

District 1AAAA Rules and Procedures

Revised: 07/30/2011

Introduction

The following information consists of rules and procedures enacted by the 1AAAA District Executive Committee (DEC). The date in parentheses indicates the date the item was approved or revised by the DEC.

TOPICS

Sportsmanship (8-3-07)

All schools in District 1-4A will take whatever steps necessary to assure 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 in order to win.
- Any action that is degrading or demeaning to an opponent will not be tolerated.

Game Conduct: 1-25-2010

- Only the home team may celebrate at center court, field, mound, etc. Visiting teams are restricted to celebrate on their side of the playing area. Any and all celebrations should still be done in a sportsmanlike fashion, win or lose.
- All teams will shake hands immediately following the game with the coaches supervising.
- Visiting team is to exit the playing event as soon as possible after the game.

Any violation of sportsmanship or game conduct by an athlete or coach will require the head coach of said team to appear before the 1-4A District Executive Committee (DEC).

Academically Recognized Varsity Athletes (8-1-08)

Coaches are to recommend varsity players with a 90.00 or better GPA (cumulative to last completed semester). Coaches must take a list of their qualified athletes to the athletic All-District Selection Meeting.

Awards (6-27-06)

The Big Ball or Glove trophy will be awarded to team sport champions.

The Victory Cup Trophy will be awarded for individual sport champions

Band Chaperones

The number of chaperones and equipment personnel for each band (including auxiliary groups) will be limited to 20 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

John Tanner, Austin High School, will serve as the 1AAAA DEC Chairperson for 2011-2012.

The rotation will continue with Bowie (2012-2013) and so on by alphabetical order.

District Meet Entries

The date for submitting entries will be established by the District 1AAAA Meet Director.

Eligibility Forms (8-6-02)

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

Sub-Varsity eligibility forms will be recorded through the 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 1AAAA.

Resumes will be due in mid-March.

1AAAA Honorees will be recognized at the May banquet.

Noisemakers (4-1-09)

District 1AAAA schools will follow UIL Rules for Gymnasiums and Fieldhouses (1208 (n)). Artificial noisemakers are prohibited in gymnasiums and outdoor facilities.

Additionally, devices that are disruptive, dangerous, and/or detract from the game are prohibited. To include but not limited to musical instruments when not used by a school band, horns, and matracas.

Passes (6-6-02)

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

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

20 Band Chaperone Passes and 10 sideline passes will be issued to each school.

50 Complimentary UIL passes to each principal.

Postponements (8-6-02)

1AAAA will follow UIL guidelines.

If sub-varsity game is not played it will not be rescheduled.

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

Forms should be turned in for all athletes upon enrollment, 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.

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.

Seniors may not participate on sub-varsity teams.

Tiebreaking Procedures (8-3-07)

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 district win-loss record respectively, will qualify for playoffs. The team with the best district win/loss record will be declared the champion. In case of any ties for the district championship, all teams tied will be declared co-champions.

In case of ties:

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

Section B: If two teams are tied for first place, the team that defeated the other in 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 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. 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 defeat the other teams in head-to-head games, there will be a coin flip. The odd person will be seeded #1. The remaining teams will follow procedures for three teams tied for second in Section C. In the event that more than four teams are tied for first place, the same procedures for four teams tied will be followed until all playoff positions are determined.

Section C: If two teams are tied for second place, the team that defeated the other in 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, 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. 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 three there is a coin flip. The odd coin is seeded # 2. The remaining teams will follow procedures for three teams tied for the third place 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. 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, there is a coin flip. The odd coin is seeded # 3. Of the remaining two teams, the team that defeated the other team will be seeded # 4 and the remaining team will be eliminated.

If four teams are tied for third place, the team that defeated the other three in 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 three, there is a coin flip. The odd coin will be seeded # 3. The remaining three teams will revert to head-to-head competition. If one team defeated the other two, that team will be seeded # 4 and the remaining teams will be eliminated. If no team defeated the other two, there is a coin flip. The odd coin will be seeded # 4, and the remaining teams will be eliminated.

Section E:

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

Double Round: Baseball, Basketball, Softball & Volleyball (8-3-07)

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 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. 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 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 competition for seeding. If there is no clear head-to-head winner, or they do not agree to flip for seeding or play a game they will have a coin flip to determine if there is a coin flip or a tie-breaker game. If there is a game the winner of this game will be seeded #3 and the loser will be seeded # 4. If four teams are tied for third, the team that beat the others in all district games will be seeded # 3. Of the remaining teams, the team that beat the others in all district games will be seeded # 4. The remaining teams will be eliminated. 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:
10-3-08

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 is eliminated and the winner and bye team will play a game. The winner will be seeded #4 and the loser will be eliminated. If four teams are tied for fourth place, the team that defeated the other teams in all district games will be seeded #4 and the remaining teams will be eliminated. 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.

SPORTS (8-6-02 except where noted)

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

TASO/UIL 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)

If a sub-varsity game is not played it will not be rescheduled.

TEAM SPORTS

Baseball

The official baseball is the Diamond D-1.

Official scorer must be from the home team.

JV games will have a two hour, drop dead, time limit. **(5-7-08)**

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 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.

There will be 15 minute warm up time before varsity game.

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

Football

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

The offensive teams 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 minute 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 6:40PM 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 and be a maximum of 28 minutes. **(August 17, 2005)**

1AAAA 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.

1AAAA 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.

Softball

The official ball will be NFHS and UIL approved.

JV games will have a two hour, drop dead, time limit. **(5-7-08)**

Soccer (6-5-08)

Varsity Boys & Girls:

- Will play a district double round-robin
- Teams will adhere to UIL Rules & Regulations.

JV boys and girls: **(6-14-10)**

- Will play a double round-robin to determine district champion
- Games will consist of two 30 minute halves with a 10 minute halftime. **(6-14-10).**
- There will be no shoot-outs. Games ending in a tie will be recorded as a tie.

INDIVIDUAL SPORTS

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 meet director.

All team members will adhere to UIL uniform rules.

Seniors may compete in the Open Division if there is a complete varsity team.

(10-25-02)

Golf

Each school will provide at least two (2) monitors for the 1AAAA Tournament.

(3-12-03)

Swimming

The top four qualifiers advance to regional competition.

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

SPRING TENNIS DISTRICT PLAY: (6-14-11)

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

ROUND ROBIN:

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

DISTRICT TOURNAMENT:

SEEDING

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

SEEDING CRITERIA

1. Head to head (Spring)
2. Head to head (Fall)
3. District Round Robin record – Most wins (ones vs ones)
4. Coaches vote

TOURNAMENT BRACKET

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

PROTESTS

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

SUBSTITUTIONS

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

Substitutions will be allowed before the tournament begins for:

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

TEAM SCORING

1st Place: 10 pts

2nd Place: 8 pts

3rd Place: 6 pts

4th Place: 4 pts

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

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

1-4A Fall Team Tennis District Policy (6-14-11)

GENERAL RULES FOR ROUND ROBIN AND DISTRICT TOURNAMENT:

- Match times will begin at 3:30 p.m.
- Teams will be allowed a 10 minute warm-up with the opposing team following the arrival to the playing site.
- The start of the match is determined by the first official serve.
- Scoring:
 - No advantage scoring will be used for doubles, mixed doubles and singles.
 - Matches will be the best 2 out of 3 sets with a 12 point tie-breaker at 6 games in each set.
 - Doubles matches will be best 2 of 3, with a "Super Tie-breaker" (10 points) being played in place of the 3rd set if the teams split sets.
- Doubles will be played first, followed by singles, starting with the highest position available.
- After the first service in each individual match in doubles, no substitutions may be made in that match.
- After the first service in each individual singles match, no substitutions may be made in that match or for a player in a higher position on the ladder. If a player in a higher position becomes injured or ill, you must default that players match. (See substitution rule)
- A minimum 10 minute break will be allowed between doubles and singles.

- Matches postponed due to weather will continue from point of suspension on the next available playing date, other than Sunday, on which another district match is not scheduled.
- A weekday match, not determined by a minimum of 10 wins prior to darkness, will be moved to a site with lights or will be finished on Friday after school or Saturday afternoon. Coaches will determine day and time based on tennis schedule of athletes personal commitments to other school activities.
- Athletes shall be given a sportsmanship warning by their coach prior to the match. Any misconduct starts the penalty point system of: 1st offense = point, 2nd = game, 3rd = match. Report any problems to the players coach.
- Home team will provide balls and water. Visitors will bring own cups.
- No forfeits may be declared due to transportation problems. A late team will be given adequate warm up time.
- Protests for stacking line-up and /or unethical practices will be reported to the athletic office for investigation. Protests must be made no later than the Monday following the match in question. The penalty, if determined a violation has occurred, will be forfeiture of the entire team match.
- All scheduling adjustments will be made through the athletic office.
- Team tennis uniforms must be school issued and appropriate. Shorts and shirts must be the color/style for all players.
- All coaches will report scores to the athletic office the first school day following the match.

DISTRICT PLAY:

- District play will consist of a single round robin and a district tournament.
- Round robin play results will be used for seeding purposes in the district tournament.
- The district tournament will determine the district champion and regional qualifier.

ROUND ROBIN PLAY:

- Coaches will turn in a ladder prior to 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.
 - Players may move one position on the ladder per district match during the entire round robin play.
 - If a team gains a new player, to include an alternate, 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 one spot from the original ladder order. If both members are replaced, the lower teams move up and the alternate pair becomes the #3 team.

- Substitutions allowed for:
 - Ineligible player
 - Disciplinary reasons
 - Injury/illness
 - No show
 - Open substitution for singles #5 and #6 players
- Teams with only 6 players: If a team has only 6 players and a player gets hurt playing doubles and is unable to play singles, you do not have to move other singles players up in the ladder to fill the vacancy. You will forfeit the singles position of the injured player. You do not have the option to choose where you want the loss. If a player is not there at all, all players must move up to fill the vacancy at the beginning of the match.

DISTRICT TOURNAMENT:

- District tournament will be single elimination.
- Matches will be played at the higher seeded school's facility.
- When a team reaches 10 points they will be declared the winner.
- Coaches will turn in a tournament ladder for the district tournament.
 - Any new player must be inserted in proper strength order before the tournament seeding meeting.
 - Players may have only moved one spot on the tournament ladder in respect to their position on the round robin ladder at their last district match.
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 - A mixed doubles player may be moved from mixed to any position in regular doubles as long as the teams are ranked in strength order.
- Tournament bracket:
 - Will have the #1 seed on one side and the #2 seed on the other. The top of the bracket will have #1 vs #8/9, #4 vs #5. The bottom part of the bracket will have #3 vs #6, #2 vs #7
 - Any protest involving the seeding of the district tournament must be submitted in writing to the athletic office by 10:00 am the day after the seeding meeting.
 - Seeding criteria:
 1. Round robin record
 2. Head to head competition
 3. Common opponents
 4. Coaches vote
- Players cannot be moved on the district tournament ladder except for substitution. (See substitution rules below.)
- Substitutions during district tournament:
 - Substitutes must be listed on district entry as a player or as an alternate.
 - 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.
 - Mixed/Doubles- If one member of a doubles team is removed, the team remains in the same position and an alternate is plugged into the vacant slot. If both members of a doubles team are removed, the lower teams will move up to fill the vacant position with the alternate pair becoming the #3 team.