

NJSIAA 2019 Football Tournament Regulations

Regular Season Regulations

NFHS Rules:

National Federation Football Rules shall govern all NJSIAA games, including Regular Season, Championship Playoff and Regional Crossover games.

Start of Practice:

Official practice starts on **Wednesday, August 14, 2019**. Heat acclimatization will begin on Monday, August 12, 2019. Schools that have been granted a waiver to open their regular season on double zero week will begin practice on Wednesday, August 7, 2019 and heat acclimatization on Monday, August 5, 2019.

Scrimmages:

The first available scrimmage date is **Wednesday, August 21, 2019**. For those schools granted a waiver to open their regular season on double zero week, the first available scrimmage date is Wednesday, August 14th. Football scrimmages will be permitted twice per week. Scrimmages during the regular season count toward the allowable number of games.

First Game Week	First Game Date	Practice Start Date	Heat Start Date	Scrimmage Date
Week 00 *	Thurs, Aug. 29 th	Wed, Aug. 7 th	Mon, Aug. 5 th	Wed, Aug. 14 th
Week 0	Thurs, Sep. 5 th	Wed, Aug. 14 th	Mon, Aug. 12 th	Wed, Aug. 21 st
Week 1	Thurs, Sep. 12 th	Wed, Aug. 14 th	Mon, Aug. 12 th	Wed, Aug. 21 st

*Teams eligible to start Week 00 must have an NJSIAA early start waiver.

End of Season:

As provided for in Program Regulations, Section 10.

Transfers:

Any transfer on or after half of the regular season is not eligible for post-season play. (NJSIAA Bylaws Article V, Section K, paragraph 2c.)

First Game	Transfer Date*
Thurs, Aug. 29 th	Fri, Oct. 4 th
Fri, Aug. 30 th	Fri, Oct. 4 th
Sat, Aug. 31 st	Sat, Oct. 5 th
Thurs, Sep. 5 th	Mon, Oct. 7 th
Fri, Sep. 6 th	Tues, Oct. 8 th
Sat, Sep. 7 th	Tues, Oct. 8 th
Thurs, Sep. 12 th	Fri, Oct. 11 th
Fri, Sep. 13 th	Fri, Oct. 11 th
Sat, Sep. 14 th	Sat, Oct. 12 th

*Transfer on or after this date is not eligible.

Regular Season Contact Limits:

NJSIAA schools will be limited to 15 minutes of full contact per week once their regular season starts. A school's regular season start date is the date of that school's first regular season game. The period prior to the first regular season game is considered pre-season and all pre-season full-contact requirements must be adhered to. Please note that the 15 minutes of full contact per week requirement will be in place for the remainder of the school's season, which includes the championship playoffs.

It is a recommendation that schools utilize the “Practice Like a Pro” technique, which is not included in the 15 minutes of full contact per week requirement.

Full contact is defined as tackling a player to the ground.

- No full contact allowed during spring / summer recess.
- Pre-season full contact is reduced to a total of 6 hours.
- A scrimmage counts towards one hour of full contact.
- A maximum of 3 full contact scrimmages are allowed during the pre-season.
- One additional “Thud” only scrimmage is permitted.
- In-season full contact is limited to 15 minutes per week.*
- There is no limit to “Thud”, tackling onto a tackling crash mat, or use of tackling dummies.

***A school’s in-season period begins the Monday following their first regular season game.**

Games per Nine Days, per 24-hour Period:

It is recommended that a player participates in no more than two football games during any nine-day period; however, a player may not participate in more than one scheduled game during a twenty-four (24) hour period. This includes freshman, sophomore, junior varsity and varsity competition. A team may not play more than two football games in a period of nine days. The 24 hour period begins with the start of the first game until the start of the next contest.

Maximum Games:

A member school may play no more than **ten (10)** regular season games (including scrimmages as provided for in Program Regulations, Section 7). Please note that any game played on Week 9 (Championship Playoff or Regional Crossover game) does not count towards the 10 game maximum. The regular season schedule for each member school must reflect competition of no less than 60% against New Jersey schools as of the cutoff date, Saturday, November 2, 2019.

Postponed/Suspended Games:

Member schools must play a postponed game no later than Tuesday of the following week (Monday if either team is scheduled to play on the following Friday.) This rule also applies to suspended games which are to be continued according to Conference or NJSIAA procedures.

When a game is postponed during week 8, that game **must** be played on the next day. There will be no regularly scheduled games permitted on **Sunday, November 3, 2019**. Should a postponed game during week 8 be played on Sunday, November 3, 2019, then the results from that game will not be included in the UPR calculation.

Please refer to NJSIAA Guidelines, Policies and Procedures...Suspended Football Games.

League and Conference Playoff Games:

Member schools may, with Executive Committee approval, play playoff games to break a tie for league or conference championships so long as the maximum number of games either school plays during that season does not exceed ten games, including the approved playoff game. Such playoff game must be played no later than ten (10) days after Thanksgiving. This provision is not applicable to the NJSIAA Championship Playoffs or Regional Crossover games.

Game Management – Running Clock Rule:

For all levels of play, during both the Regular Season, Championship Playoffs and Regional Crossover games, if the score differential reaches 35 points or more in the 2nd half, the clock will stop only for a score, time out, penalty or injury. If the score differential drops below 35 points, normal timing rules will again be in effect.

Reporting of Schedules and Team Contacts:

All schools will be required to submit their schedules and primary team contact information (name, title, cell phone number) to **Gridiron New Jersey** via email to football@njsiaa.org no later than Friday, **June 28, 2019**. Any team that has not submitted a final schedule and primary team contact information by this deadline will be subject to a \$150 fine, to be assessed by the NJSIAA.

Reporting of Game Results:

Final scores must be reported within 2 hours of the conclusion of each game to Gridiron New Jersey via email to football@njsiaa.org. Please note that all games played will count towards playoff qualification so timely reporting of results is very important.

For those schools not reporting their game results timely, as indicated above, a warning will be given the first time the school fails to comply. Future instances will be subject to a \$150.00 fine, to be assessed by the NJSIAA.

Exchange of Game Film:

The NJSIAA expects every school to adhere to the following policy regarding the exchange of game film:

1. Regular season league/conference games – Refer to the league/conference policy in place regarding film exchange.
2. Regular season non-league/conference games – Game film exchange is to be mutually agreed upon by both teams prior to the scheduling of the game. The NJSIAA will have no oversight of the exchange of game film for these games.
3. NJSIAA Championship Playoff games – All regular season and Championship playoff games must be made available to all opponent's during every round of the Championship playoffs via Hudl, or other appropriate exchange method. Upon seeding of the Championship Playoffs, all regular season games must be made available no later than 5:00 pm on Sunday, November 3, 2019 (Round 1). All Championship Playoff games thereafter must be made available within 12 hours of the conclusion of each game.
4. NJSIAA Regional Crossover games – All regular season games must be made available to the scheduled opponent in a NJSIAA Regional Crossover Games (i.e. Week 9 only) via Hudl, or other appropriate exchange method. Upon the conclusion of NJSIAA scheduling the Regional Crossover games, all regular season games must be made available no later than 5:00 pm on Sunday, November 3, 2019.
5. Post-Week 9 regular season games – For any regular season game scheduled after Week 9 (i.e. November 8th/9th), and assuming neither team will exceed the 10-game regular season maximum game limit, game film exchange is to be mutually agreed upon by both teams prior to the scheduling of the game. The NJSIAA will have no oversight of the exchange of game film for these games.

During the post-season, only two individuals from each school will be permitted in the press box or designated area to record playoff game films.

For the 2019 season the National Federation has granted New Jersey permission to experiment and pilot video replay review of official's game decisions for a second season. Member schools have the option of voluntarily participating in the pilot program. Those schools that choose to participate will have access to the 2019 NJSIAA Replay Rules, Regulations, and Protocol Manual which is posted on the NJSIAA website. All participating schools agree to follow the Manual regulations and also agree to accept all replay review decisions made by officials as final and binding.

Football Classifications:

The classifications from the 2018 season will be in place for the 2019 season. Public schools are divided into 5 Groups (I - V) and 2 Super Sections (North and South) while non-public schools are divided into 3 Groups (II, III and IV) only. Any school not included in the 2018 classifications will be inserted into the appropriate Public School Super Section or Non-Public Group based on their northing number and enrollment per the 2018-2019 general classifications.

Football Intent Card:

Participation in the Championship Playoffs or Regional Crossover games is an option of each member school. All member schools must submit their playoff intentions via the NJSIAA Football Intent Card no later than Monday, **October 28, 2019**. The link to the online Intent Card will be posted the week of September 23rd to the AD Forum and the NJSIAA website.

The Intent Card provides each post-season option available, such as: Championship Playoffs only, Regional Crossover only, Championship Playoffs/Regional Crossover, or no post-season participation. Please note that should a school change their intentions as submitted online after the October 28, 2019 deadline, then the school may be subject to a **\$150 fine** to be assessed by the NJSIAA.

United Power Ranking System

The United Power Ranking system will be the sole criteria used to qualify for the 2019 Championship Playoffs, except as noted for the Non-Public Group IV and Group III (please see p. 5).

The United Power Rank (UPR) will be based on a weighting of two rating systems: Power Points and the Opponent's Strength Index (OSI). The UPR will use a formula that will weigh Power Points at 40% and the OSI at 60%. **Please note that all games played will count towards playoff qualification.**

New to 2019, any undefeated team with 8 or more wins will automatically be eligible for the Championship Playoffs. Any team with 0 wins will automatically be ineligible for the Championship Playoffs. Lastly, 7 games will be the minimum number of games used when averaging both the Power Points and OSI totals for use in the UPR system. For instance, if your team only plays 6 games, then both the Power Points and OSI totals will be divided by 7 games for UPR purposes.

Gridiron New Jersey will be the official football statistician for the NJSIAA...please ensure your schedules and results are accurate on www.gridironnewjersey.com over the course of the season. Please contact football@njsiaa.org with any questions or updates.

The UPR will be made available at www.gridironnewjersey.com beginning with the conclusion of Week 2. **For Weeks 2 – 7, the UPR will be available no later than 6:00pm on Sunday. For week 8, the UPR will be available no later than 10:00am on Sunday.**

Please notify Gridiron New Jersey (football@njsiaa.org) if any Week 8 Saturday game is scheduled to start at 4:00pm or later.

Power Points:

Refer to **page 13** for the detail calculation of power points. Gridiron New Jersey will maintain a weekly update of the Power Point totals beginning with week 1. All games will count towards a team’s final Power Point average. A team’s final Power Point total will be divided by the number of games played (i.e. 7, 8 or 9) prior to, but including, week 8. **However, the final Power Point total will only include Residual Points for your opponent’s first seven games played and will be capped at 18 points.**

Opponent’s Strength Index (OSI):

A team’s OSI will be the average value of their opponent’s Strength Index for all games played. **Please see page 15 for a detailed explanation of the Strength Index.** Gridiron New Jersey will maintain a weekly update of each team’s OSI beginning with week 1.

Opponent’s Strength Index points will be awarded as follows:

1. For wins, 100% of the opponent’s SI rating
2. For losses, 50% of the opponent’s SI rating
3. For ties, 75% of the opponent’s SI rating

Upon conclusion of Week 8, the OSI points received from each opponents will be added together and divided by the number of games played (i.e. 7, 8 or 9). This average value of their opponent’s SI ratings will be the 60% value used by each team in the United Power Rank formula. All SI ratings will be locked on Monday, October 28th; however, the results from Week 8 games will count towards a team’s OSI.

Non-Public Group Equivalent:

When a Public school plays a Non-Public school, the Non-Public’s Group equivalent will be used in the power point calculation. When two Non-Public schools play each other, the actual Group size will be used. The NJSIAA will assign the Group size to out-of-state and in-state, non-member schools based on total enrollment in grades 9 – 11. The Non-Public Group Equivalency chart is included in the Football Classifications that can be found on the NJSIAA website under Football.

Non-Public Multiplier:

When a Public School plays a Non-Public school, the following multipliers will be in effect.

Category A (6 teams)	Category B (5 teams)	Category C (5 teams)
Win = 54 pts; Loss = 36 pts	Win = 48 pts; Loss = 32 pts	Win = 42 pts; Loss = 28 pts
Bergen Catholic	Delbarton	Holy Spirit
DePaul	Mater Dei	St. Augustine
Don Bosco Prep	Pope John	St. John Vianney
Paramus Catholic	Red Bank Catholic	St. Joseph (Hammonton)
St. Joseph (Montvale)	Seton Hall Prep	St. Joseph (Metuchen)
St. Peter’s Prep		

There will be no multiplier in effect for all other remaining Non-Public schools. **A public school will only receive one multiplier each season.** If a public school plays more than one non-public multiplier school, then the public school will receive the higher combination of the multiplier values and natural power points.

Non-Public Multiplier Criteria:

The teams in each multiplier category are reviewed annually by the NJSIAA Football Rules Committee and changes may be made based on this review. The annual review primarily relies on historical results against public schools. However, a school can only move up or down one category each year. In order to be considered a multiplier school, then a school must have beaten at least one multiplier school in the prior year.

For purposes of these Regulations, all post-season information is applicable to both the Championship Playoffs and Regional Crossover games unless noted otherwise.

Championship Playoff/Regional Crossover Seeding and Schedule

Tournament entry fee is \$80 per school for either the Championship Playoffs or Regional Crossover games. Withdrawing after seeding is subject to \$80 entry fee and a \$150 fine.

For Public Schools, at the conclusion of Week 8, the top 16 teams per the United Power Rank in each Super Section (i.e. North and South) will be identified. These top 16 teams will then be “snake-seeded” to create two Sections within each Super Section (i.e. North I, North II, Central and South). The Regional Championship games will have the NI/NII winners play for the North Regional Championship and the Central/South winners play for the South Regional Championship for each public group. The NII and South winners in each Group will be the home team for the Regional Championship games.

Tournament Seeding Procedures:

1. Within the North and South Super Sections for each Group the top 16 teams will qualify for the Championship Playoffs.
2. The Super Section will first be subject to a Head to Head Rule from top to bottom and will end when #16 did not lose to #17. (See Head to Head Rule below)
3. Once the Head to Head Rules have been applied, the Top 16 teams will be “Snaked” by final ranking into two sections for each Super Section. (See Snaking Procedures below)
4. Once snaking is completed all brackets are FINAL and NO further movement will occur.

Snaked Brackets:

The highest ranked team in each Super Section will be the #1 seed in their traditional section based on Northing number. The teams will alternately be seeded in pairs between brackets (NI/NII v. Central/South) and end with the #16 ranked team per the Super Section as the #8 seed in the #1 UPR ranked team’s traditional section.

For instance, Team A is the #1 UPR ranked team in the North Super Section and its traditional section is NI. Therefore, the Sections will be seeded as follows:

North I	North II
Team A	#2 final UPR rank
#4 final UPR rank	#3 final UPR rank
#5 final UPR rank	#6 final UPR rank
#8 final UPR rank	#7 final UPR rank
#9 final UPR rank	#10 final UPR rank
#12 final UPR rank	#11 final UPR rank
#13 final UPR rank	#14 final UPR rank
#16 final UPR rank	#15 final UPR rank

For Non-Public Schools, at the conclusion of Week 8, the top 12 teams per Group will be seeded. A Seeding Committee will seed both Group IV and Group III based on UPR, head to head competition, strength of schedule and overall record. The Seeding Committee will be comprised of one athletic director and one head football coach from both Non-Public Group IV and Group III, and will be chaired by an NJSIAA Executive Committee member. Group II will be seeded solely on the United Power Rank.

All week 9 Regional Crossover games will be scheduled by the NJSIAA within each Super Section. UPR and other factors, such as geography, will be taken into consideration. Any school wishing to schedule their own regular season game after the week 9 Regional Crossover games will be allowed to do so at their discretion assuming neither team participating in such game will exceed the 10 game regular season maximum game limit.

NEW TO 2019, THE NJSIAA WILL NOT BE SCHEDULING ANY WEEK 10 REGIONAL CROSSOVER GAMES.

It is important to note, that due to the number of schools requesting Regional Crossover games, teams may be paired against an opponent that they have previously played during the regular season. Also, based on the number of Regional Crossover games requested, the lowest rated team (per the UPR) may not receive a requested week 9 Regional Crossover game.

The Championship Playoff pairings will be released to the state-wide media on **Sunday, November 3, 2019**. The NJSIAA will use Arbiter Sports (www.arbitersports.com) to notify all schools of the date, site, time and officials assigned to each Championship Playoff game.

The NJSIAA will also use Arbiter Sports (www.arbitersports.com) to notify all schools participating in a week 9 Regional Crossover game of the date, site, time and officials assigned to their game.

The NJSIAA will schedule and assign officials for all week 9 Regional Crossover games.

Tie-Breaker Rule:

If there is a tie for qualification or seeding, then the following tie breaking criteria will be applied:

1. Head to Head
2. Common Opponents
3. OSI Ranking
4. Power Point Power Rank
5. Coin Flip

Head-to-Head Rule (Top 16 Qualifiers per Super Section):

The Head-to-Head rule will apply from the “top-down” beginning with the highest ranked team in each Super Section.

The criteria for this rule are as follows:

1. Head to Head results receive consideration **only** when a lower ranked team has defeated the higher ranked team immediately above them.
2. If team A, directly below team B, has defeated team B head-to-head, team A would move ahead of team B within that respective Super Section.
3. Teams can only move ahead of a team they defeated that are directly above them in their Super Section.
4. Movement of more than one seeding slot can occur, 1 “jump” at a time providing the teams defeated are directly above them with no “space” in between.

Please see the attached summary with examples of the Head-to-Head rule for the Top 16 Qualifiers per Super Section on pages 17 of this document.

Play Dates:

First Round Play-Off games	Fri. Nov. 8 th , Sat. Nov. 9 th
Week 9 Regional Crossover games	Thurs. Nov. 7 th , Sat. Nov. 9 th
Second Round Play-Off games	Fri. Nov. 15 th , Sat. Nov. 16 th
Public Sectional Finals/Non-Public Semifinals	Fri. Nov. 22 nd , Sat. Nov. 23 rd
Public Regional Championships/Non-Public Finals	Fri. Nov. 29 th , Sat. Nov. 30 th , Fri. Dec. 6 th , Sat. Dec 7 th

Regional Crossover games must be scheduled on Thursday, November 7th, or Saturday, November 9th. Under no circumstance may a Regional Crossover game be scheduled on Friday, November 8th.

SCHOOLS WILL NOT BE PERMITTED TO SCHEDULE THEIR OWN REGIONAL CROSSOVER GAMES DURING WEEK 9.

The date and times of first round, second round and Public Sectional Final/Non-Public Semifinal games will be assigned based on the Intent Card of the higher-seeded team.

All Public Regional Championship games/Non-Public Final games will be played at Rutgers University or Met Life Stadium. Dates and times of all games will be determined by the NJSIAA.

Championship Playoff Regulations

Any Varsity team accumulating three or more player or coach disqualifications for flagrant unsportsmanlike conduct prior to the start of the NJSIAA tournament will not be permitted to participate in same.

Any player with two or more disqualifications in the current season, prior to the start of an NJSIAA tournament, will be ineligible to compete in said tournament.

Host Sites:

Suitability of the playing field and/or seating facilities, as well as the selection of a designated site will be the sole determination of the NJSIAA, and must be accepted by the competing schools. The decision on the change in site will be made when the site is inappropriate due to the lack of facilities or cannot seat the anticipated crowd. The schools must understand that they cannot be guaranteed that they will have a practice workout at the designated field due to weather or other conditions. A designated field may also be used more than one time for a team in a specific group playoff.

Teams must indicate on their Football Intention Card that they will go to any predetermined multi-game site for any round or not be eligible for the Championship Playoffs if selected. The selection process will be determined by the highest-powered ranked team per game in descending order, given geographic considerations.

All Public Regional Championship games and Non-Public Finals (13 games in total) will be played at Rutgers University or MetLife Stadium. The home field of the higher seeded team will normally be the site of each game. If the playing field or facilities of the higher seeded team is not considered suitable by the NJSIAA, the NJSIAA may then assign a designated playing site, or the lower seeded team’s field, and this decision must be accepted by the competing schools.

NJSIAA Football Tournament Regulations (continued)

Those games where a designated site other than the home site of the lower seed is used, the higher seeded team will be the “home” team, wear dark-colored jerseys, and use the “home” bleachers.

Equal accommodations shall be made for both team spotters at Championship Playoff games and Regional Crossover games.

A game site will not be changed because of wet or muddy conditions at a particular field. It must be anticipated that similar conditions may be present at all fields at that time of year.

No rental of bleachers, maintenance or grounds costs (including snow removal) will be permitted to be charged against the gate receipts. All such costs must be at the expense of the participating teams. Any exceptions must be authorized in writing in advance by the NJSIAA.

Game Administration:

All tickets will be sold at the game site, unless otherwise directed by the NJSIAA. The higher seeded team will be the host school until the Public Regional Championship games and Non-Public Finals. Any host school electing to play at another site will be responsible in full for any rental or custodial costs.

The first round Championship Playoff game and week 9 Regional Crossover games will be the financial responsibility of the host school. The host school will operate these games like a regular season home game. However, the NJSIAA will assign all officials for these games.

For all other Championship Playoff games at host school sites, the NJSIAA will be financially responsible and will retain all net game receipts. Host schools will be provided with NJSIAA tickets and operation reports which will detail the approved event workers, related fees for each worker and approved police security. Any exceptions to the allowable event staff/police security must be approved by the NJSIAA. NJSIAA provided tickets must be used and the ticket prices will be the host school’s regular season ticket prices.

Game Ball:

Wilson footballs must be used in all playoff competition. The NJSIAA will provide three (3) Wilson G.S.T. F-1003 footballs. The game ball will be changed by the officials upon each change in possession. Each team shall provide a “ball boy or girl” (age 12 or older) available on the sideline with drying towels available for the officials use. If a school chooses to use a Wilson football other than the Wilson G.S.T. F-1003, then that school must supply three (3). The winner keeps two (2) footballs for the next game.

Game Officials:

Six (6) NJSIAA registered field officials, plus one (1) clock operator, will be assigned by the NJSIAA to all Championship Playoff games. Chain-crews will be assigned by the host school in the first round and the NJFOA Chapter Secretaries or Assignors for all other rounds.

It is the Athletic Directors responsibility to confirm all assignments of game officials.

Fee	Game Officials (6)	Clock Operator (1)	Chain-Crew (3)
1 st Round	Area-Agreed Rate		
2 nd Round	\$87	\$65	\$50
P Sectional Final/NP Semifinal	\$95	\$70	\$55
Public Regional Championships/ Non-Public Finals	\$100	\$75	\$60

Overtime Procedures:

The NJSIAA has adopted a 25-YARD LINE PROCEDURE to determine a winner in regular season games at the varsity level which end regulation play in a tie.

This 25-YARD LINE PROCEDURE will utilize the National Federation OVERTIME PROCEDURE (in the 2018 National Federation Football Rule Book) with the following modifications:

1. At the end of regulation playing time, the referee, in the presence of the field captains, shall toss a coin which the visiting team shall call. All other regulations as detailed in the National Federation Football Rules then prevail.
2. To start the overtime, the offensive team shall put the ball in play, 1st and 10, from the 25-yard line of their opponents unless a penalty shall cause the ball to be placed elsewhere.
3. It is possible for a team to earn or be awarded a first down during a team's possession; thus giving them an additional four (4) downs during their possession to move the ball ten (10) yards for a new series or to score. Since it is possible to earn a first down, THE LINE TO GAIN EQUIPMENT MUST BE USED DURING THE 25-YARD LINE PROCEDURE.
4. The defense may score during the OVERTIME PROCEDURE. The ball remains alive if there is a change of possession. Any foul, which occurs after a change of team possession, is automatically refused. If there is a change of possession and the team in possession fouls and subsequently scores, the score is cancelled and A's series has ended. If neither team scores after a change of possession, A's series has ended. If B scores, they are the winners and the game is over. If a foul occurs before the change of possession, it will be treated as any foul is treated in the regular game. If there is an inadvertent whistle after a change of possession, the team with the ball will have the option of accepting the play or to replay the down. This will also be the end of A's series.
5. Each team will be permitted only one (1) time-out during each OVERTIME PROCEDURE. Any unused time-outs from the regulation game or a previous overtime procedure WILL NOT BE PERMITTED.
6. Except as specifically provided above, the 2019 National Rules and Regulations, as adopted by the NJSIAA, shall prevail. There is no need to use the scoreboard time during the 25-YARD LINE OVERTIME PROCEDURE.
7. In the event of a tie during the regular season, a maximum of 3 series will be played. In the 3rd series, teams must utilize the 2 point try.
8. During the Championship Playoffs, the maximum three (3) series overtime limit will not be in force. The overtime series will continue until a winner is determined using the 2 point try in the third and additional periods if necessary.

Postponed Football Game:

It shall be the decision of the Site Manager (normally the Director of Athletics of the host school) as to whether a game should be postponed because of inclement weather. Such decision should be made no later than 4 hours prior to kick-off the day of the game, and the Site Manager will attempt to consult with the Director of Athletics of the competing school prior to making his final decision.

1. The final determination of the time and date of any postponed game in the first three rounds rests with the higher seeded team (home team).
2. The NJSIAA will make the final determination regarding the time and locations for any postponed Public Regional Championship games/Non-Public Final.

Championship Playoff Administration

Video Replay:

All Public Regional Championship games and Non-Public Finals which will be played at Rutgers University or MetLife Stadium may be subject to the NJSIAA Video Replay protocol. This protocol is described in the NJSIAA Video Replay manual, which can be found at www.njsiaa.org under Important Documents.

Game Day Passes:

NJSIAA passes will be issued for your school with the game operation and participant notification information. These passes will be good only at NJSIAA member school facilities. They will not be accepted at any other sites.

Each school will be provided **25** sideline passes for all Public Sectional Finals and Non-Public Semifinals. For all games at Rutgers University or Met Life Stadium, each school will be provided **30** sideline passes.

These passes must be used by the head football coach, assistant coaches, administrative personnel, doctor(s) and dentist(s), trainer(s), managers and statisticians, and any injured players who are not in uniform. Only those individuals wearing a sideline pass shall be permitted on the sidelines of their respective teams during the game, with the exception of team members in full uniform. **THIS REGULATION MUST BE STRICTLY ENFORCED BY THE SITE DIRECTOR.**

Only fully dressed squad members will be permitted on the playing field.

Administrative Supervision:

These regulations specifically provide the requirement that all member schools that elect to enter the NJSIAA Football Tournament, after meeting the necessary requirements, will provide the presence of administrative personnel that will assist the efforts of on-site management in **MAINTAINING CONTROL AND CONDUCT OF THEIR STUDENT SPECTATORS AT ALL GAMES IN THE TOURNAMENT IN WHICH THEIR TEAM IS A PARTICIPANT. THIS IS A REQUIREMENT FOR ENTRANCE INTO THE TOURNAMENT.**

Medical Personnel:

It will be the responsibility of all schools participating in the championship tournament to provide athletic trainer services and/or physician for their respective team during all rounds of competition.

No Travel Allowance:

All teams entered in the Championship Playoffs must pay for transportation for teams, cheerleaders, drill teams, bands, and other game support units.

Game Scouts:

At no time shall scouts for future opponents, or college scouts be permitted in the press box.

Competitor/Staff Admission:

Each competing school will be given complimentary admission passes for the following staff members:

1. Cheerleader Advisor - 1 pass
2. Band - 5 passes for Support Personnel (Band Director, Majorettes, Advisor, etc.) Squad members, coaches, managers, cheerleaders, band members, drill teams, majorettes, color guard, and flag squad will be admitted for free provided they are in full uniform and enter as a group.

Sub-varsity football team members WILL NOT be given complimentary admission passes.

Band Activity – Pre-Game:

The "visiting team" band ONLY will present a maximum ten-minute (10-minute) pre-game show, including the playing of the National Anthem, from the field prior to the game. The Site Manager shall coordinate the starting time of this show with the two head coaches and visiting school band director in order that it will not interfere with the pre-game warm-up drills of the competing schools and in order to be completed prior to the scheduled starting time of the game. Pre-game commercial music must meet both schools standards.

HALF-TIME - FIFTEEN (15) MINUTES + THREE (3) MINUTES MANDATORY WARMUP

Band Activity – Half Time:

The "home team" band ONLY will present a maximum ten-minute (10-minute) half-time show.

School Photographers/School Game Films:

Competing schools filming, video-taping, or taking photographs of a Championship Playoff game are advised that any expense incurred is the financial responsibility of the individual school.

Media/Photographers:

The Director of Athletics of the school at the site of the Championship Playoff game will normally be the Site Manager and all arrangements for press accommodations must be made through the Athletic office. The Site Manager has the responsibility to accommodate newspaper representatives from not only the area newspaper servicing the competing schools, but also the larger newspapers of the state. It is recommended that press box facilities be used whenever possible rather than "on field" coverage by sportswriters.

The Sports Editors of the New Jersey newspapers will be requested to contact each Site Manager in advance in order that he/she will be aware of the number of sports reporters and/or photographers who will be covering a particular Championship Playoff game. Competing schools are asked to give complete cooperation to the media representatives and to provide them with the actual paid attendance as soon as ticket sales are closed for each game; in addition, the actual paid attendance must be announced by the P.A. announcer.

(End of Regulations)

Power Point Calculation

1. **Quality Points** – Each school will receive the following Quality points for a win or a tie from all games played up to, and including, week 8:
 - a. Win = 6 points
 - b. Tie = 3 points
 - c. Loss = 0 points

2. **Group Points** – Each school will receive the following Group points from a team they defeated or tied for all games played up to, and including, week 8:
 - a. Group V = 5 points
 - b. Group IV = 4 points
 - c. Group III = 3 points
 - d. Group II = 2 points
 - e. Group I = 1 point

(For games played against Out of State/Non-Member schools, the group size will be determined by the NJSIAA based on the enrollment ranges per the Football Non-Public Equivalency Chart which is included with the Football Classifications)

3. **Residual Points** – Each school will receive the following Residual points from their opponent's **first seven games played only** based on the result of the games:

For every win, a school will receive the following points for each of their opponent's wins or ties:

- a. Win = 3 points*
- b. Tie = 1.5 points
- c. Loss = 0 points

***Total residual points from your opponent's wins will be capped at 18 points.**

For every tie, a school will receive the following points for each of their opponent's wins or ties:

- d. Win = 1.5 points
- e. Tie = .75 points*
- f. Loss = 0 points

***No points will be awarded when the school's game is their opponents only tie, the school has already been awarded points for that tie.**

For every loss, a school will receive the following points for each of their opponent's wins or ties:

- g. Win = 1 point
- h. Tie = 0 points
- i. Loss = 0 points

Forfeits:

When a forfeit win is awarded to a school prior to the game, the affected school has the option of accepting the forfeit win or scheduling another game or removing the game entirely from its schedule. **The affected school must submit its intentions in writing to the NJSIAA no later than 12:00pm on the Sunday following the originally scheduled game. If the affected school does not submit its intentions timely and in writing to the NJSIAA, then the affected school will accept the forfeit win.**

When a forfeit win is awarded to a school after the game is played (i.e. due to a rule infraction such as an ineligible player), the opponent will receive a win and the forfeiting school's record will be updated to reflect the forfeit loss(es) and the opponent's record will be updated to reflect the forfeit win(s). All residual points will be based on the updated records.

Power Point Examples

Example 1 (Win)

Team A defeats Team B (G IV)

Team A record: 5-2

Team B record: 7-0

Team A earns a total of 28 points: 6 points for the win, 4 points for group size, 18 residual points

Example 2 (Win)

Team A defeats Team B (G IV)

Team A record: 5-2

Team B record: 5-1-1

Team A earns a total of 27.5 points: 6 points for the win, 4 group points, 17.5 residual points

Example 3 (Tie)

Team A ties Team B (G IV)

Team A record: 5-1-1

Team B record: 4-2-1

Team A earns a total of 13.0 points: 3 points for the tie, 4 group points, 6 residual points
(1.5 points per Team B win only, there are no points for Team B's tie as Team A is their only tie)

Example 4 (Tie)

Team A ties Team B (G IV)

Team A record: 5-1-1

Team B record: 4-1-2

Team A earns a total of 13.75 points: 3 points for the tie, 4 group points, 6.75 residual points
(1.5 points per Team B win plus .75 for Team B tie against another opponent)

Example 5 (Loss)

Team A loses to Team B (GIV)

Team A record: 2-5

Team B record: 4-3

Team A earns a total of 4 points: 0 points for the loss, 0 group points, 4 residual points

Strength Index (SI)

The Opponent's Strength Index (OSI) will be the average value of a team's opponent's Strength Index (SI) for all games played. The Strength Index will be calculated on a weekly basis and will move based on the game results in relation to the expected outcome of the game.

Strength Index (SI):

Prior to the start of the 2019 season, each team will be assigned a Strength Index number. The starting SI number will be based on each team's final Born Power Index (BPI) rating at the end of the 2018 season. Each team's ending BPI rating will be re-balanced by 1/3 to move closer to a Strength Index rating of 60, which is the rounded average of all BPI ratings at the end of the 2018 season. Please note that the Strength Index numbers will be calculated and rounded to the hundredths decimal place (i.e. two decimal points).

For any team that does not have a 2018 BPI rating, they will be assigned a starting SI of 20 points. For any new cooperative sports program, the starting SI rating will default to the highest end of season SI rating from the most recent prior season of the participating teams. When an existing cooperative sports program is dissolved, each school's stand-alone SI rating will be determined by the NJSIAA.

For instance, Team A's BPI was 90 at the end of the 2018 season. Therefore, 90 minus 60 equals 30 so Team A will move down by 1/3 of 30 (or 10 points) to a starting SI value of 80 points. Team B's BPI was 39 at the end of the 2018 season. Therefore 60 minus 39 equals 21 so Team B will move up by 1/3 of 21 (or 7 points) to a starting SI value of 46 points.

All teams with a BPI of 0 or a negative value at the end of the 2018 season will have a starting SI rating of 20 points...**no team will start the 2019 season with a SI rating of less than 20 points.** For purposes of the OSI calculation only, no opponent will be valued at less than a 20 point SI rating.

For all games up to and including Week 7, a team's SI will move weekly based on the game results compared to the expected outcome of each game. The expected outcome of a game is determined by the SI values prior to the start of the game. For every point off the expected outcome, teams will move by 1/5 (or .2) in the appropriate direction depending the game result. However, please be reminded that a school's own SI rating has no bearing on its OSI calculation that is included in the United Power Ranking system.

For instance, Team A's SI is 70 and Team B's SI is 50...the expected outcome of the game is a 20 point difference in favor of Team A.

1. If the game result is a 20 point win by Team A, then there is no change in either Team's SI.
2. If the game result is a 10 point win by Team A (10 points less than the expected outcome), then Team A will move down by 2 points (10 points X .2 = 2 points) and Team B will move up by 2 points.
3. If the game result is a 40 point win by Team A (20 points more than the expected outcome), then Team A will move up by 4 points (20 points X .2 = 4 points) and Team B will move down by 4 points.
4. If the game result is a 5 point win by Team B (25 points more than the expected outcome in favor of Team B), then Team B will move up by 5 points (25 points X .2 = 5 points) and Team A will move down by 5 points.

The Strength Index ratings will be final on Monday, October 28th; **however, please note that all games played will count towards playoff qualifications.** The final Strength Index ratings will be used in the average calculation that will determine a team's OSI rating which is 60% of a team's UPR. Therefore, a team's OSI rating will be updated weekly during the course of the season but the value of the opponent's SI will be updated and final on Monday, October 28th.

Out of State/Non-Member Opponent's Strength Index:

In order to assign a Strength Index value to an out of state or non-NJSIAA member opponent, Gridiron New Jersey will consult MaxPreps which assigns national rankings. Gridiron New Jersey will first find the out of state/non-member opponent's MaxPreps' ranking and then look for the closest NJSIAA member school in either direction...if the game is an away game, then the closest NJSIAA member school higher than the opponent's ranking will be used while if the game is home, then the closest NJSIAA member school lower than the opponent's ranking will be used. Once the closest NJSIAA member school is identified, that school's Strength Index will be used in entirely same manner as described above.

The SI rating for any out of state or non-NJSIAA member will be identified on the Wednesday prior to the game. There will be an interim update to an opponent's SI rating upon conclusion of Week 5 while an opponent's final SI rating will be available on Monday, October 28th.

Forfeits:

When a forfeit win is awarded to a school prior to the game, the affected school has the option of accepting the forfeit win or scheduling another game or removing the game entirely from its schedule. **The affected school must submit its intentions in writing to the NJSIAA no later than 12:00pm on the Sunday following the originally scheduled game. If the affected school does not submit its intentions timely and in writing to the NJSIAA, then the affected school will accept the forfeit win.**

When a forfeit win is awarded to a school after the game is played (i.e. due to a rule infraction such as an ineligible player), the SI value for each school will remain unchanged and the SI values in place prior to the game will go unchanged.

Head-to-Head Rule (Top 16 Qualifiers per Super Section)

The Head-to-Head rule will apply from the “top-down” beginning with the highest ranked team in each Super Section only. **Once a Super Section is divided into two Sections, there will be no jumps within a Section.**

Below are examples of how this rule will be applied.

1. If team A, directly below team B, has defeated that team B head-to-head, team A would move ahead of team B within that respective Super Section. Example:
 - a. In Group 2, Central/South Super Section, Team A is the #3 ranked Team and Team B is the #4 ranked team.
 - b. Team B defeated Team A in the regular season.
 - c. Team B will now become the #3 ranked Team
 - d. Team A will now become the #4 ranked team.

2. Teams can only move ahead of a team they defeated that is directly above them in a Super Section. Example:
 - a. In Group 4, North I/North II Super Section, Team A is the #13 ranked team and Team B is the #15 ranked team.
 - b. Team B defeated Team A during the regular season
 - c. Team B did NOT play OR lost to the #14 ranked team.
 - d. Team B will remain the #15 ranked team and Team A will remain the #13 ranked team because there is “space” in between them.

3. In Super Sections, movement of more than one seeding slot can occur, 1 “jump” at a time providing the teams defeated are directly above them with NO “space” in between. Example:
 - a. In Group 1, Central/South Super Section we have Team A #6 ranked team, Team B #7 ranked team and Team C #8 ranked team.
 - b. Team C (#8) has defeated Team B (#7) and Team A (#8)
 - c. Team B (#2) DID NOT play Team A (#1)
 - d. Team C is now the #1 ranked team
 - e. Team A is now the #2 ranked team
 - f. Team B is now the #3 ranked team