



2009 AIFA Post Season



AIFA Divisions

North Division

Baltimore Mariners
 DC Armor
 Erie River Rats
 Harrisburg Stampede
 Reading Express

South Division

Carolina Speed
 Columbus Lions
 Fayetteville Guard
 Florence Phantoms
 South Carolina Force

West Division

New Mexico Wildcats
 Ogden Knights
 Utah Valley Thunder
 Wyoming Cavalry

AIFA 2009 Post Season

Six teams (Two teams from each Division) will advance to the AIFA 2009 Post Season.

The six teams will be selected as follows:

The two teams within each Division **with the BEST OVERALL RECORDS.**

The six post-season teams within their Divisions are seeded as follows:

- # 1 Seed -The team with the best overall record within the Division.
- # 2 Seed -The team with the second-best overall record within the Division.

The AIFA 2009 Post Season will consist of 5 total Games.

- Game 1: North #1 Seed vs. North #2 Seed ---played w/e July 4 (Top Seed hosts Game)
- Game 2: South #1 Seed vs. South #2 Seed ---played w/e July 4 (Top Seed hosts Game)
- Game 3: West #1 Seed vs. West #2 Seed ---played w/e July 11 (Top Seed hosts Game)
- Game 4: Winner of Game 1 vs. Winner of Game 2 ---played w/e July 11 (Top Seed hosts Game)
- Game 5: Winner of Game 3 vs. Winner of Game 4 - AIFA Bowl III Championship Game ---played w/e July 25 (Winner of Game 3 Hosts)

AIFA Tiebreaking Procedures

To Break a Tie Between Teams Within a Division:

If, at the end of the regular season, two or more clubs in the same Division finish with identical won-lost-tied percentages, the following steps will be taken until a champion is determined.

Two Clubs

1. Head-to-Head (best won-lost-tied percentage in games between the clubs).
2. Best won-lost-tied percentage in games played within the Division.*
3. Best won-lost-tied percentage in common games - minimum of four to be applicable.
4. Best won-lost-tied percentage in Inter-Divisional games played, applicable only if same number of Inter-Divisional Games are played by each Club.
5. Best net points in Division games.*
6. Best net points in All games.
7. Best net touchdowns in All games.
8. Coin toss.

***Division Games** are defined as the first home and first away game played against the opponents within each team's Division.

Additional games (above the one home and one away) played against opponents within each team's Division will be classified as

Inter-Divisional Games.

To Break a Tie Between Teams Within a Division Cont'd.:

Three or More Clubs

1. Head-to-Head (best won-lost-tied percentage in games between the clubs).
2. Best won-lost-tied percentage in games played within the Division.*
3. Best won-lost-tied percentage in common games - minimum of four to be applicable.
4. Best won-lost-tied percentage in Inter-Divisional games played, applicable only if same number of Inter-Divisional Games are played by each Club.
5. Best net points in Division games.*
6. Best net points in All games.
7. Best net touchdowns in All games.
8. Coin toss.

***Division Games** are defined as the first home and first away game played against the opponents within each team's Division. Additional games (above the one home and one away) played against opponents within each team's Division will be classified as **Inter-Divisional Games**.

To Break a Tie Between Teams in Two Different Divisions:

If, at the end of the regular season, two clubs in different Divisions finish with identical won-lost-tied percentages, the following steps will be taken to determine seeding.

Two Clubs

1. Head-to-Head (best won-lost-tied percentage in games between the clubs), if applicable.
2. Best won-lost-tied percentage in Inter-Divisional games played, applicable only if same number of Inter-Divisional Games are played by each Club.
3. Best won-lost-tied percentage in common games - minimum of four to be applicable.
4. Best net points in Inter-Divisional games, applicable only if same number of Inter-Divisional Games are played by each Club.
5. Best net points in All games.
6. Best net touchdowns in All games.
7. Coin toss.

NOTE: TEAMS WILL NOT BE ALLOWED INTO THE PLAYOFFS IF THEIR DUES ARE NOT CURRENT, OR IF THEY HAVE VIOLATED AIFA STANDARDS, POLICIES, PROCEDURES, AND/OR OPERATING GUIDELINES, AS DETERMINED BY THE STANDARDS BOARD OF TEAM OWNERS AND THE AIFA EXECUTIVE BOARD. Infractions include, but are not limited to, overpayment of players.