

**FOOTBALL**  
**SEASON OF SPORT**  
**2008-2010**

<b>FIRST PRACTICE:</b>	<b>August 11, 2008</b> <b>August 10, 2009</b> <b>August 9, 2010</b>
<b>FIRST CONTEST:</b>	<b>August 29, 2008*</b> <b>August 28, 2009*</b> <b>August 27, 2010*</b>
<b>LAST CONTEST:</b>	<b>November 7, 2008</b> <b>November 6, 2009</b> <b>November 5, 2010</b>
<b>NSCIF PLAYOFFS:</b>	<b>November 14, 21, 26, 2008</b> <b>November 13, 20, 25, 2009</b> <b>November 12, 19, 24, 2010</b>

**\*\*November 11<sup>th</sup> is Veteran's Day.**

**MAXIMUM NUMBER OF CONTESTS: 10**

**MAXIMUM NUMBER OF SCRIMMAGES: 3**  
**(See General Information # 10)**

Note: All dates subject to change

\* Most NSCIF schools will begin play on September 5, 2008 and September 4, 2009, but Aug. 29, 2008 and Aug. 28, 2009 are playable dates if practice begins on the above First Practice dates.

## **NSCIF FOOTBALL PLAYOFF QUALIFYING GUIDELINES**

### **I. DIVISIONS**

The NSCIF shall divide the number of participating schools by 10 to create 6 divisions. The largest 10 schools shall be called Division I, the next 10 is Division II, and so on to Division IV. Division V will consist of the remaining schools in the Northern Section that play 11-man football. Division VI will consist of schools playing 8-man football.

**NOTE:** Only schools with enrollment of 150 or less are eligible for Division VI. Schools must commit to playing eight-man football by February 15th of the previous year.

### **II. ADVISORY COMMITTEE**

The Football Advisory Committee consists of two representatives from each of the following leagues: Eastern Athletic, Northern Athletic, and Butte View Leagues. One representative from each of the following leagues: Evergreen, Feather River, Greater Mountain Valley, Mid Valley, North Valley, Sacramento Valley, and Shasta Cascade leagues.

### **III. SEEDING COMMITTEE**

A committee comprised of the Chairman of the Football Committee, the NSCIF Commissioner, the NSCIF President, and the NSCIF Playoff Committee Chair shall determine the 6 teams from each division to go to the playoffs.

### **IV. GAME SITES AND TIMES**

A. The highest seeded team shall host up to the final game. The highest seeded team may host the final game if site is appropriate. The Section Commissioner may designate an alternate site. Safety should be the primary reason to use an alternate site.

B. All games will begin at 7:00 p.m. unless the school's regular season games are played at an earlier time in which case the school may play the playoff game at that time. Playoff game times may be changed by mutual consent.

If there would be a need to have two games at one site on the same date, a doubleheader, the times would be at 6:00 and 8:00 p.m.

1. If a doubleheader involves two games in the same division, the team with the highest seed would play the 8:00 game.

2. If a doubleheader involves two different divisions, the division with the largest enrollment will play the 8:00 game.

### **V. QUALIFICATION AND SEEDING CRITERIA**

#### **A. Qualification**

1. Divisions I-VI will include the top 6 teams in each division. In Division V and VI, if there are more than ten teams, the committee may switch it to eight playoff teams.

**NOTE:** When there are fewer than four (4) schools in the divisional playoffs, the playoff dates may be changed to reflect that number.

- B. Seeding Criteria: The following NSCIF Football Seeding Formula shall be used to award points to determine the teams that will advance to the Section Playoffs. The formula is divided into three separate, but equal, portions-Overall Finish, League Finish, and Strength of Schedule.
1. Overall Finish: Teams will receive points based on overall record. The points will be the team's overall winning percentage multiplied by 10. (Examples: Record of 9-1 equals  $.900 \times 10 = 9.0$  points. Record of 7-2 equals  $.778 \times 10 = 7.78$  or 7.8).
  2. League Finish: League finish will be split into two parts-League record and league placement.
    - a. League Record: A team will receive points based on league winning percentage. The winning percentage will be multiplied by 10 to come up with the League Record Points. (Example: League record of 4-1 is  $.800 \times 10 = 8.0$  League Record points).
    - b. League Placement: Team will receive points based on its placement within the League. First = 10 points, Second = 8 points, Third = 6 points, Fourth = 4 points, Fifth = 2 points, Sixth = 1 point. Seventh place and lower = 0 points. (The E.A.L. will receive points as follows: First = 12, Second = 10, Third = 8, Fourth = 6, Fifth = 4, Sixth = 2, Seventh = 1 and Eighth = 0).

Once the League Record and League Placement Points have been determined, they are added together and divided by 2 to determine the League Finish points. (Example: League Record is 4-1 is  $.800 \times 10 = 8.0$  League Record Points. League Placement is Second place = 8 League Placement Points. League Finish Points are  $8 + 8 = 16 / 2 = 8$  League Finish Points.

3. Strength of Schedule: There are two components to the Strength of Schedule formula-the enrollment division of the opponent and the opponent's final record.
  - a. Enrollment division: A team will receive six (6) points for playing an opponent from a higher division. A team will receive three (3) points for playing an opponent within the same division. A team will receive zero (0) points for playing an opponent from a lower division.

**Note:** In all Divisions (including Division I), a team will receive points for playing up if they play a school out of our section/state that has an enrollment higher than the highest team in our Division structure, even if that team is lower than the lowest team in the next higher division.

**Example:** If team "A" is Division III and plays a team out of the section/state that has a larger enrollment than the largest school in our Division III, yet has an enrollment smaller than the smallest school in our Division II, they will be considered "playing up" and will receive those points accordingly.
  - b. Opponent's Final Record: A team (Team A) will receive four (4) points if the opponent (Team B) finishes the season with a winning percentage above .500. This winning percentage WILL NOT include the results of any contest(s) played between Team A and Team B.

Add parts (a) and (b) to get a sum total for each contest (contest points). Add all of the contest points and divide by the number of games played to determine Strength of Schedule Points.

- C. When two teams are tied in the league standings, the points for league placement shall be distributed as a result of head-to-head competition.
- D. Three or more teams that have the same league standing in the same league will divide the appropriate points for the number of places they possess and be assigned the average points earned.
- E. If there are six (6) playoff teams in the Division, the top 2 teams in the division as determined by the points above will have byes in the first round. The number 3 seed will play the number 6 seed and the number 4 seed will play the number 5 seed. The number 1 seed will play the winner of the game between seeds 4 and 5. The number 2 seed will play the winner of the game between the seeds 3 and 6 in the semifinals. If there are only 4 playoff teams in the Division, the number 1 seed will play number 4 seed and the number 2 seed will play the number 3 seed.
- F. The Seeding Committee will rank the teams according to the seeding formula.
  - a. Once this initial seeding is complete, teams **may** be adjusted based on head to head competition. (Teams will only be adjusted in original consecutive spots/rank and may not be dropped more than one rank).
  - b. Teams will not be seeded outside their league finish.
  - c. The Commissioner or designee has the authority to adjust the brackets if he/she determines an inappropriate situation exists.
  - d. Tournament pairings must receive Commissioner approval before publication and are final upon that approval.
- G. All Regular season Varsity games that end in a tie must use the National Federation 10-yard Line Overtime Procedure to determine the winner. (See NFHS Football Rulebook).

**Note:** If an NSCIF team plays a non-NSCIF opponent and the game results in a tie and no tiebreaker is played, the NSCIF team will be awarded half (1/2) a win toward its overall winning percentage.
- H. Teams that end up with the same number of points shall determine their seed by using the following ranked criteria:
  - 1. Head to head competition
  - 2. Common opponents Record
  - 3. Ties at this point will be resolved by using the following NSCIF Formula:
    - a. Win over team in higher division           4 points
    - b. Win over team in same division           3 points
    - c. Win over team in one division lower       2 points
    - d. Win over team in two division's lower   1 point
- I. "Common opponent" teams can receive League Finish points in only one league.
- J. Prior to the season, the Section Commissioner shall issue a Divisional Chart of Schools based on previous year's CBEDS (9<sup>th</sup>-12<sup>th</sup> grades).
- K. All leagues of like classification must have the same ending date for league play.
- L. The ending date of league play must precede the first round of play-off games by at least one week.

- M. Games played with less than 11 players. If Team A cannot field an eleven (11) man squad against Team B (a team that has an eleven man squad), the contest will be considered a forfeit win for Team B. This will be the case even when Team B agrees to play Team A in a game with less than eleven players. If both teams cannot field 11 man squads the game will count in the standings BUT both teams must play eleven (11) men to compete in a playoff game.
- N. If a non-league opponent (Team B) has to forfeit a game, Team A may;
1. Take the forfeit win.
  2. Decline the forfeit and schedule a different opponent and take the result of that contest.
  3. Accept the forfeit and schedule a different opponent and play a no-contest game.
- O. If a league opponent (Team B) has to forfeit a game, Team A may:
1. Take the forfeit win.
  2. Accept the forfeit and schedule a different opponent. The contest will be considered a no-contest game for both teams.

#### **VI. NORCAL QUALIFICATION CRITERIA**

Does not apply to football.

#### **VII. STATE QUALIFICATION CRITERIA**

Does not apply to football.

#### **VIII. OTHER RULES GOVERNING SPORT**

The purpose of this section is to clarify the CIF and NSCIF Rules governing football. It is imperative that **all member schools** in the Section understand and abide by the following:

##### **A. AGE REQUIREMENT (CIF BYLAW 1900)**

A student under 15 years of age may not participate in an interscholastic contest or scrimmage against the varsity team or another school unless the following criteria have been met for a student aged 14 years or older. Fourteen (14) year old student athletes may be allowed to compete at the varsity level by the principal provided the following conditions have been met:

1. Letter on file from a licensed medical doctor that the student is able to compete at the varsity level.
2. Signed consent form from the parents allowing participation at the varsity level.
3. A statement from the coach that the student athlete has the physical and mental maturity to compete at the varsity level.
4. A statement of compliance by the principal must be forwarded to the respective section office verifying that all required documentation has been completed and is on file in the appropriate school office.

If a school only has one football team, it could be designated as the junior varsity, provided it does not compete against other varsity teams, and provided it has received league and CIF Section approval as a junior varsity team.

##### **B. NUMBER OF PRACTICE DAYS; NO SUNDAY PRACTICE (CIF BYLAW 1901)**

There shall be no football games until the squad has had 14 days of practice before the first game. Each individual student on the team must have had at least 10 days of practice before being allowed to compete in a game. No Sunday practice is permitted.

**C. SCRIMMAGE LIMITATIONS (CIF BYLAW 1902)**

No individual student shall participate in an interscholastic scrimmage before his/her tenth day of practice for that particular school. Scrimmage is defined as practice where the teams alternate in carrying the ball, downs are not counted, no score is kept, and the coaches are on the field directing play.

**D. PHYSICAL CONDITIONING PRACTICE (CIF BYLAW 1903)**

A high school shall not conduct a physical conditioning practice session during the summer prior to the opening date of authorized football practice, unless so authorized by the appropriate CIF Section.

**E. SPRING FOOTBALL PRACTICE/JUNIOR HIGH SCHOOL STUDENTS (CIF BYLAW 1904)**

Eight and ninth grade students from an elementary or junior high school **MAY NOT** take part in the spring football practice at the high school. A high school coach may not conduct a football practice session at a separate junior high school.

**F. SPRING PRACTICE (NSCIF BYLAW 1904.1)**

The NSCIF authorizes Spring football practice with the understanding that the following will be adhered to:

1. The maximum number of Spring football practice days is 10 consecutive school days.
2. Practice may begin no earlier than the first school day following the last league contest in spring sports.
3. No Spring football practice is allowed after the last school day of the Spring Semester.
4. No protective equipment shall be worn, with the exception of the helmet and shoes, during Spring football practice.

**G. SUMMER CAMPS (NSCIF 1904.2)**

The following guidelines are to be followed:

1. Coaches and athletes may attend organized summer camps as individuals or as a team. These camps are non-mandatory and must be open to any coach or any athlete from any school.
2. The NSCIF will allow 10 calendar days in football gear outside of the regular season that includes camps or classes offered through a college. As an individual, one may go to as many contact camps as desired, i.e., a quarterback attending the quarterback-receiver camp on their own.
3. If a school hosts a summer football camp, the school must inform the NSCIF Commissioner in writing. The camp must be advertised throughout the Northern Section. The Principal of that school must sanction the summer football camp and notify the sponsors of the camp that they are responsible for liability insurance for participants.

**H. OUT OF SEASON ACTIVITIES (NSCIF BYLAW 1904.2)**

Football will be treated the same as other sports with the exception of the use of football equipment. The football will be the only equipment allowed. Sleds, bags, and any other equipment will not be allowed outside the season of sport. Exception: 1904.2.B

**I. NUMBER OF GAMES LIMITATION (CIF BYLAW 1905)**

A high school football team of whatsoever classification or name shall not play more than two games in any eight-day period. A continued game under National Federation football rules shall not be considered in this limitation.

**J. DIVISION VI GUIDELINES (8-MAN FOOTBALL)**

1. Schools with an enrollment of 150 or lower qualify for Division VI (Eight Man Football). Schools must notify the Section office on or before May 15th to participate in the Division VI football Section Playoffs (Eight Man Football).
2. Division VI Seeding Criteria
  - a. The NSCIF "power formula" **will not be used** to seed Division VI. Seeding will be determined by league finish.
  - b. If there are five teams in the Division VI "league," the top two teams will advance to the Section Finals. The first place finisher will play the 2<sup>nd</sup> place finisher for the Division VI Section Championship.
  - c. Division VI will include the top 6 teams in the division, if there are more than ten teams, the committee may switch it to eight playoff teams.
  - d. The highest place league finisher will host each contest. It may be necessary to flip a coin to determine the host field.
  - e. Schools qualifying for Division VI will determine if and/or how many games will be played.
3. A Mercy Rule will be applied. Any time a team has a forty-five point lead (or higher), there will be a running clock for the remainder of the game regardless of any further scoring.

## **NSCIF GAME MANAGEMENT INFORMATION**

### **I. OFFICIALS**

- A. The host school is responsible to contact their officials association to notify them of the date and time of their playoff game.
- B. Five (5) officials will be utilized in all Section Playoff games. Three (3) officials will be assigned from the host schools' assigning area and two (2) officials will be assigned from the visiting school's assigning area. Any exceptions must have prior approval from the Section Commissioner.
- C. Officials fees will be billed to and paid through the Section office.

### **II. OFFICIAL BALL**

A Spalding football will be used exclusively as the "Official Ball" of the NSCIF Playoff contests. The Spalding J5V ADVANCE football will be provided for all Northern Section CIF Playoff and Championship events. Other Spalding footballs may be used providing they have the NFHS certification stamp. Schools not using an official Northern Section sponsored ball for NSCIF Championship games without Section approval will forfeit their allotment of playoff money. The Spalding sponsorship is a 6-year contract and is valid until June 30, 2012.

### **III. PLAYER ELIGIBILITY**

Any player whose name appears on the official Varsity or Junior Varsity roster for the last league game and who is currently eligible under CIF guidelines is eligible to participate.

### **IV. UNIFORMS**

Follow the National Federation Rulebook for this sport regarding uniforms. Changes regarding visiting and home jerseys may be made with mutual consent.

### **V. GAME SUPERVISION**

- A. An administrator (or designee) from each participating school shall be present and make contact with the host school prior to the contest.
- B. The host school shall be responsible for security personnel.

### **VI. ENTRY FEES (All entry fees are subject to change)**

No entry fees are charged for football.

### **VII. ADMISSION FEES (All entry fees are subject to change)**

	Preliminaries	Finals	09-10 Preliminaries	09-10Finals
Adults	\$6.00	\$7.00	\$7.00	\$8.00
Senior Citizens (60 +)	\$4.00	\$4.00	\$5.00	\$5.00
Students (w/ASB card)	\$5.00	\$5.00	\$6.00	\$6.00
Elementary (K-8)	\$4.00	\$4.00	\$5.00	\$5.00

**Note:** No Section CIF, League, or school passes will be honored. The host school will arrange to admit the following: Supervisory personnel, pep bands, cheerleaders, and credentialed media. Golf Lifetime Passes, State CIF Courtesy Cards, Board Member/Superintendent Passes, and Official Playoff passes are the only passes that will be honored.

**VIII. HALF-TIME ACTIVITIES**

The half-time activity period shall be divided equally between the two schools. If one school declines to perform, the other school may use the full time. The half-time activity period shall be fifteen (15) minutes. The host principal is given the responsibility to decide if the field conditions permit half-time activities. Refer to new NFHS Football Rules regarding Halftimes.

**IX. FINANCIAL REPORT**

Following each game the host school will forward a financial report to the NSCIF Commissioner's office within 30 days. A 10 % penalty will be imposed on the host school for reports not received within 30 days. (See Financial Report form in the General Information Section of these Guidelines). This report shall include:

1. Gate Receipts
2. Itemized list of all permissible expenses.
3. A check for the net amount after all expenses has been paid. Make checks payable to NSCIF.
4. The Commissioner will remit shares to the leagues or schools. The distribution shall be 75 % to NSCIF and 25 % divided equally between the leagues or schools.
5. The host school retains program and concession revenues.

**X. PERMISSIBLE GAME EXPENSES**

A. The host school, while following season customs, is expected to hold expenses to a minimum. A standard reimbursement is provided for the schools to secure support personnel (excluding officials). The maximum allowable reimbursement is listed below. The Section Commissioner **must approve any additional expenses.** **Expenses not preapproved may not be reimbursed.** The following are reimbursable expenses:

<b>Division</b>	<b>1<sup>st</sup> Round</b>	<b>Semi-Finals</b>	<b>Finals</b>
I and II	\$ 500	\$ 750	\$ 1,000
III and IV	\$ 400	\$ 500	\$ 600
V and VI	\$300	\$ 400	\$ 500

- B. Team travel. (\$ 1.00 per mile/one vehicle/round trip is reimbursable providing application is submitted within 30 days). See Appendix B, pg. 12.
- C. All support personnel will be assigned and paid by the host school from the standard reimbursement listed above.
- D. Officials fees will be billed to and paid through the Section office.

**XI. PUBLICITY/REPORTING RESPONSIBILITIES**

- A. The host school should provide local newspapers with advance publicity of the teams involved in the play-offs, including game times and locations as well as admission prices.
- B. The host school should provide the local newspapers with a summary and highlights of the play-off game.
- C. Play-off teams should provide their own local newspaper with summaries, details and outcome of the games
- D. It is imperative that all schools report their scores to the MaxPreps.com so that the information posted on the website is accurate. Both schools are responsible for reporting any errors to either Kevin Askeland by email at MaxPreps.com (FAX 934-7394) or to the Section office (528-9300, FAX 528-9333) before the Section seeding meeting.**

**XII. RADIO/TV**

The Section Commissioner must approve all commercial radio and TV coverage of section play-off contests. The broadcast fee is \$ 100.00 payable to NSCIF prior to the contest.

**XIII. VENDORS**

A fee of \$100 at 10% will be charged per vendor payable to prior to any Section Playoff contests where vendors will be present. The Fee will include all Divisional and Section Championships. The fee DOES NOT include Regional and State CIF Contests. Any and all display materials are to be provided by the vendor.

**XIV. AWARDS (Football)**

The Northern Section has approved the following awards. The Section office must approve any additional awards. Additional awards may not have any financial impact on member schools.

Championship Shadow Box for each Division (6 total)

Runner-up Shadow Box for each Division (6 total)

Individual Championship Patches for each Championship team (210 total)\*

Individual Pins for each Championship team (210 total)

**Note:** Up to 40 individual patches and pins for Divisions I, II, and III.

Up to 30 individual patches and pins for Divisions IV, V, and VI.

\* Additional patches and pins may be purchased from the Section Office.



## Appendix B

### MILEAGE REQUEST APPLICATION

This form should be completed and returned to the Northern Section Office within 30 days following the contest. \$1.00 per mile/one vehicle/round trip is reimbursable providing application is submitted within 30 days. Refer to Game Management X.B in the NSCIF Playoff Guidelines for football and basketball.

**Contest:**

\_\_\_\_\_ vs. \_\_\_\_\_ Sport: \_\_\_\_\_

**Date of Contest:** \_\_\_\_\_ **Division (circle one):** I II III IV V VI

**Traveled from** \_\_\_\_\_ **to** \_\_\_\_\_

**Beginning Mileage:** \_\_\_\_\_ **Ending Mileage:** \_\_\_\_\_

\_\_\_\_\_  
(School)

\_\_\_\_\_  
(Principal Signature)

\_\_\_\_\_  
(Date Submitted)

#### For NSCIF Section Use Only

**School:** \_\_\_\_\_

**Reimbursement check for mileage** \_\_\_\_\_ **(Total miles)**

**Check No.** \_\_\_\_\_ **Amount:** \_\_\_\_\_ **Date:** \_\_\_\_\_