

FHSAA FOOTBALL 2019



TABLE OF CONTENTS

FHSAA CONTACT INFORMATION	3
IMPORTANT DATES	4
2019 FHSAA POINTS OF EMPHASIS.....	5, 6, 7
GENERAL CONTEST INFORMATION.....	8
POLICY 41 HEAT ACCLIMIZATION.....	9
COACHES AND PLAYER COURSE REQUIRMENTS.....	10
PRESEASON AND REGULAR SEASON CONTACT POLICIES.....	11
POSTPONED OR INTERRUPTED CONTEST PROCEDURES.....	12
SCHEDULES, CONTRACTS, SCORE REPORTING	13
PLAYER GAME PARTICIPATION LIMITS	13
PLAYOFF QUALIFICATION.....	14
VIDEO SUBMISSION FOR TRAINING OFFICIALS/OFFICAL EVALUATIONS.....	15



FHSAA Contact Information:

Sport Administrator:

Frank Beasley

Phone: (352) 372-9551 x250

Fax: (352) 244-5055

FBeasley@fhsaa.org

Media Contact:

J.A. Colasanti

Phone: (352) 372-9551 x400

Fax: (352) 244-5050

jcolasanti@fhsaa.org



2019/ 2020 Important Dates

- **NOTE- FIRST PERMISSIBLE PLAYING DATE IS KICK-OFF CLASSICS AUGUST 14-17 2019.**
- **OFFICIAL TRAININGS WILL BE HELD AT APPROVED SITES ON AUGUST 9 AND AUGUST 10 2019. ALL OFFICIAL TRAININGS AND PARTICIPATING TEAMS ARE APPROVED BY THE FHSAA. YOU MAY NOT HOST OR PARTICIPATE IN AN OFFICIAL TRAINING THAT HAS NOT BEEN APPROVED BY FRANK BEASLEY AT FHSAA!**

2019 Season

- First practice date - non contact– July 29
- First practice date - contact– Aug. 3
- Preseason classic competitions– Aug. 14-17
- First regular season playing date– Aug. 21
- Roster due on Home Campus– Aug. 21
- Last district playing date– Oct. 26
- Last regular season playing date– Nov. 1
- Regional tournament quarterfinals – 7:30 p.m., Friday, Nov. 8, 2019
- Regional tournament semifinals – 7:30 p.m., Friday, Nov. 15, 2019
- Regional tournament finals – 7:30 p.m., Friday, Nov. 22, 2019
- State Semifinals- 7:30 p.m., Friday, Nov. 29, 2019
- State Championships Classes 1A, 2A, & 3A- Thursday, Dec. 5 - Saturday, Dec.7, 2019
- State Championships Classes 4A, 5A, 6A, 7A, & 8A- Wednesday, Dec. 11 - Saturday, Dec.14, 2019
- 2020 Spring Practice – April, 27 2020

2020 Season

- First practice date - non contact– July 27
- First practice date - contact– Aug. 1
- Preseason classic competitions– Aug. 12-15
- First regular season playing date– Aug. 20
- Roster due on Home Campus– Aug. 20
- Last district playing date– Oct. 25
- Last regular season playing date– Oct. 30
- Regional tournament quarterfinals – 7:30 p.m., Friday, Nov. 6, 2020
- Regional tournament semifinals – 7:30 p.m., Friday, Nov. 13, 2020
- Regional tournament finals – 7:30 p.m., Friday, Nov. 20, 2020
- State Semifinals- 7:30 p.m., Friday, Nov. 27, 2019
- State Championships Classes 1A, 2A, & 3A- Thursday, Dec. 3 - Saturday, Dec.5, 2020
- State Championships Classes 4A, 5A, 6A, 7A, & 8A- Wednesday, Dec. 9 - Saturday, Dec.12, 2020
- 2021 Spring Practice – April, 26 2021



FHSAA Points of Emphasis

Illegal Personal Contact:

Focus on these 4 components of NFHS Rule 9-4 Illegal Contact:

Targeting

Targeting is an act of taking aim and initiating contact to an opponent above the shoulders with the helmet, forearm, hand, fist, elbow or shoulders.

Spearing

An act by any player who initiates contact against an opponent at the shoulders or below with the crown (top portion) of his helmet

Blind Side Block

A block against any opponent other than the runner, outside the free blocking zone, who does not see the blocker approaching. If the block is initiated with open hands this is NOT a penalty.

Excessive contact to a defenseless player

Make any contact with an opponent, including a defenseless player which is deemed unnecessary or excessive and which incites roughness.

If the foul is determined to be Flagrant it may lead to a disqualification.

Training Video:

<https://www.youtube.com/watch?v=AMF-kyfy430>

PUBLIC CRITICISM OF OFFICIALS:

30.4 Public Criticism of Officials. No coach or other representative of the school's athletic interests may publicly criticize or berate an official prior to, during or following a contest. Professional ethics require that coaches or other representatives of the school's athletic interests use proper channels, as per Bylaw 10.3.2, to report their complaints about officials rather than airing them publicly. A minimum monetary penalty of \$50 and/or other sanctions may be assessed a school whose coach or other representative of the school's athletic interests are in violation of this provision.

PUBLIC CRITICISM OF OFFICIALS MAY LEAD TO A 1 GAME SUSPENSION

- **Coaches may contact the FHSAA with official complaints. Coaches may also submit video with official concerns.**
- **Public criticism of officials will be NOT be tolerated.**



SIDELINE RESTRICTED AREA:

RULE 9-8-3

A non-player shall not be outside his/her team box unless to become a player or to return as a replaced player. A MAXIMUM of 3 coaches may be in the restrictive area. NO player or non-player shall be in the restricted area when the ball is LIVE.

Penalty Enforcement:

1. **First Offense**- WARNING
2. **Second Offense**-5 yard Penalty
3. **Third Offense**-Unsportsmanlike conduct penalty charged to the HEAD COACH
4. **Fourth Offense**- 2nd Unsportsmanlike penalty charged to the Head Coach (Ejection)

Training Video:

<https://www.youtube.com/watch?v=UZCurwCRb5s&t=276s>

NONCONTACT UNSPORTSMANLIKE CONDUCT BY NONPLAYERS:

RULE 9-8-1

- **NOTE THERE IS NO WARNING FOR VIOLATION OF RULE 9-8-1**
- **HEAD COACHES WILL RECEIVE THE UNSPORTSMANLIKE PENALTY FOR A VIOLATION OF RULE 9-8-1.**
- **HEAD COACHES WILL BE HELD RESPONSIBLE FOR SIDELINE CONTROL.**

ART. 1 No coach, substitute, athletic trainer or other team attendant shall act in an unsportsmanlike manner once the game officials assume authority for the contest. Examples are, but not limited to:

Using profanity, insulting or vulgar language or gestures.

NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances.

- a) **Attempting to influence a decision by a game official.**
- b) **Disrespectfully addressing a game official.**
- c) **Indicating objections to a game official's decision.**
- d) **Using any illegal communication equipment as outlined in 1-5- 3c (2) and 1-6.**
- e) **Holding an unauthorized conference.**

Penalty Enforcement:

1. **First Offense**- 15 YARD PENALTY ON HEAD COACH
 2. **Second Offense**- 15 YARD PENALTY ON HEAD COACH AND EJECTION
- ***HEAD COACHES WILL BE HELD RESPONSIBLE FOR TEAM BOX SIDELINE CONTROL.***
 - ***IT IS THE FHSAA'S EXPECTATION EACH HEAD COACH MAINTAIN SIDELINE CONTROL AND VIOLATION OF 9-8-1 WILL NOT BE TOLERATED.***
 - ***ANY UNSPORTSMANLIKE ACT IN THE TEAM BOX WILL BE CHARGED TO THE HEAD COACH.***



FHSAA FOOTBALL 40 SECOND PLAY CLOCK:

The 40- second play clock will provide more consistency as the ball must be snapped within 40 seconds after the end of the previous play and is not dependent on the referees' subjective signal. **YOU DO NOT NEED A VISBLE PLAY CLOCK ON YOUR FIELD FOR THIS TO WORK.**

In the case where play is continuing with no stoppage or interruption, the offense will have 40 seconds from the end of the previous play to snap the ball. If play has been stopped (timeout or penalty), the offense will have 25 – seconds from the time the umpire sets the ball and the referee starts the ready for play following the administration of the timeout or penalty.

Basic Premise: The play clock will ALWAYS start at: 40 seconds (started by BJ within 3 seconds of the end of the previous play) unless there is an administrative stoppage.

- This change only affects the play clock, not the game clock.
- The Back Judge has primary responsibility for the play clock and will signal at: 10 left and will visibly count the last: 05 seconds.
- Following the end of a down the Back Judge will (after seeing there are no penalties or other delays) start the 40-second play clock. The back Judge will start the 40-second play clock by raising hand over head.
- All members of the crew will react to ball movement and ball placement as efficiently and as accurately as possible. (There are no warnings for waiting on the ready for play)
- If the: 40 - second play clock has started and runs down below: 25 seconds remaining and the ball is not yet placed on the ground and ready for play through no fault of the players (long run, long pass and ball is being relayed back, etc.), the referee shall sound the whistle, reset the play clock to: 25 seconds and start the play clock (and possibly the game clock) on his whistle/signal.
- If the referee is re-setting the: 25 play clock, he will signal with one palm open in an over-the-head pumping motion to the back judge to reset the :25 play clock.
- Pre-game discussion is a must. Discuss procedures and 40-second clock start signals with head coaches. Identify that the play clock will start within 3 seconds after the previous play ends.
- Be consistent in starting the 40-second play clock, ball movement, spotting the ball and being in position for the snap.
- It is going to be necessary to have well trained ball personnel. It is recommended that at least 1 ball boy be on each sideline. TWO game balls from each team will be RECOMMENDED for each sideline. Ball boys should be easily identifiable with vests, t-shirts, etc. that contrast with the team uniforms on their sideline.
- Once the linesman signals for the “box” person to move they must hustle (RUN) to the next spot because once the ball is placed, the ball can be snapped because the 40 second clock will be running. The chain crew is an extension of the officiating crew. Sideline rules will apply to the chain crew as well. Team personnel must avoid interfering with the chain crew and its operations.
- The umpire will stand over the ball until the box is set following Team A reaching the line to gain. Once the box is set, the umpire will step away from the ball and the ball may be snapped.

TRAINING VIDEO LINK:

[40 Second play clock training video](#)



General Contest Information

- **NFHS Football Rules** will be used for all FHSAA member schools.
- **Size of Officials Crew:** Five (5) field officials and one clock operator will be used for all varsity football games. All playoff games will consist of seven (7) field officials and one clock operator.
- **Halftime:** Halftime will be 20 minutes (includes all halftime activities and three-minute warm-up). Clock operators will set the halftime clock at 17 minutes and will not start the clock until signaled by the referee after all team personnel have vacated the field. Once the 17 minutes have expired, an additional three minutes will be placed on the clock for the mandatory warm-up period.
- **Mercy Rule:** If one team is ahead by a margin of 35 points or more at the end of the second quarter, the clock shall run continuously. Once the running clock is initiated, it shall run continuously with the exception of during any timeout taken by a team or officials, injuries, unsporting conduct penalties and during the period between quarters.
- **Length of Quarters:** Varsity games will use 12-minute quarters. Sub-varsity games may be played with 8 or 10 minute quarters.
- **Mandatory Water Breaks:** The referee must call an uncharged one- minute timeout at the first clock stoppage after the 6:30 minute mark of each quarter. If the first clock stoppage is a timeout request by either team, then that timeout is granted and the next clock stoppage that is not a requested team timeout becomes the water break. Coaches may meet with their players during this timeout. This rule must be enforced in all games up to and including the regular season and playoffs, including both fall and spring preseason classics and jamborees.
- **TV Timeouts:** TV timeouts may be authorized by the host school principal for regular season games. The FHSAA Office may authorize TV timeouts for contests in the Florida High School State Championship Series as specified elsewhere in these regulations.
- **Exchange of Game Tapes.** The head coaches of opposing teams in each Florida High School State Championship Series game must exchange videotapes of their previous two (2) games by 5 p.m. EST on the Saturday (Monday for first-round games) immediately preceding their game. A minimum monetary penalty of \$250 and/or other sanctions shall be assessed for willful violations of this provision. NO REGULAR SEASON REGULATIONS.
- **Forfeitures.** Each contracted regular season game shall be played, to its conclusion, as scheduled. The forfeiting team shall become ineligible to participate in the Florida High School State Championship Series that season or a future season and may also face financial penalties. Should this occur, all district games played by the school shall be considered non-district games, shall not count in the district standings, and shall be removed from the football district for the remainder of the classification cycle.



POLICY 41 HEAT ACCLIMATIZATION

How to define a Practice

An official practice is defined as one continuous period of time in which a participant engages in physical activity. Warm-up, stretching, and cool-down activities are to be included as part of the official practice time. All conditioning and/ or weight room activities shall be considered part of the official practice beginning on the first calendar day of official sport season.

What can we wear?

- Day 1 and 2 shorts and helmets only.
- Days 3, 4 and 5 shells/uppers (helmet, shoulder pads, shorts).
- Day 6 full pads.
- During the initial five (5) days, the use of arm shields, tackling and blocking dummies, sleds and other devices can be used for instructional purposes, however, **deliberate body-to-body contact is prohibited.**
- Any athlete that comes out late must adhere to the acclimation policies above.

How long can we practice?

- During the first 7 days of an athlete's participation, it is required that participants NOT engage in more than one practice per day.
- It is required that each practice be no more than three hours (3 hours) in length and consist of no more than 90 minutes of intense exercise.
- A walk-through is permitted during Days 1 – 6 of the acclimatization period. However, a one-hour recovery period is required between the end of practice and the start of the walk-through or vice-versa
- **Helmets are not permitted during a walk thru. A walk thru is meant to be a teaching/talking period with no balls, weights, conditioning, etc.**

Are we allowed to have two practices a day?

- Beginning Day 8, it is required that the practice schedule not exceed a 2-1-2-1 format. This means that a day consisting of two practices should be followed by a day with only one practice. One walk-through session may be added to a day with a single practice session. If a two practice day were followed by a day off, a two-practice day would be permitted on the next day.
- On days when two practices are conducted, it is required that either practice not exceed three (3) hours in length and student-athletes not participate in more than five (5) total hours of practice activities on these days, Warm-up, stretching, and cool down activities are included as part of the official practice time. Practices must be separated with at least three continuous hours of recovery time between the end of the first practice and the beginning of the very next practice. A walk-through is not permitted on days that have two (2) official practices. Weekly practice time shall not exceed twenty-four (24) hours for days 8-14.

To read the full Policy please refer to Policy 41 at the link below:

https://www.fhsaa.org/sites/default/files/attachments/2010/09/16/node-235/1819_handbook_policies.pdf

3 courses that are required for ALL coaches and student athletes:

Student Athletes and Coaches must view all 3 Videos

****Student athletes may view as a group. An attendance record must be kept for all athletes present and provided to FHSAA upon request.***

1. Concussion in Sports
2. Heat Illness Prevention
3. Sudden Cardiac Arrest

Go to <https://nfhslearn.com/>

- If you do not have an account click register in the top right and create one
- If you do have an account click Sign in in the top right

ONCE YOU ARE IN:

- Click link to courses on the top dash
- Type in "course name" in search bar
- Hover the mouse over the course and click "view course"
- Select Florida in the dropdown
- Click order course
- Click Checkout
- Agree and hit Continue
- Go to dashboard link up top and view the course

***Repeat these steps for all 3 courses**

(Order all 3 courses and you can view them in the "dashboard" home page)



**Learning
Center**

www.nfhslearn.com

Football Contact Procedure

The purpose of this procedure is player safety. This procedure is intended to limit live action drills and simulations and not the number of practices a team may participate in full pads. A team may participate in “AIR,” “BAGS,” AND “THUD” during any point after the acclimatization period.

4.7.3.1 Definitions

- (a) **AIR** - Players run a drill unopposed without contact
- (b) **BAGS** - Players run a drill against a bag or another soft-contact surface
- (c) **THUD** - contact above the waist only, after initial contact each player takes his first two or three steps, then both relax and nobody goes to the ground. There is no winner or loser. Coaches are not grading physical domination in “thud.” Teammates are merely trying to give each other a simulation of game action. Thud is not “live contact” format. “Thud” is an alternative to “Live Contact.”
- (d) **LIVE CONTACT** - Players run a drill in game-like conditions and is the only time that players are taken to the ground
- (e) **HELMETS** - Helmet, shirt/practice jersey, shorts- NO SHOULDER PADS OR LEG PADS
- (f) **SHELLS** - Helmet, Shoulder pad, Thigh pad, shorts
- (g) **FULL**- Helmet, Shoulder pads, pants with all pads

4.7.3.2 Preseason-Spring Practice. Day 6 through the Monday of the First Regular Season game or end of spring practice:

- (a) Live Contact shall be allowed in no more than 2 consecutive practice days
- (b) LIVE CONTACT IS LIMITED TO 40 MIUNTES EACH DAY DURING THE PRESEASON
- (c) Air/Bags/Thud unlimited

4.7.3.3 Regular Season and Post Season

- (a) Live contact during practice shall be allowed in no more than three (3) practice days per week;
- (b) Live contact during practice shall not be allowed on more than two (2) consecutive days;
- (c) Live contact during practice shall be limited to not more than 30 minutes per day;
- (d) Live contact during practice shall be limited to not more than 80 minutes per week.
- (e) Unlimited Air/Bags/Thud

4.7.3.4 Written Practice Plans. A written practice plan in compliance with this Administrative Procedure 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 upon request.



POSTPONED OR INTERRUPTED CONTEST INFORMATION



Postponed contest:

Postponed games are games that are postponed before they actually begin.

- The host school shall notify the opposing team and the officials as early as possible when a contest is postponed.
- The host school, along with the visiting school is responsible for determining whether an event is to be postponed until the time that game rules turn that responsibility over to game officials.
- Postponed contests must be re-scheduled on the next day unless both schools agree on a mutual later date. The failure of a team to participate the next day or on the mutual agreed later date would result in a forfeit for the team who fails to come to an agreement of a makeup date.
- After administrators agree on the rescheduling of the postponed contest, the host school must notify the FHSAA office the day of the cancelled contest via email at football@fhsaa.org.
- All games on a team's regular season schedule must be played before Tuesday of week 11 on the football calendar.

Interrupted contest:

If a game is interrupted PRIOR to the completion the following options exist-

- (A) Mutually agree to terminate game with score as it exists if mutually agreed by all parties; All parties include the Head Football Coach from each team, administrator on duty of home and visiting team.
- (B) Mutually agree to resume the game at the point of interruption the next day or a specific mutually agreed upon date and time. This decision shall be finalized at the site prior to team departure and communicated to FHSAA via email at football@fhsaa.org immediately. (There will be no "let's talk next week and decide")
- The final outcome must be reported via Maxpreps by 9:00am the following day if all parties agree the game is final.
- The mutually agreed date to resume the game must be reported to FHSAA by 9:00am the following morning of the contest via email at football@fhsaa.org.
- If neither (a), (b) are agreed to, the teams shall resume the game on the following calendar day, unless there exists published, written Board of Education policies or FHSAA policies that prohibit such play, in which case it shall be played the following day. If one school fails to abide by this procedure and there has not been a mutual agreement to (a), (b) the game shall be declared a forfeiture by the team who fails to meet the agreement as determined by the Executive Director.
- All interrupted games must be completed by Tuesday of week 11 on the football calendar.

Cumulative Delay Time period

- There will be a two hour cumulative delay deadline for each regular season football contest.
- The two hour cumulative delay period will begin as soon as the officials and/or administrators interrupt the game.
- When the two hour cumulative delay time period is up each school must go to "interrupted contest procedures."
- If all parties agree, officials and both schools you may continue to wait.



Game Schedules

- Athletic Directors must enter all **Home** games into Home Campus. This generates and sends a contract to the visiting school.
- Athletic Directors should accept all contracts from the away schools on their schedule.
- Once all contracts have been generated and all away contracts have been signed your schedule will be complete.
- If an away school fails to send your school a contract please email or call them and request that they complete this.
- If a visiting school does not sign a contract generated by your school you need to contact that school and request they complete signing the contract.
- If there is a schedule dispute there is very little we can do to mediate without a signed contract from both schools.
- MaxPreps then pulls the schedules from Home Campus into Maxpreps.
- Coaches and administrators may make updates to their schedules in Maxpreps. Please also update the schedule in Home Campus.



Football Score Reporting

- Member schools, committed to either Florida High School State Championship Series or independent, must report to the FHSAA each week the scores of regular season varsity football games as follows:
- The HOME team shall report the score of the previous week's games to the FHSAA, utilizing the official Association process as approved by the Executive Director, no later than 9 a.m. ET of the day following the game.
- In the event a member school plays in a game hosted by a school outside of the state of Florida or a nonmember Florida school per state statute, the member school shall be required to report the score following the same procedure.

Player Participation Limits:

Varsity

- Each student athlete may play in 10 regular season varsity football games.
- Each school may only have 1 varsity team to be eligible to participate in the FHSAA State Series.

Sub Varsity

- Each student athlete may play in 8 sub varsity football games.
- Preseason sub varsity football games are not permitted.
- Each school may have unlimited sub varsity teams.

**STUDENT ATHLETES ARE PERMITTED TO
PLAY IN 1 CONTEST PER WEEK.**

PLAYOFF QUALIFICATION

RATINGS PERCENTAGE INDEX

$$\text{RPI} = (0.35 \times \text{WP}) + (0.35 \times \text{OWP}) + (0.30 \times \text{OOWP})$$

Your ranking will be derived from 3 areas:

1) Your winning percentage 2) Your opponents' winning percentage 3) Your opponent's opponents' winning percentage

Rank	School	RPI	W-L	WP	OWP	OOWP
1	Clarksville	0.746373	10-0	1.000000	0.634596	0.580880
2	Jones Town	0.686204	9-1	0.900000	0.616111	0.518549
3	Judd	0.677424	8-2	0.800000	0.608081	0.594106
4	Benedict	0.674779	8-2	0.800000	0.610833	0.603290
5	Charlestown	0.672998	9-1	0.900000	0.581111	0.515364

CLASS 1A-4A

- Teams must play a minimum of eight games to qualify for the playoffs.
- All regular-season games completed will be included in a team's RPI ranking.
- Top six ranked teams in each region receive a playoff bid and will be seeded #1-6.
- Top two ranked teams each receive a first-round bye.
- Seeds are locked in for the duration of regional tournament.
- Highest seed hosts for the duration of regional tournament.
- Team with highest regular-season RPI will host semifinals.

CLASS 5A-8A

- Teams must play a minimum of eight games to qualify for the playoffs.
- All regular-season games completed will be included in a team's RPI ranking.
- District champions will be seeded #1-4 based on RPI ranking.
- The next four highest regular-season RPI teams in each region will receive an at-large bid and be seeded #5-8.
- Seeds are locked in for the duration of regional tournament.
- Highest seed hosts for the duration of regional tournament.
- Team with highest regular-season RPI will host semifinals.

Additional Notes:

- PLAYING AN INDEPENDENT, NON FHSAA OR OUT OF STATE SCHOOL DOES NOT NEGATIVELY EFFECT YOUR RANKING. THOSE GAMES WILL BE INCLUDED IN YOUR RANKING JUST AS ANY OTHER GAME.
- ALL GAMES PLAYED AND COMPLETED DURING THE REGULAR SEASON WILL BE USED IN A TEAMS FINAL REGULAR SEASON RANKING.



Video Submission Policy

If you have video involving good examples of fouls or non-fouls, you are encouraged to submit them to the FHSAA. By submitting such video, you are stating that you are either the copyright holder and that you grant permission to the FHSAA to use the video for training of officials in any format or that you have obtained permission from the copyright holder for such use. The video will be submitted to the President of the Association in question.

Whenever possible, please send enough video so that it's possible to see the context of the play (at least 30 seconds on either side of the play in question). Please include arrows or circles to indicate the player or area of the field we should be viewing.

For all cases involving judgment issues rather than rules interpretation, we appreciate your submission and may use it for future training and development of officials, if appropriate, so we can continue to improve.

Please note that all video submissions will be used for official training purposes and will in no way change or alter the outcome of a contest according to *FHSAA Bylaw 10.3.2*.

We are unable to comment on the calls or non-calls involved in the play or on any sanctions involving the game officials. We will however do our very best to provide you feedback in a timely manner.

How to submit:

1. Create a cut up of no more than 10 plays. (please include arrows or circles of area to watch)
2. Label the cut up "Insert School Name here" vs "Insert School Name here" Date of the game.
3. Send a 1 way exchange to FHSAA. Note in the comment box the play numbers and the issues.

OFFICIAL EVALUATIONS:

Beginning week 1 of the regular season you may go to <https://www.fhsaa.org/sports/football> and follow the link at the top of the page to complete an official evaluation.

