

# The Big Foot Plan ~ 10 Game Season

## Benefits:

- No need for conference realignment because everyone has a shot. Smaller schools playing in conferences with large schools can still make a run.
- Coaches seed teams in the districts, no WIAA formula.
- Conferences and rivals remain in tact.
- Still start second week of August and the shortest season is 12 weeks the longest season is 15 weeks. (10 games vs. 13) Right now non-play-off qualifiers can lose an entire season of practice against their conference rivals in only two or three years.
- Eliminates 10 games in 3 days.
- Best seed always hosts
- Scouting – you know your potential opponents in your district to try to advance to the quarterfinals at the beginning of the season

## Snapshot:

- 7 game season to determine conference champ (all conference games for 8 team conferences, 2 non-conference games in 6 team conferences, 10 team conferences have to be like Big 10)
- Saturday after final week 7 game, coaches meet for a seeding meeting and exchange two weeks of film.
- 3 game District play that determines a District Champ that will compete at the state quarterfinals.

### District Play

- In an 8 team bracket round 1 is: game A-1vs8, B-4vs5, C-2vs7, D-3vs.6. Round 2 (E)WinA vs. WinB, (F)WinC vs. WinD, (G)LosA vs. LosB, (H)LosC vs. LosD. Round Three: Championship game WinE vs WinF, third place game (LosE vs. LosF), fifth place game (WinG vs. WinH), seventh place game (LosG vs. LosH)
- 6 team bracket: Round 1: A 1vs6, B 2vs5, C 3vs4. Round 2: D WinA vs. LosC, E WinB vs. WinC, F LosA vs. LosB. Round 3 Championship, WinD, vs. WinE, WinF vs. LosD, LosE vs. LosF. I know some people would say why should the 3 and 4 seed have the privilege of losing a game and still being in the hunt, they would still have by far the toughest path.

## Cons:

- **1 vs 8 games.** Doing some preliminary drawings, I don't think we would see that many 0-9 vs. 9-0 teams

- **Meaningless games if you lose the first round of districts.** The coaches at the meeting believed that every coach would welcome 10 games.
  - District finish still matters (All-State)
  - Potential All-District Awards, etc
- **WIAA Money:** Coaches believed that the finals (Week 10 which would be District Champs, 3<sup>rd</sup> place game, 5<sup>th</sup> place game and 7<sup>th</sup> place game would be WIAA revenue shared games. Possible considerations: The fifth and seventh place game at the same neutral site, same day? College site?
- **Home Games:** If higher seed hosts thru districts, a team could potentially have only 3 home games in a season. *Thought of Revenue share at the week 9 game was a consideration.*

## Options:

- **64 team brackets:** Div 1-6 (64 Teams), Div. 7 (?? Teams) would divide as they could (figuring out how to get 8 teams to Quarterfinals).
- It will never happen where all divisions are going to have nice, neat brackets. Options would be the following:
  - 1. Divide evenly.** D1 60, D2 60, D3 60, D4 64, D5 64, D6 64, D7 60\*\*  
This scenario would have cut-offs for each division about where they were this year for the play-offs. Two districts in the 60 team Districts would have 6 teams. This could rotate every year to form new districts each year to change up the teams you would meet in the districts.
  - 2. 48 and no byes. (coaches have stated they do not want a bye figured in)**  
D1-48 teams D2-D6 64 teams (based on last years numbers, again D7 would vary). D1 has eight 6 team districts. This could also rotate. D1 in 2013, D2 in 2014 etc. also forcing redistricting every year.
  - 3. Top Down.**  
D1-D5 would all have 64 teams, D6 48 and D7 hopefully 48 plus. I think we have to have at least 48 in a Division.

\*\*Notes this will have to be the brackets that are very flexible due to teams dropping football, going 8 man or consolidating.