

**DISTRICT 1-AAAAA DIVISION I
RULES AND PROCEDURES
(Approved: 09/10/18)**

2018-19

Introduction

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

GENERAL POLICIES

Chairperson

Charles Garcia, Bel Air_High School_will serve as the 1-AAAAA Division I DEC Chairperson for 2018-19. Fax #915-593-6110.

Ysleta ISD Athletic Office - Fax #915-434-0630.

All Contests

All interschool contests will be 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. Disputes and protests will be settled by the District Executive Committee.

Postponements

- 1-AAAAA will follow UIL guidelines for varsity competition.
- Sub-varsity games cancelled, will not be rescheduled (with the exception of football games that can be rescheduled the same week).

Eligibility Forms

Varsity eligibility forms will be recorded through 1-AAAAA DEC Chairperson and each Athletic Office. Sub-varsity eligibility forms will be kept at each respective campus. Team sport and individual sport eligibility forms are due prior to the first contest of the season.

Report all Scores to MaxPreps (all sports, all levels)

- Within 48 hours

Ticket Prices (8-6-02)

Sport	Clint	Ysleta Pre-Game	Ysleta Gate				
V. Football	\$4.00/\$2.00	\$4.00/\$2.00	\$5.00/\$3.00				
Sub V. Football	No Charge	N/A	\$2.00/\$1.00				

Videotaping

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

Public Address Announcements

- Commercials on the public address system at District game or activity will be limited to school organizations.
- Announcers are to limit their description of 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 (must be held after 12 noon).
- The announcements of All-District selections will 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 1-AAAAA are expected to take whatever steps are necessary to assure 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

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- the desire to win.
- It is never appropriate to act unethically in order to win.
 - What follows is a list of procedures and regulations which will hold District 1-AAAAA coaches accountable for their teams' conduct before/during/after all competitions:
 - ✓ No post-game celebration at 50 yard line.
 - ✓ It is expected for all teams to shake hands immediately following a game and coaches will supervise.
 - ✓ Any misconduct by an athlete will require that the head coach of said team appear before the 1-AAAAA District Executive Committee (DEC).
 - ✓ Visiting team is expected to exit the playing event as soon as possible after the game.

Single Round: Football

Section A:

- **Each member team of the** district will play the other members and the schools having the best win/loss records respectively will qualify for the playoffs. The team with the best win/loss record will be declared the champion. In case of a tie for the district championship, 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 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, 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 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 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 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, 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 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 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

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- 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 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 none of the four teams defeated the other three, 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 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. The district representation shall be determined by net positive and negative points. Illustration of 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 still 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

Participation

- In order 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). In order 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 prior to the game.

Football

General Responsibilities

- Member schools will 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.
- 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.

Officials

- In each District game 5 TASO/UIL officials will be used.
- All officials must be agreed upon by opposing coaches.

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- Upon agreement by both coaches and athletic office approval, the use of 7 man crew will be allowed (2 games max).

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- Developmental Team –Head coaches must contact each other prior to the game.

Time Schedules

- 1-AAAAA Varsity Football games will start at 7:00 PM.
 - **Double headers at the Socorro Activities Complex (SAC) will be at 4 and 7:30 pm.**
 - **Pre-Game**
 - The playing field is to be kept clear 90 minutes for players to warm up.
 - Both teams will clear the field 20 minutes prior to the game.
 - The Game Administrator will ensure that every effort is made to start the game on time.
- Friday
- 6:40 Teams clear field
 - 6:52 Presentations/exchange of gifts
 - 6:55 Anthem
 - 6:57 Official coin flip

Half-time

- The half-time interval will be 20 minutes except for Homecoming which will be up to 28 min.
- The referee will notify both coaches at least four minutes before the start of the 2nd half.
- The visiting band will be performing pregame. The home band will perform at half time. The clock will start as soon as the field is cleared of the football teams. The timer will not wait until the band enters the field. Band directors and drill teams will be warned if the maximum time limit is violated.
- It will be the responsibility of the principal of each school to see that each band director has a copy of the district rules and procedures.

Game Ball

- The official game ball will be a first line ball.
- The game ball will have a stripe at both ends.
- The visiting team, when on offense has the option to use its own ball if it does not want to use the ball provided by the home team.

Uniforms (Color of Jerseys)

- Teams will wear dark jerseys when playing at home, and white jerseys when playing away from home.
- Any change in the color of jerseys must be by mutual consent of both Head Coaches.

Films of Games

- Film Makers - It is understood and agreed upon that both the home and the visiting schools will have the privilege of making a film of the game from the press box.
- **Exchange previous two games by Wednesday, no later than 4 pm, third game by Saturday, no later than 8 am.**
- **All film exchanges will be O/D/K.**

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Filming Guidelines

- 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 down distance markers to lineup prior to play.
- Start film as the offense breaks the huddle prior to the snap.
- Show scoreboard on change of possession.
- The game must be filmed as played.
- **Game films must be exchanged through Hudl to include tight and wide angles.**

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 personnel should not go on the playing field before or during games, or at the half-time. Halftime shows will be limited to uniformed groups - bands and drill/dance teams.
- Flags and 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.
- Glass bottles and glass containers are prohibited in the stadium.

Other Provisions

- During a football game, anyone on the sidelines must remain outside the 25-yard line and the extended team area, to include players' benches and restraining line.
- Coaches and players will stay within a 25-yard restraining line.
- No media personnel or their equipment shall be in the team area (NCAA football rules and interpretations).
- 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 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.
- Media representing a particular school are limited to their schools designated sideline (NCAA football).

Sub-Varsity Football Rules

- Length of quarters and half-time:
 - 9th- 10 minute quarters and 10 minute half-time
 - JV - 10 minute quarters and 10 minute half-time
 - Developmental – 8 minute quarter and 10 minute half
 - Start at 6:00 pm
- Starting Times
 - 9th - 5:30 p.m. weekdays and 9:00 am. Saturdays
 - JV - 7:00 p.m. weekdays and 10:30 am. Saturdays
 - Developmental - start time at 6:00 pm
- Scheduling: Teams will follow the same schedule as the varsity: 9th and JV games will be played at the opposite site from the varsity on Wednesday, Thursday, or Saturday, unless otherwise mutually agreed on by each team's athletic office.
- Game Balls: 9th and JV- First line ball
- Game Jerseys: 9th and JV -Home Team Dark
- Officials: TASO - minimum of 3