

DISTRICT 2-A AAAA RULES AND PROCEDURES

(Approved – 08/07/19)

2019-20

Introduction

The following information consists of rules and procedures enacted by the 2-A AAAA District Executive Committee (DEC).

GENERAL POLICIES

Chairperson

Sylvia Rendon, Ysleta High School will serve as the 2-A AAAA DEC Chairperson for 2019-20.
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.

Delayed Arrival of Opponent

- If the opponent does not arrive on time and is as much as 30 minutes late without prior notification, the game should be forfeited in all activities or events with mutual agreement by the Athletic Offices. With notification to the Athletic Office, the game can be delayed without penalty by mutual consent. This applies only when the sport or activity does not have specific rules that address delayed arrival.

Postponements

- 2-A AAAA 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).

District Meet Entries and Hosting Rotation

- The date for submitting entries will be established by the District 2-A AAAA Meet Director based on the hosting rotation.

District 2-A AAAA Individual Sport Hosting Rotation

Sport	2017-2018	2018-2019	2019-2020
Cross Country	Canutillo	Clint	Ysleta
Track	Ysleta	Socorro	Clint
Spring Tennis	Clint	Clint	Socorro
Golf	Clint	Socorro	Clint
Wrestling	San Elizario	Ysleta	Socorro
Swimming	Socorro	Ysleta	Ysleta

Awards

- The Big Ball or Glove trophy will be awarded to team sport champions.
- A Big Ball, Shoe, Victory Cup, or Texas Trophy will be awarded for individual sport champions
- 2-A AAAA 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 2-A AAAA sport, each team will be declared co-champion and receive a district championship award.
- Responsible for all medals and trophies SISD 2017-18, Clint 2018-19, **Ysleta 2019-20.**
- The cost for medals and trophies will be divided equally between the member districts

Fees

- The DEC chair (Ysleta_ISD) is responsible for payment of spring fees. The spring fees will be divided equally between the member school districts.

Eligibility Forms

Varsity eligibility forms will be recorded through 2-A AAAA 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.

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Videotaping

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

Film Trade

- For volleyball, basketball and soccer.
- Trade the previous game within 24 hours of completion of the game.

- A coach who is reported to the 2-5A DEC for non-compliance of the film trade rule will receive written notification from the DEC Chair, through their campus Athletic Coordinator, of the alleged non-compliance.
- If the report of non-compliance is verified, this written notification serves as notice of the first violation.
- If the report is not confirmed by the Athletic Coordinator, documented evidence proving compliance must be sent to the DEC Chair. The DEC Chair will forward this evidence to the DEC Members for their review.

- The second time a coach is reported for non-compliance of the film trade rule, the coach will receive written notification from the DEC Chair, through their Athletic Coordinator, of the second reported alleged non-compliance.
- If the report of the second non-compliance is verified, the coach will be required to appear before the 2-5A DEC.
- If the report is not confirmed by the Athletic Coordinator, documented evidence proving compliance must be sent to the DEC Chair. The DEC Chair will forward this evidence to the DEC Members for their review.

Public Address Announcements

- Commercials on the public address system at District game or activity must be district approved.
- 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.

District Passes

- Each school and Athletic Office will receive 125 District athletic passes from the District Chairman.
- Each athletic pass is good for admission to all District activities at Ysleta ISD, Canutillo ISD, Clint ISD, Socorro ISD, San Elizario ISD, El Paso ISD, Fabens ISD, Tornillo ISD, Anthony ISD. Passes are non-transferable.
- Texas High School Coaching Association passes will be honored (THSADA, TGCA, etc.)

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.

El Paso Athletic Hall of Fame

- Each campus may submit a resume and nominate an outstanding male and an outstanding female athlete for District 2-AAAAA. Resumes will be expected to be submitted for nominee. 2-AAAAA Honorees will be recognized at the banquet.

Definition of Sportsmanship-Character displayed through athletic competition

- The Athletic Programs in District 2-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 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 2-AAAAA coaches

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accountable for their teams' conduct before/during/after all competitions:

- ✓ All post game celebrations will be done discreetly in front of their own bench area.
- ✓ There will be no postgame celebration at pitcher's mound or center circle of gym floor after volleyball/basketball competition.
- ✓ 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 2-AAAAA District Executive Committee (DEC).
- ✓ Visiting team is expected to exit the playing event as soon as possible after the game.

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

- Within 48 hours

Noisemakers

- District 2-AAAAA schools will follow UIL Rules for Gymnasiums and Field House (1208) (n). Additionally, devices that are disruptive or dangerous and other devices that detract from the game are prohibited.

Ticket Prices (8-6-02)

Sport	Clint	Ysleta Pre-Game	Ysleta Gate	Socorro Pre-Game	Socorro Gate
	V. Football	\$4.00/\$2.00	\$4.00/\$2.00	\$5.00/\$3.00	\$4.00/\$2.00
Sub V. Football	No Charge	N/A	\$2.00/\$1.00	N/A	\$2.00/\$1.00
Volleyball	\$2.00/\$1.00	N/A	\$2.00/\$1.00	N/A	\$2.00/\$1.00
Basketball	\$2.00/\$1.00	N/A	\$2.00/\$1.00	N/A	\$2.00/\$1.00
Soccer	N/A	No Charge	No Charge	N/A	N/A
Wrestling	N/A	N/A	\$2.00/\$1.00	N/A	\$2.00/\$1.00
Swimming	N/A	N/A	N/A	N/A	No Charge

Tie-breaking Procedures

Single Round: Team Tennis

Section A:

Each member team of the district will play the other members and the two 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. All coin flips will be administered by the #3 seed. The winners will have a playoff game with the winner seeded #1 and the loser seeded #2.

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 other team will be eliminated. *If* none of the four teams defeated the other three, there is a coin flip. The odd coin is seeded #1. The three remaining teams will revert to the procedure for three teams in

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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 eliminated. 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 eliminated.
- 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. If none of the four teams defeated the other three there is a coin flip. The odd coin is seeded #2. The three remaining teams will revert to the procedure for three teams in the paragraph above.

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 eliminated.
- 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 other two teams are eliminated. If none of the three teams defeated the other two, there is a coin flip. The odd coin is seeded #3. The other teams will be eliminated.
- 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 other three teams will be eliminated. If none of the four teams defeated the other three, there is a coin flip. The odd coin is seeded #3. The three remaining teams will be eliminated.

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

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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 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

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

- 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.
- Sites for play-in games and seeding games will be mutually agreed upon by coaches. If coaches cannot agree a coin flip will determine if site is neutral or home/home. If home/home, coaches will flip for home site. If neutral and coaches cannot agree on a neutral site, each coach will put up a site and they will flip for the neutral site.

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- Officials for play-in games and seeding games will be assigned by the Officials Association respecting teams scratch list.

Section A:

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

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 have a coin flip or 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 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 have either a coin flip or 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. In the event that no team beat 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

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seeded #4 and the remaining team will be eliminated. In the event that no team beat 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 beat 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 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 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. In the event that no team beat the other three in all district games there will be a playoff round. The coaches will draw for the first round playoff games. The winners will revert to head- to-head competition and the losers will be eliminated. If no team 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. In the event that no team beat 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 will play the bye team. 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. In the event that no team defeated 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 are remaining. The four teams will follow procedures for four teams tied for fourth place.

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Section F:

- UIL Rules and 1-AAAAA / 2-AAAAA Interlocal Agreement will be used to determine sites.

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 7 TASO/UIL officials will be used.
- All officials must be agreed upon by opposing coaches.

Time Schedules

- 2-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.

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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.**

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 passes (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
- Starting Times
 - 9th - 5:30 p.m. weekdays and 9:00 am. Saturdays
 - JV - 7:00 p.m. weekdays and 10:30 am. Saturdays
- 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

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- Game Jerseys: 9th and JV -Home Team Dark
- Officials: TASO - minimum of 3

Cross Country/District Meet

- **Site** - The school hosting the District meet will determine the site with DEC approval.
- **Entry Form** - Meet director will establish due date for entry forms.
- **Substitutions** - A substitution may be made in existing entries, with guidelines **set** by the **District** host in regard to injury, illness, or ineligible athletes.
- **Meet Director** - The meet director shall be responsible for organizing the meet and is the final authority on how the meet is organized within the confines of the UIL Constitution and Contest Rules and District 2-AAAAA rules.
- **Protests** - Protests shall be made to the Meet Director or person designated by the Meet Director and his/her decision shall be final. There will be a designated rules committee comprised of the El Paso County Athletic Directors and their decision will be final. This final decision does not prohibit protests to the District Executive Committee on items covered in UIL Constitution and Contest Rules which go beyond the actual play (except for the place of finish which is handled by the clerk of the course).
- **Championship Structure** - A maximum of three teams and ten individuals not on qualifying team shall advance from district to regionals. Only varsity competitors will advance.
- **Distance**
 - ✓ Girls cross country competitors will run approximately three miles (5000 meters).
 - ✓ Boys cross country competitors will run approximately three miles (5000 meters).
- A minimum of five participants and a maximum of seven participants shall constitute a team. The first five finishers on each team will count for the total team score. A school may enter less than five; however, it cannot compete for the team title. A school may enter only one varsity team of boys and one varsity team of girls in the district meet. A school may enter unlimited runners in the 9th and open division (9th-12th).
- **Uniform** - The cross country uniform must comply with UIL rules and consists of a minimum of school issued jersey and shorts, which are not objectionable; and shoes, which may be supplied by the contestant. Team members shall wear the same color and design school uniform (jersey and shorts). When other apparel is worn under the jersey, or leotard or body suits are worn under the shorts by more than one team member (two or more), that apparel must be the same color. A contestant must wear the assigned competitor number when numbers are used.
- **Rules** - The cross country rules found in the current National Federation of Track and Field Rules shall be enforced at the District Meet.

Determining Team Scores:

Place at finish	1st	2nd	3rd	4th	5th	etc.
Points	1	2	3	4	5	etc.

- ✓ If less than five competitors from a school finish, the places of all the competitors from that school are disregarded in determining the team scores and the team scores are re-ranked. Although the sixth and seventh place finishers do not score points toward the team total, the place is counted in determining the scores of the other teams. Ties in team scoring shall be resolved by comparing the sixth place finishers from the two teams. The team with the best sixth place finisher shall prevail. If one team does not have a sixth place finisher, the team with a sixth place finisher shall prevail. If only five competitors of tying teams finish, the scoring shall be resolved by totaling scores of the first four finishers.

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Varsity

- ✓ **Scorer**
 - ❖ The scorer will be an adult.
 - ❖ The home team scorebook will be the official game book.
- ✓ **Officials**
 - ❖ Only TASO/UIIL Officials shall be used.
 - ❖ In each District 2-AAAAA varsity game, two (2) TASO/UIIL officials will be used. Should one official not arrive, both schools may agree to play with only one (1) official. Rescheduling the contest will be handled by the Athletic Directors' Office. Once the game has begun, it becomes an official game.
 - ❖ If TASO/UIIL Officials are not used to call the lines, then adults must be used for varsity games.
- ✓ **Official Game Ball**
 - ❖ The official game ball used in all District 2-AAAAA contests must be only those balls listed in National Federation Volleyball Rules (must have NFHS logo on ball).
- ✓ **PRE-GAME Warm-up**
 - ❖ There will be a 20 minute warm-up prior to varsity games.
 - ❖ There will be 15 minutes between sub-varsity games.
- ✓ **SCORING - VARSITY/JV/9**
 - ❖ Varsity - best of 5
 - ❖ JV/9 - 2 out of 3

Basketball

- **Varsity**
 - ✓ The official ball shall be official top grade leather or composite basketball. The home team will determine the ball to be used.
 - ✓ Timers and scorers will be responsible adults.
 - ✓ Uniforms will be white for the home team and dark for the visitors.
 - ✓ Officials - Officials must be agreed upon by the two schools involved as per League rules. All officials will be TASO/UIIL certified.
 - ✓ There will be a 15 minute warm-up between varsity games.
 - ✓ There will be 10 minutes between sub-varsity games.
 - ✓ Noise - No artificial noise makers will be allowed in gym. Organized home bands will be permitted to perform prior to game and at half-time and time outs.
 - ✓ Signs are permitted only by home teams anywhere in the gym except at either end, and must be approved by the administration.
- **Method for Determining District Winners**
 - ✓ Double Round Robin will be played to determine the District Champion.
 - ✓ In case of ties, all will be declared District Co-Champion.

Baseball

- **Postponed Games**
 - ✓ Tied ball games called prior to completion of 5 innings will be replayed from the start. Tied games completed or exceeding 5 innings will count as 1/2 game won and 1/2 game lost.
 - ✓ Postponed and incomplete games shall be played or replayed on the next mutually open date (Saturday included) that the home field is playable, with Athletic Office approval. This initiative relating to decisions concerning such games shall rest with the Athletic Office. For schools that have more than one such game at the same time, the order of play shall be the same as the order on the original schedule. (See Constitution and Contest Rules, Section 1220(b) (7), (d), (f) and (e): If a district or non-district game is called before completion of the number of innings and conditions as specified in National Federation Baseball Rules, the umpire shall declare the contest "no game". The game will be replayed from the start).
- **Game Cancellation** - All varsity scheduled games must be played if they have a bearing on the

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District 2-AAAAA first, second, third or fourth place standing. If the game will have no bearing on the District standing, the postponed game may be cancelled by mutual agreement by the Athletic Offices.

- **Game Balls** - The Diamond **D-1** will be used for all District games.
- **Umpires**
 - ✓ Must be **TASO/UIL** Umpires.
 - ✓ In each District 2-AAAAA varsity game, two (2) TASO/UIL umpires will be used. Should one umpire not arrive, both schools may agree to play with only one (1) umpire. Rescheduling the contest will be handled by the Athletic Directors' Office. Once the game has begun, it becomes an official game.
- **Ten-Run Rule** - The ten-run rule after completion of five innings is mandatory in all District games.
- **Pitch Count** – Pitch count sheets must be turned in to DEC chair respective Athletic Office within 24 hours after completion of game.

Golf

- **Method of Determining District Champion**
 - ✓ The District golf tournament schedule venue and date shall be determined by the host district.
 - ✓ A total of thirty six (36) holes shall count as a combined score to determine the District Champion and District Runner-Up.
 - ✓ The lowest combined score for the above thirty-six (36) holes shall determine the District Individual Medalist and Runner-Up.
- **Tournament Director**
 - ✓ The host district shall select the District Tournament Director.
 - ✓ The Tournament Director shall be responsible for organizing the District tournament and shall organize the tournament in accordance with the UIL Constitution and Contest Rules and District 2-AAAAA Rules.
- **Protests** - Protests shall be made to the Tournament Director, who may seek the advice of the resident pro or rules committee and his/her decision shall be final.

Tennis

- **Site**
 - ✓ A District member shall host the District tennis tournament for boys and girls. Site to be selected annually.
- **Tournament Director**
 - ✓ The host district shall select a tournament Director for the District 2-AAAAA Meet,
 - ✓ The Tournament Director shall be responsible for organizing the tournament and shall have final say as to how the tournament is organized within the confines of the UIL Constitution and Contest Rules and District 2-AAAAA Rules.
- **Protests** - **Protests shall be made to the Tournament Director first, and, then, if needed, to the Games Committee and their decision shall be final.** This final decision does not prohibit protests to the District Executive Committee on items covered in the UIL Constitution and Rules which go beyond the actual play.

Team Tennis

Team Composition

- ❖ Each team match will consist of 19 individual matches:
 - six boys singles
 - six girls singles
 - three boys doubles
 - three girls doubles
 - one mixed doubles

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- ❖ Players may play both singles and doubles, but it is not mandatory to do so. In singles, each player is to play according to ladder position, i.e., the best player at #1, the next best at #2, and so on down the lineup to #6. In doubles, players shall be placed on doubles' teams. According to a ladder position, i.e., the best two doubles players at #1 doubles, the next two doubles players at #2 doubles, and so on for #3 doubles.

Team Scoring

The scoring system will be No Advantage scoring, best 2 out of 3 set matches with a 12-point tie breaker at six games all in each set. Each match won will count one point for the team.

The original team ladder is due to the school's respective athletic department office one week prior to their first district match.

Official Playing Rules

- ❖ The United States Tennis Association (USTA) playing rules shall be used in all League matches with exceptions as noted in the UIL manual.
- ❖ If both coaches agree:
 - the match can be called after the winner is decided (10 wins)
 - after the winner is decided, the format can be changed to Pro Set
 - after the winner is decided, the third set of the match could be decided by a Super Set.

Coaching - Adhere to UIL C & CR rules. Only the school tennis coach employed by that school may coach and only in a manner that does not interfere with the play on adjoining courts.

Injured Players - Players will have to continue playing, allowing play to be continuous, or be subject to point penalties for delay of Game. (See Rule 30, USTA rule book)

Tennis Etiquette - Applauding a good play is always in order. Applauding an error is never in order. Any person who takes it upon himself to berate officials or make himself conspicuous by razzing the team should be requested to leave the court area. Players shall be instructed, prior to the first match, that good sportsmanship shall prevail throughout the play. Unsportsmanlike behavior will not be tolerated and may result in a player's suspension.

Reporting to Matches

- ❖ Weekdays – 3:45 PM
- ❖ Saturdays -9 AM

Substitutions during Team Matches - Prior to play, each coach must give his complete lineup for singles and doubles to the site director. A coach may make substitutions between team matches and/or during a team match before the individual match begins. In all instances of substitutions, the coach must use the following procedure:

- ❖ **During a match** - (UIL substitution rules during a match will be followed).
- ❖ **Match to match** - 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, for an injury, etc. Example: School A's 1-4 players will miss a match, the coach will move up player's #5 - #8 for the match. If a student is ineligible the first six weeks, he or she will be slotted into the appropriate position (#2, #4, #7, etc.) on the ladder once eligibility has been ascertained and fifteen calendar days have passed. If the player noted in the two examples 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 other way up, one position at a time.

Team Tennis District Play -

Team Tennis – The UIL ladder lineup will be followed.

Team Tennis District Play – District play will consist of a single round robin and the round robin will determine the District Champs and Bi-District Qualifiers. (New for 2017-18)

- ❖ Team trophy will be awarded to District Champion.

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Divisions - There shall be the following divisions:

- ❖ High school boys singles and doubles
- ❖ High school girls singles and doubles
- ❖ At the District meet each school may enter two boys singles and two girls singles, two boys doubles and two girls doubles, two mixed doubles.

Official Rules - The United States Tennis Association (USTA) rules shall be used in all UIL matches with exceptions as noted in the UIL Tennis Manual.

Tournament Referees - Every effort will be made to secure tournament referees from the local tennis officials association to assist at the District Tournament.

Team Scoring and Awards

- ❖ Team points will be computed as follows:

Singles:	1st Place-15	2nd Place-10	3rd Place-5
Doubles	1st Place-20	2nd Place-15	3rd Place-10

- ❖ Individual medals will be presented to first, second, and third place winners. A team trophy will be presented to the first place team.

Tie-Breaker - The 12-point tiebreaker scoring system will operate when the score reaches six games in any set except the third set of a three set match, when an ordinary advantage set shall be played. Procedures for playing the tie-breaker may be found in the UIL Coaches Manual for Tennis.

Playback - Playback winner will advance to the next round, but does not receive the 3rd place medal and points.

Varsity Track

Site - A District 2-AAAAA member shall host the District Track Meet for boys and girls. Site, date, and time shall be selected annually.

Entry Form - Meet Director will set date for submitting UIL entry form.

Meet Director

- ✓ The host district shall select a Meet Director for the District 2-AAAAA Meet.
- ✓ The Meet Director shall be responsible for organizing the meet at the host school and shall have final say as to how the meet is organized within the confines of the UIL Constitution and Contest Rules and District 2-AAAAA Rules.
- ✓ The Meet Director shall notify the District Chairman and each District member as to how the meet will be organized.

Protests - Protests shall be made to the Meet Director or person designated by the Meet Director and his/her decision shall be final. Upon agreement by the coaches a designated rules committee may be designated for the district meet and their decision will be final. This final decision does not prohibit protests to the District Executive Committee on items covered in the UIL Constitution and Contest Rules which go beyond the actual play (except for the place of finish which is handled by the clerk of the course/ rules committee).

Softball

Postponed Games

- ✓ Tied ball games called prior to completion of 5 innings will be replayed from the start. Tied games completed or exceeding 5 innings will count as ½ game won and ½ game lost.
- ✓ Postponed and incomplete games shall be played or replayed on the next mutually available open date (Saturday included) that the home field is playable, with approval of the Athletic Office. This approval initiative, relating to decisions concerning such games shall rest with the Athletic Office. For schools that have more than one such game at the same time, the order of play shall be the same as the order on the original schedule. (See Constitution and Contest Rules, Section 1280 (c) (7), (f), and (g) and (e) A regulation district or non-district game called with a tie score after five innings have been played (and a winner cannot be determined) shall be counted as one-half game won and one-half game lost for each team. The game shall not be replayed provided five innings have been completed. If five innings have not been completed, the game shall be replayed from the

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start.

Game Cancellation - All varsity scheduled games must be played if they have a bearing on the District 2-AAAAA first, second, third or fourth place standing. If the game will have no bearing on the District standing, the postponed game may be canceled by mutual agreement by the Athletic Offices.

Game Balls - Game balls must be NFHS/UIIL Approved.

Umpires

- ✓ Must be TASO/UIIL umpires for Varsity games.
- ✓ In each District 2-AAAAA varsity game, two (2) TASO/UIIL umpires will be used. Should both umpires not arrive, both schools may accept playing with only one (1) umpire. Rescheduling the contest will be handled by the Athletic Directors' Offices. Once the game has begun, it becomes an official game.

Ten-Run Rule - The ten-run rule after completion of five innings is mandatory in all District games.

Soccer

Varsity

- ✓ The official ball shall comply with UIL and National Federation Playing Rules.
- ✓ Schedules are **set up** for two years with playing sites reversed the second year.
- ✓ Socorro ISD home matches will be played at home site and/or the SAC.
- ✓ National Federation Rules with UIL modification will apply.

Games

Games which end in a tie will go immediately to penalty kicks.

- ✓ Length of games
 - ❖ Varsity - 40 minute halves
 - ❖ JV -35 minute halves

Swimming

District Meet

- ✓ The top six finishers in each event will advance to the Regional Swim Meet.
- ✓ Trophies will be awarded to first place teams for boys and girls. Medals will be awarded to the top three individuals in each event.

Meet Director

- ✓ The host district shall select a Meet Director for the District 2-AAAAA Meet.
- ✓ The Meet Director shall be responsible for organizing the meet at the host school and shall have final say as to how the meet is organized within the confines of the UIL Constitution and Contest Rules and District 2-AAAAA Rules.
- ✓ The Meet Director shall notify the District Chairman and each District member as to how the meet will be organized.