# D1 Football Point System Formula

- At the conclusion of the first 10 weekends of the season, a team's "win points" are added to the "bonus points" they received from their opponent.
- The sum of those two totals is then divided by the number of games played during the defined PIAA 10 week season.
  - When 10 games are played, the sum of win and bonus points will be divided by 10.
  - When 9 games are played, the sum of win and bonus points will be divided by 9.
  - When a team contracts with 9 opponents and all games are not played, the school must submit the information regarding the un-played game(s) to the PIAA District One Chairperson who will review the circumstances with the PIAA District One Committee and make a determination of the number of games to be used as a divisor.
  - When a team schedules fewer than 9 games the school must submit information regarding the reasons for scheduling fewer than 9 games to the District One Chairperson who will review the circumstances with the PIAA District One Committee and make a determination regarding the number of games to be used as a divisor.
- The highest point average established for each team is placed in rank order to determine the seeds and which teams make the playoffs.

The **Regular season** is determined by dates, not by the type of game. (Playoff games can be included if they occur within the defined 10 week regular season). Specific starting dates are established by the PIAA. Win and bonus points for out of state games played by opponents before the PIAA starting date may be submitted to PIAA District One Chairperson for consideration if played within the State Association defined regular season and does not exceed 10 games.

**Classifications**

Each team must have a PIAA enrollment classification established. Schools that play non-PIAA opponents must submit an Enrollment Verification Form from their opponent to the District One Office prior to the start of the season. The Enrollment Verification form must affirm the non-PIAA school's male enrollment for grades 10 thru 12. Non-PIAA School classifications will be established by the ranges set by the PIAA. The form must be signed by the School's Principal and/or Headmaster.

**Win Points**

Win Points are earned each time a team defeats an opponent. Your school's classification and your opponent's classification will determine the sum of the win points (see matrix below). Total number of win points are added at the end of the 10 week season.

**Point System Matrix (explains points earned when you defeat a school of a specific classification)**

| CLASS | 6A | 5A | 4A | 3A | 2A | A |
|-------|-----|-----|-----|-----|-----|-----|
| 6A | 140 | 120 | 100 | 80 | 60 | 40 |
| 5A | 160 | 140 | 120 | 100 | 80 | 60 |
| 4A | 180 | 160 | 140 | 120 | 100 | 80 |
| 3A | 200 | 180 | 160 | 140 | 120 | 100 |
| 2A | 220 | 200 | 180 | 160 | 140 | 120 |
| A | 240 | 220 | 200 | 180 | 160 | 140 |

**Examples: 6A defeats a 6A = 140 points / 4A defeats a 6A = 180 points / 3A defeats an A = 100**

**Bonus Points** - Win or lose, your team will receive 10 points for each game that your opponent wins during the 10 week season. Bonus points are cumulative throughout the season. Bonus points are not related to team classifications. Bonus points will not be awarded for an opponent's game (s) that are played prior to the official start or after the final contest date of the PIAA season.  See Example below.

**Tie breaking Procedure for Final Season Standings** (the process stops when the one criteria breaks the tie).
1. Head to Head Competition.
2. Compare the win-loss-tie record of common opponents of the tied schools using 10 points for a win, 5 points for a tie, 0 points for a loss.
3. Compare the win-loss-tie records of the regular season contest for each tied school that were used to determine the rankings (using the point system described above).
4. Determine the winning percentage of the common opponents that the tied schools played.
5. Determine the winning percentage of the regular season opponents that the tied schools played.
6. Determine which team yielded the fewest points when they played each other during the regular season.
7. Determine which of the tied teams yielded the fewest points when they played against common opponents.
8. Determine which of the teams yielded the fewest points when they played against their regular season opponents.
9. Coin Flip - Conducted by the D1 Football Chair


Sample School Entry Form

High School X (6A School) Schedule example thru 10 weeks:

| School | W/L | Record | Win Pts. | Bonus Pts. |
|---|---|---|---|---|
| Pennsbury (6A) | L | 8-2 | 0 | 80 |
| West Chester (5A) | W | 5-5 | 120 | 50 |
| Upper Moreland (4A) | W | 6-2 | 100 | 60 |
| C.B.East (6A) | W | 6-4 | 140 | 40 |
| Quakertown (6A) | W | 5-5 | 140 | 50 |
| C.B.South (6A) | L | 4-6 | 0 | 40 |
| Hatboro Horsham (6A) | W | 3-7 | 140 | 30 |
| Pennridge (6A) | W | 6-4 | 140 | 60 |
| William Tennent(6A) | L | 7-2 | 0 | 70 |
| C.B.West (6A) | W | 2-8 | 140 | 20 |
| **Total** | | | **920** | **500** |

920 win pts + 500 bonus pts = 1420 / 10 games = 142

Every WIN = appropriate # of win points, plus your opponent's bonus point total for the season

Every LOSS = 0 win points, plus your opponent's bonus point total for the season