



SSSAD ACTIVITY POLICY – FOOTBALL

1. **Sport Committee** - See SSSAD Constitution – Section E – Article 6.5
 - a. Create the Football Sport Committee at the pre-season meeting.
 - b. A commissioner will be decided upon or announced at the pre-season meeting.
2. **Sport Season**
 - a. SHSAA – As defined by the SHSAA Policy for Interschool Competition and the SHSAA Calendar.
 - b. SSSAD – As Defined by the SSSAD Bylaws – Section F – Article 15.7 - Competition Requirements.
 - i. **SSSAD Opening:** to begin on the first teacher workday
 - ii. **SSSAD Closing:** concludes with the Provincial Final
 - iii. **SSSAD Spring Camp:** Follow SHSAA Football Activity Policy (see SHSAA handbook).
3. **Student Athlete Eligibility**
 - a. It is the responsibility of the participating school to ensure that each athlete meets the eligibility requirements of the SHSAA and SSSAD according to:
 - i. SHSAA – See SHSAA Bylaws – Eligibility of Student Participants
 - ii. SSSAD – See SSSAD Bylaws – Section F – Article 13
 - b. **SHSAA Eligibility Forms (E5)** must be completed on the SHSAA website 24 hours prior to the first league game or scheduled event for the school. Additions and deletions to your roster may be made up to 24 hours prior to the provincial final.
 - c. **SSSAD Athlete Registration**, parent consent forms and waivers must be completed in full on the SSSAD website by the parent and athlete. Email confirmation must be received prior to participation in the sport.
 - d. **Playing Up - Junior**
 - i. A Junior player may play up with the Senior Team for ONE league game for the purpose of completing a roster for competition purposes. If they play up for more than one game, they must remain on that team.

- ii. For a player to play 'up' an E5A form must be submitted to the SSSAD office 24 hours prior to the game or event.

4. Rules of Play

- a. SHSAA – The SHSAA Football Activity Guide will be followed
- b. SSSAD exceptions:
 - i. **Team Size** - There is no limit placed on team roster.
 - ii. **Coin Toss** – home team to call coin toss.
 - iii. **Uniforms** (Home and Away)
The home team will wear dark colors.
 - iv. **Player Benches** The "home" team shall occupy the player bench nearest the scoreboard at SMF Field (applies to all facilities with a score board).

5. League Structure

The Football Sport Committee shall determine the structure of the league and playoffs at the post-season coaches meeting for the next season, subject to the approval from the Saskatoon Secondary Schools Athletic Directorate and the Principals' Committee.

- a. **Regular Season**
 - i. Where possible game times will be 3:00, 5:15, and 7:30.
 - ii. The league standings shall be determined by teams accumulating points from games played in league play (win-2 points, tie-1 point, loss-0 points).
 - iii. **Game Cancellation/Re-scheduling:** The cancellation/re-scheduling of any games will be made in consultation with the Athletics Consultant, affected Coaches, and Principals of the schools involved.
 - Cancellation because of poor field conditions will be made by the facility manager of SMF in consultation with the Athletics Consultant.
- b. **Playoffs**
 - i. The SSSAD Football playoff structure will be determined annually by the scheduling committee.
 - ii. The highest seeded team is the home team.
- c. **Provincials** - SSSAD will send the 6A City Champion and the 5A City Champion to SHSAA Provincials.
- d. **Travel and Exhibition Games** - Bus transportation for Junior and Senior Football will be funded by individual schools, SSSAD and from the budget lines of the boards using the following guide:
 - i. SSSAD will pay for transportation to and from North Battleford and Prince Albert for Saskatoon schools for league play.

- ii. Saskatoon schools pay for bus transportation to and from SMF Field (or any other facility) for all league games.
- iii. Buses for all Junior Football games and Senior Football Playoff games are paid for by school board budget lines.

6. Tie Breaking Criteria

NOTE: Rank teams according to most total points in games versus common opponents (2 pts win; 1 pt tie; 0 pt loss).

Tie breaking criteria for determining top four (4) teams in the 5A and 6A leagues will be determined as follows (20 point maximum rule be put in place when computing for/against (+ -), a 50-7 score would become 27-7 score in computing for/against):

- a. If **TWO** teams tie in total points:
 - i. The winner of the head to head match up receives the higher placing.
 - ii. If two teams tie in total points and game between tied teams is a tie:
 - 1. best (+/-) versus common opponents (based on maximum of 20 pts)
 - 2. fewest points against versus common opponents
 - 3. coin toss
 - iii. Exception: If two teams tie in total points and they play each other twice:
 - 1. most points in games between teams
 - 2. best (+/-) in games between 2 teams
 - 3. fewest points against in games between 2 teams
 - 4. best (+/-) versus common opponents
 - 5. fewest points against versus common opponents
 - 6. coin toss
 - iv. Exception: If 3 or more teams tie in league standings and 2 of these teams play each other twice-use criteria **b. ii 3-5**.

- b. If **THREE** teams tie with the same number of points (final standings)
 - i. rank the teams by most points in games involving 3 tied teams
Ex. A def B, B def C, A def C A- 4pts, B – 2 pts, C – 0 pts.
 - ii. The tie between B and C would be broken by the following criteria:
Ex. A def B, A def C, B ties C. A – 4 pts. B – 1 pt, C – 1 pt.
 - 1. best (+/-) versus 3 tied teams
 - 2. fewest points against versus 3 tied teams
 - 3. best (+/-) versus common opponents
 - 4. fewest points against versus common opponents
 - 5. coin toss
 - iii. Example: A def B, B def C, C def A. All 3 teams have the same point standings amongst themselves. A – 2 pts, B – 2 pts, C – 2 pts. Tie broken by using criteria established in **b. ii. 1-5**
 - NOTE: If at any given tie breaking criteria two teams tie, go to the next tie breaking criteria (**b. ii. 1-5**).

Example: A + 20 pts, B + 20 pts, C + 4 pts. C is ranked third of 3 teams

Tie between A and B goes to next criteria **b. ii. 2** fewest points against amongst 3 tied teams

- c. If **FOUR** or more teams tie in conference standings (total points) – go directly to tie breaking criteria in **b. ii. 1-4**.
 - i. Apply the (**b. iii.**) if teams should tie at a specific criterion.
- d. If **TWO** or more teams tie in points and all have not played each other:
 - 1. record versus common opponents
 - 2. best (+/-) versus common opponents (based on maximum of 20 pts)
 - 3. fewest points against versus common opponents
 - 4. best (+/-) versus all opponents
 - 5. fewest points against versus all opponents
 - 6. coin toss

7. Awards

- a. **6A Kelly Bowers Championship Trophy** – presented to the playoff winner (Gold and Silver Medals to all participants)
- b. **5A City Championship Trophy** – presented to the playoff winner (Gold and Silver Medals to all participants)

8. Discipline/Ejection

- a. **Breach of bylaws by students or teams – SSSAD Bylaws – Section F – Article 20 – Breach of Bylaws**
- b. **Player Ejection - SSSAD – See SSSAD Bylaws – Section F – Article 17.4 – Conduct**
 - The head official shall complete an Officials Special Report Form (E9) found on the SHSAA website (under forms). The E9 Form must be emailed to the Athletic Consultant immediately following the game.
 - Coaches are required to report the player ejection to the Athletic Consultant
 - Such suspensions shall be automatic.
 - An appeal may be submitted by email by the Head Coach, Athletic Director and Principal to the Consultant (Athletics) by 5:00 p.m. on the next school day.
- c. **Coach Ejection**
 - i. **SSSAD – See SSSAD Bylaws – Section F – Article 17.5 - Conduct**
 - ii. **SHSAA – See SHSAA Bylaws – Ejection of a Coach from a Contest**