

FOOTBALL

REGULAR SEASON:

- A. Football is a state championship sport in each classification, and schools are aligned on a Region basis.
 1. In the reclassification year (see Article III of the GHSA Constitution), all regions will meet after reclassification has been finalized by the Executive Committee and after any sub-divisions have been finalized and cross-over games have been arranged.
 - a. No schedule is valid until the plans of all regions have been approved.
 - b. Plans for determining the ranking and breaking ties of the four region representatives for playoffs must be drawn by the regions before the football season begins.
 - c. All contracts should be drawn to coincide with the two-year reclassification period and show the day, date, time, opponent and game site.
 2. Each school must file its football schedule with the GHSA Executive Director no later than March 1, each year.
 - a. The schedule must show the day, date, time, opponent, and game site.
 - b. The GHSA Executive Director must be notified concerning any changes made to the schedule after the submission date.
 - c. Any changes made for a region game must be made prior to the date for beginning football practice.
 1. Any change of opponent after that date will cause the game not to count as a sub-region or region game.
 2. Limitations regarding schedule changes shall also be construed to prevent a school from canceling a game when such a game could affect the region and/or sub-region standings.
 3. A change in date or time with the same opponent is not considered a change affecting region or sub-region status.
 - d. Contracts with officials for varsity games must be signed by June 1 each year, and copies of the schedules must be submitted to the proper official's association(s).
 - e. Each school must have a signed contract for its football scrimmage, and a school may be fined for failure to comply with that contract.
 - f. There may be a \$250 penalty for schools that change their football schedules after June 1. (NOTE: Appeal procedures are available.)
- B. *All schools, regardless of classification, are **REQUIRED** to enter all game results into the GHSA MIS site immediately following their respective contest. This is imperative as it will impact the Class 1A-1, 2A, 3A and Private Post Season Ranking System.* Schools are to enter team schedules, rosters and weekly game results during the season on MaxPreps as well and be responsible for updates as needed. This information will support statewide media, event programs, broadcasts partners and GHSA Region Standings. Teams are encouraged to maintain team/individual statistics on MaxPreps.
- C. All GHSA football games must be played according to the rules as published by the National Federation of State High School Associations, and any other rules found in this section.
- D. The number of football games allowed (excluding state playoffs) is ten (10).
 1. No varsity football game may be played on a night preceding a school day without specific authorization from the GHSA Executive Director.
 2. Only one football game may be played per week (the schedule week is a traditional week - Sunday through Saturday) by the same level team (varsity/sub-varsity) except in the case of make-up games due to special circumstances that have been approved by the Executive Director.
 3. A single sub-varsity game played on a night before a school day may start no later than 6:30 p.m. The first game of two sub-varsity games played on a night before a school day may start no later than 5:30 p.m.
 4. Football players playing on both the varsity and one sub-varsity team are limited to six quarters of competition in any seven (7) calendar day period beginning with the date of the varsity game. The penalty for violation of this rule will be forfeiture of the game in which the violation occurred and a \$1,000.00 fine.
 5. The football season ends for a team or individual when that team, having completed its regular-season schedule, is eliminated from playoff competition or wins the State Championship.
 6. All JV games will be played with 10-minute quarters. If there is an 8th grade student(s) on the JV team, then 8-minute quarters must be played.
 7. Schools may play 10 Mini Games at the JV level, instead of seven (7) regular games, the combination of which cannot exceed the current 28 quarters allowed for sub-varsity play. Each Mini Game will be one-half of a regular game. Four (4) schools would meet at one site, with two schools playing a half and then the other two schools playing a half. Officials would be paid the regular fee for a single game.
 8. Any football contest MUST have an on-site WBGT monitor and take measurements 15 minutes prior to the start of the contest and again during halftime. The following requirements for hydration breaks must be followed:
 - a. Kick-off WBGT equal or above 87.0 F – referees will take a mandatory hydration break at or near the 6-minute mark of each quarter lasting three (3) minutes (change of possession or touchdown and PAT). All

participants must remove their helmets and no coaches are permitted on the field at this time. It is recommended that players who are actively engaged in the competition and come to the sideline remove their helmets and hydrate until such time that they re-enter the field of play.

- b. Kick-off WBGT equal or above 90.0 F – referees will take a mandatory hydration break at or near the 4-minute and 8-minute mark of each quarter lasting 3 minutes (change of possession or PAT). All participants must remove their helmets and no coaches are permitted on the field at this time. It is recommended that players who are actively engaged in the competition and come to the sideline remove their helmets and hydrate until such time that they re-enter the field of play.

- 9. Regulation of 7-on-7 Contests Clarification of Terminology: 7-on-7 play between 2 or more teams where there are NOT any officials present will be viewed as a “PRACTICE” and therefore will fall under the GHSA Interscholastic Contests and Practices (Section 2.60) and the Practice Policy for Heat and Humidity (Section 2.67) along with the following guidelines:

- a. Teams that participate in back-to-back play periods lasting a maximum of 60 minutes, must be followed by a 30-minute break in a shaded area before resuming activity.
- b. It is recommended that medical personnel (athletic trainer or EMT) be present during said practice session.
- c. 7-on-7 play between 2 or more teams in the presence of officials will constitute a “CONTEST” and therefore will follow guidelines listed below:
 - 1. WBGT Temperature will be taken and recorded prior to the start of all contests.
 - 2. The host school will notify the Head Official and both Head Coaches of the WBGT reading prior to the start of the contest.
 - 3. Hydration breaks will be implemented when the WBGT is equal or above 90.0 F. Referees will take a mandatory three-minute hydration break at the 10-minute mark of each contest.
 - 4. Ice immersion tub on-site and ready for use when WBGT is equal or above 86.0 F.
 - 5. Medical Time-out taken prior to start of contest to discuss procedures for possible heat exhaustion or heat stroke treatment.
 - 6. Teams that participate in back-to-back play periods lasting a maximum of 60 minutes, must be followed by a 30-minute break in a shaded area before resuming activity.
 - 7. It is recommended that medical personnel (athletic trainer or EMT) be present on each field during all contests.

- E. Football practice may begin five consecutive weekdays prior to *July 29th* (NOTE: Schools are reminded of the special Heat and Humidity Acclimatization restrictions listed in By-Law 2.67-b pertaining to football).

- 1. In the first five days of practice for any student, the practice may not last longer than two (2) hours, and the student may wear no other protective football equipment except helmet and mouthpieces. NOTE:
 - a. The time for a session shall be measured from the time the players report to the practice or workout area until they leave that area.
 - b. During acclimatization practices, teams may hold a walk-through as long as there is at least a two-hour break between the two activities.
- 2. Beginning *July 29th*, any student may practice in full pads and may practice a maximum of two (2) times in a single calendar day under the following stipulations:
 - a. A student must have participated in five conditioning practices wearing no other protective football equipment except helmet and mouthpieces before being allowed to practice in full pads.
 - b. In a single calendar day:
 - 1. No single session may last longer than three (3) hours.
 - 2. If two (2) practices are held, the TOTAL time shall not exceed five (5) hours.
 - 3. There must be at least a three-hour time of rest between sessions if two (2) sessions are held.
 - 4. There may not be consecutive days of two-a-day practice sessions. All double-session days must be followed by a single-session day or a day off.
 - 5. A walk-through may not be held on days when two practices are conducted.
 - c. These procedures are derived from recommendations created by the Inter-Association Task Force for Preseason Secondary School Athletics Participants in the paper “Preseason Heat-Acclimatization Guidelines for Secondary School Athletes.”
- 3. Full contact should be limited during practices as well as during activity outside of the traditional fall practice. (Note: No limitation is placed on activities defined below as “AIR, BAGS or CONTROL” contact.)
 - a. For purposes of this by-law, the following definitions shall apply: AIR - Players run a drill unopposed without contact; BAGS - Players run a drill against a bag or another soft-contact surface; CONTROL - Players run a drill at assigned speed until the moment of contact and one player is pre-determined the “winner” by the coach. Contact remains above the waist and players stay on their feet; THUD - Players run a drill at competitive speed through the moment of contact with no pre-determined “winner.” Contact remains above the waist; players stay on their feet and a quick whistle ends the drill; LIVE ACTION - Players run a drill in game-like conditions and is the only time that players are taken to the ground; FULL CONTACT - Contact which meets the definition of Live Action or Thud.
 - b. Pre-Season & Spring Practice & Summer Contact Camps:
 - 1. Full contact shall be allowed in no more than 2 consecutive practice days per week.

2. Full contact during practice shall be limited to not more than 45 minutes per day.
3. Full contact during practice shall be limited to not more than 135 minutes per week; and
4. During any twice-daily practice, only one session per day shall include full contact.
5. In Summer Contact Camps, the only form of Full Contact allowed is Thud.
6. Schools will be limited to attending no more than two (2) padded Team Contact Camps per summer: one in June for two days during a three consecutive day period, and one in July for two days during a three consecutive day period (no more than four (4) days total). There must be at least four (4) participating schools or the camp cannot be held.
- c. Regular & Post Season Practice:
 1. Full contact during practice shall be allowed in no more than three (3) practice days per week.
 2. Full contact during practice shall not be allowed on more than two (2) consecutive days.
 3. Full contact during practice shall be limited to not more than 30 minutes per day.
 4. Full contact during practice shall be limited to not more than 90 minutes per week.
- d. Written Practice Plans: A written practice plan in compliance with this by-law shall be prepared in advance by the head coach prior to every practice and maintained by the school for a period of at least twelve (12) months. Such practice plans shall be made available to the GHSA upon request.
- e. Violations: The penalty to be imposed upon any member school found to have violated this by-law in any substantial manner shall be as follows:
 1. First Offense: A fine of not less than \$500 nor more than \$2,500 per violation at the discretion of the Executive Director.
 2. Second Offense: The school shall be placed on probation and shall not be eligible to participate in post season play.
4. From the end of school in the spring until the first day of preseason practice, players may wear no other protective football equipment except helmets and mouthpieces for all voluntary workouts and passing league games. Institutional heat policies are also in effect for voluntary workouts supervised by school personnel.
5. All applications for team summer camps at GHSA schools or other facilities must be submitted to the GHSA office by May 1, and all subsequent correspondence to complete the application must be completed by May 15. Coaches for these players must verify that the participants have had acclimatization practices for five days immediately preceding the camp.
6. Equipment in summer (contact) camps is limited to helmets and mouthpieces, shoulder pads, and compression style shorts (girdles) that have thigh pads and/or girdle pads. **NO FOOTBALL PANTS OR KNEE PADS CAN BE WORN AT ANY TIME DURING SUMMER.**
- F. All varsity football games shall be played with a minimum of five (5) officially dressed field officials who are registered under the GHSA plan for registering officials. The officiating crew also shall have an electric clock operator whose only duty is to operate the game clock.
 1. In all games, the host school must provide some type of dressing facilities for officials at or near the game site that can also be used to hold the pre-game conference.
 2. During the regular season, the host school is responsible for providing a crew to work the sideline chains. These individuals must be responsible adults.
 3. In accordance with By-Law 2.71-c, the host school is responsible for providing security escorts for the officials at all regular season and playoff games.
- G. The following regulations are in place for GHSA football games.
 1. All GHSA football games will have a twenty (20) minute halftime unless both school administrators agree in writing by Thursday of game week to shorten the halftime period to fifteen (15) minutes, or unless NFHS weather-condition rules supersede.
 2. Artificial noisemakers, except airhorns and whistles, are legal at football games. Illegal noisemakers are to be confiscated when visible and/or used.
 3. Bands are not to play during live-ball situations. NOTE: This includes the situation in which there is no timeout, and the teams are in a huddle.
 - a. If, during a football game, a team claims interference with communications due to band noise, the Referee shall give a warning to one or both head coaches and the bands must cease playing.
 - b. If there is a second offense by the same school's band, an unsportsmanlike conduct penalty will be imposed against that school's team.
 4. During the state playoff series, a crew of seven (7) field officials will be used.
 5. Fans shall not be allowed to enter the playing field either before the game or at halftime to form a tunnel for players to run through.
 6. In the regular season, a school may utilize a visible 25/40-second clock as long as the time is visible on both ends of the field and the clock is operated by a paid game official.
 7. Football stadiums may never be completely dark during the use of any flashing stadium lights. The ability to see from one endline to the opposite endline must be maintained at all times before, during and after the game, until the officials have left the competition area.
- H. Spring Football Practice for each school year may be held from February 1 until the end of the school year, consisting of 10 practices spaced over 13 consecutive school days. (Note: Spring and fall scrimmage games and jamborees are considered to be extensions of practice as far as eligibility rules are concerned.)

1. Schools must choose by February 1 each year as to whether they will have spring football practice.
 - a. If a school conducts spring practice, all preseason practice schedules remain the same (See item D. 3(b) for a listing of contact limitations).
 - b. If a school chooses not to conduct spring practice, the team will be allowed to hold an additional (second) scrimmage game or controlled scrimmage against another school, or a jamboree with three teams playing a half against the other two teams, in the fall.
 - c. Schools hiring a new coach may appeal to the Executive Director to change an earlier decision.
2. Schools that have scrimmage game/games canceled or suspended by inclement weather will have the following options:
 - a. Play on another night during the same calendar week (defined as Sunday to Saturday.) Sunday play is not allowed.
 - b. Play during another week when the school does not have another scrimmage or regular season game scheduled. (Note: No scrimmage game may be played after a school's first varsity contest.)
3. Schools which participate in Spring Practice are allowed to play a spring game/scrimmage with another school, or a jamboree with three teams playing a half against the other two teams, in place of their last (10th) practice of the spring (Note: Restrictions under by-law 2.62 (f-2) & (f-3) will apply).
4. A football coach on the payroll of one school district, but under contract to another school district for the following year, may help with spring football at the new school, if the arrangement is satisfactory with both systems.
5. Students enrolled in grade 8 in a middle school or junior high school that is a feeder school to the high school may participate in Spring Practice at that high school.
6. No student (eighth grade or above) may participate in more than ten (10) days of Spring Practice and may participate for no more than one (1) school.
- I. In case of a game being terminated in the first half (suspended game), By-Law 2.93-c must be followed. NOTE: All varsity football games must be played to completion. Any interrupted game must be replayed from the point of interruption. The school that is behind in the score may choose not to continue the game and the score will be recorded as it was at the point of interruption. NOTE: Teams will not be allowed to play two football games in the same week, except when making up a suspended game with the permission of the Executive Director.
- J. During warmups before the game and at halftime there shall be a division of the field, and neither team shall enter the other team's portion of the field. That division shall be as follows:
 1. Before the game: each team shall occupy the space from their own 45-yard line to the endline of their goal line. Neither team shall occupy the area between the 45-yard lines. EXCEPTION: When kicking, each team shall have the area between the opponent's 45-yard line and kicking team's end zone in the side zone area on the same side of the field as their bench. Kickers shall kick toward their end zone.
 2. Re-entering the field before the game and at halftime: each team shall have the portion of the field between their bench and the near edge of each goal post - i.e., field divided lengthwise.
- K. *Overtime is mandated for all games between schools due to the implementation of the Post Season Ranking System.*
 1. This procedure involves giving both teams opportunities to score from the 15-yard line until the tie is broken.
 2. Overtime games are exempt from the 11:30 p.m. GHSA curfew.
- L. When there is a competitive imbalance between teams, the coach of a team trailing by 30 points or more at halftime may choose to play the second half with a running clock. Quarters will remain at 12 minutes.
 1. If the coach does not exercise the option of the running clock, the third quarter will be played with regulation timing.
 2. If the point differential reaches, or remains, 30 or more points during the third quarter, the clock will still run according to rule for the remainder of the third quarter, but the fourth quarter will have a running clock mandated.
 3. A running clock means the clock will be stopped only:
 - a. after a touchdown and until the ball is kicked off.
 - b. during deliberations for penalty administration.
 - c. during charged timeouts or official's timeouts
 4. A game that is reduced in time by use of a running clock shall constitute a "completed" game to meet other by-law considerations.

GHSA OVERTIME PROCEDURE

1. There will be a 3-minute intermission between the end of regulation play and the coin toss to start the overtime procedure.
2. The captains will meet for the coin toss, and the winner may choose one of the following:
 - a. Be on offense first
 - b. Be on defense first
 - c. Choose the end of the field on which to play
3. The ball is placed on the 15-yard line and the offense keeps the ball until:
 - a. The ball is turned over on downs (NOTE: The team on offense can gain a first down.)

- b. The defense gains possession of the ball (ball is dead immediately)
- c. The offense scores a touchdown or field goal
- d. The offense misses a field goal
- 4. After the first offensive team completes its possession, the opposing team gets its opportunity from the 15-yard line.
- 5. If the game remains tied after each team has had an offensive possession, there will be a 2-minute intermission and the team that lost the first coin toss has the first option for the second possession.
- 6. For each additional overtime period (i.e., an offensive possession by each team) the original coin toss options are alternated.
- 7. Beginning with the second overtime period, a team must attempt a 2-point try after a touchdown.
- 8. *Subsequent to the first two series from the 15-yard line, if the game remains tied, the ball will be placed on the three-yard line and teams will alternate two-point conversions until the tie is broken.*
- 9. Each team is allowed one timeout per overtime period. Timeouts may NOT be carried over from regulation play.

REGION PROCEDURES:

- A. To qualify for championship consideration in a region or sub-region, a school must play a minimum number of games with schools in its region as determined by the region and the GHSA Reclassification Committee.
 - 1. In any region or sub-region in which there are six (6) or less schools, if each school plays two (2) games, both games will count as region games. In any other case where two (2) schools have played more than once during the regular season, only the first game scheduled shall count in the region standings.
 - 2. Any school playing a non-region or non-sub-region schedule (i.e., not in consideration for a region championship) will not have its games count for or against any opponent.
- B. The GHSA Executive Director, upon presentation of evidence to show that a school cannot secure the required number of games in a region or sub-region, may authorize each school to substitute any number of games in any classification or region to qualify for championship consideration. NOTE: A request for substitution of game(s) must be submitted prior to September 1.
- C. In Classes 1A-2, 4A, 5A and 6A, four (4) representatives from each region will enter the post-season playoffs.
 - 1. Each region will determine the way to designate the four representatives and their placement in the region (i.e., first place, second place, third place and fourth place).
 - 2. In case there is a tie between teams and the region does not have a different written tie-breaker plan, the following procedures will be used (NOTE: The use of mini-games to break ties is no longer allowed):
 - a. If two teams tie, and one of the teams has defeated the other in a regular schedule region game, the winner shall have the higher placement. Three or more tied teams shall first be considered in sets of two-way ties. NOTE: If three or more teams are tied, use head-to-head record among the tied teams to break ties for seeding. Only utilize points to break ties among teams when the ties are a perfect triangle, with each team having the same record among the tied teams.
 - b. If two teams tie and the tied teams split or have not played each other in a region game (no round robin), the team with the greater sum of winning margin using the following Point System, shall have the higher placement.
 - c. If more than two teams remain tied after applying "a" above, the following Point System shall be used to eliminate all but two teams. Tabulate the sum of the winning margins of each team's region games as indicated in the following:
POINT SYSTEM:
 - 1. If the margin of victory is more than 13 points, only 13 points shall count.
 - 2. Losses shall be tallied as 0 (zero) points.
 - 3. Forfeited games: Offended teams shall receive 13 points when tabulating the sum of the winning margins for breaking region ties.
 - d. After tabulating the sum of the winning margins, all teams except the two (2) with the greater sums shall be eliminated, and the selection process shall begin again with paragraph "a" above.
 - e. If teams remain tied after the above procedures are applied, the playoff representatives shall be determined by a coin toss. The coin toss, supervised by the REGION OFFICERS, shall be used to eliminate all but two (2) teams, and then the process shall begin again with paragraph "a" above.
 - f. In the event the region is eligible for more than one playoff representative, each subsequent playoff representative shall be chosen by reapplying the procedure above.
 - g. All regions will use the adopted procedures for breaking ties that occur in the order of standings when round robin schedules are completed.

D. In Classes 1A-1, 2A, 3A and Private (1-3) Playoff Qualifiers and Seedings will be determined by the GHSA Post Season Ranking Formula (PSRF). Refer to Appendix PSR in the Constitution and By-Laws for formulas, explanations and examples.

STATE PLAYOFFS:

- A. All rounds of games after the end of the regular season are considered part of the state playoff structure.

1. In ALL Rounds except the Finals, the higher-seeded team will host. In the Quarterfinal Round in Classes 1A-2, 4A, 5A and 6A, if both teams have the same seeding, a "universal" GHSA coin flip (see By-Law 4.39), will determine the host site.
2. In ALL Rounds except the Finals, game date and time will be set by mutual agreement. If that agreement is not possible, the GHSA Executive Director will finalize the arrangements. If an administrator does not attend the meeting at which the playoff contract is negotiated, the coach shall be authorized by the principal to negotiate and sign a binding contract.
3. In ALL Rounds except the Finals, one half of all permanent and temporary seats shall be offered to the visiting team, and it is the responsibility of the home team to regulate the seating so as to guarantee designated seating to the visiting team's supporters.
4. In ALL Rounds except the Finals, there should be adequate parking space with a recommendation of one (1) space for every four (4) spectators.
5. In ALL Rounds except the Finals, security shall be provided at the site in the ratio of at least one officer per 500 spectators.
6. In ALL Rounds except the Finals, facilities for officials to dress, shower, and/or hold meetings shall be made available at the site or nearby.
7. It is mandatory to have emergency medical personnel at the site of all football playoff games.
8. Playoff ticket prices are as follows (NOTE: Only babies in arms do not need a ticket.):
First Round: \$10.00 (All classes)
Second Round: \$12.00 (All classes)
Quarterfinals: \$14.00 (All classes)
Semifinals: \$16.00 (All classes)
Championships: TBA

- a. Through the semifinal round, high school level students of the participating schools may purchase presale tickets at a discount of \$2 off regular price. Students may purchase one (1) ticket each from their schools at this discounted price.
- b. Certified staff members who work at the participating schools ONLY will be allowed free admission through the semifinal round with proper identification.

B. In order to host a Semifinal Round playoff game, a school must meet the following site requirements:

1. Permanent seating requirements:
 - a. One seat equals 24 inches in width. Exception: each theatre style seat (with back and arm rests) will count as one seat regardless of the width of the seat.
 - b. All seats must be at least 15 feet from playing field.
 - c. Total seating capacity for each class is as follows:
Class A & Private.....2,000 seats
Class 2A2,500 seats
Class 3A & 4A.....3,000 seats
Class 5A & 6A.....4,500 seats
 - d. Each principal of a school in the playoffs shall certify that the school stadium meets or does not meet football playoff requirements. If a principal certifies such information falsely, then \$2,000.00 of such school's share of the gate receipts of the contest held in the non-complying stadium shall be paid to the opposing team.
 - e. The GHSA will mediate with both teams involved when there are concerns about the safety of a venue in regard to seating limitations.
 - f. The higher-seeded team in the Semifinal Round will be the host team. If they do not have a stadium that meets GHSA minimum standards, they may secure a suitable site.
 - g. The higher-seeded team may use portable seating to bring its home stadium seating capacity up to the GHSA minimum in order to host the game as long as (NOTE: Any portable seating brought in for games in earlier rounds also must meet these specifications):
 1. The seating meets the standards of the industry and is installed by professional installers.
 2. All seats provide clear sight lines to the field of play.
 3. No costs for the temporary seating are taken out of game receipts.
 4. Seating requirements for a semifinal game may be waived upon written agreement of the principals of the competing schools that the host's stadium will be adequate and with the approval of the GHSA Executive Director.
 - h. In Classes 1A-2, 4A, 5A, and 6A, if both teams in the Semifinal Round have the same seeding, the "universal" GHSA coin flip (see By-Law 4.39), will determine the host team under the following procedure:
 1. The winner of the coin flip will have the opportunity to bring its stadium up to specifications as outlined in item "g" above, or to secure a suitable stadium (if their stadium doesn't meet GHSA specifications.)
 2. The winner of the coin flip will have until 4:00 p.m., on the Monday before the game to commit to bringing their stadium up to specifications or to secure a suitable site.
 3. If the winner of the coin flip can't secure a suitable site, or bring theirs up to specifications, the

- opponent will then be awarded the home game, assuming their stadium meets requirements.
4. If neither school meets or exceeds GHSA standards, and the winner of the coin flip can't find a suitable stadium or bring its stadium up to the specifications, the Executive Director will designate a neutral site.
 5. *Above seating requirements apply to all Classifications for semifinal games.*
 - i. The GHSA will provide a supervisor at all semifinal games.
 2. The stadium shall have adequate working space in the press box as follows (NOTE: the first priority for access to the press box after the clock operator and the PA announcer is the working media):
Classes A, 2A, Private: 30 linear feet
Classes 3A, 4A: 40 linear feet
Classes 5A, 6A: 50 linear feet
- C. All Championship Round games will be played December 16-18 at Mercedes-Benz Stadium. These games will be known as the "GHSA/Tommy Guillebeau Football Championships."
1. The expense and revenue shares by classification will be as follows:
6A - 17.5%, 5A - 15%, 4A - 15%, 3A - 13.5%, 2A - 12%, 1A1- 9%, 1A2- 9%, Private- 9%
 2. A "Video Review" system will be used in all championship games, the procedure for which will be published on the GHSA web site.
 3. The exact schedule for the championship games will be published on the GHSA web site.
- D. Financial Procedures:
1. Total game receipts will include all revenue from ticket sales plus any payments for radio or television broadcasting and will not include money from the sale of programs and concessions.
 2. All band chaperones and other support personnel must have tickets.
 3. The division of game receipts will be handled as follows:
 - a. From the gross receipts:
 1. Twelve percent (12%) will be sent to the GHSA Office along with a financial report. Each Football Financial Report Form shall include the number of spectators admitted with a GHSA pass, along with a copy of the sign-in sheets listing the names and numbers of the passes used.
 2. The visiting team shall receive reimbursement for travel expenses in the amount of \$5.00 per mile (one way) taken from the game receipts and guaranteed by the host school. NOTE: If the game is played at a neutral site, both teams will be reimbursed for mileage.
 3. FOR ALL ROUNDS OF THE PLAYOFFS: The game officials will invoice GHSA and GHSA will pay the officials.
 4. The HOST school shall receive a fee of 7% of the gross gate receipts.
 - b. After items in Section "a" have been paid, the remainder shall be divided equally between the two teams.
 - c. Local service charges, stadium charges, lights, cost of operating personnel, etc., are not to be deducted prior to the division of funds and are considered a part of the expenses of the host school.
 4. Broadcasting procedures are handled as follows:
 - a. The GHSA office will process radio contracts in all rounds of the playoffs. The fee schedule and regulations for radio broadcasts may be found in the Broadcast section 2.80.
 - b. Outlets wishing to televise or webcast football games must contact the GHSA office for contract terms
- E. Game officials will be assigned by the GHSA Office in all playoff rounds. Officiating crews shall include seven (7) field officials, clock operators, and three (3) chain crew members.