

# 2012/2013 WPIAL FOOTBALL SCHEDULE

January 30, 2012

First Practice Date ~ August 13, 2012  
First Scrimmage Date ~ August 18, 2012  
First Play Date ~ August 31, 2012

**Maximum Contests ~ 10 Games**  
**Maximum Scrimmages ~ 2**

The 2012 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](http://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. 2 – Nov. 3) 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 24, or Friday November 23, 2012. 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. The possibility exists that teams from the same section may play each other as early as the first round.

## **WPIAL CLASS AAAA AND AAA FOOTBALL PLAYOFF SYSTEM**

- Only section records are used to determine playoff teams in both classes.
- The top five teams in each section qualify.
- A 16<sup>th</sup> team (a sixth-place finisher) will qualify as a "wild-card team," using the "WPIAL wild-card system."
- The top two teams in each section will play home games in the first round of the playoffs. Two third-place teams will also play home games in the first round. Those two teams will be determined by the "WPIAL wild-card system."
- Quarterfinals and semifinals will be played at neutral sites.
- The WPIAL will determine the playoff brackets.
- The official ball of the WPIAL playoffs is the Spalding SB – 1

*In ties for playoff spots other than wild-card or home field, the following method is used.*

1. Head-to-head competition
2. Gardner Points system
3. WPIAL point-differential system (10 points + or - )
4. Coin flip

(PLEASE REMEMBER, THE TIEBREAKING SYSTEM REVERTS BACK TO HEAD-TO-HEAD COMPETITION WHENEVER POSSIBLE THROUGHOUT THE PROCESS. EXAMPLES ARE LISTED LATER)

## **2012 – 2013 WPIAL FOOTBALL SCHEDULE ~ PAGE 2**

### **CLASS AAAA AND AAA WILD-CARD SYSTEM**

In Class AAAA only (because one section has eight teams and the other two have nine), the sixth-place teams (wild card) and third-place teams (home field) in Section 2 and 3 will count only their seven "best" section games.

To determine the wild-card teams, and the two third-place teams in each class that will earn home-field in first-round games, the following system will be used:

1. Section record
2. **In Class AAAA only**, head-to-head competition will be the first tiebreaker (but only in the remote possibility that a team from Section 1 played non-section games against both teams in Section 2 and 3 that they are tied with for either third- or sixth-place)
3. Gardner Points System
4. WPIAL point-differential system (10 points + or -)
5. Coin flip

In Class AAAA and AAA, non-section head-to-head competition is an applicable tiebreaker only in this situation: Team A, B and C, all from different sections, are tied in section records. Either Gardner Points or WPIAL point-differential system eliminates Team A, then head-to-head competition in a non-section game (if applicable) would determine the winner between Team B and Team C.

### **CLASS AA AND A PLAYOFF SYSTEM**

- Only section records are used to determine playoff teams in both classes.
- The top four teams in each section qualify.
- The top two teams in each section will play home games in the first round of the playoffs.
- Quarterfinals and semifinals will be played at neutral sites.
- The WPIAL will determine the playoff brackets.
- The official ball of the WPIAL playoffs is the Spalding SB – 1

*In ties for playoff spots, the following method is used:*

1. Head-to-head competition
2. Gardner Points system
3. WPIAL point-differential system (10 points + or - )
4. Coin flip

(PLEASE REMEMBER, THE TIEBREAKING SYSTEM REVERTS BACK TO HEAD-TO-HEAD COMPETITION WHENEVER POSSIBLE THROUGHOUT THE PROCESS. EXAMPLES ARE LISTED LATER)

## **WPIAL PLAYOFF TIEBREAKER SYSTEMS AND EXPLANATIONS**

*PLEASE REMEMBER THE TIEBREAKING SYSTEM REVERTS BACK TO HEAD-TO-HEAD COMPETITION WHENEVER POSSIBLE THROUGH THE PROCESS. EXAMPLES ARE LISTED BELOW.*

- 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 beat 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 Point-Differential System. In this case, let's say that team D has more points in the "Point-Differential System," 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 C, team C is fourth.

**HOW THE GARDNER POINTS SYSTEM WORKS**

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 Point-Differential System is then applied.

**HOW THE WPIAL POINT-DIFFERENTIAL SYSTEM WORKS**

If neither head-to-head competition, nor Gardner Points breaks the tie among three or more teams, then the WPIAL "Point Differential System" is used. Here is how the 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 points in the "Point Differential System" and the team with more 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 Point-Differential System, 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 Point-Differential System breaks a tie among three or more teams, a coin toss will be conducted. Here is how a coin toss will work:

- A representative from the tied teams will meet in the WPIAL office, or an agreed-upon site, to conduct the coin toss.
- All tied teams will simultaneously toss coins until one team's coin is "different."
- The team with the "different" coin is eliminated.
- The two teams left use head-to-head game competition to determine the winner.
- If the two teams left did not play head-to-head in a game, a third party will toss the coin. One of the teams will call the coin before it is tossed. If correct, they win. If incorrect, the other team wins.