League Contests

1. TYPE OF FOOTBALL - Any football that meets National Federation specifications.

2. SCHEDULE -

   A. An eight (8) game league schedule consisting of one (1) game between each member school shall be played each year resulting in two member schools not being played and each member school having a bye.

   B. Varsity Games are scheduled on Friday evening, except for the last game of the regular season which will be held on Thursday evening. When the schedule shows two home teams in Kennewick and/or Yakima on a Friday evening, one of the games may be played on either Thursday or Saturday. Schools who mutually agree may move the last game of the season to Friday.

   C. J-More games are scheduled on Monday following the varsity game and are at opposite home/away rotation of varsity schedule.

   D. Freshman games are scheduled on Thursday preceding the varsity game and follows the varsity home/away rotation. Freshman games by mutual consent may be moved to Friday prior to the varsity game.

   E. Sophomore games (if schools have teams) would be a Thursday preceding the varsity game and are at opposite home/away rotation of Varsity schedule. The sophomore games will be scheduled by those schools having a 4th team.

3. GAME TIME - All varsity games shall begin at 7:30 PM unless otherwise mutually agreed to by the two schools involved.

4. LEAGUE CHAMPIONSHIP - The league championship shall be determined by the win-loss record as a result of the eight game league schedule.

5. FILMING/VIDEO TAPING -

   A. The visiting team, by mutual agreement with the home team, shall have the choice of:

      1. Video taping the game (limited to two (2) crew members with up to two (2) cameras based upon the home team’s ability to accommodate.

      2. Buying a copy of the video tape.
3. Sharing the video tape of that particular game. The visiting team is to notify the home team on the Monday preceding the game as to its filming choice.

B. If the schools are sharing the use of the video tape, the home school is responsible for filming the game and for sending the video tape by agreed upon method to the visiting school no later than the Wednesday following the game. The visiting school is responsible for returning the tape no later than the following Wednesday. The sender will pay for the shipping costs each way. If another arrangement is made, it must be by mutual agreement between the two coaches.

C. Exchange of video tapes shall include a number up to the number of games played to the date of the exchange. The opposing coach will determine which videos they wish to receive. The tapes being used should be of the highest quality.

D. Arrangements for the exchange will be made between the coaches involved and will include the lineup roster sheets from the games.

E. Each school must have a minimum six (6) powered (6x) lens, although it is recommended that a twelve power (12x) lens be used. A school may video tape offense and defense on separate tapes or put the game on tape in sequence game action.

F. League schools will not provide District or ASB moneys associated with the cost of filming any contests beyond your next opponent as a third party.

G. League schools will not provide accommodations for video cameras and power outlets to visiting third party scouts beyond their next opponent. Scouting must be done in the spectator seating area.

6. FIELD PHONES - Every school in the Big Nine Conference is required to have field phones available for both sides of the field of equal number and operation including work both ways (field to press box and press box to field) and head coach communication with both offensive and defensive spotters in the booth.

A. If these are the only phones used by both teams, then when one set fails to work the other set must be shut down.

B. If the traveling team brings their own portable field phone system, the home team shall provide back-up phones in case of failure of the portable phones. If the back-up phones fail to work, then the home team set must be shut down.

C. If the home team uses their own portable field phone system, it is up to them whether to have back up phones or not, but if their portable phones fail without back up, the visiting team does not have to stop using their
phones. If the back-up phones fail to work, then the visiting team set must be shut down.

D. It is recommended that all schools have their own portable field phones by fall 2004.

7. OFFICIALS - Five (5) officials shall be used for all league varsity games and four (4) shall be used for non-varsity games.

8. SCOUTING -
   A. Visiting scouts at games will be in the stands.
   B. There shall be no scouting of practices.

9. MEDICAL - A physician or equivalent should be available for each varsity home game. Also, a stretcher should be available on site. It is recommended that all home games (Varsity/Sub-Varsity) have an ambulance on site.

10. PRE-GAME CEREMONY -

    Upon arrival of the officials the home athletic director meets with them.
    1. Referee shown officials dressing room.
    2. Length of half-time discussed.
    3. Problems relating to administration of game discussed.

50 Minutes Prior to Game
   1. Simulated coin flip if mutually agreed by both schools.

25 Minutes Prior to Game
   1. Athletic director, officials, official timer, chain crew and the announcer meet to coordinate the administration of the game.

20 Minutes Prior to Game to 10 Minutes Prior to Game
   1. Twenty (20) Minutes should be placed on the score clock and it should be started at exactly 20 minutes prior to the scheduled game start time so that it will run down to zero at the scheduled game start time. If teams are not on the field by the time the clock runs down to zero, a delay of game penalty will be assessed.
   2. Officials meet with home and visiting team coach.
   3. Receive game ball.
   4. Inspect players if necessary.
   5. Questions concerning contest.
   6. Line-up introduced at 20 minutes prior to scheduled game start time.
15 Minutes Prior to Game
   1. Band may be on the field for pre-game music. Both teams off the field. Band will play the National Anthem and be off the field prior to 7:25 PM.

5 Minutes Prior to Game
   1. Coin toss. (Actual or simulated)

1 Minute Prior to Game
   1. Teams on the field ready for kick-off.

0 Minutes
   1. Kick-off

11. PROGRAM INFORMATION - Each member school is responsible for e-mailing program information to the other schools in time to have program printed.

12. COURTESY INFORMATION/LEAGUE CONTESTS - A courtesy call on Thursday by the visiting school indicating if they are sending roooter buses and any knowledge of radio broadcast should be made by 3:00 PM.

13. STARTING LINE-UP INFORMATION - Each coach is to have 12 copies of his starting lineup, both offensive and defensive, captains, punter, kick-off specialist, point-after-touchdown kicker, and any program changes (name and/or number) for the game manager prior to the game. The form should also include the year in school, height, and weight.

14. GOAL POSTS - Goal posts may be decorated below the cross bar only.

15. TIE GAMES - The modified Kansas Tie-Breaking Plan recommended by the Washington Interscholastic Activities Association shall be used to break tie ball games at all levels.

16. Freshman games can include a 5th quarter and shall be for those players who have played (2) quarters or less of the regular contest upon mutual agreement of the schools involved prior to kick-off. This quarter shall not include kick-offs, punts, tries or field goals. The official score of the game shall end with the 4th quarter.

17. LEAGUE TIES -
   The Columbia Basin Big Nine criteria to determine places for post-season play if ties occur for the top four (4) positions in the final league standings will be as follows:

   A. Two-way tie in any of the four positions:
      1. Who beat whom during league play
B. Three-way ties in any of the four positions:
   1. If one team has beaten the other two during league play, that team will be the highest entry. The winner of the league game between the remaining teams will be the next highest entry leaving the third team the next entry.
   2. Wins and losses against teams in league play by applying a point system.
   3. If the highest entry is determined by applying criteria #2, then the winner of the league game between the remaining teams will be the next highest entry leaving the third team the next entry.
   4. A draw will be made by the Athletic Directors prior to the season to determine entries. The team with the lower number in the draw will receive the higher entry into the playoffs.

C. Four-way ties in any of the four positions:
   1. If one team has beaten the other three during league play, that team will be the highest entry. If one team has beaten the two other remaining teams during league, that team will be the next highest entry. The winner of the league game between the remaining teams will be the next highest entry leaving the fourth team the next entry.
   2. Wins and losses against teams in league play by applying a point system.
   3. If there remains either two-way or three-way ties then revert back to criteria above.
   4. A draw will be made by the Athletic Directors prior to the season to determine entries. The team with the lower number in the draw will receive the higher entry into the playoffs.

The following are the point values used, based on end of season league standings, to assist in breaking ties for end of the season playoffs. Teams tied for 1st are all considered number ones and teams tied for second are all number twos, etc.
Team Beaten       Equals
# 1   10 pts.
# 2   9 pts.
# 3   8 pts.
# 4   7 pts.
# 5   6 pts.
# 6   5 pts.
# 7   4 pts.
# 8   3 pts.
# 9   2 pts.
# 10  1 pt.

Example of the point system use:

Team A, B, and C are tied for 1st place with 7-2 records. Team A lost to team B and team D. Team B lost to team C and team E. Team C lost to team A and team D. The team standings at the end of the season were as follows:

# 1 A  10 pts.
# 2 B  10 pts.
# 3 C  10 pts.
# 4 D  7 pts.
# 5 E  6 pts.
# 6 F  5 pts.
# 7 G  4 pts.
# 8 H  3 pts.
# 9 I  2 pts.
#10 J  1 pt.

Team A’s points would be 10,6,5,4,3,2,1 equaling 31 pts.
Team B’s points would be 10,7,5,4,3,2,1 equaling 32 pts.
Team C’s points would be 10,6,5,4,3,2,1 equaling 31 pts.

Team B would be the #1 entry into the playoffs because of the highest point total. Team C would be the #2 entry into the playoff because they had won between the two teams during league play. Team A would be the #3 entry.

SELECTION OF THE BIG NINE ALL-CONFERENCE TEAM

STEP 1: Each team nominates players from their own school and are limited to the following number:

a. Eleven (11) positions plus number of your league wins.

b. The nominations are to be sent to each coach in the league and the league statistician by Tuesday following the school’s last game of the season.
EXAMPLE: First place team wins seven (7) league games. They can nominate as many as eighteen (18) players. A team does not have to use all of their nominations, but they may not use more than their allowed amount.

I. Players nominated as offensive and defensive players use up two nomination selections.
II. Players should be ranked as to ability and team value.

STEP 2: Select players for each of three teams (a coach may not vote for his own athletes): First (1st), Second (2nd), and Honorable Mention and should be placed according to position according to the following:

a. Defense Team
   I. Five (5) Defensive Backs
   II. Five (5) Linebackers, Two (2) Inside Linebackers, and two (2) Outside Linebackers (Defensive Ends)
   III. Five (5) Down Line Men

b. Offensive Team
   I. Six (6) Offensive linemen
   II. One (1) Tight End
   III. Four (4) Wide Receivers
   IV. One (1) Quarterback
   V. Three (3) Running Backs

c. Specialty Team
   I. Punter
   II. Extra point and field goal kicker
   III. Kick off/punt return specialist
   IV. Special Teams Player

Player selection points will be awarded as follows:

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<thead>
<tr>
<th></th>
<th>Points</th>
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</thead>
<tbody>
<tr>
<td>First Team</td>
<td>10</td>
</tr>
<tr>
<td>Second Team</td>
<td>6</td>
</tr>
<tr>
<td>Honorable Mention</td>
<td>3</td>
</tr>
</tbody>
</table>

STEP 3: Each school shall send their list of players to the other schools, and each coach will make an official all conference list from the sum total of all players names he has received.

a. Each coach should bring a compiled list with him to a meeting in the week following the last game.

b. The positions and statistics of each coach’s players should be brought to the meeting.
c. Coaches will then discuss and select the official team using the lists and statistics the coaches have compiled.

STEP 4: An outstanding offensive player, outstanding defensive player and offensive lineman will be selected to represent the Big 9 Conference.

STEP 5: A coach of the year will be selected in the following categories: varsity, offensive assistant, defensive assistant and freshman.

STEP 6: A press release will be prepared at the time the Big 9 All-Conference team is selected.

STEP 7: There shall be a unified effort to promote the league’s Outstanding Player (from Step 4 to college coaches).