

2021 - 2022 WPIAL FOOTBALL SCHEDULE

January 26, 2021

First Date of Heat Acclimatization ~ August 9, 2021

First Practice Date ~ August 16, 2021

First Scrimmage Date ~ August 21, 2021

Second Scrimmage OR "Week 0" Game ~ August 27, 2021

Maximum Contests ~ 10 Games

Maximum Scrimmages ~ 2

The 2021 WPIAL Football schedule denotes Fridays as the scheduled contest date, but schools are able to adjust that contest to be Thursday, Friday or Saturday of that calendar week. 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.

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

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

Championship play will begin in week ten, Nov. 5, 2021. The top three (3) teams in sections of 5 teams, the top four (4) teams in sections of 6 or 7 teams, and the top five (5) teams in sections of 8 teams will enter the WPIAL Football Tournament. *This formula is applicable in all classifications except in the 2A Classification, where all qualifications are the same except ONLY the 4th place team from Section 1 OR Section 4 with the HIGHEST number of Gardner Points QUALIFIES for post-season play to allow for a 16-team bracket.

6A – 8 Teams – 1 Section – 5 Qualifiers

5A – 18 Teams – 3 Sections – 12 Qualifiers

4A – 21 Teams – 3 Sections – 13 Qualifiers

3A – 20 Teams – 3 Sections – 12 Qualifiers

2A – 27 Teams – 4 Sections – 16 Qualifiers (*Formula would yield 17, but need to limit to 16)

1A – 24 Teams – 3 Sections – 15 Qualifiers

The tournament will culminate with the 6A Championship on November 19 or 20, 2021 and the other 5 Championships occurring on Friday and/or Saturday, November 26/27, 2021. The **WPIAL Playoff 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 all 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.

All ties for SECTION PLACEMENT are determined by the WPIAL Tie-Breaker System:

1. Head-to-Head Competition
2. Garner Points System
3. WPIAL point-differential system (10 points + or -)
4. Coin Flip

(PLEASE REMEMBER, THE TIE-BREAKING SYSTEM REVERTS BACK TO HEAD-TO-HEAD COMPETITION WHENEVER POSSIBLE THROUGHOUT THE PROCESS.)

CLASS 6A PLAYOFF SYSTEM

- There are 5 playoff spots.
- The Section Champion, 2nd Place and 3rd Place Teams will receive a “bye” in the first round.
- In week One, the 4th place team will host the 5th place team.
- In week Two the Section Champion will host the winner of the 4/5 game and the 2nd Place Team will host the 3rd Place Team.
- The WPIAL will determine the championship site.

CLASS 5A PLAYOFF SYSTEM

- There are 12 playoff spots.
- Based on team records using section games, the top four teams in each section qualify for a playoff spot.
- The top four seeded teams in the tournament will receive a “bye” in the first round.
- The Section Champion in each section will host their opponent in their opening round of the playoffs. In all other opening games, the higher seeded team will host their opponent.
- The WPIAL will determine playoff sites for all subsequent rounds.

CLASS 4A PLAYOFF SYSTEM

- There are 13 playoff spots.
- Based on team records using section games, the top four teams in Sections 1 & 3 will qualify for a playoff spot and the top five teams in Section 2 will qualify.
- The top three seeded teams in the tournament will receive a “bye” in the first round.
- The Section Champion in each section will host their opponent in their opening round of the playoffs. In all other opening games, the higher seeded teams will host their opponent.
- The WPIAL will determine playoff sites for all subsequent rounds.

CLASS 3A PLAYOFF SYSTEM

- There are 12 playoff spots.
- Based on team records using section games, the top four teams in each section qualify for a playoff spot.
- The top four seeded teams in the tournament will receive a “bye” in the first round.
- The Section Champion in each section will host their opponent in their opening round of the playoffs. In all other opening games, the higher seeded team will host their opponent.
- The WPIAL will determine playoff sites for all subsequent rounds.

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CLASS 2A PLAYOFF SYSTEM

- There are 16 playoff spots.
- Based on team records using section games, the top five teams in Section 2, the top four teams in Section 3 and the top three teams in Sections 1 & 4 will qualify for a playoff spot. The final playoff spot will be the 4th place team with the higher amount of Gardener Points from either Section 1 or Section 4. Gardener Points system defined below.
- The Section Champion in each section will host their opponent in the opening round of the playoffs. In all other opening games, the higher seeded team will host their opponent.
- The WPIAL will determine playoff sites for all subsequent rounds.

Gardner Points System:

- Only section games are used.
- Teams are awarded 100 points for each 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.

CLASS 1A PLAYOFF SYSTEM

- There are 15 playoff spots.
- Based on team records using section games, the top five teams in each section qualify for a playoff spot.
- The top seeded team in the tournament will receive a "bye" in the first round.
- The Section Champion in each section will host their opponent in their opening round of the playoffs. In all other opening games, the higher seeded team will host their opponent.
- The WPIAL will determine playoff sites for all other rounds.

HOW THE TIE BREAKER SYSTEM WORKS

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 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 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 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 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 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 except for the 1A wild-card process.
- 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

If 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.