

District 1AAAAA Rules and Procedures

Revised: 7/27/2011

Introduction

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

TOPICS

All District Selection (8-1-08)

The all district selection meeting for all sports will be held on the third Wednesday after the last regularly scheduled game in that sport. The athletic director from the school district that is the current DEC chairperson will arrange and send notification of meeting to all athletic directors.

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.

Sportsmanship (6-20-07)

All schools in District 1-5A 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.

What follows is a list of procedures and regulations which will hold all District 1-5A coaches accountable for their team's conduct before, during and after all competitions:

- All celebrations during a contest will be done discreetly in front of their own bench.
- There will be no post game celebrations at the pitcher's mound, home plate, or center circle of a gym or field.
- All teams will shake hands immediately following the game with the coaches supervising.
- Visiting team is to exit the playing event as soon as possible after the game.

Any violation of these guidelines or misconduct by an athlete or coach will require the head coach of said team to appear before the 1-5A District Executive Committee (DEC).

Awards (7-13-10)

- 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 beginning with the 2006-07 school year.
- If any teams tie for the district championship at the varsity, junior varsity or 9th grade level in any 1AAAAA sport; each team will be declared co-champion and receive a district championship trophy. (10-18-06)
*responsible for medals and trophies, EPISD 10-11, YISD 11-12, SISD 12-13

Band Chaperones (6-6-02)

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

Chairperson (7-13-10)

- Marielo Morales, Coronado High School, will serve as the 1-AAAAA DEC Chairperson for 2011-2012.
- The order of rotation is as follows: (YISD-SISD-EPISD) alphabetical order by school and within district).

DEC Minutes (8-6-02)

- The 1-AAAAA minutes will not be published online.

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

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

District 1AAAAA Individual Sport Hosting Rotation (8-1-08)

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

SPORT	2010-2011	2011-2012
Cross Country	El Paso ISD	Ysleta ISD
Golf	El Paso ISD	Ysleta ISD
Swimming	Socorro ISD	El Paso ISD
Tennis	Socorro ISD	El Paso ISD
Track	Ysleta ISD	Socorro ISD

If the district includes schools from each of the three districts for 2012-2013 and 2013-2014, the rotation will continue.

Eligibility Forms (8-6-02)

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

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

- Each campus may submit a resume and nominate an outstanding male and an outstanding female athlete for District 1AAAAA.
- Resumes will be due in mid-March.
- 1AAAAA Honorees will be recognized at the May banquet.

Noisemakers (3-13-02)

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

Passes (10-15-08)

- 125 Athletic Passes will be given to each high school principal and each athletic department.
- 12 Media Passes will be given to each high school principal.
- 10 sideline passes will be given to each principal.
- 30 band chaperone passes will be given to each school.

Postponements (8-6-02)

- 1AAAAA will follow UIL guidelines for varsity competition.
- Sub-varsity games cancelled will not be rescheduled.

Previous Athletic Participation Forms (PAPFs) (8-1-08)

- Forms must be turned in for all athletes that participated at their previous school upon enrollment in their new school, 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.

Realignments for 2010-11 and 2011-12. (2-1-10)

- Nine teams comprise 1AAAAA for 2010-11 and 2011-12.
- The draw for rotation is:
1=Bel Air, 2=Franklin, 3=Socorro, 4=El Dorado, 5=Hanks, 6=Eastwood,
7=Americas, 8=Montwood, 9=Coronado

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.
- 12th grade student may not compete on JV Teams, but may compete in open divisions, if available.

Tiebreaking Procedures (6-20-07)

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 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, Soccer and Softball (8-1-08)

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. 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. Losers will be eliminated and the winners will revert to head to head completion. If no team remaining defeated the other in both district games, or they do not agree to flip for seeding or play a game they will have a coin flip to determine if there is a coin flip or a game. If there is a game the winner of this game will be seeded #3 and the loser will be seeded #4. If more than four teams are tied for third, there will be coin flips, with the odd coin being eliminated until four teams are remaining. The four teams will follow procedures for four teams tied for third place.

Section E:

(7-13-10)

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

will be seeded #4 and the remaining teams will be eliminated. 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 losers will be eliminated and the winners will play a game. The winner will be seeded #4 and the loser will be eliminated.

- If more than four teams are tied for fourth, there will be coin flips, with the odd coin being eliminated until four teams are remaining. The four teams will follow procedures for four teams tied for fourth place.

Volleyball: (8-6-06)

Section A: The district record (win and loss percentage) would be used to determine the District champion, runner-up, 3rd and 4th place playoff teams. In the event of a tie for the district championship, all teams tied will be declared co-champions.

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

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

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

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

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

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

Section H: The sixth tiebreaker is a coin flip.

SPORTS (10-18-06)

General

- All sports will follow UIL, NFHS, NCAA (football only), USGA (golf only) USTA (tennis only) rules with UIL modifications.
- UIL registered officials will be used for all varsity competition.
- If there is a tie for the championship, the teams will be declared Co-Champions and trophies or plaques will be awarded to all teams.
(11-5-03)

TEAM SPORTS

Baseball (11-19-08)

- The official baseball is the Diamond D-1.
- Two umpires will be used for each varsity competition.
- For varsity competitions, if only one official shows up, both coaches and administrators must agree to play or reschedule. All other levels must play the game.
- Official scorer must be from the home team.

Basketball (6-16-10)

- The official game ball is a top grade leather or composite basketball and is provided by the home team.
- One photographer from each school will be allowed on the floor during a game.
- Varsity, JV and 9th teams will wear white jerseys for home games.
- All signs must be approved by campus administration.

- Boys and Girls teams will play a double round robin schedule.
- There will be a 15 minute warm up time between varsity games.
- There will be a 10 minute warm up time between sub-varsity games.

Football (10-18-06)

- The official ball is a top grade leather or composite football in natural tan color with two white stripes.
- The offensive teams provide 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.(subvarsity games will end in a tie).
- 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 must be approved by the athletic department with a maximum allowed time of 28 minutes. (August 17, 2005)

1AAAAA Varsity Football games will start at 7:00 PM. (August 17, 2005).

- Blackouts are not permitted at football games.
- The home team will play the National Anthem at a time that will not interfere with the start of the game.
- Goalposts will be solid white or yellow and undecorated.
- The individual schools will be responsible for their own concessions.
- The Athletic Director may grant contracts to stations desiring to broadcast games.

1AAAAA Video Regulations (1-20-07)

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 or Digital Quality.

Film Trade will be:

1. In all cases the trade films will be 1st generation Super VHS tape or Digital Quality.
2. Schools will trade a wide and tight tape for each game.
3. School will keep master tape.
4. Traded films will be returned on the night of the game.

5. Teams will trade tapes of the previous three games.

Volleyball (11-19-08)

- The official ball will be a regulation white leather volleyball provided by the home team.
- Game times will be 9th at 5:30 pm in Auxiliary Gym, JV at 5:30 pm in Main gym and
- Varsity at 6:30 pm in Main gym.
- Teams will use Rally Scoring . Varsity teams will play 3 out of 5 games. Junior varsity and 9th grade will play 2 out of 3 games.
- Varsity teams will play a double round schedule (2-15-06)

Softball (11-19-08)

- The official ball will be NFHS and UIL approved.
- Two umpires will be used for each varsity competition.
- For varsity competitions, if only one official shows up, both coaches and administrators must agree to play or reschedule. All other levels must play the game.

Soccer (7-13-10)

- A varsity district game tied at the end of regulation will go immediately into a shootout.
- JV boys and girls games ending in a tie will not have a shootout (games will be recorded as a tie).
- Soccer Tournament games can be limited to thirty minute halves with a ten minute halftime.
- JV teams will play a double round to determine the 1AAAAA JV Boys and Girls Championships. (8-25-04)
- Varsity and JV boys will play on Tuesdays and Fridays unless facilities will not allow it.
- Varsity and JV girls will play on Wednesday and Saturdays, unless facilities will not allow it.
- JV boys and girls games will consist of two 35 minute halves and will not have shoot-outs.

INDIVIDUAL SPORTS (8-1-08)

In all individual sports the following organization chart will be followed for District Tournaments:

- Will have a meet referee to handle official rulings.
- Will have a meet director (Administrative Duties)
- Will form a Games Committee (Appointed and approved by the coaches prior to competition)
- Violation must be brought forth by coaches, administrators, or officials in writing within ten minutes of alleged violation.
- Referee rules on alleged violation.
- Appeals of the referee's decision must be made in writing to the meet referee. The meet referee will turn appeal over to the Games Committee for a ruling. (Ruling must be appealable.)
- Games Committee's decisions are final.

Cross Country (10-18-06)

- The varsity championship will consist of two divisions and be determined at the 1AAAAA, 1AAAA and 2AAAA Meet to be held at the Chamizal.
- The sub-varsity championship will consist of 9th and open divisions and be determined at a site to be announced.
- All entries are due on the date announced by the host district and school.
- All team members will adhere to UIL uniform rules.
Seniors may compete in the Open Division if there is a complete varsity team.
(10-25-02)

Golf (10-18-06)

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

Swimming (10-18-06)

- The top six qualifiers advance to regional competition.
- District teams may have junior varsity swimmers compete in four junior varsity events at a varsity meet. (10-19-05)
- The four events are: 50 freestyle, 50 butterfly, 50 breaststroke and the 50 backstroke.
- A swimmer can compete in junior varsity or varsity at a meet, but not in both divisions at the same meet.

Team Tennis (7/27/11)

The UIL ladder lineup will be followed.

TEAM TENNIS 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.
- Once a team has been declared the winner, the following shall occur:
 - *All remaining competition will continue unless both coaches agree to stop.
 - *If competition continues, all matches in progress will continue as started and if a 3rd set is needed it will be a super set. All new matches will be a pro-set.
 - *All matches after a winner is declared will stop in the event day light becomes a safety factor.
- Players may move one position on the ladder per district match during the entire round robin play.
- If a team gains a new player, ladders will be re-ranked to reflect proper strength order and submitted to the athletic office immediately.
- Substitutions: Singles – All players lower in the line-up move up to fill the vacant spot and the alternate becomes the #6 player. A player removed for substitution may

return to the line-up for the next team match, but only to the position vacated. All other players will return to their original positions.

Doubles/Mixed doubles: In round robin play, if a coach substitutes for one member due to injury, grades, illness, discipline, etc., teams will be re-ranked according to the strength for that day/match. The teams may only be moved 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.

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 (all play will stop at that point).
- Coaches will turn in a tournament ladder for the district tournament.
 - Any new player must be inserted in proper strength order.
 - 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.
 - 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. Coin Flip
- 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.
- Single matches will be put on courts in order of ladder position from #1 down (regardless of gender).
- Both teams will supply 9 cans of tennis balls per match

Track (8-1-08)

- Running events will be seeded from fastest to slowest in lanes 4-5-3-6-2-7-1-8.

- If there are more than 16 entries in either the 1600 or 3200, then the Arizona Type Start Format will be used. In this format, the top ten runners with the best seed times will be placed in lanes: 1st in 4A, 2nd in 5A, 3rd in 6A, 4th in 7A, 5th in 8A, 6th in 8B, 7th in 7B, 8th in 6B, 9th in 5B and 10th in 4B on the Half Stagger. These runners will run in their lanes until the break line. All other runners will lineup in the bullpen for a waterfall start.
- All horizontal jumps and throws will consist of three preliminary attempts with the top eight competitors advancing to three additional attempts in the finals.
- Pole verification forms will be required for all competitors.
- One alternate may be listed on the entry form for each individual event.
- Relay entries will be submitted in race order on the entry form.
- Relay cards will be used on the race day to indicate any changes.
- District seeding marks will be based on actual season results for the varsity division.
- The uniform rule will be followed with the exception allowed for sub-varsity throwers who may wear school/team issued t-shirts and shorts for competition.
- The jewelry rule will be enforced.
- A competitor in the junior varsity division will not score in an individual event or relay if there is not a varsity competitor in the same event who actually competes.
- Ribbons and soft hair-bands are okay for competition.
- Foul language is unacceptable as is unsportsmanlike conduct. Either can result in disqualification from the event with all marks being removed.