

**WIAA DISTRICTS 1/2/3/4
ALLOCATION SHARING AGREEMENT
2018 FOOTBALL PLAYOFFS**

DISTRICT 1/2/3/4 FOOTBALL LEAGUE REPRESENTATIVES

<u>CLASSIFICATION</u>	<u>DISTRICT</u>	<u>LEAGUE</u>	<u>AD/COMMISSIONER</u>	<u>LOCATION</u>
4A	1	WESCO	MARK PERRY	SNOHOMISH HS
4A	2	KINGCO	JOHN APPELEGATE	LAKE WA. SD
4A	3	NPSL	DAVE LUTES	KENT SD
4A	3	SPSL	ED PLOOF	BELLARMINE HS
4A	4	ST. HELENS	CALE PILAND	EVERGREEN SD
3A	1	WESCO	MARK PERRY	SNOHOMISH HS
3A	2	METRO	MONTE KOHLER	O'DEA HS
3A	2	METRO	PAT MCCARTHY	SEATTLE SD
3A	2	KINGCO	DAN PUDWILL	REDMOND HS
3A	3	PCL	SCOTT NORDI	LAKES HS
3A	3	SO. SOUND	NICK MULLEN	TIMBERLINE HS
3A	4	ST. HELENS	ADAM MATHIESON	MOUNTAIN VIEW HS

COMMITTEE CHAIRMAN: DAVE LUTES, KENT SCHOOL DISTRICT

DATES:

ALL GAMES WILL BE ON SATURDAY, NOVEMBER 3 @ 7:00 PM, UNLESS,

- There Is A Prior Facility Conflict. Game Shall Then Be Moved To a time TBD on **November 3**
- Both Schools Mutually Agree To Play Game On Friday, **November 2 @ Time TBD**
- A Site Is Hosting Multiple Games: Site Manager Will Determine Appropriate Order and start times based on travel.

SITES:

DESIGNATED HOME TEAM (BOTTOM LINE OF BRACKET) SHALL DETERMINE STADIUM SITE. THE FOLLOWING FACTORS SHALL BE CONSIDERED:

- **REQUIRED:**
 - ARTIFICIAL TURF - PLAYING FIELD (NO GRASS FIELDS)
- **PREFERRED:**
 - Covered Spectator Seating for Home **and Visitors**
 - Adequate Locker Room And Shower Facilities
 - Adequate Parking
 - Adequate Restroom Facilities
 - Concessions For Home And Visitors

PLAYOFF TICKET PRICES:

General Admission	\$7.00 (Adults & Students w/o ASB cards)
Students w/ ASB (SR & JR. HI)	\$5.00
Senior Citizens	\$5.00
Elementary	\$5.00
Pre-school children	Free

* NOTE: Students From Both Schools Must Pay Admission. No Free Entry for Home ASB Students.

FINANCIAL ARRANGEMENTS:

THE HOME TEAM SHALL BE RESPONSIBLE FOR THE SELL OF TICKETS, ALL FINANCIAL EXPENSES AND RECONCILIATION OF ALL REVENUES AND EXPENSES.

THE RESPECTIVE HOME TEAM'S LEAGUE WILL RETAIN THE PROPERTY RIGHTS AND CONTROL ALL FINANCIAL ASPECTS OF THE GAME.

HOME TEAM/LEAGUES ARE RESPONSIBLE FOR NET REVENUES AND/OR NET LOSSES.

OFFICIALS:

HOME TEAM IS RESPONSIBLE FOR ARRANGING OFFICIALS

- No Split Association Crews
- 5 Man Crews Required
- Home Teams Regular Officials Association Shall Be Requested.

GAME MANAGEMENT:

EACH HOME TEAM SHALL DESIGNATE A GAME MANAGER

- Game Manger Shall Contact Representatives of Both Participating Schools by Noon on Monday, October 29th.
- Game Manager Shall Prepare and Distribute A Site Specific Game Syllabus To Both School's Administrative Representatives And Head Coach By No Later Than Noon, On Tuesday, October 30^h.

PASSES:

THE FOLLOWING PASSES WILL NOT BE ACCEPTED:

- LEAGUE PASSES (This includes life-time passes)
- WIAA DISTRICT PASSES
- FACULTY PASSES
- EMPLOYEE PASSES
- DISTRICT SEASON PASSES
- OFFICIALS ASSOCIATION PASSES

THE FOLLOWING PASSES WILL BE ACCEPTED:

- WASHINGTON STATE COACHES ASSOCIATION (WSCA)
- WASHINGTON STATE SECONDARY ATHLETIC ADMIN. ASSOC. (WSSAAA)

PASS LIST:

- Schools Will Be Allowed Ten (10) Names To Be Placed On A Supervisory Gate Pass List.
- Pass List Must Be Submitted To The Game Manager By No Later Than 24 Hours Prior To Game Time.
- Band Director And Band Members In Uniform Will Be Admitted Free. Visiting schools need to notify game manager by Wednesday of game week if band is attending game and the approximate number of band players.
- Cheer And Song Leaders In Uniform Will Be Admitted Free.
- Drill/Dance Team Members Must Purchase Ticket, Unless, They Are Part Of The Halftime Entertainment And Are In Identifiable Uniform.

DISPUTE RESOLUTION:

- In The Event Two Schools Can Not Agree On An Issue Regarding This Agreement, The Conflict Will Be Resolved By The Chairperson And Two Respective Classification Committee Representatives Not Involved In The Conflict. The Chairperson Will Be Responsible To Choose Two Members and To Expedite A Resolution. In The Event The Dispute Involves A League Represented By The Chairperson, A Third Committee Member Will Be Selected To Vote In Lieu Of The Chairperson.

HALF TIME ENTERTAINMENT

- Halftime Is 15 Minutes. Each School Shall Be Allowed 7 Minutes For Performance By Band And /Or Drill Team.
- Schools Shall Consult With The Game Manager Regarding Halftime And Pre-Game Activities By No Later Than The End Of The Day On **WEDNESDAY** Prior To The Game.

SIGNS & SCHOOL BANNERS

- **NO** Signs Other Than The Official School Banner Will Be Allowed. Halftime Crash Banners Are Allowed For Team To Run Through.
- Crash Banners Should Display Good Sportsmanship and Not Be Inflammatory or Derogative In Any Manner To The Opposite School.

FIELD PHONES

- All teams must provide their own sideline/press-box communication phones for coaches.

SCOUTING

- A maximum of six scouts from a potential opponent school will be allowed free admission. School must call the game manager to arrange for names to be placed on a gate list.
- Scouts are not allowed to video future opponents from the end zones within the stadium facility.

ON-SITE GAME FILMING

- End zone video is allowed at all sites **ONLY** by the two teams participating in that game.
- If only one team is videoing from end zone, they must agree to provide a copy of the video to their opponent or they will not be allowed to video that game

VIDEO EXCHANGE

- Due to the logistics, distance and expense of scouting a variety of opponents, there will be a **mandatory video exchange** program. Coaches are required to provide a copy of their most recent two games to the next opponent.
- Coaches will be responsible for arranging the mechanics of an exchange with each other.
- All game videos must be exchanged by no later than 9:00 AM Saturday, October 27th unless mutually agreed upon by both head coaches for a later time. If a team plays on Saturday, October 27th they have until 9:00 AM the next day to exchange.
- End Zone video is not acceptable for film exchange purposes.

BRACKET SEEDING CRITERIA

- #1 seeded teams will not be paired with a team from the same WIAA District
- #2 seeded teams will not be paired with a team from the same league.