

## 900 FOOTBALL

### **910 Dates/Schedules (2024-25 is the first year of the draw and the first year of realignment w/mandatory crossover w/the Classic 8)**

- 911 Start of Season:  
Equipment Issue – August 6, 2024  
First Practice – August 6, 2024  
First Game Allowed – August 22, 2024
- 912 WIAA Rules Interpretation Meeting: TBD
- 913 End of Season Meeting: Monday, October 28, 2024 at BCHS at 6:30PM.
- 914 WIAA Playoffs: Level 1 – Oct. 25 & 26; Finals – Nov. 21 & 22.
- 915 Varsity schedule has not yet been determined for the 2024 season as of 10/26/2023.
- 916 JV2 (consisting of Freshmen and Sophomore players) games and JV (consisting of Sophomore and Junior players) games to be played on the Thursday prior to the Varsity game; When Varsity hosts, JV and JV2 will travel to the opponent's school – 4:30 start for the JV2, 6:30 start for JV. Those games scheduled for the last week of the season can be played on another date by mutual agreement of the two schools involved.
- 917 Varsity evening games will begin at 7:00 PM and Varsity day games will begin at 1:00 PM, unless otherwise noted in the schedule.
- 918 **All GMC Varsity Football games will have twelve-minute quarters unless VARSITY HEAD COACHES mutually agree to move them to 10 minutes.** All GMC JV and Freshman Football games will have ten-minute quarters. No kicking is an option in Varsity Reserve games - to be agreed upon by the two teams.

### **920 Regulations**

- 921 If schedule changes are necessary, the schools involved should reach a mutually agreeable date and communicate the same to the Conference Commissioner. If not mutually agreeable, default to Friday at 7:00 PM.
- 922 The opening date of practice is according to WIAA rules and regulations. All rules and regulations regarding football apply to all conference teams.
- 923 In the event a school has an insufficient number of Sophomores to field a full team, Junior players from the Varsity team who do not play a significant role in Varsity

competition may be added to the JV roster. Seniors and Juniors who are not viable players in Varsity games may play in JV games.

- 924 Sportsmanship among players, coaches, and spectators shall be emphasized at all games. The visiting team may request that the home team trainer assist with any injury to an injured player.
- 925 Rosters should be in the hands of the conference Athletic Directors by week one of the season (ideally at the August AD's meeting).

### **930 Contest Guidelines**

- 931 A minimum of two (2) Wilson game balls inflated to proper pressure and in good condition shall be provided by each team for all Varsity games.
- 932 The home team will supply competent adults for the chains, down marker and scoreboard operation. The host school is responsible for instructing these people in proper procedures. It is strongly suggested that ball boys be provided on each sideline to assist officials in keeping a clean ball in play and to facilitate the game.
- 933 The home team will provide space in the press box for two visiting team personnel (this includes video personnel).
- 934 The home team is responsible for providing on-field medical personnel. It is strongly suggested that a certified athletic trainer and a doctor be available at all Varsity games. Minimally, a trainer or emergency vehicle be present or on call for all lower level games. Cellular phone capability is also strongly suggested at all games.
- 935 Greater Metro Conference Varsity Football Pre-game Countdown Procedure: So there is uniformity from school to school, and so that coaches know when the kick off will be, the following is the pre-game procedure before Greater Metro Conference varsity football games. It is recommended that the home team send this card to the game referee on the Monday of game week and the game manager also remind the officials upon their arrival and see that the following procedure is followed. The game manager should advise the officials of any special events prior to the game or at halftime.

#### Pre-game

- ❑ Field clock is set at 45 minutes and counts down to kickoff at 7 PM (night game) and 1 PM (day game). That is, when the field clock gets to 0:00, it is time to kickoff. All pre-game formalities are to be completed by the time the clock is at 0:00. Do not set the clock so that it gets to 0:00 before the designated kickoff time.

- ❑ Officials enter the field at 35:00 (on the field clock) and introduce themselves to the home team coach first and the visiting coach second.
- ❑ When the clock is at 25:00 --- officials will hold the pre-game coin toss.
- ❑ If individuals are being introduced, when the clock is at 7:00 begin introductions starting with the visitors.
- ❑ If only teams are being introduced as a group, when the clock is at 4:00 begin introductions with the visitors.
- ❑ When the clock is at 3:00 --- National Anthem or Pledge of Allegiance
- ❑ When the clock is at 0:00 --- it's time to play football.

### Halftime

Greater Metro Conference halftimes are fifteen (15) minutes in length. The field clock should be set at 15:00 and started when both teams have left the field. When the 15 minutes has expired, the clock operator should immediately reset the clock to 3:00 for the mandatory warm-up period and restart the clock. Both teams may agree to a 20-minute halftime.

- 936 Home teams will wear dark jerseys at all levels of play.
- 937 For the purpose of conference record keeping, the host school should provide a competent statistician for home games, and is responsible for reporting scores and pertinent game statistics in a timely manner. Scores should be reported to the WIAA. The visiting team is responsible for any media communications beyond those aforementioned.

## **940 Ethics and Sportsmanship**

- 941 It is unethical to provide video to opponents of other conference teams in an effort to aid that opponent. Video scouting can be done at all levels if a school so desires. Video must be taken from the stands. It is a violation of GMC rules to scout from the end zone with a video camera. A conference school is not required to provide, nor should a school request, space in the press box for scouting.
- 941.1 All Football scouts are to remain in the bleachers or with the crowd while scouting. Scouts may videotape the game from that location.
- 941.1a Starting with week one of the football season continuing to the end of the regular season, coaches will exchange sideline and/or end zone video for all games and scrimmages. (currently Hudl GMC video pool). Coaches will be required to download and/or exchange video by Saturday at 8am, unless both coaches agree to adjust the time.
- 941.1b Game video placed on the GMC Football video pool belong solely to the GMC schools/teams and cannot be shared with any other

schools/teams without permission from the schools involved on the video.

- 941.2 If a school feels that another school is exchanging poor or inaccurate video, they must notify that school and the Conference by August 15 that they wish to remove themselves from exchanging videos with the offending school. The Conference can remove a school from the video exchange procedure.
- 941.3 Both sideline and end zone copies will be exchanged whenever possible. End zone copies can be requested from the host school by the visiting team after their game.
- 941.4 Each camera person will follow some simple guidelines on filming. They should start the camera shortly after the offensive team leaves the huddle, we would rather have too much than not enough. Also, the camera person needs to begin with a wide angle shot, then zoom in to begin play and slowly return to wide angle in the play if a pass play. Periodically show the scoreboard to the get down, distance, and score.
- 942 All games at all levels are to be played within the spirit and letter of the rules. All coaches, head and assistant, are responsible for their conduct and the conduct of their players. WIAA rules regarding expulsion from a contest apply. The conference sportsmanship code should always serve as a guide to good sportsmanship.
- 943 The host school is responsible for providing a competent public address announcer. It is the P.A. announcer's job to accurately impart pertinent information - down and distance prior to a play, ball carrier, receiver, passer, and tacklers at the conclusion of a play - in an objective manner. The announcer should also identify official's signals and the results of penalties and any other information necessary for spectators to understand the actions on the field. The host school determines what other announcements are to be made beyond the scope of the game action itself. Editorial comments or self-serving interpretations of action on the field are not part of the announcer's duties.

## **950 All-Conference Selection**

- 951 Conference coaches will nominate those players from their team whom they feel are worthy of All-Conference consideration. Only statistics from conference games should be quoted on nomination forms. Nominating will be done on an official conference nominating form, which will come from the AD in charge of Football. Nominations will be sent or faxed to the GMC Football Chairman. He will compile the nomination packets and distribute them to all head coaches. Final ballots must be returned to the Athletic Director in charge of Football for compilation. Final results of the ballot will be made known at the end of year coaches meeting. Any ties will be broken at this meeting. An "Offensive and Defensive Back of the

Year” and “Offensive and Defensive Lineman of the Year” will be selected as well. If the coaches are unable to break a tie, the Athletic Directors will break it at the next regularly scheduled meeting. A “Conference Coach of the Year” will also be selected at this meeting. A “Conference Assistant Coach of the Year” will be selected at this meeting as well.

1. Offensive Back – QB, RB, FB, WR
2. Offensive Line – C, OG, OT
3. TE will be placed into one of the above 2 categories by the coaches at the EOS meeting depending on recommendation of the nominating coach.
4. Defensive Back – DB, ILB, OLB
5. Defensive Lineman – DL

951.1 If after three attempts coaches are unable to break ties for All-Conference Teams, they will be broken by the number of first place votes for All-Conference Team. If that does not break the tie, it will be broken by the number of second place votes for All-Conference Team. If that does not break the tie, it will be broken by the number of third place votes for All-Conference Team.

952 The All-Conference Team will be selected as follows:

Offense

O Line (all O Linemen will be lumped together) – 6 First Team, 4 Second Team  
QB – 1 First Team, 1 Second Team  
RB (this includes Fullbacks) – 2 First Team, 2 Second Team  
WR – 3 First Team, 2 Second Team  
TE – 1 First Team, 1 Second Team

Defense

LB (this includes both Inside and Outside LBs) – 6 First Team, 3 Second Team  
DL (this includes both DTs and DEs) – 4 First Team, 3 Second Team  
DB – 4 First Team, 3 Second Team

Specials

K – 1 First Team, 1 Second Team  
P – 1 First Team, 1 Second Team  
All Purpose – 1 First Team, 1 Second Team

There will be 6 First Team “AT LARGE” medals awarded at the coaches’ discretion. The final total will be 36 First Team All-Conference selections and 22 Second Team All-Conference selections (for a final total of 58 All-Conference selections).

Honorable Mention will go to those receiving votes, but not on one of the two teams.

- 953 In the event there are not enough nominations at a position(s) to fill both the 1st and 2nd teams, a majority of coaches may request to have nominations for that position(s) reopened. Any required vote will be to fill the vacant position(s).

## **960 Tie Breaking Procedure**

- 961 If two teams are tied for first place, head-to-head competition will determine who is first for WIAA purposes, i.e. the winner of the game between the two is the Conference Champion. However, the two teams shall share the Conference Champion title for GMC purposes.
- 962 If three or more teams are tied for first place, order of finish for WIAA purposes will be determined by the following criteria: (as soon as only two teams are tied after applying any of these criteria, head-to-head competition then applies).
1. Select the team(s) with best won-lost conference record in head-to-head competition among the teams tied.
  2. Select the team(s) whose conference opponents that defeated them have the best won-loss record.
  3. Select the team(s) that was ahead in score in the most quarters in games between the teams tied.
  4. Select the team(s) that was ahead in score in the most quarters in games against conference opponents that defeated them.
  5. Select the team(s) that was ahead in score in the most quarters in games against all conference opponents.
  6. If steps 1-5 do not break the tie, a coin tossing procedure shall decide.
  7. Conference teams must record scores by quarters in their stats since that may become part of the above procedure.