

2010/2011 WPIAL FOOTBALL SCHEDULE

January 28, 2010

First Practice Date ~ August 16, 2010
First Scrimmage Date ~ August 21, 2010
First Play Date ~ September 3, 2010

Maximum Contests ~ 10 Games
Maximum Scrimmages ~ 2

The 2010 WPIAL Football schedule denotes only football weeks, not specific dates, and times. Dates and starting times of home games are to be decided by the home team with the consent of the visitor. Any problems arising during the schedule should be reported to the League Office at (412) 921-7181 or at 800-297-9553.

Coaches are advised that the PIAA By-Laws Article XIV, Section 3 requires that the head coach attend a minimum of one PIAA mandatory rules interpretation prior to each season. Mandatory rules meeting dates and times are available on the PIAA website. www.piaa.org

PLEASE NOTE:

WPIAL assigned section games interrupted must be continued from the point of interruption and completed. National Federation tie-breaker rules must be applied to all games tied at the end of regulation.

Championship play will begin in the tenth week (Nov. 5 – Nov. 6) with a sixteen-team bracket in each classification as detailed below and determined by **the WPIAL Tie-Breaker System**. **The tournament will** culminate with the four classification championships at Heinz Field (tentatively) on either Saturday, November 27, or Friday November 26, 2010. The **WPIAL Tie-Breaker System** will be used to determine section championship, play-off entry, and home-field assignment where applicable. If teams tie in section record for the section championship, they will be declared champions and each will receive a section plaque. Non-section games will not be considered in the tie-breaker system.

WPIAL FOOTBALL PLAYOFF SYSTEM

- Only section records are used to determine playoff teams.
- In all four (4) classifications, the top four teams from each section qualify for playoff spots.
- The top two teams from each section will play at home in the first round of the playoffs.
- Quarterfinals and semi-finals will be played at neutral sites.
- The WPIAL will determine the playoff match-ups and brackets.
- The Official Ball of the WPIAL playoffs is the Spalding J5-V advanced.

TIES FOR PLAYOFF SPOTS

Ties will be broken in the following manner:

- Head-to-head competition is the first tiebreaker.

(PLEASE NOTE: head-to-head counts only in section games.)

- If there is a tie between three or more teams in a section, head-to-head is still the first tie breaker. For example, if teams A, B and C tie for a playoff spot, and team A has a 2-0 record against teams B and C, then team A gets the playoff spot.
- If head-to-head does not break the tie, then Gardner Points are used to determine playoff participants (see Gardner Points explanation below).
- If Gardner Points does not break the tie, the WPIAL Tie-Breaking System is used (see WPIAL Tie-Breaking System explanation below) to break the deadlock.
- If neither head-to-head, Gardner Points, or the WPIAL Tie-Breaking System breaks the tie, a coin flip will determine playoff participants.
- **PLEASE REMEMBER, THE TIE-BREAKING SYSTEM REVERTS BACK TO HEAD-TO-HEAD COMPETITION WHENEVER POSSIBLE THROUGHOUT THE PROCESS. EXAMPLES ARE LISTED ON THE NEXT PAGE:**

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-If teams A, B, and C are tied for second place, and team A has a 2-0 record in head-to-head competition, then team A gets second. The system then reverts back to head-to-head competition to determine third and fourth place. If team B beats team C, team B would be third and team C fourth.

- If teams D, E, and F are tied for third place and all three are 1-1 in head-to-head competition, the system goes to Gardner Points. If they tie in Gardner Points, the system goes to the WPIAL Tie-Breaking System. In this case, let's say that team D has more tie-breaking points and thus finishes third. The system then reverts back to head-to-head for teams E and F. Team E beats team F; Team E gets the fourth-place spot.

- If four teams are tied for second place in a section: In head-to-head competition among these teams, team A and team B are both 2-1, while team C and team D are 1-2. In this case, team A and team B then revert back to head-to-head. Team A beats team B, so team A is second and team B is third. Then, to break the tie between C and D for fourth place, again revert back to head-to-head. Team C beat team D, team C is fourth.

HOW GARDNER POINTS WORK

If head-to-head competition does not break ties among three or more teams, the Gardner Points system is used. Here is how the Gardner Points system works:

- Only section games are used.
- Teams are awarded 100 points for each section win.
- The winning team gets 10 points for each of the defeated team's victories. For example, team A beats team B. Team B has a 3-3 section record, so team A gets 30 points.
- Add up the Gardner Points for all teams that are tied for a playoff spot in a section. The team with more Gardner Points gets the spot. If there is a tie in Gardner Points, the WPIAL Tie-Breaking System is then applied.

HOW THE WPIAL TIE-BREAKER SYSTEM WORKS

If neither head-to-head competition nor Gardner Points breaks the tie among three or more teams, then the WPIAL Tie-Breaker System is used. Here is how the Tie-Breaking System works:

- Only section games are used.
- A maximum of 10 points is earned in a victory and a maximum of 10 points is lost in a defeat.
- Points are based on comparative scores.
- For example, a 14-7 victory is worth 7 points for the winner and a minus 7 points for the loser. A 20-10 victory is worth 10 points for the winner and a minus 10 points for the loser. A 35-7 victory results in only 10 points for the winner and a maximum minus 10 points for the loser.
- Add up the tie-breaker points in section games. The team with more tie-breaking points breaks the deadlock among tied teams.
- If there is still a tie among three or more teams after head-to-head, Gardner Points, and the WPIAL Tie-Breaker points, a coin flip will be used.

HOW A REQUIRED COIN FLIP WILL BE CONDUCTED

In the event that neither head-to-head competition, Gardner Points, nor the WPIAL Tie-Breaker System breaks a tie among three or more teams, a coin toss will be conducted. Here is how a coin toss will work:

- The tied teams, or their representatives, will meet in the WPIAL office, or an agreed-to site, to conduct the coin toss.
- All tied teams will simultaneously toss separate coins until one team's coin results in being "different". An example would be that team A's coin comes up heads, team B's coin comes up heads, and team C's coin comes up tails. Team C is the qualifier.
- In the event that there is a three-team tie for second, and the coin toss, as exemplified above, results in one team being designated as second. The other two teams will revert back to head-to-head competition to determine third and fourth place.
- If two teams are tied, the tied teams will decide in advance who will call the result of the coin toss. A third party will then toss the coin; and if the calling party calls correctly, they will advance into the tournament. If their call is incorrect their opponent will advance.