

District 1AAAAA Rules and Procedures

(Effective Date: October 18, 2006)

Introduction

The following information consists of rules and procedures enacted by the 1AAAAA District Executive Committee (DEC). The first section is arranged alphabetically by topic. The second section is arranged alphabetically by sport. The date in parentheses indicates the date the item was approved by the DEC.

TOPICS

Academically Recognized Varsity Athletes (8-27-03)

Coaches are to recommend varsity players with a 90.00 or better GPA during the season to be academically recognized.

Awards (4-26-06)

The Big Ball or Glove trophy will be awarded to team sport champions. A Big Ball, Shoe or Victory Cup will be awarded for individual sport champions beginning with the 2006-07 school year. Newly designed 1AAAAA 2.5" medals will be awarded to individual varsity sport champions. If any teams tie for the district championship at the varsity, junior varsity or 9th grade level in any 1AAAAA sport; each team will be declared co-champion and receive a district championship trophy. (10-18-06)

Band Chaperones (6-6-02)

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. 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.

Chairperson (10-18-06)

Frank Burton, Eastwood High School, will serve as the 1AAAAA DEC Chairperson for 2006-07. The rotation will continue with El Dorado High School (2007-08), Franklin High School for 2008-09 and Hanks High School for 2009-2010 and so on (draw: EPISD-YISD-SISD alphabetical order).

DEC Minutes (8-6-02)

The 1AAAAA Minutes will not be published online.

District Meet Entries and Hosting Rotation (10-18-06)

The date for submitting entries will be established by the District 1AAAAA Meet Director based on the hosting rotation (see chart below).

District 1AAAAA 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	2006-07	2007-08
Cross Country	SISD	EPISD
Golf	SISD	EPISD
Swimming	YISD	SISD
Tennis	YISD	SISD
Track	EPISD	YISD

If the district includes schools from each of the three districts for 2008-09 and 2009-10, the rotation will continue.

Eligibility Forms (8-6-02)

Varsity eligibility forms will be recorded through the 1AAAAA DEC Chairperson and each Athletic Office.

Sub-varsity eligibility forms will be recorded through each Athletic Office.

Team sport and individual sport eligibility forms are due prior to the first contest.

El Paso Athletic Hall of Fame (8-6-02)

Each campus may submit a resume and nominate an outstanding male and an outstanding female athlete for District 1AAAAA.

Resumes will be due in mid-March.

1AAAAA Honorees will be recognized at the May banquet.

Noisemakers (3-13-02)

District 1AAAAA 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 (6-6-02)

100 Athletic Passes will be given to each high school principal and each athletic department.

12 Media Passes will be given to each high school principal.

Postponements (8-6-02)

1AAAAA will follow UIL guidelines.

Previous Athletic Participation Forms (PAPFs) (8-27-03)

Forms should be turned in for all athletes, although eligibility only pertains to varsity sports. A notation should be made for the sport(s) and if there is to be a delay of 365 days for varsity competition.

Realignment for 2006-07 and 2008-09 (2-2-06)

Nine teams comprise 1AAAAA for 2006-07 and 2007-2008.

The draw for rotation is:

1=Bel Air, 2=Americas, 3=Socorro, 4=Franklin, 5=Hanks, 6=Eastwood,
7=Coronado, 8=Montwood, 9=El Dorado

Sub-Varsity Eligibility and Participation (8-6-02)

Only 9th graders may compete on 9th teams.

9th, 10th and 11th graders may compete on junior varsity teams.

Ticket Prices (8-25-04)

Tiebreaking Procedures (10-18-06)

Single Round: Football and Team Tennis

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 win/loss record will be declared the champion. In case of any ties for the district championship, head to head competition will determine the higher seed. All coin flips will be administered by the district football chairperson and the athletic directors in the presence of those schools involved.

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. If the other two teams are tied for the # 2 position, the team that defeated the other in head-to-head competition will be seeded # 2. The other team will be seeded # 3. If none of the three teams defeated the other two, there is a coin flip. The odd coin is seeded # 1. Of the two remaining teams, the team that defeated the other in head-to-head competition will be seeded # 2. The other team will be seeded # 3.

If four teams are tied for first place, the team that defeated the other three in head-to-head competition will be seeded # 1. The team that defeated the other two in 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 head-to-head competition will be seeded # 3. The final team will be seeded # 4. The three remaining teams will revert to the procedure for three teams in the paragraph above.

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 other 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. If the other two teams are tied for the # 3 position, the team that defeated the other in head-to-head competition will be seeded # 3. The other team will be seeded # 4. If none of the three teams defeated the other two, there is a coin flip. The

odd coin is seeded # 2. Of the two remaining teams, the team that defeated the other in head-to-head competition will be seeded # 3. The other team will be seeded # 4.

If four teams are tied for second place, the team that defeated the other three in head-to-head competition will be seeded # 2. The team that defeated the other two in head-to-head competition will be seeded # 3. The other two teams will be eliminated. The team that defeated the other team will be seeded # 4. The three remaining teams will revert to the procedure for three teams in Section D.

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. The team that defeated the other team will be seeded # 4. If none of the three teams defeated the other two, there is a coin flip. The odd coin is seeded # 3. The team that defeated the other team will be seeded # 4.

If four teams are tied for third place, the team that defeated the other three in head-to-head competition will be seeded # 3. The remaining three teams will follow the procedure in the 2nd paragraph above. If the remaining teams are tied for 4th place, the team that defeated the other two will be seeded # 4. If none of the three teams defeated the other two, there is a coin flip. The winner of the coin flip will be seeded # 4 and the other two teams are eliminated.

Double Round: Basketball, Soccer, Softball and Baseball

Premise: No team will be eliminated from the playoffs by a coin flip with four or fewer teams tied.

Premise: Head to head competition will determine playoff positions.

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 runnerup. The team with the third highest percentage of district wins shall be third place. The team with the 4th highest winning percentage shall be 4th place.

Section B: If two teams tie for first place, they will be co-champions. 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.

Section C: If two teams tie for second place, the team that beat the other team twice 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.

Section D: If two teams tie for third, the team that beat the other team twice will be seeded # 3. If they split their two games, the two teams shall have a playoff game for the # 3 seed.

Section E: In the event of a three way tie for first, all three teams will be declared co-champions. The loser of this game will be seeded 4th. The other teams will follow procedure in C. If no team has beaten the other teams in all games played there will be a coin toss will determine the team to receive a bye, while the other two teams will have a playoff game. The loser of this game will be the # 3 seed. The two remaining teams will follow procedure in B.

Section F: In the event of a three way tie for second, a coin toss will determine the team to receive a bye, while the other two teams will have a playoff game. The loser of this game will be eliminated. The two remaining teams will follow the procedure in C.

Section G: In the event of a three way tie for third, a coin toss will determine the team to receive a bye, while the other two teams will have a playoff game. The loser of this game will be eliminated. The winner will play the team with the bye. The winner of this game will be the # 3 seed and the loser will be the # 4 seed.

Section H: In the event of a four way tie for first, the coaches will draw for the first round playoff games. The winners will play for seeds # 1 and # 2 with the losers playing for seeds # 3 and # 4.

Section I: In the event of a four way tie for second, the coaches will draw for the first round playoff games. The winners will play for seeds # 2 and # 3. The losers will play for seed # 4.

Section J: In the event of a four way tie for third, the coaches will draw for the first round playoff games. The losers will be eliminated. The winners will play for positions # 3 and # 4.

Section K: In case of two way tie for 4th seed, the teams will play to and the winner will be the # 4 seed.
In case of a three way tie for 4th seed, the teams will follow the procedure in Section D as it is currently written substituting # 4 for # 3.
In case of a four way tie for 4th seed, the teams will follow the procedure in Section G as it is currently written substituting # 4 for # 3.

Section L: The current Section K becomes Section L.

Volleyball:

Section A: The district record (win and loss percentage) would be used to determine the district champion, runnerup, 3rd and 4th place playoff teams.

Section B: In the case of a tie for a playoff position the following tiebreaker procedure would be used to break the tie(s).

Section C: The first tiebreaker is the head to head match record in the two district matches.

Section D: The second tiebreaker is the head to head games record in the two district matches.

Section E: The third tiebreaker is the total number of points scored in the two district matches.

Section F: The fourth tiebreaker is the total games record in all district matches.

Section G: The fifth tiebreaker is the total number of points scored in all district matches.

Section H: The fifth tiebreaker is a coin flip.

SPORTS (10-18-06)

All sports will follow NFHS, NCAA (football only), USGA (golf only) USTA (tennis only) rules with UIL modifications.

TASO officials will be used.

If there is a tie for the championship for a sub-varsity sport, the teams will be declared Co-Champions and trophies will be awarded to all teams. (11-5-03)

Non-Honors Teams include:

YISD and SISD: JV Soccer and Developmental or C Baseball.

YISD and SISD: Developmental or Sophomore Soccer, Softball and/or Baseball (10-18-06)

SISD: Sophomore Football and 9th B Football at Montwood.

Baseball

The official baseball is the Diamond D-1.

Two umpires will be used for each game.

If only one official shows up, both coaches and administrators must agree to play or reschedule.

Official scorer must be from the home team.

Basketball

The official game ball is a NFHS stamped 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 light colored jerseys for home games.

All signs must be approved by campus administration.

Boys and Girls teams will play a double round robin schedule. (2-12-03).

Teams will play district games with the junior varsity at 5:30 p.m. and varsity at 7:00 p.m. in the main gym and the 9th grade at 7:00 p.m. in the auxiliary gym (4-26-06).

Cross Country

The varsity championship will consist of two divisions and be determined at the 1AAAAA, 1AAAA and 2AAAA Meet to be held at the Chamizal.

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.
(10-25-02)

Football

The official ball is a top grade leather or composite football in natural tan color with two white stripes.

The offensive team provides the game ball.

Five 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 in regards to jersey colors.

A varsity, junior varsity or sophomore game has 12 minutes quarters.

A 9th game has 10 minute quarters.

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.

For district games, the halftime will be 20 minutes and the home band with auxiliary groups will perform for a maximum of 15 minutes. **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 will be approved by the athletic department be a maximum of 28 minutes. **(August 17, 2005)**

1AAAAA Varsity Football games will start at 7:00 PM. (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 own concessions.

The Athletic Director may grant contracts to stations desiring to broadcast games.

1AAAAA Video Regulations

In 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 lineup prior to play.
3. Flash the scoreboard between each play.
4. Start prior to snap.
5. Show scoreboard on change of possession.

Game must be filmed as played.

Game must be filmed on Super VHS tape.

Film Trade will be:

1. In all cases the trade film will be 1st generation Super VHS tape.
2. School will keep master tape.

3. Traded film will be returned on the night of the game.
 4. Teams will trade tapes of the previous three games.
- 1AAAAA football games will begin on September 17, 2004 (September 16, 2005) and all teams will be off on October 15, 2004 (October 14, 2005) (2-3-04)

Golf

Each school will provide at least three (3) monitors for the 1AAAAA Tournament. (3-12-03)

The 1AAAAA Tournament will be held TBA. (8-25-04)

Softball

The official ball will be NFHS and UIL approved.

Tie games that have an impact on varsity district standings will be finished the next day. (11-17-04)

Soccer

A district game tied at the end of regulation will go immediately into a shootout. Soccer Round Robin Tournament games can be limited to 30:00 halves with a 10:00 halftime.

B teams will play a double round to determine the 1AAAAA JV Boys and Girls Championships. (8-25-04)

Swimming

The top six qualifiers advance to regional competition.

The 1AAAAA Meet will be held on a date and at a site to be determined.

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 the 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 (8-27-03)

The UIL ladder lineup will be followed.

Teams will adhere to the following rules from match to match:

1. A coach may substitute a player(s) from one match to another for religious reasons, to give another player(s) an opportunity to play, as a disciplinary action or for an injury, etc. (Example: A's #1-4 players will miss a match and the coach moves up # 5, # 6 plus #s 7-10 for the match.)

2. If a student is ineligible for the first six weeks, he or she will be slotted into the appropriate position on the ladder (# 1, # 3, # 5, etc.) on the ladder once eligibility is regained.
3. If a new student registers/enters the school (example in September), he or she will be slotted into the appropriate position (# 2, # 4, # 7, etc.) on the ladder once eligibility has been ascertained, fifteen calendar days have passed and a PAPF has been approved.
4. If the player noted in 2. or 3. above is the best player on the team, he or she will become # 1 and does not have to start at the bottom of the ladder and work his or her way up.

UIL substitution rules during a match will be followed.

A district match will begin 15:00 after the visiting team arrives at the site.

If both coaches agree:

1. The match can be called after the winner is decided (10 wins).
2. After the winner is decided, the format can be changed to Pro Set.
3. After the winner is decided, the third set of a match could be decided by a Super Set.

The original team ladder is due to the school's respective athletic department by prior to the first district round robin match (8-25-04).

Tennis (3-24-04)

If an athlete plays in a junior varsity tournament and is listed as an alternate for varsity; and if a varsity player gets hurt and there is medical documentation from his or her doctor that he or she cannot play; then the alternate can play on the varsity team.

Track (1-08-03)

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 past the second turn. All other runners will lineup 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 individual 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.

The jewelry rule will be enforced.

A competitor in the junior varsity division will not score in an individual event or relay if there is not a varsity competitor in the same event who actually competes. Ribbons and rolled waistbands are okay for competition.

The under t-shirt can be solid with lettering (example: School Track).

Foul language is unacceptable as is unsportsmanlike conduct. Either can result in disqualification from the event with all marks being removed.

Volleyball (4-16-03)

The official ball will be a regulation white leather volleyball provided by the home team.

Game times will be 9th at 5:30 PM in Auxiliary Gym, JV at 5:30 PM in Main Gym and Varsity at 6:30 PM in Main Gym.

Teams will use Rally Scoring beginning with the 2003-04 season. Varsity teams will play 3 out of 5 games. Junior varsity and 9th grade will play 2 out of 3 games. Varsity teams will play a double round schedule (2-15-06).