substitute is eligible under the Constitution and Bylaws of the SDHSAA.

D. Schedules Due

All schedules are due in the SDHSAA office by **April 15**. A \$50 late fee will be assessed to the member schools who fail to meet this deadline. Use the form printed at the end of this section. The deadline for schools to make additions or deletions in their schedules is September 1. Should a school discontinue their football program after the deadline then the opponents of said school will be permitted to schedule other opponents in lieu thereof.

E. Player Equipment

The National Federation football rules require all players (Grade 9-12) be equipped with a **helmet and face mask** with the **NOCSAE seal** of approval along with having a **visible exterior warning label** which indicates the players have been instructed and understand the risks involved in the game of football. The helmet shall be secured by a properly fastened chin strap with at least four snaps.

It is also required for a player to wear an intraoral mouth and tooth protector, which cannot be completely white or completely clear; soft knee pads worn over the knees and under the pants; pants which cover the knees and knee pads; hip pads with tailbone protector; shoulder pads fully covered by the jersey; thigh guards; shoes; and a jersey with numerals on the front and back. Required equipment may not be altered from the manufacturer's original design/production.

Prior to the start of the game, the head coach shall be responsible for verifying to the referee that all of his players are equipped in compliance with these rules. Any questions regarding legality of a player's equipment shall be determined by the umpire.

Jerseys: Beginning in 2012, players of the visiting team shall wear white jerseys that have additional limitations as to how much color may be on its jerseys. Also, the home team has additional limitations as to how much white may be on its jerseys. Please refer to the NF Football Rulebook for additional limitations.

F. Field Markings

According to Rule 1-2-1 of the Federation Rule Book, a football field **shall be** a rectangular area with dimensions, lines, zones, goals, and markers as shown in this same Rule Book. **Five yard lines are to be marked** along with the ten yard lines. **Inbounds Lines** - National Federation rules require 53' 4" inbounds lines on 100-yard fields. College fields now require 60' inbounds lines. High Schools who play their games on college fields are granted permission to play on the field as marked. Final football play-off games at the Dakota Dome will be played as marked with 60' inbound lines. The inbounds lines (hash marks) on an 80-yard field will be 48' 4" from the sideline and 23' 4" apart. In addition to the hash marks, on the 100 yard field, a line 12 inches in length, 4 inches in width and 9 yards from each sideline shall be located on each 10 yard line. On the 80 yard field a line 12 inches in length, 4 inches in width and 7 yards from each sideline shall be located on each 10 yard line. These marks shall not be required if the field is visibly numbered. For proper administration and playing of the game, all schools should strive to meet these specifications.

11-man Football - Played on a 100-yard field.

9-man Football - May be played on either an 80-yard or 100-yard field.

G. Restraining Line

A 4 inch wide broken restraining line shall be placed around the outside of the field, at least 2 yards from the sidelines and end lines, as an extension of the line limiting the team box area, except in stadiums where the total playing enclosure does not permit. NOTE: Game administration may place 4 inch wide and 12 inch long bisecting marks along the restraining line at each 5 yard line between the goal lines.

H. Team Boxes

Team boxes shall be marked on each side of the field outside the coaches' area between the 25-yard lines for use of coaches, substitutes, athletic trainers, etc., affiliated with the team. The coaches' area is a minimum of a 2-yard belt between the front of the team box and the sideline, and becomes a restricted area when the ball is live. NOTE: It is permissible for both team boxes to be on the same side of the field, provided each team box is marked between respective 20- and 45-yard lines.

I. Goal Posts

1. Goal posts for High School Football are 23' 4" between the uprights. The college measurements are now 18' 6" between the uprights similar to the pro rules. Those high schools who use college fields may do so without requiring the wider uprights being in place. Any high school game to be played on a field which has the 18' 6" goal and that is all that is available, the game shall be played using the narrower goal.
2. It is mandatory that goal posts be padded with resilient shock absorbing material to a height of at least 6 feet above the ground. If there is not padding to meet the rule specifications, the game will not be played until there is. This should be reported by the officials to the SDHSAA.

J. Authorized Conferences Between Coaches and Players

The National Federation football rule permits one coach and a maximum of three attendants from each team to enter the field at his team's huddle between the inbounds mark during a charged time-out, television/radio time-outs, the intermission between periods, an official's time-out for unusual heat or humidity and following a successful field goal or safety, and prior to the succeeding free kick. One or more coaches may also have a conference directly in front of the team box within 9 yards (100 yard field) or 7 yards (80 yard field) of the sideline with one or more team members; however only one type of conference may be used by a team during any time-out.

NOTE: It is permissible for players, non-players and coaches to use headphones during authorized conferences conducted in front of their team box and within 9 yards (100 yard field) or 7 yards (80 yard field) of the sidelines. A coach who utilizes the conference with no more than 11 players between the inbounds marks may use headphones during the conference, but players may not.

K. SDHSAA Headphone Policy

Schools are no longer required to provide phone service for both teams should they decide to use headphones. Each school will be "on their own" as far as headphones are concerned. The host school must provide a suitable place for teams to observe from.

L. Player Numbering Requirement for Eleven-man Football

At least seven offensive players, five of whom must be numbered 50-79, shall be on their line at the snap. **EXCEPTIONS:** On first, second or third down, when A sets or shifts into a scrimmage-kick formation as in 2-14-2a, the snapper may be a player numbered 1 to 49 or 80 to 99. If team A has the snapper in the game under this exception, Team A shall have at least four players wearing numbers 50-79 on its line of scrimmage. The snapper in the game under this exception must be between the ends and is an ineligible forward pass receiver during the down unless the pass is touched by B. On fourth down or during a kick try, when A sets or shifts into a scrimmage-kick formation, any player numbered 1 to 49 or 80 to 99 may take a position of any A player numbered 50 to 79. A player in the game under this exception must assume an initial position on his line of scrimmage between the ends and he remains an ineligible forward pass receiver during that down unless the pass is touched by B.

For Nine-Man Football played in South Dakota, the teams are exempt from following the player number requirement as stated in Rule 7c. of the Football Rule Book - "9-Man Football Rule Differences".

M. Tie-Breaking Procedure to be Followed

The "Ten Yard line Overtime Procedure" spelled out in detail in the FOOTBALL RULE BOOK will be used for breaking all ties during the regular season as well as during the play-offs. This pertains to games played against all out-of-state opponents regardless of where the game is played. All states that border South Dakota have adopted the "Ten-Yard Overtime" rule relative to breaking ties.

N. Mercy Rule for 11-A, 11-B and 9-Man Football

In 11-A, 11-B and 9-man football when a team secures a 35 point lead in the second half, the clock will continue to run except for timeouts (team or official) and after a score. If a team is 50 points or more ahead at the end of the first half or if it secures such a lead during the second half, the game is ended immediately. Regulation timing is followed in the first half regardless of the score.

O. Head Coaches Must Complete Rules Meetings and Pass Open Book Test

All head coaches in South Dakota High School sports programs must complete an on-line rules meeting. Assistant coaches are encouraged to also complete the on-line rules meeting, but it is not mandatory.

In addition to completing the on-line rules meeting, each head coach must complete and pass the on-line open book test in the sport. Again, it is recommended that assistant coaches also take and pass the on-line open book test, but it is not mandatory.

Notification of testing dates and procedures will be sent to the athletic directors of each school.

The Board of Directors has adopted the following penalty code for non-compliance of this policy:

- A fine of \$50.00 will be assessed against the member school if the head coach fails to complete the rules meeting or pass the open book test. If the head coach fails to complete both requirements, the fine will be \$75.00.

P. Extra Time-Out Due To Heat

The National Federation Football rule authorized all football officials to call a "extra time-out" in the event of heat/humidity. This time-out is not charged to either team. The officials are authorized to call time somewhere close to the mid-point of each quarter. It should be taken at a time when it will not strategically benefit or work to the

disadvantage of either team. The decision as to whether extra time-outs will be taken should be dealt with prior to the start of game. The rationale for taking these additional time-outs is concern for the safety and health of the athletes. The additional time-outs will enable the athletes to cool down a bit and also get a drink of water or some other appropriate fluids.

Q. Disruption of Games Due to Weather (Lightning, Etc.)

Officials and school personnel should always rule on the side of safety and postpone or delay any outside activity when threatening weather exists. If there is any doubt as to whether the contest should be suspended, it is always better to error on the side of safety. The decision to suspend a contest lies with the game officials. However, local school administrators should not hesitate to discuss a suspension of play with the officials if they feel weather conditions warrant. Teams should be sent to their respective locker rooms or buses and fans should be instructed to leave the stadium.

In the event that the contest cannot be resumed after a delay, based upon mutual agreement of both schools (not the officials), one of the following options may be selected:

1. Resume play from the point of interruption at a later date.
2. Declare a winner and loser based upon the score at the time of interruption.

R. Medical Coverage

For all games and practices, the SDHSAA recommends the following emergency procedures be in place:

1. Have a physician or other medical personnel (P.A., EMT, etc.) available by phone or on location.
2. Phone location and phone numbers available for contacting physician and/or ambulance service.

S. Unconscious Participant

Rule 3-5-10 of FOOTBALL RULES (National Federation) states: "An unconscious player is determined by game officials. The player may not return to play in the game without written authorization from a physician."

T. Communicable Disease Procedures (Presence of Blood)

Please refer to the Physical Exams/Health Issues Section for the SDHSAA policy regarding presence of blood during interscholastic contests or practices.

U. Six-Man Football

Member schools may schedule and play 6-man football if they so desire. However, there will be no championship play-off games conducted insofar as 6-man football is concerned, until the Board of Directors decides otherwise.

It should be emphasized that there will be no team points or bonus points awarded to a 9-man football team who opts to play one of their allotted eight regular season games against a 6-man opponent.

SOUTH DAKOTA FOOTBALL PLAY-OFFS

A. General Information

1. Participation in the play-offs will be optional for all schools. Schools playing football are considered a participant in the play-offs unless the school has informed the SDHSAA Office to the contrary. No longer is there a need for School Board action each year to provide this information.
2. In order for a game not on the original schedule to count toward a team's point total, the SDHSAA office must be notified prior to the game, and approval granted. No football games may be added to the schedule after **September 1**.
3. An ADM cap of 112.5 students (grades 9-11) has been established as the cut-off between nine-man and eleven-man football. Schools with 112.5 students or above must play eleven-man football. However, any nine-man school whose ADM jumps from below 112.5 to 112.5 or above has two years to make the transition from nine-man to eleven-man. The transition period applies to a team composed of players from one school and also to any existing cooperatives. There is no transition period for a new football cooperative insofar as classification is concerned.
4. All football cooperatives must remain in tact for the two year alignment period. The disbanding or creating of any football cooperative must be approved by the Board of Directors prior to the establishment of a new master schedule for the next two year alignment period. The very latest for approving applications for creating or disbanding a football cooperative will be the January meeting of the Board of Directors preceding the establishment of the schedules for the next alignment period. This regulation applies only in those situations where an effect on scheduling will take place.
5. There will be four regions in each class. The region boundaries will not be the same for all classes. Regions are assigned by the Board of Directors to secure a nearly equal number of schools in each region.

B. Selection Method

1. In 11A, 11B and 9-man, the top three highest power rated teams in each region will automatically qualify for the playoffs. The next four highest power rated teams, regardless of region, will be selected at-large. An at-large team that finishes fourth in their region will remain in their region. An at-large team finishing fifth or sixth in their region will be moved to a new region with the highest power rated team traveling the least for their first round game. The at-large teams will be seeded where their power points rank them within the named region, however they will not be able to host a first round game.

11AA only: The top sixteen highest power rated teams will qualify for the first round of the playoffs.

2. Only the games between schools recognized by the South Dakota High School Activities Association as having varsity football teams will count when calculating the point totals. Games involving a non-varsity team or games against a 6-man opponent shall not count toward a team's total points, nor will it meet the requirements as listed in item 5 below.
3. Only the results of regularly scheduled games will be used in calculating the point totals. However, if two teams play each other twice as part of their regular season schedule, then points may be earned for both games played and **each game shall count as one of the team's scheduled games** during the regular season.
4. The points accrued for the determination of play-off entries in all classes shall terminate at the end of the eighth week of competition (ninth week for 11-AA). However, teams who have an out-of-state opponent whose 8th game is the week following South Dakota's regular season has ended, will receive 1.5 bonus points per team played.
5. A team must play a minimum of six games with varsity football teams recognized by the SDHSAA or a neighboring state association.
6. If a 9-man team plays a combination of eleven-man and/or nine-man and/or eight-man during the course of a season in order to fill their schedule, it is understood that if 50% of the regular season games played are eleven-man games, the school will be classified as an eleven-man school for football play-off purposes. If more than 50% (five or more) of the regular season games played are nine-man and/or eight-man, then the school will be classified as a nine-man school for football play-off purposes.
7. If an eleven-man team, whose school enrollment exceeds the ADM cap of 112.5 students, plays more than one-half of their scheduled games against nine-man and/or eight-man teams, they shall be classified as an eleven-man school. It is expected that any eleven-man school that exceeds this cap make a strong effort to not schedule any nine-man and/or eight-man schools in the future.
8. If a South Dakota nine-man team plays an eight-man team from Nebraska, the South Dakota team will receive points based upon the formula. The Nebraska eight-man will be classified the same as nine-man.
9. Classification of Out-of-State schools will be based on actual enrollment, grades 9-11, with the appropriate points awarded accordingly.
10. If it is mutually agreed to cancel a game, no points will be figured, but if a forfeiture takes place, it will be treated as winning and losing.
11. If an undefeated team does not qualify by points, then they shall not participate in the play-offs.

C. SDHSAA Point System Formula For Qualifying For First Round Of Play-Offs

1. Class 11-AA

- a. Each team will receive:
 - 45 points - win over a same division team
 - 40 points - win over a lower division team
 - 25 points - loss to a same division team
 - 20 points - loss to a lower division team
- b. Each team will receive 3 bonus points for each of their opponents wins during the season.
 - 1) Opponents' wins are tabulated each week even though your school has not yet played that opponent
 - 2) Schools do not receive bonus points for opponents' win over their school
- c. A team's point rating will be determined by dividing the total number of points earned by the number of games played.
- d. One additional point will be added to the final point average for an undefeated season.

2. Class 11-A, 11-B, 9-AA, 9-A, & 9-B

- a. Each team will receive:
 - 50 points win over upper division team
 - 45 points win over same or lower division team
 - 30 points loss to upper division team
 - 25 points loss to same or lower division team
- b. Each team will receive 3 bonus points for each of their opponents wins during the season.
 - 1) Opponents' wins are tabulated each week even though your school has not yet played that opponent.
 - 2) Schools do not receive bonus points for opponent's win over their school.
 - 3) Teams who have an out-of-state opponent whose 8th game is the week following South Dakota's regular season, will receive 1.5 bonus points per team played. Teams who have an out-of-state opponent who play their 8th game on Friday or Saturday of the final week of South Dakota's regular season will receive 3 bonus points if said opponent wins.

NOTE: The regular season ends Thursday, October 22.

- c. A team's point rating will be determined by dividing the total number of points earned by the number of games played.
- d. One additional Point will be added to the final point average for an undefeated season.
- e. If a team plays the same opponent twice during the regular season then that opponent's wins will be x 6 points.

- f. For those schools (teams) having an out-of-state opponent on their schedule of games and the opponent plays a nine game schedule, the first eight games listed on the schedule will be used in the tabulating of bonus points.

Class 11-A, 11-B, 9-A, & 9-B - Formula used to calculate a school's Point Average to Date:

Step 1

Number of Opponent's Wins x 3 points x Number of Games on Your Schedule = Bonus Points* to Date
Divided by 8 for all classes

*Opponent's wins are tabulated each week even though your school has not yet played that opponent. Schools do not receive bonus points for opponent's win over your school. Teams who have an opponent whose 8th game is the week following the regular season has ended, will receive 1.5 bonus points per team played

Step 2

Bonus Points to Date + School Points* to Date = Point Average to Date
 Divided by number of games actually played to date

*School Points: Each team will receive:

- | | |
|-----------|--------------------------------------|
| 50 points | win over upper division team |
| 45 points | win over same or lower division team |
| 30 points | loss to upper division team |
| 25 points | loss to same or lower division team |

D. Computing Point Average

Point average for the season is computed to the nearest .000. The SDHSAA will computerize each team's total points along with regional standings. Point totals are tabulated on a weekly basis. They are available on the SDHSAA web site (www.sdhsaa.com).

E. Margin of Victory Never Considered for Play-off Spot

If teams should tie for a qualifying spot because of identical point averages, then the tie will be broken by applying the following criteria in the order listed.

1. If tied teams played during the season, the winner of that game qualifies.
2. The undefeated team shall qualify.
3. Team playing the most games shall qualify.
4. Team with the most victories shall qualify.
5. Team with the least losses shall qualify.
6. If tied teams played a common opponent during the season, if one team won and one team lost, the winner shall qualify.
7. The average of the tying teams opponents' power points.
8. SDHSAA to conduct a drawing by lot of the team(s) involved to take place in the presence of a Notary Public.

F. Procedure to be Followed in Notifying Qualifying Schools

1. SDHSAA staff will contact the host schools informing them as to their opponent and the names of the officials assigned to work the games.
2. The host schools will then be responsible to contact their opponents' school and also to contact the assigned officials.
3. SDHSAA staff will follow-up at a later time to the host school to confirm all parties (opponents and officials) have been notified.

G. Pairings

1. **Class 11-B, 11-A, 9-AA, 9-A, and 9-B**
 - a. The top three highest power rated teams from each region and the four at-large teams will qualify for the first round games
 - b. **First-Round pairings** for each region will be as follows:
 First Place vs Fourth Place
 Second Place vs Third Place
 - c. **Quarter-Final pairings** for each region will have the two first round winners playing.
 - d. **Semi-Final round game** pairings shall be based on the power point ranking of the four team with 1 vs 4 and 2 vs 3. If team should tie for a qualifying spot because of identical point averages, then the tie will be broken by applying the following criteria in the order listed.
 1. If tied teams played during the season, the winner of that game qualifies.
 2. The undefeated team shall qualify.
 3. Team playing the most games shall qualify.

4. Team with the most victories shall qualify.
5. Team with the least losses shall qualify.
6. If tied teams played a common opponent during the season, if one team won and one team lost, the winner shall qualify.
7. The average of the tying teams opponents' power points.
8. SDHSAA to conduct a drawing by lot of the team(s) involved to take place in the presence of a Notary Public.

2. **Class 11-AA**

- a. The top sixteen power rated team will qualify for the first round.
- b. **First-Round pairings** shall be based on the power point ranking of the sixteen teams with 1 vs 16, 4 vs 13, 5 vs 12 and 8 vs 9 in the top bracket and 2 vs 15, 3 vs 14, 6 vs 11 and 7 vs 10 in the bottom bracket. In the event of a tie, the higher seed will be determined according to the following criteria in the sequential order listed:
 1. If tied teams played during the season, the winner of that game receives the higher seed.
 2. The undefeated team receives the higher seed.
 3. Team playing the most games shall receive the higher seed.
 4. Team with the most victories shall receive the higher seed.
 5. Team with the least losses shall receive the higher seed.
 6. If tied teams played a common opponent during the season, if one team won and one team lost, the winner shall receive the higher seed.
 7. The average of the tying teams opponents power points.
 8. SDHSAA to conduct a drawing by lot of the team(s) involved to take place in the presence of a Notary Public.
- c. **Quarter-Final games** will pair the eight first round winners with the four winners from the top bracket against each other and the four winners from the bottom bracket playing each other.
- d. **Semi-Final games** will pair the four quarter-final winners with the two winners from the top bracket against each other and the two winners from the bottom bracket playing each other.

H. Determination of Sites

1. The determination of site for all sub-state football games will be as follows:
 - a. The highest power rated team will always host the playoff game. This includes all first round, quarter-final, and semi-final games. **NOTE:** An at-large team may not host a first round game.
 - b. In the event the school designated to host the game does not have a lighted field the game will be played in the afternoon at the designated host site. Schools may however mutually agree to move the game to a neutral site and play the game at night. When moving a game to a neutral site, the shortest route mileage will always be based on the state highway system.
 - c. If a first round, quarter-final or semi-final playoff game is to be played on a field that is not the normal home field for the team scheduled to host the game, and if both teams agree to play at the neutral field at no additional mileage or team expense reimbursement, then said game could be played at the neutral field subject to final approval by the SDHSAA. The cost of renting the field shall be borne by the schools requesting permission to take their game to the neutral site. Rental of the neutral site is not an allowable itemize expense. This includes games moved to the Dakota Dome.
2. Sharing/Rental of Fields.
 - a. Rental Fields: In the event a member school rents their playing field for regular season games and said field is not available, then the play-off game will be played according to one of the following mutually agreed upon options:
 - 1) Reverse the site to the opponents field. In such cases, the team that traveled would be considered a traveling team.
 - 2) Play at a neutral site so long as mileage is not increased. In such cases, the host school is considered as playing at home. Mileage reimbursement shall be based on the shortest route via the state highway system.
 - 3) Play in the afternoon or the following day at the rental field.
 - b. In cases where there is more than one high school in the same city and more than one school share the same field, and the following would apply:
 - 1) Starting time for the first game to be mutually agreed upon by the four teams.
 - 2) The host school that has control of the field will serve as host for the double header and shall have the right to choose the first or second game.
 - 3) In cases where two schools from the same city play each other, both teams will be considered as playing at home.
 - 4) Sharing of profits/losses for double-headers will be as per the formula with the SDHSAA receiving 50% of the profits and each of the four participating schools to receive 12.5% of the profits. The same percentages would be applicable in the event of a financial loss. Ticket prices for a double-header will be \$3.00 for students and \$5.00 for adults.

3. Should the two teams have the same power point totals the following criteria will be used to determine the host:
 - a. If tied teams played during the season, the winner of that game shall be the host.
 - b. The undefeated team shall be the host.
 - c. Team playing the most games shall be the host.
 - d. Team with the most victories shall be the host.
 - e. Team with the least losses shall be the host.
 - f. If tied teams played a common opponent during the season, if one team won and one team lost, the winner shall be the host.
 - g. The average of the tying teams opponents power points.
 - h. SDHSAA to conduct a drawing by lot of the team(s) involved to take place in the presence of a Notary Public.
4. **Moving sub-state games to opponent's field, neutral site or Dakota Dome.** Permission from the executive staff will be contingent on the following:
 - a. Severe weather conditions, severe weather forecast or unplayable field conditions at the designated site. Any of the following options are available to the participating schools:
 - 1) Move the game to the opponents field provided field and weather conditions are more favorable. In such cases the team that traveled will be considered as a traveling team and entitled to mileage and team expenses.
 - 2) Move the game to a neutral site provided travel distance is not increased. In such cases, the host school is considered as playing at home. Mileage reimbursement for both schools shall be the shortest route via the state highway system. Both teams shall be entitled to mileage and team expenses as per the formula.
 - 3) Move the game to the afternoon or the following day.
 - 4) Move the game into the Dakota Dome based upon the following:
 - a) Availability of the Dakota Dome to the high schools.
 - b) Movement of any game into the Dakota Dome is subject to the mutual agreement of both schools and the executive staff.
 - c) The cost of renting the Dakota Dome shall be borne by the schools requesting permission to take their game inside. Rental of the Dakota Dome is not an allowable itemized expense.
 5. The site for the **"finals"** in all classifications shall be the Dakota Dome located at the University of South Dakota, Vermillion.

I. Football Jersey Color Designation

The home (host) team will wear dark jerseys and the visiting team will wear light jerseys. For the Finals at the Dakota Dome, designation of the school to wear the dark jersey will be by the team with the highest point average. In case of a tie the decision will be made by the SDHSAA Staff after visiting with schools involved.

J. Game Administration

The Board of Directors will designate the host school as well as the tournament manager for all sub-state games. The host school for the finals played in the Dakota Dome will be the University of South Dakota and the tournament manager will be a representative from said school. The tournament manager at each site and each level of competition will administer the game according to the regulations established by the Board of Directors.

1. Provide participating schools with any necessary information not included in this manual.
2. Arrange for a competent timer, scoreboard operator, announcer, two ball boys, and chain crew.
3. Arrange for a competent statistician for all final games played in the Dakota Dome.
4. Make arrangements for management of concessions.
5. Arrange to have a physician present if at all possible at the game site. If this is not possible, it is strongly recommended that medical personnel (P.A., EMT, etc.) in some capacity be present.
6. Arrangement should be made to have an ambulance available for an emergency.
7. Secure ticket sellers, ticket takers, and ushers if needed.
8. Host school to furnish roll tickets for both students and adults, and furnish appropriate ticket manifest and reconciliation forms for all play-off games. In addition the host school shall make a financial report to the SDHSAA Executive Director no later than one (1) week after the game. **A report form will be sent from the SDHSAA Office to the host school for this purpose.**
9. Complimentary passes to qualifying schools for the sub-state games may be provided for the schools' administration (Superintendent, High School Principal(s), Athletic Director) and the spouses of the Administration and Coaches (Varsity Football). For the Final Play-off Games at the Dome, eight reserve seat tickets will be mailed to the qualifying schools (coops) for the session that involves their team.
The High School Press Pass Request form is located in the General Section of the Athletic Handbook and in the Journalism Section of the Fine Arts Handbook. The Adult Floor Pass Request form is located in the General Section of the Athletic Handbook
10. Assign dressing rooms to the teams and game officials.
11. Designate cheering sections for each participating school. Cheerleaders are expected to adhere to the "Cheerleader Safety Guidelines" published in the cheerleading section of this Handbook.

12. Arrange for adequate police protection as deemed necessary. Assign at least one policeman to the officials for half-time and the conclusion of the games.
13. Assist teams in making any housing arrangements. (Each school will be responsible for its own housing arrangements and meals, but may need assistance from the tournament manager.)
14. Make necessary arrangements for marking the field in accordance with the official rule book.
15. Secure the appropriate yard-to-gain chain. The length of this chain will be 10-yards for all levels of play.
16. Each participating school shall furnish three game footballs, that meet rule specifications, of their choice. Need not be brand new, but should be in good condition. The SDHSAA will furnish the footballs (Baden D1F7000L Perfection) for the finals played in the Dakota Dome. However, should a team prefer to use a legal football of their choosing to free kick or to start a new series of downs, they may do so provided they furnish three footballs, all of which are to be approved by the referee and the supervisor of officials. Non-approval will dictate the use of the Baden football. All game balls must have the official authenticating mark of the NFHS stamped on the ball. Information on the National Federation Authenticating Marks and SDHSAA Official Tournament Balls can be found in the General Section of the Athletic Handbook.
17. Only varsity cheerleaders in uniform shall be admitted free at all sub-state games. Cheerleader passes will not be issued at these levels of play-off competition. Cheerleader passes for those schools in the final games at the Dakota Dome will be issued from Tournament Headquarters in Vermillion.
18. Tournament managers to arrange to have student managers assist traveling teams.
19. Teams should be prepared to furnish their own towels for all play-off games, including the finals in the Dakota Dome.
20. Tournament managers are to make sure the flag is presented or displayed and the Star Spangled Banner is played by either a band or recording. Appropriate flag etiquette by athletes, coaches, cheerleaders is expected. It is suggested each coach advise his athletes and cheerleaders to stand at attention, face the flag and place their right hand over their heart during the National Anthem.
21. Band(s) volunteering to play in any play-off game will be admitted free of charge provided they are in uniform. Band chaperones and band bus driver(s) are to be admitted free when identified by the director of said band. No band will receive any remuneration for its appearance at any sub-state play-off game(s). Bands wishing to apply to perform at one of the sessions of the State Finals Play-off should use the application form provided in the music section of the Fine Arts Handbook. Deadline for return of this application is October 1. Bands will be reimbursed the greater of either \$150 or payment for round-trip mileage for one bus. The mileage will be reimbursed at the same rate as used for the team reimbursement
22. The displaying of signs, banners, flags or placards at all first-round, quarter-final, semi-final and final games is prohibited. Tournament manager will not permit these devices to be displayed. Banners and/or signs displayed by the SDHSAA, Bands of the Day, Radio Stations, Television Stations, and management signs are approved.
23. Prior to the start of the game or the second half, the fans are not to make a human tunnel or the cheerleaders are not to have a hoop which the players can run through. The fans are to remain off the field. This applies to all play-off games.
NOTE: When awards are presented (quarter-final and final championship games) fans are to remain off the field until after the awards have been presented.
24. All mechanical noise-making devices, including band instruments, are prohibited in the cheering sections for all first-round, quarter-final, semi-final and final games.
25. Laser pointers are prohibited. If used, the laser pointers will be permanently confiscated.
26. All fans must wear shirts. This includes both adults and students.
27. Each school will be "on their own" as far as headphones are concerned. The host school must provide a suitable place for teams to observe from. (Refer to the General Information, item K.)
28. Programs for all sub-state games are to be the responsibility of the host school and tournament manager.
29. Programs for the finals in the Dakota Dome shall be the responsibility of the University of South Dakota. They shall have authority to sell advertisements in accordance with SDHSAA policy and are entitled to all profits from the sale of programs.
In order to be assured of having the necessary program information that is needed to produce a program for the finals, all schools that qualify for second-round games must verify that their program information is correct on the SDHSAA website. It is the tournament manager's responsibility to print these rosters off of the SDHSAA website. This roster/information will be used for the finals held in the Dakota Dome. Also, a squad picture with each individual identified will be needed.
30. Radio Broadcasts. Because of limited facilities at some sites, it may be difficult to provide space for all radio stations wishing to broadcast the game. Positive effort should be made to provide space for stations wishing to broadcast the game. Requests to broadcast any play-off game should be in writing to the tournament manager and/or via the telephone.
31. Television crews may shoot footage for news telecasts. Television rights to broadcast the game(s) live or on a delayed basis are to be determined by the Board of Directors.

32. Press pass guidelines: Media members may use their SDHSAA issued press passes for all sub-state games and the Finals at the Dakota Dome.
33. Type of football shoe used in the DakotaDome can be a regular tennis shoe or a shoe comparable to it. Football shoes with cleats are permitted provided they do not have metal tips. The SDHSAA does not provide shoes for those schools involved in the Final Play-Off games.

K. Game Procedure

1. There shall be no practice on the official playing field during the week of the game. If the game is being played at the site of one of the participating schools, that particular school can practice on the field.
Teams traveling to Vermillion for the final games in the Dakota Dome may use Vermillion Schools outdoor practice facilities. An exception may be made by the Executive Staff to move practice into the Dome if inclement weather conditions so dictate.
2. During the championship games in the Dakota Dome no team will enter the field of play earlier than one hour before kick-off time. For first-round, quarter-final and semi-final round games, teams may enter the field of play per mutual agreement between the two teams playing the game.
3. Under favorable conditions, **all first-round, and quarter-final round** games will be played at night and may start as early as 6:30 p.m. subject to the approval of both teams. If a team in the Mountain time zone is hosting a team from the Central Time zone, the game may begin as early as 5:30 p.m. Mountain time. However, a 7:30 p.m. start time is recommended as a more ideal starting time. Starting times are applicable to the appropriate time zone as the case might be. All **semi-final round** games may be played in the afternoon or evening subject to the approval of both teams.
Under severe weather conditions, severe weather forecast or severe driving conditions, the executive staff shall serve as the ultimate authority pursuant to a postponement or movement of the games to an earlier start time when the two schools cannot reach agreement. In such cases, preference will be given to the traveling team. The earlier start time, due to severe weather and/or road conditions to be finalized by the executive staff.
4. Game time for the Finals scheduled to be played in the Dakota Dome are as follows:

2009

SESSION I

Class 11A Nov. 12, 2009
2:30 p.m.

SESSION II

Class 11B Nov. 12, 2009
7:30 p.m.

SESSION III

Class 9A Nov. 13, 2009
11:00 a.m.
Class 9AA Nov. 13, 2009
2:30 p.m.

SESSION IV

Class 9B Nov. 13, 2009
7:30 p.m.

SESSION V

Class 11AA Nov. 14, 2009
7:30 p.m.

2010

SESSION I

Class 9AA Nov. 11, 2010
11:00 a.m.
Class 9B Nov. 11, 2010
2:30 p.m.

SESSION II

Class 9A Nov. 11, 2010
7:30 p.m.

SESSION III

Class 11B Nov. 12, 2010
2:30 p.m.

SESSION IV

Class 11A Nov. 12, 2010
7:30 p.m.

SESSION V

Class 11AA Nov. 13, 2010
7:30 p.m.

5. The length of the half-time for all play-off games shall be fifteen minutes plus three minutes for warm-ups.
6. Only players, coaches, trainers, and managers are allowed on the playing field during warm-ups.
7. Only official squads (players, coaches, trainers, managers, statisticians) and members of the press will be permitted on the sidelines during the game.
8. Squad Size: The number of players permitted to suit-up during all play-off games for **all classes will be determined by the number of players each team carries during the regular season** for their traveling squad. Reimbursement however for Classes 9-AA, 9-A and 9-B will be for a maximum of twenty-seven players plus five additional people. Reimbursement for Classes 11-B, 11-A and 11-AA will be for a maximum of thirty-three players plus seven additional people.
9. Following coin flip, the 9 or 11, as the case might be, starting offensive players and head coach of the team receiving the ball will be introduced. Likewise, the 9 or 11, as the case might be, starting defensive players and head coach of the team kicking off will then be introduced.
10. Following player introductions, the game officials will be introduced by name and position and they will report to midfield as they are introduced.
11. Kickoff will follow the National Anthem (Star Spangled Banner).
12. Four or five certified football officials will be assigned to each play-off game by the SDHSAA. Teams involved in the play-off games will be notified by the SDHSAA of the names and positions of the game officials for their game at least one day prior to the game. Each official will be paid seventy dollars for each sub-state game. Each official will be paid eighty dollars for the final games played in the Dakota Dome. Mileage will be paid both ways at the state rate per mile for one car. Officials' assignments will be final.

NOTE: Football officials scheduled to work a volleyball game but selected to work a football play-off game are to be released from their volleyball contract without penalty.

13. Only certified officials are eligible to officiate sub-state and state athletic games and tournaments, including any certified official with an out-of-state address/residency, provided the registration is exclusive to the SDHSAA. Students from out-of-state attending a South Dakota college or university, are eligible to officiate sub-state and state athletic games and tournaments, provided they are a certified official registered with the SDHSAA. Officials registered with sister state associations, who have paid reciprocity fee to the SDHSAA, are not eligible for sub-state and state games and tournaments.

L. Awards

1. **Sub-State Medals** or trophies are not awarded for any first-round or semi-final games by the SDHSAA. Plaques and medals will be awarded to the quarter-final winners (Region Champions). These plaques and medals are ordered by the SDHSAA and listed as one of the expenditures for quarter-final round games. A maximum of forty-one medals for nine-man and fifty-one medals for eleven-man will be furnished by the SDHSAA. Teams may order additional medals at their expense.

The plaques and medals will be sent by the SDHSAA to the host site of the quarter- final round game. Presentations may be made following the game.

2. **Finals.** Trophies and medals are awarded to all teams that participate in the finals. A maximum of forty-one medals for nine-man and fifty-one medals for eleven-man teams will be furnished by the SDHSAA.

At the finals, all awards will be presented immediately following the completion of each game.

Teams scheduled to play the second game of a two-game session must remain in the locker room until all awards for the previous game have been presented. In this instance, the two teams will be entitled to thirty minutes for warm-up drills.

M. Team Expenses

The finances of each sub-state game will be kept separate. The host schools for all sub-state games are to pay all expenses out of the gate receipts, including the fee and mileage for the game officials.

Each school shall pay the entire expenses of the contestants at the finals per their local school policy. Schools will receive partial reimbursement by the SDHSAA. Please refer to the general section of the athletic handbook for an explanation for the amount to be reimbursed.

N. Ticket Information

1. Sub-State Ticket prices
Students - \$3.00
Adults - \$5.00

Failure to charge the correct prices will result in the participating schools making up the financial shortage.

Finals at the Dakota Dome -

Tickets are for sale by session.

All Sessions

Students: \$6.00

Adults (reserved only): \$10.00

NOTE: Students are Grades 1-12.

2. **Reserved Seat Ticket Policy** (Finals at the Dakota Dome)
 - a. The association will conduct advance ticket sales for both the membership and the general public.
 - b. No general admission tickets for adults will be sold for any of the games. All adult tickets are reserved seat tickets.
 - c. Student tickets may be ordered at the same time the reserved seat tickets are ordered. Seats for the students are in the bleachers and are not reserved. Students may order reserved seat tickets if they so choose, however they will pay the reserved seat price.
 - d. There is no limit to the number of tickets that may be ordered for any one or all of the sessions.
 - e. There will be **no refunds** for any tickets sold.
 - f. All advance tickets will be sold from the SDHSAA Office, and orders are to be sent to SDHSAA Office, PO Box 1217, Pierre, SD 57501
 - g. School orders are to be in Pierre by October 15 to receive the best seats. All orders are filled by lot, and any orders received after the above date will be included in the general public orders.
3. **Student Tickets**
 - a. Proper student identification must be shown.
 - b. Tickets are for high school, junior high, middle school and elementary students. (Grades 1-12)
 - c. Kindergarten and younger are admitted free.
 - d. Parents wishing children (grades 1-12) to sit in the reserved seating area must purchase a reserved seat ticket. A child of kindergarten age or younger sitting on a parent's lap in the reserved seating area need not purchase a ticket.
 - e. There will be no refunds.
4. **Qualifying Schools Ticket**
 - a. Arrangements for adult and student ticket sales will be made between the qualifying schools and the SDHSAA Office after the schools have qualified for the championship games. There will be no limit to the number of tickets each school can order.
*These tickets are for only the session that involves their team.
 - b. Eight complimentary reserved seat tickets are given to the qualifying schools for the session that involves their team.

O. Videotaping Policy

Refer to the General Section of this book for the SDHSAA video-taping policy.

P. Appeal and Grievance Procedure

Refer to the General Section of this Handbook for the SDHSAA appeal and grievance procedure.

Any appeals in the sport of football arising out of a situation that took place during a sub-state football game goes directly to the Executive Director whose decision will be final.

ACADEMIC ACHIEVEMENT TEAM AWARD

In an attempt to recognize the academic excellence of the athletic teams and fine arts groups in each school, the SDHSAA created the "Academic Achievement Team Award". The "Academic Achievement Team Award" is designed to recognize "varsity" level "teams" that achieve a combined GPA of 3.0 or higher.

For additional information about the "Academic Achievement Team Award", refer to the "Academic Achievement Team Award" section of either the ATHLETIC or FINE ARTS HANDBOOK.

2010 Football Schedule

DUE APRIL 15

TYPE OR PRINT CLEARLY your Football Schedule on this form and submit **ONE COPY TO THE SDHSAA, P.O. BOX 1217, PIERRE, SD 57501.**

If you have a week off between games (open date), leave a blank space when you place your schedule on this form. It is imperative that any changes, additions or deletions in your schedule be reported to the SDHSAA office prior to September 1. Games which schools have added to their schedule after September 1 will not count toward either team's play-off point total, unless special approval is granted.

NOTE: Do NOT list any opponents that are JUNIOR VARSITY or BELOW.

WEEK #	DATE OF CONTEST	OPPONENT AND TOWN	SITE OF GAME (List Town)	OFFICIALS	TIME
0					
1					
2					
3					
4					
5					
6					
7					
8					

SCHOOL _____ TOWN _____

REGION _____ HEAD FOOTBALL COACH _____

FOOTBALL CLASSIFICATION _____ SCHOOL PHONE # _____

(CIRCLE) B A AA - 9 11 HOME PHONE # _____

Office Use Only - ENR.

Office Use Only - ID#

SDHSAA FAX # 224-9262

