

2009
FOOTBALL
POSTSEASON MANUAL



Compiled by
IOWA HIGH SCHOOL
ATHLETIC ASSOCIATION
Boone, Iowa



2009 FOOTBALL POSTSEASON MANUAL

FOOTBALL POSTSEASON POSTSEASON PAIRINGS AND SITE SELECTIONS FOR ALL GAMES

Substate (All Classes)

Wednesday, October 28, 2009 @ 7:00 PM

PLAYOFFS-

First-Round Games (All Classes)

Monday, November 2, 2009 @ 7:00 PM

Quarterfinal Round Games (All Classes)

Friday, November 6, 2009 @ 7:00 PM

*NOTE: If the administrators of the two schools playing the substate, first-round or quarterfinal-round games want to play an afternoon game, the starting time will be 1:30 PM. However, both schools' administrators must agree for an afternoon game to be played.

SEMIFINAL ROUND: All semi-final round games will be played in the UNI-Dome.

Thursday, November 12, 2009	8 Player--	Game 1 @ 10:00 AM Game 2 @ 1:00 PM
Friday, November 13, 2009	Class A--	Game 1 @ 10:30 AM Game 2 @ 1:30 PM
	Class 4-A--	Game 1 @ 4:30 PM Game 2 @ 7:30 PM
Saturday, November 14, 2009	Class 1A--	Game 1 @ 10:00 AM Game 2 @ 1:00 PM
Monday, November 16, 2009	Class 2-A--	Game 1 @ 10:30 AM Game 2 @ 1:30 PM
	Class 3-A--	Game 1 @ 4:30 PM Game 2 @ 7:30 PM

CHAMPIONSHIP ROUND: Friday or Saturday, November 20th or 21st at Cedar Falls, UNI-Dome.

Game times:	Friday, November 20th	Saturday, November 21st
	8-player @ 10:35 AM	Class 1-A @ 10:05 AM
	Class A @ 2:05 PM	Class 2-A @ 1:05 PM
	Class 4-A @ 7:05 PM	Class 3-A @ 4:05 PM

PLAY-OFF GAMES PLAYED IN THE UNI-DOME, CEDAR FALLS:

FIRST ROUND:

Monday, November 2nd (11-player games)
1st Game @ 6:15 PM
2nd Game @ 8:45 PM

QUARTERFINAL ROUND:

Friday, November 6th
1st Game @ 6:15 PM
2nd Game @ 8:45 PM

SEMI-FINAL ROUND:

**All Semi-Final Round 8-Player & 11-Player Games are played in UNI-Dome
Thursday, November 12th**

Eight Player
Game 1 @ 10:00 AM
Game 2 @ 1:00 PM

Friday, November 13th

Class A
Game 1 @ 10:30 AM
Game 2 @ 1:30 PM
Class 4-A
Game 1 @ 4:30 PM
Game 2 @ 7:30 PM

Saturday, November 14th

Class 1-A
Game 1 @ 10:00 AM
Game 2 @ 1:00 PM

Monday, November 16th

Class 2-A
Game 1 @ 10:30 AM
Game 2 @ 1:30 PM
Class 3-A
Game 1 @ 4:30 PM
Game 2 @ 7:30 PM

CHAMPIONSHIP ROUND:

Friday or Saturday, November 20th or 21st, 2009, at Cedar Falls, UNI-Dome.

Friday, November 20th

8-player @ 10:35 AM
Class A @ 2:05 PM
Class 4-A @ 7:05 PM

Saturday, November 21st

Class 1-A @ 10:05 AM
Class 2-A @ 1:05 PM
Class 3-A @ 4:05P

CLASS 4-A POST-SEASON QUALIFIERS

The state will be divided into two parts (east/west) with 24 schools in each part. The east will be made up of the Mississippi Valley Conference and the Mississippi Athletic Conference. The west will be made up of schools from the Central Iowa Metropolitan Conference and the Missouri River Conference. The champions of the Mississippi Athletic Conference; the Mississippi Division and the Valley Division of the Mississippi Valley Conference; the Missouri River Conference; and the Central Division, Iowa Division, and Metro Division of the Central Iowa Metropolitan League are automatic qualifiers for playoff berths.

The east and west will each have sixteen 4-A post-season qualifiers. The remaining Class 4-A qualifiers after the conference champions have been determined will be selected from the highest rank of remaining teams according to the point system, keeping in mind both the east and west will have a total of sixteen qualifiers. If two teams tie for a conference title in one of the conferences, the winner of the mutual game will be the automatic qualifier. Multiple ties that cannot be resolved in that manner will be determined by the point system with the highest point average being declared conference champions. If the tie still exists, the team listed **LAST** alphabetically will be the automatic qualifier. For the 2010 football season, the team listed **FIRST** alphabetically listed will be declared the qualifier.

CLASS 4-A POINT SYSTEM

1. Only regular season games are considered. No points are awarded for competition against non-varsity foes.

2. A team winning over 50% of its games is a first division team. All others are second division teams.

3. Points are awarded as follows:

	1st Div. Team	2nd Div. Team
Victory over	50	45
Tie With	42½	35
Loss To	30	25

4. Final ranking is determined by dividing the total number of accumulated points by the number of games played.

5. A member school must play a minimum of seven 11-man games to qualify, and all of their games must be concluded no later than the Friday preceding the sub state games. If the games are postponed because of weather, the game will not count toward the play-offs. If a school plays an abbreviated season (fewer number than their season limitation provides), their games should be counted as played, whether won or lost, in determining points for the play-offs.

8. In figuring the points of the first- and second-division teams involving those schools playing out-of-state opponents, only regular season games played no later than the Friday preceding the sub state game in their class will be used to establish whether a team has a winning season or losing season. The remainder of the opponent's schedule will have no bearing on the point system for play-offs.

CLASS 4-A PLAY-OFF ASSIGNMENTS/PAIRINGS

The Board of Control will determine all pairings. The Board of Control will pair the sixteen (16) eastern schools together and the sixteen (16) western schools together. Teams will be seeded #1 through #16 on both the east side and west side based on their point ratings. The #1 seed will play the #16 seed, the #2 seed will play the #15 seed, #3 seed will play the #14 seed, etc., in the sub state round. In first round, the winner of the #1 vs. #16 will play the winner of the #8 vs. #9 seed; #2 vs. #15 will play the winner of #7 vs. #10; #3 vs. #14 will play the winner of #6 vs. #11; #4 vs. #13 will play the winner of #5 vs. #12.

TEAMS WITH IDENTICAL POINT RATINGS

If more than one team finishes with identical point ratings for the final qualifying position (figured to the nearest thousandth), that representative will be selected as follows:

- 1) If any of the teams in the tie were defeated by any one of the schools involved in the tie, they would automatically be eliminated and no longer be considered part of the tie. If all teams would be eliminated, all teams in the original tie would start on Step 2.

NOTE: If there are multiple ties for qualifying after a qualifier has been determined, the schools remaining in the tie for the remaining qualifiers position will go back to Step #1 of the tiebreaker procedure to determine the remaining qualifier(s).

2. If the tie still exists, wins and losses of the opponents would be totaled and whichever team has played the higher percentage of winners (figured to the nearest thousandth) will be selected. Ties are ignored.

3. If the tie still exists, five additional points will be given to the team with the most wins and least losses.

4. If the tie still exists, the team listed **LAST** alphabetically will receive the play-off berth. If three schools are vying for two berths, the **LAST** two alphabetically will be declared the play-off qualifiers, etc. NOTE: For the 2010 football season, the **FIRST** alphabetically will be declared the play-off qualifier(s).

DETERMINING SEEDS

- 1) Seeding will be based on the point rating of wins/losses over Class 4-A schools. The team with the highest point rating will be seeded #1, the team with the second highest point rating will be seeded #2, etc.
- 2) If two or more teams have identical point ratings, the following criteria will be used to select the seeds:
 - a. If any of the teams in the tie defeated all of the schools involved in the tie, they would receive the higher seed.
NOTE: If there are multiple ties for seeding after a seed has been determined, the schools remaining in the tie for the seeding position will go back to letter (a) of the tiebreaker procedure to determine the remaining seeds.
 - b. If the tie still exists, wins and losses of the opponents would be totaled and whichever team has played the higher percentage of winners (figured to the nearest thousandth) will receive the higher seed. Ties are ignored.
 - c. If the tie still exists, five additional points will be given to the team with the most wins and least losses.
 - d. If the tie still exists, the team listed **FIRST** alphabetically will receive the higher seed. NOTE: For the 2010 football season, the **LAST** alphabetically will receive the higher seed.

SITE ASSIGNMENTS CLASS 4-A

For the **sub state** games:

- 1) The team with the highest seed based on the Class 4-A point system will be the home team.

For the **first round** games:

- 1) The team with the highest seed based on the Class 4-A point system will be the home team.

For the **quarterfinal-round** games:

- 1) If one team has been at home for both games and the other team has traveled for both games, the team which traveled both games will be the home team.
- 2) In other situations, travel will be balanced out between teams. For example, if one team has been at home for both games, while their opponent has been at home for only one game, the team which has been at home for only one game will host the game.
- 3) In any other situation, the team with the highest seed based on the Class 4-A point system will be the home team.

For **semifinal round** games:

- 1) All teams will play in the UNI-Dome, Cedar Falls. The school listed **FIRST** alphabetically will be considered the home team.

Note: For the 2010 play-off season, the **LAST** alphabetical school will be considered the home team.

CLASS 4-A POST SEASON SCHEDULE



EIGHT PLAYER, CLASS A, 1A, 2A, AND 3A DISTRICT POST-SEASON QUALIFIERS

13-POINT TIEBREAKER

The 13-point tiebreaker system is the difference in score between Team A and Team B. EXAMPLE: (Team A--20, Team B- 10. Team A gets plus 10 points and Team B gets minus 10 points.) Thirteen points is the maximum number of positive or negative points that a team may receive.

When a tie exists and head-to-head competition cannot determine the qualifier, the 13-point system will be used by adding the plus and minus points of district games of each of the teams in the tie and then divide by the total number of district games. This will indicate a per-game point average. The team with the highest positive per-game point average will be the qualifier. If the tie still exists, we then use the alphabetical system.

OVERTIME GAMES

When a regulation game ends in a tie score, the overtime procedure is used. For purposes of the 13-point tie-breaker rule, the winner of an overtime game will receive a (+1) and the loser of the overtime game will receive a (-1) in the 13-point tie-breaker system. NOTE: The score differential in an overtime game is not a factor. It is simply the winner receives a (+1) and the loser a (-1) in all overtime district games. (In overtime, no try will be attempted if the winner of the game has been determined.)

CANCELLATION/FORFEITURE POLICY

- 1) If a team does not play a game, it does not have a season and thus would be considered a cancellation of the season.
- 2) If it is mutually agreed to cancel a game, no points will be figured; however, if a forfeiture takes place, it will be treated as winning and losing and the opponent receives 13 points on tiebreaker.
- 3) A cancellation is when two school administrators mutually agree not to play the game. A season starts with the first game.
- 4) If a team had a schedule of seven or more games originally and one or more of their opponents dropped football, for some unavoidable reason, and that team is unable to reschedule another opponent, the Board of Control will determine their play-off status.
- 5) If a game is canceled or forfeited and it is the last game on the team's schedule, the Board of Control will have sole authority to determine whether or not this action will disqualify the team(s) from the football play-offs. There are those situations where it would be possible, mathematically, for a team to qualify for the play-offs if they were to not play their last game. This would not be in the best interest of football and would defeat the purpose of our interscholastic program. This situation will not be tolerated by the Board of Control and the member schools.

In the event of inclement weather, a postponed 9th game must be played. Suspended game provisions apply to games in progress & postponed. For teams that qualify for the playoffs, their season ends when they are defeated in playoffs.

DISTRICT POST SEASON QUALIFYING PROCEDURES

Qualifiers for the football post-season tournament will be the district champion, district runner-up, district third place team, and the district fourth place team.

- I. Determining the **district champion**:
 1. The team with the fewest district losses will be the district champion.
 2. If a tie exists between **two** teams with the fewest district losses, the tie will be broken by:
 - a. Head to Head competition, winner is district champion.
 - b. Loser is district runner-up.
- II. Determining the **district runner-up**:
 1. The team with the 2nd fewest district losses will be the district runner-up
 2. If a tie exists between 2 schools for the district runner-up, head to head competition will be used, loser will be the district third place team.
 3. If a tie exists between 3 or more schools for the district runner-up, and one school defeated the others head to head, they will be the district runner-up.
 4. If a tie exists between 3 or more schools for the district runner-up, and all teams have defeated each other:
 - a. The 13 point tie breaker (using plus and minus points of district games divided by the total number of games played within the district) will decide the district runner-up. The team with the highest tiebreaker average will be the district runner-up, the team with the second highest tiebreaker average will be the district third place team, and the team with the third highest tiebreaker average will be the district fourth place team.
- III. Determining **district champion, district runner-up, and district third place team when three or more schools tie with the fewest district losses**:
 1. Head to Head Competition will be used, loser(s) out.
 - a. If a district champion is determined by head to head competition over the remaining teams, and only two teams remain, head to head competition will determine the district runner up.

- b. If all teams defeated each other:
 - (1) The 13 point tie breaker (using plus and minus points of district games divided by the total number of games played within the district) will decide the district champion. The team with highest tiebreaker average will be the district champion and the second highest will be the district runner up, and the third highest will be the district third place team.
- c. If a 2-way tie exists among the highest tiebreaker average:
 - (1) Head to Head competition will be used, team with lowest tiebreaker will be out.
- d. If a 3-way tie exists among the highest tiebreaker average:
 - (1) Alphabetical system-LAST alphabetical will be the qualifier(s) in 2009.

IV. Determining the **district third place team:**

- 1. The team with the 3rd fewest district losses will be the district third place team.
- 2. If a tie exists between 2 schools for the district third place team, head to head competition will be used, loser will be the district fourth place team.
- 3. If a tie exists between 3 or more schools for the district third place team, and one school defeated the others head to head, they will be the district third place team.
- 4. If a tie exists between 3 or more schools for the district third place team, and all teams have defeated Each other:
 - a. The 13 point tie breaker (using plus and minus points of district games divided by the total number of games played within the district) will decide the district third place team. The team with the highest tiebreaker average will be the district third place team. The team with the second highest tiebreaker average will be the district fourth place team.

V. Determining the **district fourth place team:**

- 1. The team with the 4th fewest district losses will be the district fourth place team.
- 2. If a tie exists between 2 schools for the district fourth place team, head to head competition will be used, loser will be out.
- 3. If a tie exists between 3 or more schools for the district fourth place team, and one school defeated the others head to head, they will be the district fourth place team.
- 4. If a tie exists between 3 or more schools for the district fourth place team, and all teams have defeated Each other:
 - a. The 13 point tie breaker (using plus and minus points of district games divided by the total number of games played within the district) will decide the district fourth place team. The team with the highest tiebreaker average will be the district fourth place team.

VI. Determining **district champion and district runner-up, district third place, and district fourth place when four or more schools tie with the fewest district losses:**

- 1. Head to Head Competition will be used, loser(s) out.
 - a. If a district champion is determined by head to head competition over the remaining teams, and only two teams remain, head to head competition will determine the district runner up.
 - b. If all teams defeated each other:
 - (1) The 13 point tie breaker (using plus and minus points of district games divided by the total number of games played within the district) will decide the district champion. The team with highest tiebreaker average will be the district champion and the second highest will be the district runner up.
 - c. If a 2-way tie exists among the highest tiebreaker average:
 - (1) Head to Head competition will be used, team with lowest tiebreaker will be out.
 - d. If a 3-way tie exists among the highest tiebreaker average:
 - Alphabetical system-LAST alphabetical will be the qualifier(s) in 2009.
 - e. If a 4-way tie exists among the highest tiebreaker average:
 - Alphabetical system-LAST alphabetical will be the qualifier(s) in 2009.

NOTE: For the 2010 play-off season, the **FIRST** alphabetical school will be the qualifier.

**SITE ASSIGNMENTS
CLASS 3-A, 2-A, 1-A, A, 8-PLAYER**

For the **sub-state** games:

- 1) When a district champion plays a district fourth place team, the district champion will be the home team.
- 2) When a district runner-up plays a district third place team, the district runner-up will be the home team.

For the **first-round** games:

- 1) The team with the higher finish in their respective district will be the home team.

For the **quarterfinal-round** games:

- 1) If one team has been at home for both games and the other team has traveled for both games, the team which traveled both games, will be the home team.
- 2) If both teams were at home or if both teams traveled for their first two games, the team with the higher finish in their respective district will be the home team for the quarterfinal round game. However, if the two teams paired have the same district finish, the team with the best district record will be the home team. If the two teams have the same district finish and district record, head-to-head competition between the two tied teams will determine the home school with the winner of the head-to-head competition being the home team. If there was no head-to-head competition, the home school will be determined by the alphabetical system and the school listed **FIRST** alphabetically will be the home team.
- 3) If both teams have had one home game and one away game, the team with the higher finish in their respective district according to the district playoff qualification procedure will be the home team. If both teams have the same finishing position in the standings, the team with the best district record will be the home team. If the two teams have the same district finish and district record, head-to-head competition between the two tied teams will determine the home school with the winner of the head-to-head competition being the home team. If there was no head-to-head competition, the home school will be determined by the alphabetical system and the school listed **FIRST** alphabetically will be the home team.
- 4) In other situations, travel will be balanced out between teams. For example, if one team has been at home for both games, while their opponent has been at home for only one game, the team, which has been at home for only one game, will host the game.
- 5) In any other situation, the team with the higher finish in their respective district according to the district playoff qualification procedure will be the home team.

For **semifinal round** games:

- 1) All teams will play in the UNI-Dome, Cedar Falls. The school listed **FIRST** alphabetically will be considered the home team.

Note): For the 2010 play-off season, the **LAST** alphabetical school will be considered the home team.

CLASS A, 1-A, 2-A, AND 3-A PLAY-OFF ASSIGNMENTS/PAIRINGS

CLASS 3-A, 2-A, 1-A, A & 8-Player: The Board of Control will determine the pairings. The Board based on geographic location of all qualifying schools will pair the district champion of District "A" with the fourth place team from District "B", the runner-up of District "B" playing the third place team of District "A", in the sub state contest. The two winners will play each other in the 1st round. Likewise, the Board will pair the district champion of District "B" with the fourth place team from District "A", the runner-up of District "A" playing the third place team of District "B" in the sub state contest, with the two winners playing in the 1st round. The 1st round winners will advance and play each other in the quarterfinal round.

2009 Post Season District Match-Ups

Class 3A

District 1 and District 8
District 2 and District 7
District 3 and District 4
District 5 and District 6

Class 1A

District 1 and District 8
District 2 and District 3
District 4 and District 5
District 6 and District 7

Class 2A

District 1 and District 2
District 3 and District 4
District 5 and District 6
District 7 and District 8

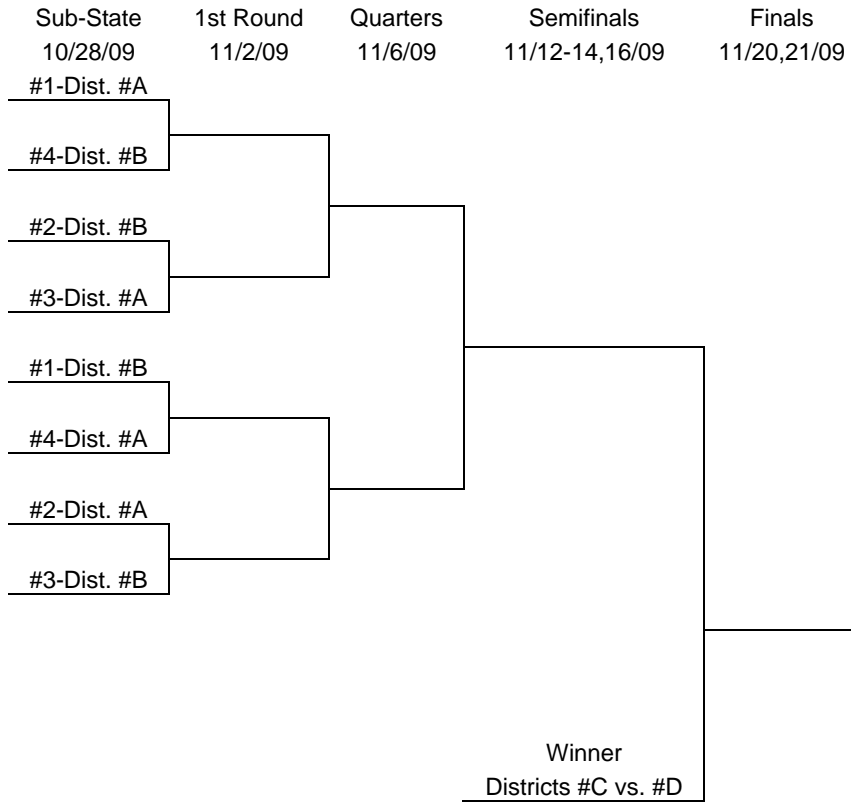
Class A

District 1 and District 2
District 3 and District 4
District 5 and District 6
District 7 and District 8

Class 8 Player

District 1 and District 2
District 3 and District 4
District 5 and District 6
District 7 and District 8

CLASS 3-A, 2-A, 1-A, A & 8 PLAYER POST SEASON SCHEDULE



GAME PROCEDURES (ALL QUALIFIERS)

ACCESS TO LOCKER ROOMS: 90 minutes prior to kickoff.

ACCESS TO FIELD: 30 minutes prior to kickoff/No earlier than one hour before kickoff time.

1. Game time for ball games on Wednesday afternoon will be 1:30 PM and Wednesday night at 7:00 PM. First round games will be played on Monday night at 7:00 PM unless it is an afternoon game. Quarterfinal games will be played on Friday night at 7:00 PM unless it is an afternoon game, which will be at 1:30 PM. All semifinal games will be played at the UNI-Dome. It is recommended that home management have the **flag presented** and the **Star-Spangled Banner played**.

2. Teams are to leave the playing field 15 minutes before game time and return promptly five minutes before the kickoff time when playing the first game of a session. Upon returning, the captains will participate in the tossing of the coin. Through a recommendation of the coaches, a coin toss could take place earlier in the dressing room and a mock flip will take place three minutes prior to the game time.

3. Only the official squads, including the players, will be permitted on the field of play.

4. Only members of the media will be permitted on the sidelines. They must be issued tickets. Two representatives from each school will be permitted on the sidelines insofar as yearbook photographers and writers are concerned. The home newspaper of each team is permitted to have two writers and one photographer. All other sports coverage must be by certified members of the media only.

5. A 4 inch wide broken restraining line shall be placed around the outside of the field, at least 2 yards from the sidelines and end lines, as an extension of the line limiting the team box area. These lines should be 12 inches in length and separated by 24 inches.

6. The half-time will be 15 minutes long with a three-minute warm-up period, if there is no marching band participating at half-time. If the marching band performs at half-time, the half-time will be 20 minutes long with a three-minute warm-up period. Pre-game and half-time routines should be arranged with the play-off manager. No half-time routine will be longer than 12 minutes.

MARCHING BANDS

The home team in the football play-offs has the option to perform on their home field. This simply means the home team will have the option of having their band perform pre-game and half-time routines if the school desires. Visiting teams will not have the option of having a marching band. If the game is played on a neutral field, there will be no marching band performance. Pre-game and half-time routines should be arranged with the play-off manager. No half-time routine will be longer than 12 minutes. Marching bands for the finals of the football play-offs will be selected by the IHSAA. Marching band members of the home team will be admitted free if they are marching for the game.

OTHER HALF-TIME PERFORMANCES

Except for the aforementioned home team marching band, there are to be no other performances or activities that occur on the football field during half-time. The home team dance or drill team, along with cheerleaders may perform a routine as long as it is in conjunction with the marching band. If there is no marching band, there is not to be any other performance.

PEP BANDS

Both schools are permitted student pep bands if they desire. There will be no limit as to the number of pep band members. **Pep band members must pay admission.** Only marching band members of the home team will be admitted free, if they are marching for the game. No other musical entertainment shall be performed.

7. Prior to the start of the game the fans are not to make a human tunnel nor are the cheerleaders to have a **hoop** which the players can run through prior to the start of the game. The fans are to remain off the field. In addition, no media personnel or equipment are allowed on the playing surface prior to the game.

8. The Unified Activities Conduct Counts initiative is in affect for all post season contests.

POSTSEASON ADMINISTRATION INFORMATION

The Board of Control will appoint a tournament manager for each tournament site. The tournament manager will administer the game according to the regulations established by the Board of Control. The duties shall include:

1. The home team will wear dark uniforms and the visitors will wear light uniforms.
2. Provide participating schools with any necessary information not included in this manual.
3. Engage statisticians and designate one as the official scorer.
4. Arrange for a competent timer, scoreboard operator, announcer, the four ball boys, and the chain crew.
5. Make arrangements for managing of concessions (profits to go to host school).

6. Arrange to have a physician present at the game site, if possible. Arrangements should be made to have an ambulance available for an emergency.
7. Secure ticket sellers and ticket takers. Tickets are to be sold until the third quarter is completed.
8. Assign dressing rooms to the teams and game officials.
9. Designate seating sections for each team.
10. Assist teams in making any necessary housing arrangements. (Each school will be responsible for its own housing arrangements but may need assistance from the tournament manager.)
11. Tournament manager will be notified by the IHSAA of the names of the game officials one day prior to the game.
12. Make necessary arrangements for marking the field in accordance with the official rulebook.
13. Host schools shall furnish the equipment for the chain crew and also select the individuals to run the chain equipment.
14. The IHSAA will provide the host school for each play-off game three (3) Spalding J5V Horween (Item #62-8998) leather rubberized lace footballs. The balls will become the property of the host school following the game. The IHSAA will deduct \$90 from your host allowance for the purchase of the balls.
15. The host school is provided an additional \$35.00 for the tournament manager.
16. The game officials are to report to the home management no later than 1 hour, 30 minutes before game time.
17. It is recommended that the phone service on the playing field be available at the site of the game, if possible. One stipulation being that if both teams do not have ACCESS to a phone then there can be no phone service used.
18. A banner will be sent to the host school of the sub state contest. This banner is to be given to the winning team of the sub state contest.
19. The Association will not provide programs for sub state, first-round, and quarterfinal games. Hopefully the home school will be able to furnish a program for the contest. The Association will not reimburse the home school for the program. However, if the school desires to have a program, if they desire to sell advertising or just sell the program, this is permissible; but under no conditions can advertisement in programs represent alcoholic beverages, tobacco, or any other item that is not appropriate for the occasion. It is permissible for the home team to sell the programs they make available for first-round or quarterfinal games when games are played in the UNI-Dome. A program for the semifinal games will be produced by the IHSAA. Teams qualifying for semifinal round games must fax a roster to the IHSAA (515-432-2961) immediately following their quarterfinal round game. (No later than 9:00 AM the following day.) A program for the final game will be produced by the IHSAA. It will have pictures of the teams and information concerning their players as well as the school.
20. To give you an idea on the size of crowd to expect for your play-off games, the 8 player game will have very successful crowds if you have 1000; class 1-A and A games will have very successful crowds if you have 1400; the 2-A, 1600; the 3-A, 2800; and the 4-A, 4500. This information is given to home management so you can judge accordingly with regard to what you can expect as far as the crowd is concerned. These predictions are made on the average crowd over the last five years of football play-offs.
21. Please inform the teams where their buses should be parked, the location of the dressing rooms, the seating arrangements for their fans, and any other information you feel would be beneficial to the teams. In doing this we will have a better feeling of cooperation insofar as the teams are concerned.
22. The home school will select four ball boys. The IHSAA recommends junior high or high school students or adults only. Two will work for the home school and two for the visitors.
23. The host school is requested to report the results of the game to the following:

(Call First) IHSAA Office: 1-515-432-2011

Associated Press: Phone: 1-800-300-8340 or

FAX: 1-888-832-0338 or

Email: apsports@ap.org

24. No banners or noisemakers (cowbells, air horns, thunder sticks, etc.) will be permitted at any postseason football contest, including the UNI-Dome at any time, whether it is a sub state, first-round, quarterfinal, semifinal, or championship game.
25. The Board of Control of the IHSAA adopted a policy that shirts and shoes will be the required attire for all in attendance at any indoor IHSAA-sponsored athletic events. In the sport of football, this rule would apply to the UNI-Dome in Cedar Falls.
26. No items deemed a safety hazard (helmets, etc) will be permitted to be worn at any postseason football contest, including the UNI-Dome at any time, whether sub state, first-round, quarterfinal, semifinal, or championship game.
27. Medals will be sent to the losing team in the substate contest.
28. A trophy and medals will be given to the losers in the first round, quarterfinal round, and semifinal round games. The winners of the semifinal round games will advance to the championship games and receive their trophies and medals at the conclusion of the championship games. The IHSAA will make an effort to have the trophies and medals sent to the host schools for presentation following the game. The trophies and medals will be shipped directly to the host school manager. If

they are not available, they will be mailed to the school that is to receive the trophies and medals. In classes 8-Player, A, 1-A, 2-A, and 3-A, where district champions and runners-up are involved, a nameplate will be sent at a later date indicating the correct recognition your team is to receive based on the district placing as well as the football play-off placing.

29. Each participating school may have *EIGHT cheerleaders* admitted free of charge for the first-round, quarterfinal, and semifinal games. These cheerleaders will be asked to sign in at the pass gate. For the final games at the UNI-Dome, each participating school will be issued eight passes for their cheerleaders. Any other cheerleaders the school desires to have must purchase a ticket. **ALL YOUR CHEERLEADERS MAY CHEER BUT ONLY EIGHT CHEERLEADERS WILL BE ADMITTED FREE OF CHARGE.**

30. Each school will be permitted *FIVE* chaperones for supervision with no admission charge. The chaperones admitted free are not to have access to the playing field.

31. TICKET PRICES FOR:

SUBSTATE, FIRST ROUND, QUARTERFINAL, AND SEMIFINAL GAMES WILL BE \$6.

ALL PATRONS SCHOOL-AGED AND ABOVE ARE REQUIRED TO PURCHASE A TICKET.

32. The Association will mail a supply of tickets for sub state, first-round, quarterfinal, and semifinal games. The winning school will then have tickets available to sell immediately so there will be no reasons to worry about not having the tickets arrive on time.

33. If the UNI-Dome, Cedar Falls is available for sub state, first-round, or quarterfinal round games, the IHSAA has the authority to establish the teams that will play in this facility and will set the game times.

34. The Board of Control will set up the pairings for the sub state, first and second rounds on Friday, October 23, 2009.

35. The host school must meet the following minimum standards:

- 8-Player must provide seating for 750 people;
- Class 1-A and A schools must provide seating for 1000 people;
- Class 2-A schools must provide seating for 1200 people;
- Class 3-A schools must provide seating for 2200 people;
- Class 4-A schools must provide seating for 3500 people.

The host school must also provide adequate restroom facilities. If the member school cannot meet these minimum standards, they will select a site which meets these standards and which is no greater distance for the visitors than if the game had been played at the home school's own field. If the home school does not want to ask a member school to host a tournament, the IHSAA Office will select the site.

36. Teams scheduled in the UNI-Dome by the IHSAA are both considered as traveling teams. **Exception:** When playing in the UNI-Dome, if a team scheduled is within the metropolitan area, or it is determined by the Board of Control, the team will be considered as a home team as it relates to travel. The team listed **FIRST** alphabetically will wear the home uniform (dark) and the team listed **LAST** alphabetically will wear the visitor uniform (light).

Anytime a team is assigned to play a play-off game in the UNI-Dome for a first-round or quarterfinal round game:

- a. It is each team's responsibility to bring their roster with them and have it delivered to the PA announcer so the spotters know the players' names and numbers.
- b. The home team supply a program for their game.
- c. For games played in UNI-Dome, the home team will be on the east sideline and their fans should sit on the east side of Dome.
- d. UNI will furnish ball boys and chain crews.

Please keep in mind for the 2010 season, the team listed **LAST** alphabetically will become the home school.

37. If the IHSAA feels that a facility is not adequate, even though it meets the specifications, the IHSAA has the right to change the site after reviewing the facility. This decision will be final.

38. In metropolitan games, both teams are considered home teams as far as travel is concerned.

Metropolitan areas would be considered as follows:

Class 4-A:

- Bettendorf; Assumption, Davenport; Davenport, Central; Davenport, North; Davenport, West; Pleasant Valley
- Cedar Falls; Waterloo, East; Waterloo, West
- Dubuque, Hempstead; Dubuque, Senior; Wahlert, Dubuque
- Iowa City, City High; Iowa City, West
- Sioux City, East; Sioux City, North; Sioux City, West
- Cedar Rapids, Jefferson; Cedar Rapids, Kennedy; Prairie, Cedar Rapids; Xavier, Cedar Rapids; Cedar Rapids, Washington; Linn-Mar, Marion
- Council Bluffs, Abraham Lincoln; Council Bluffs, Thomas Jefferson
- Des Moines, East; Des Moines, Hoover; Des Moines, Lincoln; Des Moines, North; Des Moines, Roosevelt; Johnston; Urbandale; Dowling, West Des Moines; Valley, West Des Moines; Waukee

GENERAL INFORMATION FOR PARTICIPATING SCHOOLS

1. Schools that qualify for the play-offs will be posted on the IHSAA Web site following the Board of Control pairing of the post season teams Friday night. An AP Wire Service release will be made Friday night with regard to teams that have qualified and their pairings. Any school that disagrees with the qualifiers, the points earned, etc., **MUST notify the IHSAA Office no later than 10 AM Monday**, otherwise, all qualifiers will be final. This procedure is being used for the convenience of the teams that make it to the play-offs.

2. Once the teams have qualified for the football play-offs, all practice must be held in or on the school's regular practice facility. All scrimmages must likewise take place in or on one of the school's facilities involved in the scrimmage. Schools cannot rent a facility they do not normally practice in or on. **EXCEPTION:** If a team travels to the play-off site the day prior to the game, they may not practice on the official playing field; however, another facility could be used for the team to loosen up and exercise **with permission from the Iowa High School Athletic Association**. Penalty for violation of football rule pertaining to practices: Any team that violates one of the abovementioned rules is automatically eliminated from play-off consideration. If they are participating in the play-offs, the team they last defeated in the play-offs will advance. If the championship games have been played prior to the knowledge of the violation, all trophies, medals and certificates will be collected and returned to the IHSAA. If it is the championship team that violates the rule, the runner-up becomes champion. If it is the runner-up team that commits a violation, then there will be no runner-up team for that year.

3. By recommendation of the Football Coaches Association and the Football Play-off Committee, teams will be permitted to dress all **varsity** players for any play-off game (*home or away*). Players and sideline/pressbox personnel on the varsity squad will be left to the discretion of the local school district's Athletic Director and Football Coach with the understanding the IHSAA will provide awards and reimbursements for 33 players in 8-player and class A, 44 players in classes 1-A, and 2-A, and for 55 players in classes 3-A and 4-A.

The Football Playoff Committee recommended, and the Board of Control approved, that school administrators will verify playoff rosters and sideline/pressbox personnel for first-round playoff games and subsequent rounds. If the number of sideline/pressbox personnel is more than the allotted number by the State Association, the schools will purchase tickets for those individuals in addition to the allotted number and they will be allowed to be on the sideline.

The IHSAA allotted numbers for sideline/pressbox personnel are as follows:

(Substate, -1st-Round, Quarterfinal, Semi-Final)

8-Player Schools -- 8 sideline/pressbox personnel

Classes A, 1-A and 2-A -- 10 sideline/pressbox personnel

Classes 3-A & 4-A -- 14 sideline/pressbox personnel

Any additional sideline/pressbox personnel more than the numbers listed above must purchase a ticket. NOTE: Varsity players are defined as those players who suit up and participate or who are considered backup players for varsity positions due to loss of a varsity player in varsity games during the regular season. Varsity players do not include players who only played Freshman, Sophomore, or Junior-Varsity teams during the regular season. Varsity squad sizes will be left to the discretion of the local schools Athletic Director and Football Coach.

4. Football play-off awards and expense allowances for 8-player schools will be based on a 33-player squad, plus expenses for 8 additional people. Football play-off awards and expense allowances for 2-A, 1-A and A schools will be based on a 44-player squad, plus expenses for 10 additional people. For classes 4-A and 3-A, awards and expense allowance will be based on a 55-player squad, plus expenses for 14 additional people. This policy was agreed upon by the Iowa Football Coaches Association and the Football Play-Off committee when squad sizes were eliminated by the Board of Control.

5. All members of the varsity squad of a school which is participating may attend and dress for the football play-off finals at the UNI-Dome in Cedar Falls as determined by the school's Athletic Director and Football Coach.

6. The IHSAA will provide the host school for each play-off game **three (3) Spalding J5V Horween leather rubberized-lace footballs**. The balls will become the property of the host school following the game. The IHSAA will deduct \$90 from your host allowance for the purchase of the balls.

7. Videotaping or filming is permissible in scouting your opponent.

8. Managers and participating schools shall send all gross ticket sales to the IHSAA and return all unsold tickets. All tickets will be supplied by the IHSAA.

9. **A prerequisite for receiving any expense allowance from the IHSAA is that your school must travel to another town for the tournament participation.** The following shall determine the expense allowance for participating schools as defined in Item #4:

Substate: Travel for 8-player, Class A, 1-A, and 2-A schools will be reimbursed at \$4.00 per mile, one way. The Class 3-A and 4-A schools will receive \$7.00 per mile, one way. Schools will receive additional allowances of \$8.00 per participant if travel is a distance greater than 149 miles one way.

First Round: Travel for 8-player, Class A, 1-A, and 2-A schools will be reimbursed at \$4.00 per mile, one way. The Class 3-A and 4-A schools will receive \$7.00 per mile, one way. Each school will receive an additional allowance of \$8.00 per individual, provided the school travels a distance greater than 149 miles one way.

Classes A, 1-A, 2-A, 3-A, and 8-Player will receive a nameplate for their trophy at a later time with the correct information as it relates to district champions and runners-up, as well as their place in the football play-offs.

IHSAA AWARDS PRESENTATION POLICY

It is the goal of the IHSAA is to protect the safety and well being of all participants, spectators, coaches, officials, and tournament staff as well as demonstrate the sportsmanship philosophy of the IHSAA and its member schools with regard to respect for the opponent during all IHSAA award presentations. In furtherance of this goal and the requirement that member schools should insure that their contestants, coaches & spectators practice the highest principles of sportsmanship and ethics of competition, the following policy has been adopted by the Board of Control:

No team(s) student body/spectators are allowed on the playing surface at the conclusion of an IHSAA post-season event without the express permission of the tournament manager.

Penalty: Team or individual awards will not be presented to the participant(s) immediately following the competition and said award(s) will be delivered to the school administration of the respective teams at a time to be determined by the Executive Director or designee of the IHSAA.

This penalty is in addition to any other penalty or sanction which may be imposed by the Board of Control, its Executive Director, or designee as a result of a violation of any other policy, rule, bylaw, or regulation of the IHSAA.

The policy shall be enforced at all IHSAA sponsored tournaments that have an awards presentation following the completion of the event. The enforcement of this policy will be at the discretion and judgment of the specific tournament manager.

The Board of Control also requests school administrators be present and visible when their respective teams are playing and assist in making sure spectators do not come onto the playing surface at the conclusion of the event until such time it is permissible following awards and recognition presentations.

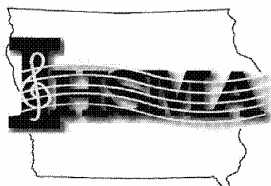
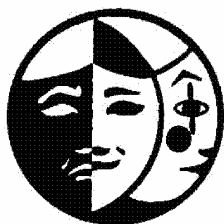
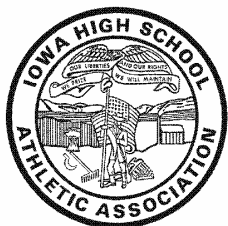
IHSAA POLICY ON PRAYER

The IHSAA Board of Control's action February 24, 2001, states: "Prayer shall not be permitted prior to IHSAA sponsored events in accordance with the Supreme Court ruling June 19, 2000: 'The Supreme Court of the United States, Santa Fe Independence School District versus Jane Doe, #99-62.'"

CONDUCT COUNTS

In this EDUCATIONAL INSTITUTION
these behaviors are **NOT** acceptable:

- Disrespectful conduct, including profanity, obscene gestures or comments, offensive remarks of a sexual nature, or other actions that demean individuals or the event.
Penalty - EJECTION
- Throwing articles onto the contest area.
Penalty - EJECTION
- Entering the contest area in protest or celebration.
Penalty - EJECTION
- Physical confrontation involving contest officials, coaches/directors, contestants or spectators.
Penalty - EJECTION
- Spectator interference with the event.
Penalty - EJECTION
- Jumping up and down on the bleachers.
Penalty - Warning/EJECTION
- Use of artificial noisemakers, signs or banners.
Penalty - Warning / EJECTION
- Chants or cheers directed at opponents.
Penalty - Warning/EJECTION



SITE OF FINAL GAMES

The UNI-Dome in Cedar Falls will be the site of the finals. The times of the games will be as follows:

Friday, November 20th, 2009: The 8-player game will be played at 10:35 AM. At the conclusion of the 8-player game, and after presentation of awards, Class A will have a 30-minute warm-up period and game time will not be before 2:05 PM. At the conclusion of the Class A game and the presentation of awards, the UNI-Dome will be cleared. The Class 4-A game will be at 7:05 PM.

Saturday, November 21st, 2009: The Class 1-A game will be played at 10:05 AM. At the conclusion of the 1-A game and after the presentation of awards, Class 2-A will have a 30-minute warm-up period, and the game will not start before 1:05PM. At the conclusion of the 2-A game and after the presentation of awards, Class 3-A will have a 30-minute warm-up period and the game will not start before 4:05PM.

All schools participating in the championship games at the UNI-Dome in Cedar Falls will be notified by 11 AM Tuesday, November 17th. You will receive instructions with regard to ticket information, where to enter the building, what side your fans will sit on, etc.

Coaches, if you qualify, call a coach who played last year at the UNI-Dome and ask him what he thinks as far as shoes are concerned. Many coaches feel tennis shoes are best, however, some feel soccer shoes are best.

Each school must make its own arrangements for housing and food at the site of the championship game, as well as furnishing their own towels and being responsible for their valuables.

All other information will be mailed directly from the IHSAA Office to each school qualifying for the finals.

INFORMATION TO TEAMS IN THE CHAMPIONSHIP GAME

1. The team **FIRST** alphabetical will be the home team and will wear the dark uniform.
2. Home team will be on east sideline and their fans will be seated on the east side of the Dome.
3. Visiting teams, the team wearing light-colored jerseys, will be on the west sideline and fans will sit on the west side of Dome.
4. When your team arrives at the UNI-Dome, you may unload your bus north of the dome in the Physical Education Complex parking lot. This is where your locker rooms will be located and an attendant will meet your team to direct you to your locker room. IHSAA personnel will also be available to answer any questions you may have.
5. Bus drivers, after you have unloaded your team and equipment, you will park your bus in the north parking lots, north of the Physical Education Complex. A UNI parking lot attendant will give you directions as to where your bus should be parked.
6. Participating team bus drivers will be permitted to sign-in at the pass gate (NW Entrance) by identifying him/herself and signing his/her name and school.
7. Teams are assured of at least a 30 minute warm-up period before their game, however, there may be more than 30 minutes depending upon when the previous game is concluded, the awards presented, and the field cleared.
8. The IHSAA allotted numbers for sideline/pressbox personnel are as follows:
 - Eight-Player teams will have 12 sideline/pressbox passes.**
 - Class A, 1-A, 2-A, and 3-A teams will have 15 sideline/pressbox passes. Two of these passes are for a school yearbook photographer and writer. The remainder of the passes are for coaches, doctors, trainers, managers', etc.**
 - Class 4-A teams will be issued 18 sideline/pressbox passes which also includes 2 passes for a school yearbook photographer and writer.**

The coaches in the press box team booth are required to have a sideline/pressbox pass.

Schools may purchase additional sideline personnel passes at the UNI-Dome, NW Entrance.

9. Team expenses for championship game-

Travel for 8-player, class A, 1-A, and 2-A schools will be reimbursed at \$4.00 per mile, one way.

Class 3-A and 4-A school will receive \$7.00 per mile, one way.

Each school traveling less than 149 miles will receive a food allowance of \$9.00 per individual. Those schools traveling more than 149 miles and not electing to use lodging will receive a food allowance of \$18.00 per individual. Those schools traveling greater than 149 miles and electing to use lodging will be paid \$38.00 per individual.

10. Following the game, there will be an awards presentation for both teams. Please respect your opponent and return to the vicinity of your sideline and respect your opponent receiving their awards and trophies.

11. Do not leave valuables in your locker room. Have a 'valuables bag' and assign someone on your staff to be responsible for your players' and coaches' valuables. Do not leave them in the locker room area.

12. The IHSAA will provide game footballs.

13. Coaches, all post-game interviews will take place in the designated interview room located near the locker rooms. **NO interviews will be conducted on the field.**

14. Athletic training services will be available to your team by the UNI Athletic Training Staff, if you desire.

15. Participating teams will be allowed to use the field phone system they have used throughout the season, however, the UNI-Dome provides two field phones on each sideline if you do not desire to bring your own. If any damage is done to the field phones or the cords, the team using the field phones when the damage was done will be responsible for the expense to repair them.

16. Autograph footballs will be provided to each team in the Championship Game the week prior to the Championship Game. Autograph Ball Allocation:

Eight-Player & Class A- number on roster up to 33 players plus coach and school (35 footballs)

Classes 1A, 2A-number on roster up to 44 players plus coach and school (46 footballs)

Classes 3A, 4A-number on roster up to 55 players plus coach and school (57 footballs)

Please Note: Additional autograph footballs may be purchased through the IHSAA.

17. All tickets for championship games are \$8. (School Age and Up)

Each member football school will be allotted two complimentary tickets of admission per game. **Superintendent, Principal, and Athletic Director administrator identification cards entitle the school administrator and spouse complimentary admission into first-round, quarterfinal-round, and semi-final round games. These cards do not include any state championship games.**

18. Team pictures will be taken 1 hour and 30 minutes before your scheduled final game time. An IHSAA staff member will escort your team to the picture area.