

WIAA Districts 5-6-7&9 have adopted the following guidelines
For 2014 Regional and Quarter Final football play-off games.
(Rounds 1 and 2 of the WIAA state play-offs)
Revised November 9, 2014

EASTSIDE INTERDISTRICT FOOTBALL GUIDELINE

1. GUIDELINES FOR OFFICIALS:

a. Split Crews:

All games involving Inter-district play will have split 5 man crews (3 and 2).

Home District	<u>Umpire</u> , Line Judge, Back Judge
Visiting District	<u>Referee</u> , Head Linesman

b. Official's fees as established by the WIAA:

Alternate Official - \$15.00 (Assignment from Association servicing designated home team)

c. Travel Allowance:

As per the WOA/WIAA Agreement.

d. Per Diem:

As per the WOA/WIAA Agreement.

e. Special Passes:

Officials will not be given Special Passes for additional people to be admitted.

f. After games are completed and when billed by the association assignor, the official's checks will be mailed by WIAA District Directors to the officials associations. The official assignor, when billing, may charge up to a 13% fee on the game fees only.

g. Officials are to report a minimum of one hour prior to game time, in uniform, for Pre-game with referee.

h. Notification of officials:

The District Director of the visiting school will notify the District Director of the home school of the assigned officials. The District Director of the home school will notify the game manager of the officials assigned to the game.

i. First round officials will not be assigned to the same team for the second round.

2. GENERAL GUIDELINES:

a. <u>Admission Prices:</u>	Adults	=	\$8.00
	Students	=	\$6.00
	Children	=	\$6.00
	Sr. Citizens (62 or Older)	=	\$6.00

b. <u>Supervisory Passes:</u>	4A	=	6 Passes
	3A	=	6 Passes
	2A	=	4 Passes
	1A	=	4 Passes
	2B	=	4 Passes
	1B	=	4 Passes

c. <u>Squad Sizes:</u>	4A	=	65 Players
Bound for State Regs	3A	=	65 Players
	2A	=	60 Players
	1A	=	50 Players
	2B	=	40 Players
	1B	=	35 Players

d. Game Balls: Each school will furnish two of their own game balls. Any ball that meets the NFHS football rules may be used for first round and Quarter Final games.

e. Game Sites:

First Round games may be played on any WIAA District approved site (may be a home site of participating school). Quarter Final games may be played on any WIAA District approved site except the home field of a school involved in the contest. Three A and 4A schools may play on their home site during quarter final games.

f. Game Dates/Times:

The District Directors of the Districts involved will determine the date and time of Round 1 & 2 football contests.

If the District Directors fail to reach an agreement, the default date for Round 1 or 2 will be the Saturday prior to the next round. The default game time for a single contest at a site will be 1pm. In the case of multiple contests at a single site, game times will be 1pm and 4pm for two games, 1pm 4pm and 7pm for three games. The visiting team with the furthest to travel will have choice of game time.

g. Radio Broadcast Fees:

A \$60 fee will be charged to broadcast any football play-off game. Arrangements are to be made through WIAA District Directors or the game managers.

h. Game Manager Fees:

1B = \$130	2B = \$130	1A = \$130
2A = \$170	3A = \$170	4A = \$170

i. Game Receipts and Expenditures:

The host WIAA District Director is responsible for reporting all game receipts and all game expenditures.

j. Distribution of Net Income of Loss:

The host WIAA District Director is responsible for sending a financial report to the visiting District Director. The net profit or the net loss will be divided equally between the two participating WIAA Districts.

k. Game Programs: The game manager is responsible for the game programs.

l. Heaters:

In the event of cold weather, it is the responsibility of each school to provide sideline heaters for their team.

m. The Film crew and coaches for each school will be using EQUAL FACILITIES.
(i.e. Access to: PRESS BOX, SCISSORS LIFTS, etc.)

n. Pre-Game Schedule: The following schedule will be used:

5 Minutes on Clock: Captains to the center of the field with Officials.

4 Minutes on Clock: Captains join their team.

3 Minutes on Clock: Play the National Anthem.

1 Minute on Clock: Players to their bench.

0 Minute on Clock: Introduce the teams, starting teams on hash marks and each player will step forward as his name is called.

NOTE:

The time placed on the clock will be five minutes fast to allow for team introductions when the clock reads "00".

o. Bands:

The band of the host school will play the National Anthem.

The Anthem will be played 3 minutes prior to the kick-off.

p. Field Phones: Schools are responsible for their own Field Phones

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