



2026 FOOTBALL RULES AND PROCEDURES

Youth Developmental Football Association of North Mississippi (YDFA) official game play rules and procedure were developed by the league rules committee. All rules not specified in the following will default to National Federation of State High School Associations (NFHS) Football Rules Handbook.

CONTENTS

Table of Contents

- Mission, Values, and Rules Development – 3
- Major Rule Differences – 4
- Modified Competition Rule (Mercy Rule) – 4
- Extra Point Options – 4
- Kickoffs/ Punts / Extra Point Options – 4
- Clock Operations – 5
- Player Eligibility / Uniform Numbering – 5
- Nose Tackles / Snapper Protection / QB Sneak – 6
- Defensive Alignment – 7
- Free Blocking Zone – 7
- Ball Sizes – 8
- Overtime – 8
- Sidelines – 8
- Coaches – 8
- Bleeding – 9
- Post Game Report – 9
- Participation Rules and Guidelines – 9
- Age Groups – 9
- Player Eligibility Weights – 11
- Team Size and Rosters - 11
- Background Checks – 12
- Video Recording / Scouting – 12
- Ejections – 13
- Gate Fees - 13
- Decorum – 13
- League Representatives / Organization Administrator – 13
- Emphasis (Concussion Awareness and Action Plan) – 14
- Miscellaneous - 15
- League Dates – 16
- Specialty Game Hosting – 16
- Playoffs / Bowl Seeds – 16
- Division Breakdown - 17
- Tie Breaker Procedure – 17
- Site Locations – 17

MISSION, VALUES, AND RULES DEVELOPMENT

Mission

The mission of the YDFA is to teach the fundamentals of football while fostering the emotional, physical, social, and educational well-being of every child in our program. We are committed to promoting responsibility, hard work, sportsmanship, teamwork, and fellowship through instruction in a positive, competitive, and safe environment.

Through discipline, fair play, and community spirit, we aim to enhance the growth and development of youth both on and off the field. We will achieve these goals by upholding the highest standards in our program and by recruiting coaches and volunteers who are dedicated to teaching and modeling these values every day.

Values

Coaches and parents are committed to promoting the development of leadership, character, sportsmanship, tolerance, discipline, and athletic ability, while nurturing youth fitness, volunteerism, and a lifelong passion for sports.

They share the responsibility of demonstrating these values through their actions and reinforcing them in every young athlete.

Rules Development

The rules outlined in this document were established through a comprehensive review conducted by the YDFA Rules Committee and subsequently approved by the YDFA Board of Directors. In developing these rules, the committee referenced standards set by the National Federation of State High School Associations (NFHS) to ensure an appropriate and effective framework for YDFA competition.

These rules have been implemented to promote consistency in officiating while maintaining a strong emphasis on player safety and development.

Major Rule Differences

Modified Competition Rule (Mercy Rule)

When a team (Team X) establishes a lead of 30 or more points, the opposing team (Team Y) shall be awarded possession at the opponent's 45-yard line. At that time, the game clock shall run continuously for the remainder of the half.

Should Team Y fail to score on that possession, they shall be granted another possession beginning at the opponent's 45-yard line.

If Team Y scores and the score differential is reduced to fewer than 30 points, all standard game rules and clock operations shall resume.

The head coach of Team Y may elect to decline this rule and continue playing under standard game conditions.

Kickoffs / Extra Point Options

- Kickoffs will be taken from the 30-yard line.
 - Following safety, kickoffs will be taken from the 40-yard line.
- All punts will be dead-ball spot placements of 30 yards.
 - No punt may be placed inside the opponent's 20-yard line.
- Point After Try (PAT) Rules
 - A successful kick try will be awarded 2 points.
 - The defense will not be on the field during kick attempts.
 - Only the holder and kicker are permitted on the field.
 - Kicks may be attempted from a block (tee not required).
 - All kick attempts will be taken from the 10-yard line.
- Run/Pass Try Options:
 - Teams may attempt to score extra points by running or passing the ball.
 - Juniors & Seniors:
 - 1 point from the 3-yard line
 - 2 points from the 5-yard line
 - Mighty Mites:
 - 1 point from the 1-yard line
 - 2 points from the 3-yard line

Clock Operations

- Mighty Mites Division:
 - Games will consist of two (2) 16-minute halves.
 - Each team will be allotted four (4) timeouts per half.
 - The game clock will run continuously except for:
 - Injuries
 - Charged team timeouts
 - Delay of game
 - Change of possession
 - Scores
 - During the final two (2) minutes of each half, traditional stop-clock timing rules will apply.
- Juniors & Seniors Divisions:
 - Games will consist of four (4) 8-minute quarters.
 - Each team will be allotted three (3) timeouts per half, consistent with high school regulations.
- Officials will aim to maintain a 40-second play clock between plays.
- A warning may be issued at approximately 20 seconds remaining if a digital play clock is not in use.
- Host sites are strongly encouraged to utilize visible play clocks during all contests.
- Coaches are responsible for ensuring players are properly aligned prior to each play.
- Coaches may assist with player alignment, particularly at younger age levels, to maintain game flow and development.
- At the start of the quarterback's cadence, all coaches shall be positioned no closer than five (5) yards behind the deepest player on the field. Coaches must remain in this position until the ball is snapped.

Player Eligibility / Uniform Numbering

- There are no uniform numbering requirements to determine player eligibility, except that each player must have a unique number.
 - Player eligibility will be determined by position, unless the player is identified by an ineligible stripe on their helmet.
 - Any player whose number does not match the official team roster will not be permitted to participate.
 - If a team violates the unique numbering rule, both players involved will be ineligible to participate in the game.
- Players identified with an ineligible stripe (exceeding weight limits for their age group) are restricted to line play only.
 - These players may only line up in the following positions:
 - Offensive Line (including Tight End)
 - Defensive Line (including Defensive End)
 - Stance Requirement:
 - All ineligible linemen (including DE/TE) must be in a 3-point or 4-point stance.
 - Defensive Alignment:

- Ineligible Defensive Ends may not align outside the outside shoulder of the End Man on the Line (EMOL).
- Offensive Alignment (Tight End):
 - Ineligible Tight Ends must align within one (1) foot of the offensive tackle.
 - They are considered ineligible receivers and may not run passing routes.
 - They are permitted blocking only.
- Penalty for Ineligible Player Misalignment
 - First Offense:
 - Warning issued to the head coach
 - 5-yard penalty
 - Replay of the down
 - Second Offense (same game):
 - Player and head coach are ejected from the game
 - 5-yard penalty
 - Replay of the down
 - Coaches on the field are the primary responsibility for ensuring players are properly aligned and eligible.

Nose Tackles / Snapper Protection / QB Sneak

- Defensive Alignment Over the Snapper:
 - Except for the Senior division or when the ball is inside the 10-yard line, no defensive player may line up directly over the snapper.
 - Any defender aligned over the snapper must be positioned a minimum of three (3) yards off the ball.
 - Defensive players may not target the snapper at any time.
 - Officials will monitor linebacker alignment to ensure the snapper is not being targeted.
- Offensive Restriction – Under Center Runs:
 - Except for the Senior division or when the ball is inside the 10-yard line, any ball carrier receiving the snap under center must take a minimum of two (2) steps backward before advancing between the guards.
 - This rule is intended to prevent unfair advantage due to the absence of a defensive player aligned directly over the snapper.
 - Purpose:
 - To prioritize the safety and development of the snapper, particularly at younger age levels.
 - Younger snappers may not be able to both execute the snap and protect themselves immediately.
 - Requiring a two-step drop simulates shotgun depth, allowing defensive gaps to develop naturally and preventing direct “QB sneak” type plays behind an undefended snapper.

Defensive Alignment

- Line of Scrimmage (LOS) Limits – Mighty Mites:
 - Defensive teams may not have more than six (6) players on the line of scrimmage, including cornerbacks.
 - This restriction does not apply when the offense is inside the 10-yard line.
- Juniors and Seniors:
 - No limit on the number of defensive players on the line of scrimmage.
- Defensive Alignment:
 - Mighty Mites:
 - Defensive linemen (excluding Defensive Ends) must align head-up in a 3 or 4 point stance on offensive linemen.
 - Exceptions:
 - When the offense is inside the defense's 10-yard line, or
 - When offensive line splits exceed one foot.
 - Defensive ends shall align no wider than the outside shoulder of the end man on the line of scrimmage (EMOL) and may not position themselves beyond that point.
 - Juniors & Seniors:
 - Defensive linemen may align head-up or in gaps, except for players with an ineligibility stripe, who must follow restricted alignment rules.
 - Defensive linemen may be in a standing position, except for players with an ineligibility stripe, who must follow restricted alignment rules.

Free Blocking Zone

- In accordance with National Federation of State High School Associations (NFHS) guidelines, the free-blocking zone is defined as a rectangular area extending:
 - 4 yards laterally on either side of the spot of the snap, and
 - 3 yards behind each line of scrimmage.
 - A player is in the free-blocking zone if any part of their body is within the zone at the snap.
- Blocking below the waist is permitted only within the free-blocking zone when all of the following conditions are met:
 - All players involved are on the line of scrimmage and in the zone at the snap
 - The contact occurs within the zone
 - The contact is made immediately following the snap
- Clipping is always illegal and results in a 15-yard personal foul.
 - Definition: Contacting an opponent from the rear at or below the waist.
- Blocking in the back is permitted within the free-blocking zone only when:
 - Performed by offensive linemen who were on the line of scrimmage and in the zone at the snap
 - Against defensive players who were in the zone at the snap
 - The contact occurs within the zone
- The free-blocking zone disintegrates once the ball leaves the zone.

- After the zone disintegrates:
 - Blocking below the waist is no longer permitted.
 - Blocking in the back is no longer permitted under this exception
- The free-blocking zone applies only when the ball is snapped directly (hand-to-hand) to a back.
 - Blocking below the waist is legal only if:
 - The players were in the zone at the snap
 - The contact occurs within the zone
 - The ball has not yet left the zone
- Shotgun Formation:
 - When the ball is snapped to a back in shotgun formation, the ball typically leaves the zone immediately, causing the zone to disintegrate.
 - In this case, linemen in a 3-point or 4-point stance must initiate contact immediately at the snap for a low block to be considered legal.

Ball Sizes

- Mighty Mites and Juniors may use “Pee-Wee” size balls or above.
- Senior teams must use “Junior” size balls or above.

Overtime

- Ball on 10-yard line, 4 plays to score
 - Option for 1 or 2-point conversion
- After 2 OTs: 2-point attempts only until winner

Sidelines

- Only team members, coaches, and official staff are permitted on the sidelines during games.
- Parents and spectators are not allowed on the sidelines at any time.
- Players who are not actively participating in a play must remain within the designated player box area.
- Each team is limited to a maximum of six (6) coaches on the sidelines during games.
- All coaches must wear appropriate team apparel that clearly identifies them as coaches at all YDFA events.
- All sideline personnel are required to display a valid league-issued badge, which must always be visible.
- Chains must be ran on the home sideline.

Coaches

- Mighty Mites: Up to three (3) coaches are permitted on the field during play.
- Juniors & Seniors: Up to two (2) coaches are permitted on the field during play.
 - Coaches must maintain a safe distance from players. Officials may issue a warning if a coach is too close to play. Continued violations may result in the coach being removed to the sideline.
- At a minimum, all head coaches must attend the league’s coaching rules clinic prior to the start of the season.
 - Assistant coaches are strongly encouraged to attend.

- All coaches must complete a background check application through their director.
 - Approved applications must be kept in the team book and available for review at any game.
- Any coach ejected from a game must receive Board approval before returning in any capacity, including but not limited to:
 - Practices
 - Games
 - Meetings
 - Team activities
- Except in cases of self-defense or in protection of your sideline or playing field, any coach who becomes physically involved with a parent, player, or official—before, during, or after any game or practice—will be immediately suspended pending review by the League Board.
 - Coaches are expected to demonstrate restraint, professionalism, and leadership at all times and should remove themselves from escalating situations to set a positive example for players.
 - Suspended coaches will meet with the League Board to present their account of the incident.
 - The Board will review all information and determine appropriate disciplinary action.

Bleeding

Bleeding player must leave the field and cannot return until bleeding is stopped and covered.

Post Game Report

- Each weekend the hosting reps must present a Post Game report to the league committee no later than the end of day on Saturday.
- The report must include the following:
 - Scores from each game played.
 - Any player, coach, or fan ejection.
 - Any issues that arise during the contest that need to be addressed by league committee.

Participation Rules & Guidelines

Age Groups

- Each organization is required to field three (3) teams:
 - Mighty Mites
 - Juniors
 - Seniors
- Exception:
 - The Board of Directors may approve an organization to operate with fewer than three teams.
 - This exception shall not extend beyond one (1) season.
 - If a team plays with less than 3 teams the team is responsible for the 3rd game official fee at all home & away games.
- Mighty Mites:

- Ages 7–8
- Player must not turn 9 years old before August 1 of the current year
- Juniors:
 - Ages 9–10
 - Player must not turn 11 before August 1
- Seniors:
 - Ages 11–12
 - Player must not turn 13 before August 1
- Grade Restriction:
Any player enrolled in the 7th grade is not eligible to participate in the league.
- Any team found in violation of player eligibility rules will:
 - Forfeit the game
 - Be ineligible for postseason play
- Each team must have a team binder present at every game.
 - Binders must be organized in numerical order by jersey number and include:
 - Official team roster (including verified weights after weigh-in)
 - Proof of insurance
 - YDFA official registration form for each player
 - Player photo attached to each registration form
 - Copy of player birth certificate
 - Player report card
 - Signed release & indemnification agreement for each player
 - If book is not present the game will be played under protest until the books can be verified.
- If a team does not have enough players to fill all positions:
 - The head coach may request assistance from the opposing head coach for players to participate on a per-game basis.
 - Approval Process:
 - Must be requested at the coin toss, in the presence of:
 - Game officials
 - Opposing head coach

Example:

If a Junior team has only 9 players available, the host head coach may request Mighty Mite players to participate for that game.

- Additional Requirements:
 - All ineligibility (stripe helmet) rules still apply, regardless of playing up.
This ensures consistency and clarity for officials.
 - Players may play up on a weekly basis only if:
 - Approved by the Board of Directors
 - The player is officially listed on both team rosters

Players are not permitted to participate in a younger age division (play down) except in cases of documented medical necessity approved by the League Board.

Player Eligibility Weights

- The League will conduct one official collective weigh-in prior to the Jamboree.
 - Players must have assigned jersey numbers prior to weigh-in, and jersey numbers may not be changed after weigh-in without Board approval.
- Coaches shall not encourage or promote extreme weight loss prior to weigh-in.
 - Any coach found doing so will be subject to disciplinary action by the Board.
- Players must wear:
 - T-shirt
 - Gym shorts
 - Slides or athletic shoes
- Players may not weigh in wearing:
 - Underwear only
 - Spandex/compression shorts
 - Towels or any item intended to conceal weight
- All players must bring their helmet to weigh in.
 - Each player will receive an identifying sticker on their helmet to indicate eligibility.
- Any overweight ineligible player without a helmet sticker indicating eligibility will not be allowed to participate in any game.
- All recorded weights will be rounded up to the nearest whole number.
Example: A player weighing 75.3 lbs will be recorded as 76 lbs.
- Player Weight Limits
 - Mighty Mites: 85 lbs
 - Juniors: 115 lbs
 - Seniors: 135 lbs
- Any team found in violation of weigh-in or eligibility rules will be subject to:
 - Game forfeiture
 - Additional disciplinary action as determined by the Board
- Missed Weigh-In Policy:
 - Any player who is unable to attend the official weigh-in must report to the Commissioner's designated location within one (1) week of the missed weigh-in. The player will be subject to a +5 lb. weight penalty for missing the scheduled weigh-in.

Team Size and Rosters

- Rosters must be typed and submitted at the official league weigh-in for verification and certification.
- Each team must use the official League Roster Form. No other formats will be accepted.
- Certified rosters must be available at every game.
- No players may be added to the roster after the league weigh-in.
- The league does not set a maximum roster size; however, teams are recommended to limit rosters to 24 players for manageability.

- Players who move into the league area may be deemed eligible by a vote of the Board of Directors.
 - The Board may approve an alternative weigh-in for these players.
 - It is the responsibility of the player's parent/guardian to provide proof of relocation.
- Typed rosters must be present at the scheduled weigh-in (two copies required):
 - One copy for the team binder
 - One copy submitted to the league
- Teams are directly or indirectly associated with a school.
- A minimum of 80% of each team's roster must attend the sponsoring school.

Background Checks

League Directors are required to perform background checks on all coaches within their organization. While individual programs may conduct additional screening, the minimum requirement for league participation is a check of each coach through the National Sex Offender Public Website (www.nsopw.gov).

Any individual found on the National Sex Offender registry is strictly prohibited from participating as a coach in any capacity.

Appointed members of the Board will also verify that League Directors and Board members are not listed on the registry.

Any team found to have a coach on the registry after the Jamboree will:

- Forfeit hosting rights for one (1) cycle
- Be ineligible for postseason play for that season

Video Recording / Scouting

- Scouting of any kind is not permitted within the league.
 - This includes attending or observing:
 - League games
 - Practices
 - Scrimmages involving league teams
- Any team scouting will result in the Director being suspended.
- Coaches and/or Directors may attend other league contests only if prior approval is granted by the Directors of both teams participating.
- Game Recording:
 - Both teams are permitted to record their own games.
 - Sharing game film with other teams is strictly prohibited and may result in suspension.
- If a team participates in a scrimmage or game against a non-league team, attendance by others is permitted.
- While this may resemble scouting, it is allowed since the event is outside league competition.

Ejections

- The player will be ineligible to participate until the same point in time during the next game at which the ejection occurred.
 - Example: A player ejected at 3:15 in the 4th quarter will be ineligible until 3:15 in the 4th quarter of the next game.
- Any coach, director, or parent ejected from a game will also follow National Federation of State High School Associations (NFHS) guidelines for return.
- Any coach, director, or parent who is ejected twice during the same season will be:
 - Suspended for the remainder of the YDFA season, and Prohibited from participating in any games
 - The individual may request reinstatement during the next season's registration, subject to Board approval.

Gate Fees

- Gate fees for each contest is \$7
 - All events are cash only
- All-Star Game
 - Gate fee for All-Star game is \$7
 - Funds from All-Star game are used by league officials to operate the league yearly.

Decorum

- Abusive yelling, taunting, profanity, fighting, or the use of tobacco or alcoholic products will not be tolerated.
- Officials may eject players or coaches at their discretion.
- Parents or spectators may be removed by league representatives or officials if necessary.
- Any physical conflict involving adult individuals at any game will result in the immediate notification of law enforcement, regardless of whether any involved party chooses to press charges.

League Representatives / Organization Administrator

- A Team Director or Assistant Director must be present at all games (home and away) for each team.
- This individual is responsible for ensuring that all parents, fans, coaches, and participants associated with their organization conduct themselves in an appropriate manner.
- The hosting organization (game, playoff, or championship) shall communicate directly with the visiting team's league representative if any issues arise.
- It is recommended that all concerns be addressed through the league representative prior to removing any individual from the venue, unless the situation requires immediate legal involvement or physical restraint.

- The hosting league representative is responsible for overseeing and enforcing all game rules and league policies during the event.

Emphasis

Concussion Awareness

- All head coaches are required to complete CDC concussion awareness training and certificates of completion must be e-mailed or delivered to the coaching coordinator prior to the team's jamboree game. This is a free training found at the following website: <http://www.cdc.gov> – Search Concussion
- Officials are requested, but not required, to observe for players who have received a blow that may have induced a concussion and send that player to their sidelines for evaluation. A player removed for a possible concussion cannot return to the contest unless cleared by an appropriate medical trained professional.

Coaches must use the following CDC/USA Football Checklist to check for symptoms:

Signs Observed by coaching staff.	Symptoms reported by athlete.
☐ Appears dazed or stunned. ☐ Is confused about assignment or position. ☐ Forgets an instruction. ☐ Is unsure of game, score, or opponent. ☐ Moves clumsily. ☐ Answers questions slowly. ☐ Loses consciousness (even briefly) ☐ Shows mood, behavior, or personality changes. ☐ Can't recall events prior to hit or fall. ☐ Can't recall events after hit or fall.	☐ Headache or "pressure" in head. ☐ Nausea or vomiting. ☐ Balance problems or dizziness. ☐ Double or blurry vision. ☐ Sensitivity to light. ☐ Sensitivity to noise. ☐ Feeling sluggish, hazy, foggy, or groggy. ☐ Concentration or memory problems. ☐ Confusion. ☐ Does not "feel right" or is "feeling down"

For more information and safety resources, visit www.cdc.gov/concussion or www.usafootball.com.

Concussion Action Plan

If you suspect that an athlete has a concussion, you should take the following four steps:

1. Remove him/her from play. Coaches who fail to remove a concussive child from play will be immediately banned from coaching in the YDFA – our concern is safety, not wins.
2. Ensure that the athlete is evaluated by an appropriate healthcare professional. Do not try to judge the seriousness of the injury yourself.

3. Inform the athlete's parents or guardians about the possible concussion and give them the fact sheet on concussions if available (may direct to www.cdc.gov/concussion)
4. Keep the athlete out of play the day of the injury and until an appropriate health care professional says he/she is symptom-free and cleared to return to play (recommend keeping this documented).

KNOW WHEN TO CALL 911 (from Children's Hospital of Philadelphia)

There may be times when a more severe injury occurs, and emergency medical services should be activated. Although these situations are rare, it is important to recognize them and know what to do.

Call 911 in these emergent medical circumstances:

- Any time a player has a loss of consciousness for any duration. While loss of consciousness is not required for a concussion to occur, it may indicate a more serious brain injury.
- If a player exhibits any of the following:
 - Decreased level of consciousness.
 - Drowsiness or cannot be awakened.
 - Irregular breathing.
 - Severe or worsening headaches.
 - Persistent vomiting o Seizures.
- If a player with a suspected concussion is not sent for immediate medical attention, he or she should be observed continuously until evaluated by a healthcare professional (inform parents to observe as well). Never send a player with a suspected concussion to the bench or any other location by themselves, or without an adult observer present. Any worsening in symptoms or signs may indicate a medical emergency.

Miscellaneous

- Home teams must provide three (3) high school referees for regular season games.
- For playoffs and championship games, home teams must provide four (4) referees.
- Officials will be scheduled by the Officials Coordinator and/or League Commissioner.
- Postseason hosting teams must also provide a designated official to manage the game clock.
- Any attempt by a coach or team to alter or modify player eligibility stickers will result in:
 - Immediate disqualification from postseason play
- Additional penalties may be imposed on a case-by-case basis, as recommended by the Board of Directors and approved by league vote.
- Game start times will be determined by the home team.
- Standard order of play is:
 - Mighty Mites
 - Juniors
 - Seniors
- Teams may begin practices at their discretion and may practice as frequently as desired.
- Teams may scrimmage with any opponent of their choosing.

- Any game time changes must be submitted by Wednesday at 7:00 PM to allow proper notification of officials.
- All players, coaches, and directors are expected to exercise good faith judgment when applying and interpreting league rules. Decisions should always reflect the spirit of fair play, safety, and sportsmanship.

League Dates

- Board of Directors meeting: March 22nd, 2026
- Coach's credentials:
 - Location: Northeast Community College – Holiday Hall
- Weigh In: August 8th – August 16th
 - Location:
- Regular Season begins: August 22nd
- Final Regular Season Game: October 10th
- Playoffs Week 1: October 17th
- Playoffs Week 2: October 24th
- Superbowl: October 31st
- All Star Game: November 14th

Specialty Game Hosting

Host sites for each contest are discussed and approved in the March board of directors meeting.

- Playoffs Week 1: EAST: Mantachie / WEST: Myrtle
- Playoffs Week 2: EAST: Itawamba / WEST: Ripley
- Superbowl Championship: Belmont
- All-Star Game: Mantachie (All Gate Funds from All-Star Game will fund trophies for 2027)
- The following conditions must be met to host specialty:
 - The field must be properly painted and clearly marked, including all required field markings and hash marks.
 - Emergency Medical Services (EMS) must be present or on-site.
 - Security personnel must be provided to ensure a safe environment for all participants and spectators.
 - Site will be relocated if the conditions cannot be met.

Season Playoffs / Bowl Seeds

- The top 4 teams from each division will compete in the playoffs for advancement to the Superbowl.
 - 1 vs. 4
 - 2 vs. 3

Divisions

1-3A East	1-3A West	4-6A East	4-6A West
BELMONT	BOONEVILLE	AMORY	NEW ALBANY
HATLEY	EAST UNION	ITAWAMBA	NORTH PONTOTOC
MANTACHIE	KOSSUTH	MOOREVILLE	RIPLEY
	MYRTLE	SALTILLO	SOUTH PONTOTOC

Tie Breaker Procedure

Ties shall be broken in the following manner:

- League Record.
- Head-to-Head.
- Point differential capped at 12 points per game.
- Wild-Card Matchup.

Site Locations

- **Amory:** Amory High School – 1006 Sam Haskell Cir., Amory, MS 38821
- **Belmont:** Belmont High School – 9 School Dr., Belmont, MS 38827
- **Booneville:** Booneville High School – 300B West George Allen Dr., Booneville, MS 38829
- **East Union:** East Union High School -
- **Fulton:** Itawamba Agricultural High School – 11900 MS-25 S, Fulton, MS 38843
- **Hatley:** Hatley High School – 60286 Hatley Rd., Amory, MS 38821
- **Kossuth:** Kossuth High School – 15 CR 604, Corinth, MS 38834
- **Mantachie:** Mantachie High School – 310 Mustang Dr., Mantachie, MS 38855
- **Mooreville:** *Games played at Mantachie*
- **Myrtle:** Myrtle Attendance Center – 1008 Hawk Ave., Myrtle, MS 38650
- **New Albany:** New Albany High School – 201 MS Hwy 15, New Albany, MS 38652
- **North Pontotoc:** North Pontotoc High School – 8324 Hwy 15 North, Ecu, MS 38841
- **Ripley:** Ripley High School – 720 S. Clayton St., Ripley, MS 38863
- **Saltillo:** Saltillo High School – 146 Tiger Dr., Saltillo, MS 38866
- **South Pontotoc:** South Pontotoc High School – 1523 South Pontotoc Rd., Pontotoc, MS 38863