

District 1-AAAAAA Rules and Procedures

2023-2024

Introduction

The following information consists of rules and procedures enacted by the 1-AAAAAA District Executive Committee (DEC).

Sportsmanship

All schools in District 1-6A will require that coaches and athletes are committed to the principles of ethics and sportsmanship as ground rules governing the pursuit of victory.

- It is the responsibility of the coach to demonstrate and develop good character among his/her players. This standard will never be subordinate to the desire to win.
- It is never appropriate to act unethically to win.
- Any action that is degrading or demeaning to an opponent will not be tolerated.

What follows is a list of procedures and regulations that will hold all District 1-6A coaches accountable for their team's conduct before, during, and after all competitions:

- Before, during, and after contests both teams should behave respectfully and not act in ways that would incite their opponent.
- All celebrations during a contest will be performed respectfully in front of their bench.
- There will be no post-game celebrations at the pitcher's mound, home plate, or center circle of a gym or field.
- All teams will shake hands immediately following the game with the coaches supervising.
- The visiting team is to exit the playing event site as soon as possible after the game.

Any violation of these guidelines or misconduct by an athlete or coach will require the head coach of said team to appear before the 1-6A District Executive Committee (DEC).

Section 33.081 of the Texas Education Code will now require a high school student who "intentionally, knowingly, or recklessly causes bodily injury" to a contest official or judge to be suspended from all UIL activities for a minimum of two years.

Schools shall develop policies for preventing any spectator who commits assault of a sports participant, inclusive of officials, from attending future events in activities sanctioned by the UIL.

Awards

- The Big Ball or Glove trophy will be awarded to varsity team sport champions.
- A Big Ball, Shoe, Victory Cup, or Texas Trophy will be awarded to individual sport champions.

- 1-AAAAAA medals will be awarded to individual varsity sport district champions.
- If any teams tie for the district championship at the varsity, junior varsity, or 9th grade level in any 1AAAAAA sport; each team will be declared co-champion and receive a district championship trophy.

*The DEC Chair school district is responsible for trophies for football, volleyball, boys/girls basketball, boys/girls soccer, baseball, and softball.

*Sub-varsity trophies for football, volleyball, boys/girls basketball, boys/ girls soccer, baseball, and softball will be purchased by the winning teams' school district.

*Trophies and medals for Individual Sports and Track will be purchased by the host school district.

All District Selection

The all-district selection meeting for all sports will be held the week after District Certification. The meeting will be scheduled at 9:00 a.m. at a site the host Athletic Director arranged. Meeting dates, times, and sites will be emailed to all member schools. The athletic director from the school district who is the current DEC chairperson will arrange and send a notification of a meeting to all athletic directors.

- The campus is responsible for paying for a ½ day substitute for the head coach only.

Academically Recognized Varsity Athletes

Coaches are to recommend varsity players with a 90.00 (3.5) or better GPA (cumulative to last completed semester). Coaches must submit a completed list of academically recognized Athletes on the Varsity Athletic nomination form. Their qualified athletes must be turned into the host school head coach at the athletic All-District Selection Meeting. The Athletic Office of each school district will provide the Academic certificates to the campuses for distribution.

Band Chaperones

- The number of chaperones and equipment personnel for each band (including auxiliary groups) will be limited to 30 individuals per school.
- Official chaperone badges will be issued to all schools by the athletic office of the current DEC chair.
- Any volunteers that exceed the number of passes given to a high school will need to purchase tickets to be admitted to the activity.
- Stadium managers will make sure these guidelines are enforced.

DEC Chairperson

- High School will serve as the 1-AAAAAA DEC Chairperson for 2022-2023.

- Principal – Dr. Angela Reyna amreyna@episd.org
- Asst. Principal – Mr. Roanld Dentinger rldentin@episd.org
- Athletic Coordinator – Mr. Mike Pry mjpry@episd.org
- The order of DEC chair rotation will be by school alpha, beginning with Americas. Coronado High School will serve as the 2023-2024 DEC Chair.

DEC Minutes

- The 1-6A minutes will not be published online.

District 1AAAAAA Individual Sport Hosting Rotation

Each district will host one pair of meets/tournaments or track each year. The high schools in the district will co-host the contests under the direction of the respective Athletic Offices.

SPORT	2022-2023	2023-2024
Cross Country	Socorro ISD	Socorro ISD
Golf	Socorro ISD	El Paso ISD
Swimming	Ysleta ISD	El Paso ISD
Tennis	El Paso ISD	Socorro ISD
Track	El Paso ISD	Socorro ISD
Wrestling	Socorro ISD	Ysleta ISD

District Meet Entries

The date for submitting entries will be established by the district 1-6A Meet Director based on the hosting rotation (see chart above).

Ticket Sales

<u>Sport</u>	<u>El Paso ISD</u>	<u>Ysleta ISD</u>	<u>Socorro ISD</u>
V. Football	\$3.00 / \$5.00 – pre-sale \$4.00 / \$6.00 - gate	\$5.00/\$3.00	\$5.00/\$3.00
Sub V. Football	\$2.00/\$1.00	\$2.00/\$1.00	\$2.00/\$1.00
Volleyball	\$3.00/\$2.00	\$2.00/\$1.00	\$2.00/\$1.00
Basketball	\$3.00/\$2.00	\$2.00/\$1.00	\$2.00/\$1.00
Soccer	\$3.00/\$2.00		
Baseball			
Softball			
Wrestling		\$2.00/\$1.00	\$2.00/\$1.00
Swimming		N/A	N/A

- Online ticket sales will be the preferred transaction for admission.
- Pre-game sales at the campus may be made available.

- School districts will post ticket sale information on the district website.
- Online ticket sales must go on sale for home and visiting teams at the same time.
*No later than - noon on the Monday of the week of the game.
- Ticket sales must be sold on a first come first served basis.
- Host schools may not reserve tickets/seating other than the sale of season tickets.
- Pass lists must be agreed upon and approved by the administration of both schools before each game.

Eligibility Forms

- Varsity eligibility forms will be submitted online through the UIL Portal.
- Sub-varsity eligibility forms will be recorded through each Athletic Office.
- Team sport and individual sport eligibility forms are due before the first contest.

Noisemakers

- District 1-6A schools will follow UIL Rules for gymnasiums and fieldhouses (1208 (n)).
- Additionally, devices that are disruptive or dangerous and other devices that detract from the game are prohibited.

Passes

- District administrator passes and board members allowed with IDs.
- Each school (9) will be provided with 125 passes to distribute to coaches and administration.
 - The DEC Chair is responsible for distributing passes to each member school.

Postponements

- 1-6A will follow UIL guidelines for varsity competition.
- Sub-varsity games canceled will not be rescheduled (except for football when the game can be rescheduled the same week).

Previous Athletic Participation Forms (PAPFs)

- Forms must be submitted online through the UIL Portal. The UIL Portal is the official database for student PAPFs.
- District 1-6A will follow the PAPF process listed:
- DEC hearing for PAPFs is only mandatory if question #6 is marked “yes” moving for athletic purposes.
- Any DEC member may request a hearing for any other “yes” answers.
- Please refrain from personal comments and directing comments to individuals.

- All PAPF forms must be signed by the previous school.
- DEC PAPF Hearing Procedures
 - Each side will have ten minutes to state facts
 - Questions by the DEC representatives
 - Each side will have two minutes to rebut or add any additional information
 - DEC representatives will have a final discussion and vote
- Individuals presenting must present facts and address all information to the DEC.
- If the previous school does not respond with a completed Section III of the PAPF, the DEC must be notified to approve the bypass option.
- A list of completed PAPFs by school should be provided by the DEC Chair.

PAPF Bypass procedures

- PAPFs that are advanced through Section III utilizing the Bypass process will be listed separately by the DEC Chair.
- The list will be distributed and reviewed monthly at each DEC meeting.
- The DEC may request to pull a specific PAPF to be reviewed, or the DEC can vote to approve the list as presented.

Alignments for 2022-2023 and 2023-2024

- Nine teams comprise 1-6A for the 2022- 2023 & 2023-2024 school years.
- The draw for district competition rotation is:
 - 1 – Pebble Hills
 - 2 – Americas
 - 3 – Eastlake
 - 4 – Coronado
 - 5 – Franklin
 - 6 – El Dorado
 - 7 – Montwood
 - 8 – Eastwood
 - 9 – Socorro

Sub-Varsity Eligibility and Participation

- Only 9th graders may compete on 9th teams.
- 9th, 10th, and 11th graders may compete on junior varsity / open teams.
- Developmental teams will consist of 9th & 10th graders only.
- 12th-grade students may not compete on JV Teams but may compete in open divisions, if available.

Tiebreaking Procedures

Single Round: Football

Section A:

Each member team of the district will play the other members and the four schools in football or two schools in team tennis having the best 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 for the district championship, all teams tied will be declared co-champions and all ties will be broken before teams are placed in the playoffs.

In case of ties:

- After the four qualifying playoff teams have been determined and placed in the proper large school and small school brackets, we will go immediately to head-to-head play to determine high seed and low seed if the teams in the same bracket have identical district win-loss records.

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Section B:

- If two teams are tied for first place, the team that defeated the other in 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 head-to-head competition will be seeded # 1. Of the remaining two teams the team that defeated the other in 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 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 head-to-head competition will be seeded #3 and the final team will be seeded #4. If none of the four teams defeated the other teams, 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 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 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 none of the three teams defeated 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 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 none of the four teams defeated the other teams, 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 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 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 none of the three teams defeated the other two, the procedures found in Section F will be followed.
- If four teams are tied for third place, the team that defeated the other three in a 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 none of the four teams defeated the other teams, the procedures found in Section F will be followed.

Section E:

- If two teams are tied for fourth place, the team that defeated the other in a 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, 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. The district representation shall be determined by net positive and negative points. Illustration of the highest number of net positive and negative points (**maximum number of points for one game is 14**). Team A would be the highest seed because they have the highest number of positive points. Team B would be fourth highest seed and Team C would be 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

Single Round: Team Tennis

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 flip for seeding instead of playing a game.

Section A:

- The team having the highest number of district wins shall be declared the District champion.
- The team with the second-highest percentage of district wins shall be the district runner-up.
- The team with the third highest number of district wins shall be in third place.
- The team with the 4th highest number of district wins shall be 4th place.
- In case of ties for the district championship, all teams tied will be declared co-champions.

Section B:

- If two teams are tied for first place, the team that won the head-to-head contest will be seeded # 1. The other team will be seeded # 2.
- If three teams are tied for first place, the team that beat the other two in head-to-head games will be seeded # 1. Of the remaining two teams, the team that beat the other in head-to-head 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 for three teams tied for first place will be followed. 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 head-to-head 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 the head-to-head contest will be seeded # 2. The other will be seeded #3.
- If three teams are tied for second place, the team that beat the other two in the head-to-head district games will be seeded # 2. Of the remaining two teams, the team that beat the other in the district game 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 beat the other three in head-to-head district games will be seeded #2. Of the remaining three teams, the team that beat the other two in head-to-head district games will be seeded #3. The team that beat the remaining team in the head-to-head district game 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 head-to-head 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 beats the other team will be seeded # 3 with the remaining team seeded # 4
- If three teams are tied for third, the team that beat the other two in district games will be seeded # 3. Of the two remaining teams, the team that beat the other in district games will be seeded # 4 with the remaining team eliminated. In the event no team beats 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 head-to-head. 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 district games will be seeded # 3. Of the remaining teams, the team that beat the others in district games will be seeded # 4. The remaining teams will be eliminated. If no team beats the other three in district games, there will be a playoff round. The coaches will draw for the first-round playoff games. Losers will be eliminated, and the winners will revert to head-to-head completion. If no team remaining 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 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 are remaining. 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 the district game will be seeded #4 and the other team will be eliminated.
- If three teams are tied for fourth place, the team that defeated the other two in district games will be seeded #4 and the other two teams will be eliminated. If no team beats the other two teams in district games, there will be a coin flip with the odd coin receiving a bye and the remaining teams playing a game. The loser of the game will be eliminated, and the winner and bye team will play a game. The winner of this game will be seeded #4 and the loser is eliminated. If four teams are tied for fourth place, the team that defeated the other teams in 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 losers 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 are remaining. The four teams will follow procedures for four teams tied for fourth place.

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

Premise:

The 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 flip for seeding instead of playing a game.

Section A:

- The team having the highest number of district wins shall be declared the district champion.
- The team with the second-highest percentage of district wins shall be the district runner-up.
- The team with the third highest number of district wins shall be in third place.
- The team with the 4th highest number of district wins shall be 4th place.
- In case of ties for the district championship, 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 will have the choice to 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 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 for three teams tied for first place will be followed. 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 will have the choice to 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 beat the other three in all district games will be seeded #2. Of the remaining three teams, the team that beat the other two in all district games will be seeded #3. 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 are remaining. 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 beats the other team twice will be seeded # 3 with the remaining team seeded # 4. If they split their two games, the coaches will have a choice to coin-flip or have a tie-breaker game to determine 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 team beats 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 head-to-head. 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 playoff games. Losers will be eliminated, and the winners will revert to head-to-head completion. If no team remaining 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 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 are remaining. 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 of the game will be eliminated, and the winner and bye team will play a game. The winner of this game will be seeded #4 and the loser is 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 losers 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 are remaining. The four teams will follow procedures for four teams tied for fourth place.

Varsity Soccer Scoring System

- A varsity district game tied at the end of regulation will go to penalty kicks.
Season Scoring System
 - A) Games won at the end of regulation = 3 points
 - B) Games won in penalty kicks = 1 point
 - C) Games lost in penalty kicks = 0 points
 - D) Games lost in regulation = 0 points
- Ties will revert to the team tie-break procedures if points do not indicate a clear winner.

SPORTS

General

- All sports will follow UIL, NFHS, NCAA (football only), USGA (golf only) USTA (tennis only) rules with UIL modifications.
- UIL registered officials will be used for all varsity competitions.
- If there is a tie for the championship, the teams will be declared Co-Champions, and trophies, or plaques will be awarded to all teams.

TEAM SPORTS

Baseball

- The official baseball is the Diamond D-1 Pro.
- Two umpires will be used for each varsity competition.
- For varsity competitions, if only one official shows up, both coaches and administrators must agree to play or reschedule. All other levels must play the game.
- The official scorer must be from the home team.
- The home team must provide an official pitch counter for both teams.
- All baseballs used in Varsity / JV games must meet current NOCSAE / NFHS standards.
- All sub-varsity games that end in a tie after 7 innings will not play extra innings. Games tied after 7 innings will remain a tie.

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 between varsity games.
- There will be a 10-minute warm-up time between sub-varsity games.
- All sub-varsity games that end the 4th quarter in a tie will not go into an overtime period. Games tied after the completion of the 4th quarter will remain a tie.

Football

- The official ball is of top-grade leather in a natural tan color with two white stripes.
- The offensive teams provide the game ball.
- Five / Seven officials will be assigned for 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 9th / JV game has 10-minute quarters.
- In pregame warm up teams cannot cross their 45-yard line.
- All varsity games ending in a tie following regulation play will follow NCAA tie-breaking procedures to determine a winner (sub-varsity games will end in a tie).
- Band members, majorettes, twirlers, and cheerleaders in uniform will be admitted to games while their team is playing.
- Varsity football games will start at 4:00 p.m., 7:00 p.m., or 7:30 p.m. on Thursday & Friday.
- For district games, the halftime will be 20 minutes and the home band with auxiliary groups will perform for a maximum of 15 minutes.
- For football games, visiting bands will perform pre-game between 6:40-6:55 pm. Coaches will have teams off the field by 6:40 PM and bands will be off the field by 6:55 PM. A pre-game gift exchange can be conducted as soon as the visiting band clears the field. Special events for halftime must be approved by the athletic department with a maximum allowed time of 28 minutes. (August 17, 2005).
- 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.
- The Athletic Director may grant contracts to stations desiring to broadcast games.
- Webcasts for football, streamed over the internet and by UIL Broadcast Guidelines will be allowed by mutual agreement. Other live telecasts including over-the-air television broadcasts will still be prohibited.

Spirit Guidelines

- Non-students must remain outside the end zone. Unauthorized students should not go on the playing field before or during games, or at half-time. Halftime shows will be limited to uniformed 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.

1-AAAAAA Video Regulations

Filming

1. The picture must cover a minimum of 15 yards and no more than 20 yards from the last offensive player downfield through the defense.
2. Scan from the down/distance markers to the lineup before play.
3. Flash the scoreboard between each quarter.
4. Start before snap.
5. Show the scoreboard on the change of possession.
6. The game must be filmed as played.

Film Trade will be:

- 1 Schools will trade a wide and tight film for each game.
2. Teams will trade film of the previous three games.
3. Trade will occur on Wednesday by 9:00 a.m. (2 games) and Saturday by 9:00 a.m. (Previous game).

Volleyball

- Timers and scorers at the varsity level will be responsible adults.
- The official ball will be a regulation red/white/blue leather volleyball provided by the home team.
- Game times will be 9th at 5:30 pm in the Auxiliary Gym, JV at 5:30 pm in the Main gym, and Varsity at 6:30 pm in the Main gym.
- Teams will use Rally Scoring. Varsity teams will play 3 out of 5 games. Junior varsity and 9th grade will play 2 out of 3 games.
- Teams will play a double-round schedule.
- It is recommended that the home team provide two ball shaggers for varsity games.

Softball

- The official ball will be NFHS and UIL-approved.
- Two umpires will be used for each varsity competition.
- For varsity competitions, if only one official shows up, both coaches and administrators must agree to play or reschedule. All other levels must play the game.
- All sub-varsity games that end in a tie after 7 innings will not play extra innings. Games tied after 7 innings will remain a tie.

Soccer

- The official ball shall comply with NFHS and UIL rules.
- All teams will play a double round to determine the 1-AAAAAA boys and girls District Champions (8-25-04)
- Soccer Tournament games can be limited to thirty-minute halves with a ten-minute halftime.

Varsity

- Games will be played on Tuesdays and Fridays 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 Wednesdays and Saturdays unless facilities will not allow it.
- 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.

Individual Sports

In all individual sports, the following organization chart will be followed for

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.
- The meet referee will rule on alleged violations.
- Appeals of the referee's decision must be made in writing to the meet 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 two divisions and be determined at the 1AAAAAA, 1AAAAA, and 2AAAAA meet to be held at a site agreed upon by all school districts.
- The sub-varsity championship will consist of 9th and open divisions and be determined at a site to be announced.
- All entries are due on the date announced by the host district and school.
- 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 four (4) monitors for the District Tournament. Campuses are required to pay for substitutes if necessary.
- Results must be posted by the coach after each event that a varsity team or individual competes in.
- 1-6A coaches will decide where results should be posted for the season.
- A player should not be entered in both the Varsity and JV divisions for the district 1-6A meets.

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. (10-19-05)
- 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.

Team Tennis - District Play:

- The UIL ladder lineup will be followed.
- District play will consist of a single round-robin.
- The round-robin will determine the district champion & area qualifiers.

ROUND ROBIN PLAY:

- Coaches will turn in a ladder before the beginning of round-robin play for each team.

- 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.
 - Once a team has been declared the winner, the following shall occur:
 - All remaining competitions will continue unless both coaches agree to stop.
 - If competition continues, all matches in progress will continue as started and if a 3rd set is needed it will be a superset. All new matches will be a pro-set.
 - All matches after a winner is declared will stop in the event daylight becomes a safety factor.
 - Players may move up or down one position on the ladder per week.
 - If a team gains a new player, 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 for 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.

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 the 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.
- 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.

Host Site Requirements for 1-6A Opponents:

The 1-6A host schools are required to provide visiting teams with the listed accommodations for district competitions on campus or at competition sites for football, volleyball, basketball, soccer, baseball, softball, and tennis:

Football

- Size-appropriate locker rooms to accommodate all athletes, coaches, and athletic trainers.
- Exclusive use of the locker room. When the visiting team is assigned a locker room occupied by other sports on the home site campus, arrangements should be made to avoid having simultaneous usage of the locker room or locker room area.
- Locker rooms should include:
 - Benches or seats for athletes
 - Exterior locking doors
 - Access to restroom facilities
 - Heating and cooling equal to the home locker room
 - Pre-game access to locker rooms 2 hours before kick-off (Varsity).
 - Post-game access to a locker room or changing quarters (Varsity).
 - Field access for warm-up – 90 minutes before kick-off (Varsity).
 - Extra time may be requested.
 - Designated seating sections for visiting fans
 - Bus parking that meets the needs of the visiting school
 - Sideline benches equal to the home sideline

Volleyball & Basketball

- Size-appropriate locker room to accommodate all athletes, coaches, and athletic trainers.
- Locker rooms should include:
 - Benches or seats for athletes
 - Exterior locking doors
 - Access to restroom facilities
- Pre-game access 1 hour before game time
- Uninterrupted warm-up time on the game court
- Post-game access to locker rooms or changing quarters.

Soccer

- Upon request - Locker room to accommodate all athletes, coaches, and athletic trainers.
- Locker rooms should include:
 - Benches or seats for athletes
 - Exterior locking doors

- Access to restroom facilities
- Sideline benches equal to the home sideline

Softball & Baseball

- Upon request – Pre-game changing quarters
- Batting practice and pre-game fielding arrangements should be agreed upon by both coaches.
- Restroom facilities available for athletes and coaches.

Tennis

- Restroom facilities available for athletes and coaches.
- Areas designated for canopy set-ups.

It is recommended that each school provide district opponents with the listed visitor information before the start of the season.

- Campus Map
 - Bus Drop-off and Pick-up Locations
 - Bus Parking
 - Team Entrance / Exit Sites
 - Locker Room Location
 - Parking Information
 - Designated Fan Seating
 - Athletic Trainer Information
 - Game Admission Information
 - Ticket Sales
 - Prohibited Items
 - Clear Bag Policy
 - Spectator Information
- Emergency Action Plan
- Campus Administration / Head Coach Contact Information

Transportation Agreement

Due to transportation constraints, all schools in 1-6A agree to accommodate the visiting team with an indoor staging area when an early arrival bus time is unavoidable.