# Purpose: The purpose of this procedure is to document the Leagues structure for football championship, and play-offs.

# Responsibility: The League President and Board of Directors are responsible for maintaining and enforcing this procedure.

# Procedure: League Champions will be determined as follows:

1. All regular season League games will count toward League rankings, (inter-league games do not).
2. The number of Teams entering League playoffs shall be based on the number of competitive teams within a Division of Competition. The numbers shall be based on Teams within a Division of play. Match-ups for all Divisions of Competition will be 1 vs. 4, 2 vs. 3 whenever possible.
3. Each team that enters the season will be required to participate in the League playoffs if eligible.
4. A team may be considered ineligible if the Head Coach has failed to provide any of his/her MPR forms during the regular season.
5. Rankings will be determined by win / loss percentage (within the GNWC league if inter-league games have been played)
	1. Ranking *(Seeding)* Tie Breaker

 Each tie will be broken by using the tie-breaking criteria below to determine the top seeded team in each Division of Competition as follows:

* + - 1. Head to Head
			2. Common Opponents
			3. Coin Toss

3 Way Ties Will Be Broken By A 3 Way Coin Flip.

The League shall ask for a representative from each team to flip a coin simultaneously, then show the coin. The results from the 3 way coin toss shall be as follows;

1. Odd man represents slot 3.

2. The remaining tie will be broken using the Tie Breaker system listed above.

In the first round 1st place Teams may be given a bye to facilitate the most competitive playoff structure.

League Championship play will be a two consecutive week championship play-off Structured as follows;

Week 1 Week 2

1st vs. 4th win 1-4 vs. win 2-3 Winner - Champion / Loser 2nd place

2nd vs. 3rd loss 1-4 vs. loss 2-3 Winner - 3rd place / loser 4th place

This Structure will be used for all divisions.

Referee Crews will be at least Four Referees per crew for all 11 man tackle games, flag games will be at least two officials.

Higher seeded team will be Home team, lower seeded team will be Visitor.

All field / track areas will be closed to all spectators, only Coaching staff, with proper I.D., rostered participants, MPR and Chain crew, and League officials will be allowed on the field or track area, as per SWWA SOP010.

On field team staff will be limited to 10 personnel, not including 2 MPR monitors per team or chain crew. All on field personnel, not including MPR monitors and chain crew will be required to abide by the Dress Code, set forth in GNWC SOP009.

Competing teams will not be allowed to warm-up, or “wait” on field or track area until the previous game has ended.

The GNWC league will designate a League Representative , and a person for Cheer certification. For football weigh in, this will be considered end of season weights.

GNWC league will designate a “Chain Crew” for all Play-off / Championship games, except Flag games. Chains will be worked on the visitor side of the field.

**Tackle Football Overtime:**

In the event of a tie score after regulation play, overtime will be played in accordance with Washington State High School Football Rules, (NFHS), as follows;

*(Kansas Rules)*:

**COIN TOSS FOR OVERTIME**

The coin toss will be held 3 minutes before the start of the game. At the coin toss, the visiting team captain shall be given the privilege of calling heads or tails before the coin is tossed. The winner of the toss shall be given the choice of offense or defense, or of designating the end of the field at which the ball will be put in play. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on the offense first, the referee will have the captains place their backs to the goal line they will be defending and then give the first down signal toward the defense goal line indicating that the offense will be going that way. If another series must be held for a second overtime period the choice will rotate, thus the referee and all officials must be aware of who won the first choice. Each team will always have the same three options in all overtime periods. When the score is tied at the end of the fourth quarter, the referee will instruct both teams to return to their respective team boxes. There will be a 3-minute intermission during which both teams can confer with their coaches. All officials will assemble at the. 50~yard line to review the overtime procedures. The sideman will go to the team on their Side of the field to inform the coaches that time outs do not carry forward and that they have one time out per overtime. The Sidemen will escort the respective team captains for the coin toss.

**TEAM TIME-OUTS AND DETERMINING THE FINAL SCORE**

Each team shall be permitted one time-out for each extra period. The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during the regulation and overtime period.

**STARTING THE 1st OVERTIME PERIOD WITH TEAM A SERIES**

To start the 1st overtime, the offensive team shall put the ball in play, 1st and 10 on B's 25-yard line anywhere between the inbounds lines. Team A shall have a series of four downs. The series shall be terminated by any score by A, if B has possession at the end of any down, or A has failed to make the line-to-gain. Team A shall be awarded a new series when:

1. They make the line-to-gain.
2. By rule on any penalty which includes a new first down.
3. Team A recovers a scrimmage kick (field-goal attempt) between the goal lines

After it has been touched by B beyond the neutral zone, if team A scores a touchdown in the 1st overtime period, it is entitled to the opportunity for a try. A field-goal attempt is permitted during any down.

**1st OVERTIME PERIOD WITH TEAM B SERIES**

After Team A has completed its series, Team B will become the offensive team with the ball in its possession at the 25-yard line on the same end of the field.

**ADDITIONAL OVERTIME PERIODS**

If the score remains tied after each team has been given one series, the procedure shall be repeated with another period until a winner is determined. There will be a 2 minute intermission during which the loser of the coin-toss will be given first choice of the options for the 2nd overtime and the choice will rotate with each overtime period. The 2nd overtime period will begin 1st and 10 for Team A on Team B's 25-yard line. Beginning with the 3rd overtime all NFHS overtime rules will apply.

**Flag Football Overtime:**

In the event of a tie score after regulation play, overtime will be played in accordance with the following procedures;

**OVERTIME PERIODS FOR FLAG FOOTBALL**

The coin toss will be held 3 minutes before the start of the game. At the coin toss, the visiting team captain shall be given the privilege of calling heads or tails before the coin is tossed. The winner of the toss shall be given the choice of offense or defense, or of designating the end of the field at which the ball will be put in play. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on the offense first, the referee will have the captains place their backs to the goal line they will be defending and then give the first down signal toward the defense goal line indicating that the offense will be going that way. If another series must be held for a second overtime period the choice will rotate.

**STARTING THE 1st OVERTIME PERIOD WITH TEAM A SERIES**

To start the 1st overtime, the offensive team shall put the ball in play, 1st and Goal on B's 20-yard line anywhere between the inbounds lines. Team A shall have a series of four downs. The series shall be terminated by any score by A, if B has possession at the end of any down, or A has failed to make the line-to-gain. Team A shall be awarded a new series when:

1. By rule on any penalty which includes a new first down.

**1st OVERTIME PERIOD WITH TEAM B SERIES**

After Team A has completed its series, Team B will become the offensive team with the ball in its possession at the 20-yard line on the same end of the field.

**TEAM TIME-OUTS AND DETERMINING THE FINAL SCORE**

Each team shall be permitted one time-out for each extra period. The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during the regulation and overtime period.

**ADDITIONAL OVERTIME PERIODS**

If the score remains tied after each team has been given one series, the procedure shall be repeated with another period until a winner is determined. There will be a 2 minute intermission during which the loser of the coin-toss will be given first choice of the options for the 2nd overtime and the choice will rotate with each overtime period.