

DISTRICT 1-AAAAA RULES AND PROCEDURES

(Draft: 10-23-2023)

2023-2024

Introduction

The following information consists of rules and procedures enacted by the I-AAAAA District Executive Committee (DEC).

GENERAL POLICIES

Chairperson

Regan Chapell, Chapin High School will serve as the I-AAAAA DEC Chairperson for 2023-2024.

All Contests

All interschool contests are governed by the Constitution and Contest Rules of the University Interscholastic League. In cases not covered by these rules, the official policies of the district will prevail. The District Executive Committee settles disputes and protests.

Postponements

- I -AAAAA will follow UIL guidelines for varsity competition.
- Canceled sub-varsity games will not be rescheduled (except for football games that can be rescheduled the same week).

Eligibility Forms

Varsity eligibility forms will be recorded through I-AAAAA DEC Chairperson via the UIL portal. Sub-varsity eligibility forms will be kept at each respective campus. Team sport and individual sport eligibility forms are due before the first contest.

Ticket Prices

SPORT	CLINT	YSLETA PRE- GAME	YSLETA GATE	SOCORRO PRE- GAME	SOCORRO GATE	EPISD PRE- GAME	EPISD GATE
Varsity Football	\$4.00/\$2.00	\$4.00/\$2.00	\$5.00/\$3.00	\$4.00/\$2.00	\$5.00/\$3.00	\$5.00/\$3.00	\$6.00/\$4.00
Sub V. Football	NO CHARGE	N/A	\$2.00/\$1.00	N/A	\$2.00/\$1.00	N/A	\$2.00/\$1.00

Videotaping

- Videotaping is allowed in compliance with the Constitution and Contest Rules of the UIL, or by prior consent of both schools.

Public Address Announcements

- Commercials on the public address system at the district game or activity are limited to school organizations.
- Announcers are to limit their description of the play to statements after the play has developed and not have a vociferous and exciting narration of the play as it develops.

All-District Teams

- The coach of the district championship team is responsible for setting the date and time of the all-district meeting.

- The announcements of All-District selections be withheld until the district representatives have been eliminated from the playoffs.

Definition of Sportsmanship-Character displayed through athletic competition.

- The Athletic Programs in District I-AAAAA are expected to take whatever steps are necessary to ensure that coaches and athletes are committed to principles of ethics and sportsmanship as ground rules governing the pursuit of victory.
- Their responsibilities to demonstrate and develop good character must never be subordinate to the desire to win.
- It is never appropriate to act unethically to win
- What follows is a list of procedures and regulations that will hold District I-AAAAA coaches accountable for their teams' conduct before/during/after all competitions:
 - a. All post-game celebrations will be done discreetly in front of their bench area. There will be no postgame celebration at the pitcher's mound or center circle of the gym floor after the volleyball/basketball competition.
 - b. It is expected for all teams to shake hands immediately following a game. Coaches will supervise.
 - c. Any misconduct by an athlete will require that the head coach of said team appear before the I-AAAAA District Executive Committee (DEC).
 - d. The visiting team is expected to exit the playing event as soon as possible after the game.

Tiebreaking Procedures

Football

Single Round: Football

Section A:

- Each member team of the district will play the other members. The schools having the best district records respectively will qualify for the playoffs. The team with the best district record will be declared the champion. In case of a tie, all teams will be declared co-champions, and all ties will be broken before teams are placed in the playoffs.

Section B:

- If two teams are tied for first place, the team that defeated the other in the head-to-head competition will be seeded #1. The other team will be seeded #2.
- If three teams are tied for first place, the team that defeated the other two in the head-to-head competition will be seeded #1. If the other two teams are tied for the #2 position, the team that defeated the other in the head-to-head competition will be seeded #2. The other team will be seeded #3. If neither of the three teams defeated the other two, the procedures found in Section F will be followed.
- If four teams are tied for first place, the team that defeated the other three in the head-to-head competition will be seeded #1. Of the remaining three teams, the team that defeated the other two in head-to-head competition will be seeded #2. Of the remaining two teams, the team that defeated the other in the head-to-head competition will be seeded #3 and the final team will be seeded #4. If neither of the four teams defeated the other teams in head-to-head games, the procedures found in Section F will be followed.

Section C:

- If two teams are tied for second place, the team that defeated the other in the head-to-head competition will be seeded #2. The other will be seeded #3.
- If three teams are tied for second place, the team that defeated the other two in the head-to-head competition will be seeded #2. If the other two teams are tied for the #3 position, the team that defeated the other in the head-to-head competition will be seeded #3. The other team will

be seeded #4. If neither of the three teams defeats the other two, the procedures found In Section F will be followed.

- If four teams are tied for second place, the team that defeated the other three in the head-to-head competition will be seeded #2. Of the three teams remaining, the team that defeated the other two in head-to-head competition will be seeded #3. Of the two remaining teams, the team that defeated the other will be seeded #4 and the remaining team will be eliminated. If neither of the four teams defeated the other teams in head-to-head games, the procedures found in Section F will be followed.

Section D:

- If two teams are tied for third place, the team that defeated the other in the head-to-head competition will be seeded #3. The other team will be seeded #4.
- If three teams are tied for third place, the team that defeated the other in the head-to-head competition will be seeded #3. Of the two remaining teams, the team that defeated the other team will be seeded #4 and the remaining team will be eliminated. If neither of the three teams defeated the other two, we will follow the procedures found in Section F.
- If four teams are tied for third place, the team that defeated the other three in the head-to-head competition will be seeded #3. Of the remaining three teams, the team that defeated the other two will be seeded #4. The remaining two teams will be eliminated. If neither of the four teams defeated the other three, the procedures found in Section F be followed.

Section E:

- If two teams are tied for fourth place, the team that defeated the other in the head-to-head competition will be seeded #4 and the other team will be eliminated.
- If three or more teams are tied for fourth place, the team that defeated the others in head-to-head competition will be seed #4 and the remaining teams will be eliminated. If three or more teams are tied for fourth place and there is no clear head-to-head winner, the procedures in Section F will be followed.

Section F:

- In case of multiple ties and no team has defeated the other teams in head-to-head competition. Net positive and negative points shall determine the district representation. Illustration of the highest number of net positive and negative points (maximum number of points for one game is 17). Team A would be the highest seed because they have the highest number of positive points. Team B would be the fourth-highest seed and Team C would be the third-highest seed. Team D would be the second-highest seed. If a tie remains, then they will have a coin toss to break all ties.

	Team A	Team B	Team C	Team D
Team B beat Team A 14-13	-1	+1		
Team C beat Team D 14-10			+4	4
Team C beat Team B 10-7		-3	+3	
Team D beat Team B 17-10		-7		+7
Team A beat Team C 21-7	+14		-14	
Team A beat Team D 7-0	+7			-7
Net Points	+20	-9	-7	-4

Double Round: Baseball, Basketball, Soccer, Softball, & Volleyball

Premise: Head-to-head competition will determine playoff positions. No team will be eliminated from the playoffs by a coin flip with four or fewer teams tied. Coaches can agree to a seeding order or agree to flip for seeding instead of playing a game.

Section A: The team having the highest number of district wins will be declared the district champion. The team with the second-highest percentage of district wins will be the district runner-up. The team with the third-highest district wins will be in 3rd place. The team with the 4th highest number of district wins will be 4th place. In case of ties, all teams tied will be declared co-champions.

Section B: If two teams are tied for first place, the team that won both games head-to-head will be seeded # 1 for the playoffs; the other team will be seeded # 2. If they split their two games, the coaches can coin flip or play a tiebreaker game to determine playoff positions. The coaches must agree, they will either have a coin flip or a game. If the coaches disagree, then they will have a coin flip to determine if there is a coin flip or a game. If three teams are tied for first place, the team that beat the other two in both district games will be seeded # 1. Of the remaining two teams, the team that beat the other in both district games will be seeded # 2, and the remaining team will be seeded # 3. If no team has beaten the others in all district games, or all three do not agree to flip for seeding, there will be a tie-breaker game. There will be a coin flip with the odd coin receiving a bye and the remaining teams playing a game. The loser of this game will be seeded # 3. The winner and the bye team will revert to head-to-head. If there is no head-to-head winner, or they both do not agree to flip for seeding or play a game, they will have a coin flip to determine if there is a coin flip or a game. If they play a game, the winner of this game will be seeded # 1 and the loser will be seeded # 2. If four teams are tied for first place, the same procedures will be followed for three teams tied for first place. If there is no clear head-to-head winner, or all four do not agree to flip for seeding, two tie-breaker games will be played. The coaches will draw for the first-round playoff games. The winners and losers of these games will revert to head-to-head competition. If no team has defeated the other in both district games, or they both do not agree to flip for seeding or play a game, they will have a coin flip to determine if there will be a coin flip for seeding or if the tie-breaker game will be played. If they play a game the winners will play each other for seeds #1 and # 2 and the losers will play for seeds # 3 and # 4. If more than four teams are tied for first place and there is no clear head-to-head winner, there will be a coin flip to eliminate teams until four are remaining. The four teams will follow procedures for four teams tied for first place.

Section C: If two teams tie for second place, the team that beat the other team in both district games will be seeded # 2. If they split their two games, the coaches can coin flip or play a tiebreaker game to determine playoff positions. If the coaches agree, they will either have a coin flip or a game. If the coaches disagree, then they will have a coin flip to determine if there is a coin flip or a game. If three teams are tied for second place, the team that beat the other two in all district games will be seeded # 2. Of the remaining

two teams, the team that beat the other in both district games would be seeded # 3 and the remaining team seeded #4. If no team beats the other two in all district games, or all three do not agree to flip for seeding, there will be a tie-breaker game. There will be a coin flip with the odd coin receiving a bye and the remaining teams playing a game. The loser of this game will be seeded # 4. The winner and the bye team will revert to head-to-head. If there is no head-to-head winner, or they do not agree to flip for seeding or play the tie-breaker game they will have a coin flip to determine if they coin flip for seeding or play a tie-breaker game. If a game is played the winner of this game will be seeded # 2 and the loser will be seeded #3. If four teams are tied for second, the team that beats the other three in all district games will be seeded #2. The team that beat the other two in all district games will be seeded #3 of the remaining three teams. The team that beat the remaining team in both district games will be seeded #4 and the remaining team will be eliminated. If no team beats the others in all district competitions, there will be a round of playoff games. The coaches will draw for the first-round playoff games. The winners of these games will revert to head-to-head competition. If no team has defeated the other in both district games, or they do not agree to flip for seeding or play a game they will have a coin flip to determine if they will coin flip for seeding or play a tie-breaker game. If a game is played the winners will play each other for seeds #2 and #3. The losers will play for seed # 4 with one team being eliminated. If more than four teams are tied for second, there will be coin flips, with the odd coin being eliminated until four teams remain. The four teams remaining will follow procedures for four teams tied for second place.

Section D:

If two teams tie for third, the team that beat the other team twice will be seeded #3 with the remaining team seeded #4. If they split their two games, the coaches can coin-flip or have a tie-breaker game for the playoff position. If the coaches agree they will either have a coin flip or a game. If the coaches disagree there will be a coin flip to determine if there is a coin flip or a game. If three teams are tied for third, the team that beat the other two in all district games will be seeded # 3. Of the two remaining teams, the team that beat the other in all district games will be seeded # 4 with the remaining team eliminated. In the event no teams beat the others in all district games, there will be playoff games. A coin flip will be done with the odd coin receiving a bye and the two remaining teams playing a game. The loser of this game will be eliminated. The winner and the bye team will revert to a head-to-head competition for seeding. If there is no clear head-to-head winner, or they do not agree to flip for seeding or play a game they will have a coin flip to determine if there is a coin flip or a tie-breaker game. If there is a game the winner of this game will be seeded #3 and the loser will be seeded # 4. If four teams are tied for third, the team that beat the others in all district games will be seeded # 3. Of the remaining teams, the team that beat the others in all district games will be seeded # 4. The remaining teams will be eliminated. If no team beats the other three in all district games, there will be a playoff round. The coaches will draw for the first round first. First-round winners will revert to head-to-head competition and the losers will be eliminated. If no team defeats the other in both district games, or they do not agree to flip for seeding or play a game they will have a coin flip to determine if there is a coin flip or a game. If there is a game the winner of this game will be seeded #3 and the loser will be seeded #4. If more than four teams are tied for third, there will be coin flips, with the odd coin being eliminated until four teams remain. The four teams will follow procedures for four teams tied for third place.

Section E: If two teams tie for fourth, the team that defeated the other team in both district games will be seeded #4 and the other team will be eliminated. If they split their two district games, there will be a playoff game with the winner seeded #4 and the loser eliminated. If three teams are tied for fourth place, the team that defeated the other two in both district games will be seeded #4 and the other two teams will be eliminated. If no team beats the other two teams in all district games, there will be a coin flip with the odd coin receiving a bye and the remaining teams playing a game. The loser is eliminated, and the winner and bye team will play a game. The winner will be seeded #4 and the loser will be eliminated. If four teams are tied for fourth place, the team that defeated the other teams in all district games will be seeded #4 and the remaining teams will be eliminated. If no team defeats the others in all district games, there will be a round of playoff games. The coaches will draw for the first-round playoff games. The loser will be eliminated, and the winners will play a game. The winner will be seeded #4 and the loser will be eliminated. If more than four teams are tied for fourth, there will be coin flips, with the odd coin being eliminated until four teams remain. The four teams will follow procedures for four teams tied for fourth place.

Single Round: Team Tennis

Section A:

Each member team of the district will play the other members and the two schools in team tennis having the best district win-loss record respectively, will qualify for playoffs. The team with the best district win/loss record will be declared the champion. In case of any ties, all teams tied will be declared co-champions.

In Case of Ties:

The head-to-head competition will determine the higher seed for playoff positions. If there is no clear head-to-head winner, a coin flip with the odd person placed as the higher seed will determine playoff positions. The remaining teams will revert to head-to-head for the next playoff positions. This process will continue until all playoff positions are filled. All coin flips will be administered by the district's athletic directors, principals, and head coaches involved.

Section B: If two teams are tied for first place, the team that defeated the other in the head-to-head competition will be seeded #1. The other team will be seeded # 2. If three teams are tied for first place, the team that defeated the other two in the head-to-head competition will be seeded # 1. Of the remaining two teams the team that defeated the other in the head-to-head competition will be seeded # 2. The other team will be seeded # 3. If neither of the three teams defeated the other two, there is a coin flip. The odd coin is seeded # 1. The team that defeated the other in the head-to-head competition will be seeded # 2 of the two remaining teams. The other team will be seeded # 3. If four teams are tied for first place, the team that defeated the other three in the head-to-head competition will be seeded # 1. The team that defeated the other two in the head-to-head competition will be seeded # 2 of the remaining three teams. Of the remaining two teams, the team that defeated the other in the head-to-head competition will be seeded #3 and the final team will be seeded #4. If neither of the four teams defeats the other teams in head-to-head games, there will be a coin flip. The odd person will be seeded #1. The remaining teams will follow

procedures for three teams tied for second in Section C. If more than four teams are tied for first place, the same procedures for four teams tied will be followed until all playoff positions are determined.

Section C: If two teams are tied for second place, the team that defeated the other in the head-to-head competition will be seeded # 2. The remaining team will be seeded #3. If three teams are tied for second place, the team that defeated the other two in the head-to-head competition will be seeded # 2. Of the remaining two teams, the team that defeated the other in head-to-head competition will be seeded # 3. The remaining team will be seeded # 4. If neither of the three teams defeated the other two, there is a coin flip. The odd coin is seeded # 2. The team that defeated the other in the head-to-head competition will be seeded # 3 of the two remaining teams. The other team will be seeded # 4. If four teams are tied for second place, the team that defeated the other three in the head-to-head competition will be seeded # 2. Of the three teams remaining, the team that defeated the other two in head-to-head competition will be seeded # 3. Of the two remaining teams, the team that defeated the other will be seeded # 4 and the remaining team will be eliminated. If neither of the four teams defeated the other three there is a coin flip. The odd coin is seeded # 2. The remaining teams will follow procedures for three teams tied for third place in Section D.

Section D: If two teams are tied for third place, the team that defeated the other in the head-to-head competition will be seeded # 3. The other team will be seeded # 4. If three teams are tied for third place, the team that defeated the other two in the head-to-head competition will be seeded # 3. Of the two remaining teams, the team that defeated the other team will be seeded # 4 and the remaining team will be eliminated. If neither of the three teams defeated the other two, there is a coin flip. The odd coin is seeded # 3. Of the remaining two teams, the team that defeated the other team will be seeded # 4 and the remaining team will be eliminated. If four teams are tied for third place, the team that defeated the other three in the head-to-head competition will be seeded # 3. Of the three remaining teams the team that defeated the other two will be seeded # 4. The remaining two teams will be eliminated. If neither of the four teams defeated the other three, there is a coin flip. The odd coin will be seeded # 3. The remaining three teams will revert to head-to-head competition. If one team defeats the other two, that team will be seeded # 4 and the remaining teams will be eliminated. If no team defeats the other two, there is a coin flip. The odd coin will be seeded # 4, and the remaining teams will be eliminated.

Section E: If two teams are tied for fourth place, the team that defeated the other in the head-to-head competition will be seeded # 4 and the other team will be eliminated. If three or more teams are tied for fourth place, the team that defeated the others in a head-to-head competition will be seeded # 4 and the remaining teams will be eliminated. If three or more teams are tied for fourth place and there is no clear head-to-head winner, a coin flip will determine fourth place. The odd person during the coin flip will be seeded # 4 and the other teams will be eliminated.

Playoffs:

- (UIL Rules and I-A-A-A-A / 2-A-A-A-A Inter-local Agreement will be used to determine sites.

Participation

- To participate on a JV team, a student must have at least one year of eligibility remaining after the current school year (exception-open division), To participate on a freshman team or division, a student must have three years of eligibility remaining after the current school year.
- Developmental Team —Head coaches must contact each other before the game.

TEAM SPORTS

Baseball

- The official baseball is the Diamond D-1.
- Two umpires will be used for each varsity competition.
- For varsity competitions, coaches and administrators must agree to play or reschedule if only one official shows up. All other levels must play the game.
- JV/Developmental games will have a two-hour, drop dead, time limit.

Pitch Count

- Click on pitch count then to enter a student for the first time in the bottom right click Add Pitch Entry
- In the Athlete box begin to type the athlete's name, a drop-down list will appear, and you can select the student's name from the list.
- In the sport box, type Baseball, and a drop-down list of the team levels will appear. Select the team that the Athlete was pitching for that game.
- Enter the date and opponent.
- Type in the # of Pitches, select if they are RHP or LHP, and enter their jersey #. If they go over the maximum number of pitches allowed by the UIL the Over Limit Reason will appear and the only option is "Finished Batter".
- Select Save
- To enter a subsequent count for the same pitcher on a different day, select the student's name from the pitch count overview screen, and then in the bottom right select Add Pitch Entry.
- The student's name and information will be populated when the pitch entry box opens. Then enter/change what is needed and save.

Note all UIL Pitch count rules have been entered into the system and will show **Red Circles with a Line** for the days that the pitcher is not allowed to pitch.

Basketball

- The official game ball is a top-grade leather or composite basketball and is provided by the home team.
- One photographer from each school will be allowed on the floor during a game.
- Varsity, JV, and 9th teams will wear white jerseys for home games.
- All signs must be approved by the campus administration.
- Boys and Girls teams will play a double round-robin schedule.

- There will be a 15-minute warm-up time before the varsity game.
- There will be a 10-minute warm-up time before the sub-varsity game.

Football

General Responsibilities

Member schools make every effort to foster good and pleasant relations between schools. The home team is responsible for keeping and maintaining order. It shall be the responsibility of the host school (Game Administrator) to initiate corrective measures at all District football games to prevent unusual disturbances from individuals or groups.

- The playing field is to be kept clear for 90 minutes for players to warm up.
- Both teams will clear the field 20 minutes before the game.
- The Game Administrator will ensure that every effort is made to start the game on time.

THURSDAY

FRIDAY

- | | | |
|--------|------|----------------------------------|
| • 6:10 | 6:40 | TEAMS CLEAR THE FIELD |
| • 6:22 | 6:52 | PRESENTATIONS/EXCHANGES OF GIFTS |
| • 6:25 | 6:55 | ANTHEM |
| • 6:27 | 6:57 | OFFICIAL COIN FLIP |

- All member schools shall adhere to the UIL Athletic Code.
- All concessions including radio and television rights, game programs, etc., will belong to the home team. Each school may designate one home radio station to broadcast any or all games in which it is involved as provided in the General Policies.
- The home school will provide appropriate medical aid when needed.
- In each District game 7 TASO/UIL officials will be used.
- All officials must be agreed upon by opposing coaches.
- The official ball is a leather football in a natural tan color with two white stripes.
- The offensive team provides the game balls.
- Officials will be assigned for varsity and junior varsity games.
- The home team will wear dark jerseys and the visiting team will wear light jerseys for varsity and sub-varsity play.
- Coaches should contact non-district opponents regarding jersey colors.
- A varsity game has 12-minute quarters.
- A JV and Freshman game has 10-minute quarters and a 10-minute halftime.
- All varsity games ending in a tie following regulation play will follow NCAA tie-breaking procedures to determine a winner.
- Band members, majorettes, twirlers, and cheerleaders in uniform will be admitted to games while their team is playing.
- Varsity football games will start at 7:00 p.m. on Friday and 6:30 p.m. on Thursday. For district games, the halftime will be 20 minutes and the home band with auxiliary groups will perform for a maximum of 15 minutes.
- The visiting band will perform pre-game. A pre-game gift exchange can be conducted as soon as the visiting band clears the field.
- Special events for halftime will be approved by the athletic department and be a maximum of 28 minutes.
- Blackouts are not permitted at football games.

- The home team will play the National Anthem at a time that will not interfere with the start of the game.
- Goalposts will be solid white or yellow and undecorated.
- The individual schools will be responsible for their concessions.
- Only the director of athletics may grant contracts to stations desiring to broadcast games.

Football Video Regulations

- The picture must cover a minimum of 15 yards and no more than 20 yards from the last offensive player downfield through the defense.
- Scan from the down/distance markers to the lineup before play.
- Flash the scoreboard between each scoring play.
- Start before the snap.
- Show the scoreboard on the change of possession.
- The game must be filmed as played.
- Teams will trade the film of the previous three games and provide a wide and tight version. Two previous games by Wednesday by 4 PM and the third game on Saturday by 8 AM.

Spirit Guidelines

- No victory lines other than uniformed school groups will be allowed on the playing field. Non-students must remain outside the end zone.
- Unauthorized students should not go on the playing field before, during games, or at half-time.
- Halftime shows will be limited to uniform groups - bands and drill teams.
- Flags and mechanical mascots may not be displayed in front of visiting stands.
- Each school may have run-through signs which may be used only at the beginning of games and at the beginning of the second half.

Other Provisions

- During a football game, anyone on the sidelines must remain outside the 25-yard line and the extended team area.
- Football Coaches and players will stay within a 25-yard restraining line.
- Tunnel crews are required to sit in the stands during the game and will be allowed on the field only to set up and take down the tunnel at the start of the game and the start of the 3rd quarter. After the team has run through the tunnel, crews will have 10 minutes to pack up and return to the stands.
- No media personnel or equipment shall be in the team area (NCAA football rules and interpretations).
- Media representing a particular school are limited to their school's designated sideline. (NCAA football)

Softball

- The official ball will be NFHS and UIL-approved.
- The home team will provide an official scorer.
- Two umpires will be used for each varsity competition.
- For varsity competitions, coaches and administrators must agree to play or reschedule if only one official shows up. All other levels must play the game.
- JV/Developmental games will have a two-hour, drop dead, time limit.

Soccer

Varsity

- Will play a district double round-robin.
- Teams will adhere to UIL rules.
- The official ball shall comply with UIL and National Federation playing rules.
- All teams will play a double round to determine the 1AAAAA Boys and Girls Soccer Tournament games can be limited to 30-minute halves with a ten-minute halftime.
- A tied varsity district game at the end of regulation will go to penalty kicks.
- Games will be played on Tuesdays and Fridays or Wednesdays and Saturdays unless facilities will not allow it.
- Games will be two 40-minute halves.

Junior Varsity

- Games ending in a tie will not have penalty kicks (games will be recorded as a tie)
- Games will be played on the same night as the varsity.
- Games will consist of two 35-minute halves.

Developmental Soccer

- Developmental soccer will be played in two 25-minute halves with a 10-minute half.
- Games ending in a tie will remain a tie.

Volleyball

- Timers and scorers will be adults.
- The official ball will be a regular red/white/blue leather volleyball provided by the home team.
- Game times will be scheduled and posted on the district website.
- The team will use Rally Score. The varsity team will play the best of 5 games.
- Junior varsity and 9th grade will play the best of 3 games.

Individual Sports

District Tournaments

- Will have a meet referee to handle official rulings.
- Will have a meet director (Administrative Duties)
- Will form a Games Committee (Appointed and approved by the coaches before competition)
- Violation must be brought forth by coaches, administrators, or officials in writing within ten minutes of the alleged violation.
- Referee rules on the alleged violation.
- Appeals of the referee's decision must be made in writing to the meeting referee. The meet referee will turn the appeal over to the Games Committee for a ruling. (Ruling must be appealable.)
- The Games Committee's decisions are final.

Cross Country

- The varsity championship will consist of a boys and girls division.
- The sub-varsity championship will consist of 9th and open divisions.
- All entries are due on the date announced by the meet director.
- All team members will adhere to UIL uniform rules.
- Seniors may compete in the Open Division if there is a complete varsity team.

Golf

Each school will provide at least three monitors for the District Tournament. The campuses will pay for the substitutes if required.

Swimming

- The top six qualifiers advance to the regional competition.
- District teams may have junior varsity swimmers compete in four junior varsity events at a varsity meet.
- The four events are 50 freestyle, 50 butterfly, 50 breaststroke, and 50 backstroke.
- A swimmer can compete in junior varsity or varsity at a meet, but not in both divisions at the same meet.

Spring Tennis District Play

- District play will consist of a single round-robin and a district tournament.
- Round-robin play is for seeding purposes for the district tournament.

Round-Robin

- Head-to-head play first. Scoring 2 out of 3 with add
- One's play Two's second and must play. Scoring -2 out of 3 w/add
- If the match cannot be completed due to darkness and one coach wants to complete the match for seeding purposes, the match will be moved to a facility with lights. If the opposing coach does not want to move to complete the match, that team will forfeit the incomplete match. The coach will initial on the score sheet verifying the forfeit.

District Tournament

Seeding

Athletes may be nominated by any coach in the district. Athletes must have competed in four of the spring district matches to be seeded. If an athlete does not compete in a minimum of three matches, he/she may be seeded with a unanimous vote. (Those schools involved may not vote.)

Criteria

- Head-to-head (Spring)
- Head-to-head (Fall)
- District Round Robin record – Most wins (ones vs ones)
- Coaches vote

Tournament Bracket

#1 and #2 seeds will be placed in a bracket. A coin flip will determine the 3rd and 4th seed placement in the bracket.

Protests

Protests to the tournament bracket must be in writing and received in the athletic office by 10:00 AM the day after the seeding meeting.

Substitutions

Substitutes must be listed as an alternate on the entry sheet.

Substitutions will be allowed before the tournament begins for:

- ineligible player
- disciplinary reasons
- injury/illness
- no show

Team Scoring

- 1st Place: 10 pts
- 2nd Place: 8 pts
- 3rd Place: 6 pts
- 4th Place: 4 pts

All other players will receive 1 pt. for each match won. A player with a first-round bye and who doesn't place in the top 4 will receive 1 pt. for the bye. If playback is needed, the winner will receive the 2nd Place points and will be the 2nd Place medalist.

Mixed doubles points will be split between the boys and girls and added to their respective team scores.

Team Tennis District Play

- District Play will consist of a single Round Robin
- Tiebreaker procedures:
 - 1st. Head-to-Head
 - 2nd. Count matches between schools involved.
 - 3rd. Count sets between schools involved.
 - 4th. Counts games between schools involved.
 - 5th. Use a football tiebreaker system.

Round-Robin Play

- Coaches will turn in a ladder before beginning round-robin play for each team.
(All players listed must be eligible and able to participate at the time ladders are turned in, to include alternates)
- A district match will begin fifteen minutes after the visiting team arrives on site.
- When a team reaches ten points, they will be declared the winner (all matches must be played or forfeited)
- Players may not move on the ladder during the entire round-robin play.

- If a team gains a new player, including an injury or ineligible player not listed on the ladder, ladders will be re-ranked to reflect proper strength order and submitted to the athletic office immediately.
- Substitutions: Singles – All players lower in the line-up move up to fill the vacant spot and the alternate becomes the #6 player. A player removed as a substitution may return to the line-up for the next team match, but only to the position vacated. All other players will return to their original positions.
- Doubles/Mixed doubles: In round-robin play, if a coach substitutes for one member due to injury, grades, illness, discipline, etc., teams will be re-ranked according to the strength for that day/match. The teams may only be moved to one spot from the original ladder order. If both members are replaced, the lower teams move up and the alternate pair becomes the #3 team.
- Substitutions are allowed for any reason.
- Teams with only 6 players: If a team has only 6 players and a player gets hurt playing doubles and is unable to play singles, you do not have to move other singles players up the ladder to fill the vacancy. You will forfeit the singles position of the injured player. You do not have the option to choose where you want the loss. If a player is not there at all, all players must move up to fill the vacancy at the beginning of the match.

General Rules for Round-Robin

- Match times will begin at 3:30 p.m. (follow USTA guidelines)
- Teams will be allowed a 10-minute warm-up with the opposing team following their arrival at the playing site.
- The start of the match is determined by the first official serve.
- Scoring:
- No advantage scoring will be used for doubles, mixed doubles, and singles.
- Matches will be the best 2 out of 3 sets with a 12-point tiebreaker at 6 games in each set.
- Doubles matches will be best 2 of 3, with a “Super Tiebreaker” (10 points) being played in place of the 3rd set if the teams split sets.
- Doubles will be played first, followed by singles, starting with the highest position available.
- After the first service in each match in doubles, no substitutions may be made.
- After the first service in every single match, no substitutions may be made in that match or for a player in a higher position on the ladder. If a player in a higher position becomes injured or ill, you must default on that player’s match. (See substitution rule)
- A minimum 10-minute break will be allowed between doubles and singles.
- Matches postponed due to weather will continue from the point of suspension on the next available playing date, other than Sunday, on which another district match is not scheduled.
- A weekday match, not determined by a minimum of 10 wins before darkness, will be moved to a site with lights or will be finished on Friday after school or Saturday afternoon. Coaches will determine the day and time based on the tennis schedule of athletes’ commitments to other school activities.
- Athletes shall be given a sportsmanship warning by their coach before the match. Any misconduct starts the penalty point system of 1st offense = point, 2nd = game, 3rd = match. Report any problems to the player’s coach.
- The home team will provide balls and water. Visitors will bring their cups.
- No forfeits may be declared due to EPISD transportation problems. A late team will be given adequate warm-up time (individuals providing their transportation are subject to all-time requirements).

- Protests for stacking line-ups and /or unethical practices will be reported to the athletic office for investigation. Protests must be made no later than the day following the match in question. The penalty, if determined a violation has occurred, will be forfeiture of the entire team match.
- All scheduling adjustments will be made through the athletic office.
- Team tennis uniforms must be school-issued and appropriate. Shorts and shirts must be the color/style for all players.
- All coaches will report scores to the athletic office the first school day following the match.

Track

- Running events will be seeded from fastest to slowest in lanes 4-5-3-6-2-7-1-8.
- If there are more than 16 entries in either the 1600 or 3200, then the Arizona Type Start Format will be used. In this format, the top ten runners with the best seed times will be placed in lanes: 1st in 4A, 2nd in 5A, 3rd in 6A, 4th in 7A, 5th in 8A, 6th in 8B, 7th in 7B, 8th in 6B, 9th in 5B and 10th in 4B on the Half Stagger. These runners will run in their lanes until the break line. All other runners will line up in the bullpen for a waterfall start.
- All horizontal jumps and throws will consist of three preliminary attempts with the top eight competitors advancing to three additional attempts in the finals.
- Pole verification forms will be required for all competitors.
- One alternate may be listed on the entry form for each event.
- Relay entries will be submitted in race order on the entry form.
- Relay cards will be used on race day to indicate any changes.
- District seeding marks will be based on actual season results for the varsity division.
- The uniform rule will be followed with the exception allowed for sub-varsity throwers who may wear school/team-issued t-shirts and shorts for competition.
- A competitor in the junior varsity division will not score in an individual event or relay if there is no varsity competitor in the same event who competes.
- Ribbons and soft hair bands are okay for competition.
- Foul language is unacceptable as is unsportsmanlike conduct. Either can result in disqualification from the event with all marks being removed.

Wrestling