

**UIL 22-5A
Policy
Manual**

2016-2017

RULES FOR ATHLETIC CONTESTS

"The purpose of the Athletic Program of the University Interscholastic League is:

1. To assist, advise, and aid the public schools in organizing and conducting interschool athletic contests.
2. To devise and prepare eligibility rules that will equalize and stimulate wholesome competition between schools of similar rank, and reinforce the curricular program.
3. To equalize and regulate competition so that the pupils, schools, and communities may secure the greatest social educational and recreational returns from the contests.
4. To help the schools make athletics an integral part of the educational program.
5. To preserve the game for the contestant and not sacrifice the contestant to the game.
6. To promote the spirit of sportsmanship and fair play in all contests.
7. To promote among the players, schools, and communities a spirit of friendly rivalry and a respect for the rules of the contests."

MEMBERSHIP OF DISTRICT 22-5A EXECUTIVE COMMITTEE

2016-2017

According to the Constitution and Contest Rules of the University Interscholastic League, The District Executive Committee shall be composed of superintendents or their designated administrators from participating schools. Each participating school present shall have one vote. It is suggested that at least two alternates (must be superintendent or his designated administrator) be elected to serve in case members of the committee are unable to be present or to serve. A member of the committee shall be disqualified to act in a case in which his school is one of the two involved in a dispute.

RESPONSIBILITIES OF DISTRICT EXECUTIVE COMMITTEE

1. All interschool contests will be governed by the Constitution and Contest Rules of the University Interscholastic League for 2016-2017.
2. Each school in the district will be assessed a fee of \$4,250.00 to cover the expenses of the district for the 2016-2017 school year. If this fee does not cover the expenses of the district, each school shall be assessed an equal additional amount to cover expenses. One thousand dollars per school will be allocated annually to the District Executive Chairman as a stipend for duties performed for District 22-5A.
3. The District Executive Committee will serve for all contests for the district. Each school will be entitled to one vote to be cast by the Executive C o m m i t t e e member or his designee.
4. All rules and policies herein stated will remain in effect until changes by majority vote of the executive committee.
5. An eligibility list of all athletes who will be participating in U.I.L. athletic events will be maintained on file in the principal's office. The district chairman may request from the principal documentation to verify a student's eligibility.
6. The District Executive Committee will serve all Interscholastic League interschool activities. The elected officers (chairman and secretary-treasurer) will be members of the executive committee and will be in charge of district athletic contests. A director general will be selected to be in charge of district spring academic contests. The secretary-treasurer will serve with both c h a i r m e n . Duties of the executive committee are listed in the **Constitution and Contest Rules of the University Interscholastic League.**
7. A school or schools involved in an eligibility problem shall have sufficient time to present evidence. When all evidence is presented, no personnel of that school or schools shall be present during the time the district is acting in a judicial capacity.

GENERAL POLICIES

1. DISTRICT FEE

Each 22-5A member school shall pay a district fee of \$4,250.00 no later than November 1st, of each year.

2. EXECUTIVE COMMITTEE, CHAIRMAN, SPRING MEET DIRECTOR

The Executive Committee serves all sports and spring meet activities. The office of Chairman shall be passed through the district in alphabetical order and shall serve for a period of 2 years. The Director General shall serve in reverse order and handle all Academic Spring Meet contests. The Chairman shall appoint a secretary-treasurer from the same school.

3. ANNUAL MEETING

The Chairman of the District Executive Committee shall call an annual meeting early in August to discuss district policies, etc. The District Chairman shall have called meetings during the year as needed.

4. CHANGE OF RULES AND REGULATIONS

All rules and regulations herein stated will remain in effect until changed by a majority vote of the members of the district. All suggested changes should be submitted in writing to the District Chairman prior to the meeting.

5. POLICIES ON PASSES

District 22-5A will distribute 15 scouting passes and 70 administrative passes per district with the exception of Beaumont getting 100 administrative passes.

22-5A administrator passes will be provided for school board members, superintendents, assistant superintendents, business managers, high school principals, assistant high school principals, middle school principals, head coaches, and any other administrator designated by the superintendent in the feeder pattern for that high school. They will be issued by the chairman at the annual meeting and may be used for all athletic activities of District 22-5A. Each pass will admit **holder plus one guest (not families)**.

6. SCHEDULING

"The chair school will accept or devise all schedules (except football) and distribute to all district athletic directors for approval. These schedules maybe submitted by the coach for their sport. Approval will require the signature of the appropriate principal, head coach, and the athletic director. Approvals will be

submitted to the chair school by the date specified.”

7. ANNUAL FINANCIAL REPORT

At the close of all 22-5A events, the Secretary-Treasurer shall furnish each participating school in the district a financial statement of all receipts and disbursements for the school year. The Balance shall be transferred to the next chair school.

8. SPRING MEET LITERARY, ONE-ACT AWARDS AND TROPHIES

A. The school with the highest total points (according to Section 902 in the C&CR of the UIL) in all academic events will be awarded the district academic championship.

B. One-Act Play Zone awards will consist of:
4 small plaques for advancing plays to district
16 small bronze medals for honorable Mention All Star Cast
16 small silver medals for All Star Cast
2 small gold medals for best actress
2 small gold medals for best actor

One Act Play District awards will consist of:
2 traditional trophies for advancing plays
1 traditional smaller trophy for alternate play
8 traditional district bronze medal Honorable Mention All Star cast
8 traditional district silver medals All Star Cast
2 traditional district gold medals best actress
2 traditional district gold medals best actor

C. The chair school shall send one check to the Director General to cover all spring meet expenses.

9. SELECTION OF ALL DISTRICT TEAMS

All district team selections will be made by the coaches. A coach may nominate his own players but will not be allowed to vote for them. The 5th place team will host the all-district selection meeting two to three weeks following the end of the regular season at their chosen time and site. Each sport will be allowed one reasonably priced meal.

10. ELIGIBILITY

Student eligibility is established in the Constitution and Contest Rules of the

University Interscholastic League.

11. PLAY-OFF SITES

Play-off sites, in all sports, will be determined in the same manner as the U.I.L. dictates for post-season games. If the two teams in the district have not met in district playoffs during the previous six (6) years they must agree on a neutral site or home site. If they have played within six (6) years it will be at the opposite site.

12. POST-DISTRICT QUALIFIERS

It will be the responsibility of each school to reimburse the chair school for entry fees of all students who qualify for post district competition. The chair school will pay all entry fees with the understanding that each school will reimburse the chair school by the end of the school year.

13. UNIFORM ADMISSION PRICES

Each 22-5A school shall charge the following uniform admission prices for all 9th grade through 12th grade district athletic events except football.

Varsity Football and Non-Varsity Football - these prices are found in the Football Section at number 21.

All Varsity sports except football:

Students \$3.00

Adults \$4.00

All Sub-Varsity Sports except football:

Students \$3.00

Adults \$4.00

14. ACADEMIC ALL-DISTRICT TEAM

The district will recognize an Academic All-District Team. All students who meet the following guidelines will be selected to this team and will receive a certificate:

A. A student must letter in a UIL sports activity at the varsity level to be eligible for an academic All-District Team.

B. A student must have an overall numeric average of at least 90 in all subjects taken. There can be no grade in a subject area of less than a 70.

C. The average of 90 will be computed in all courses at the end of the fifth six weeks.

D. The principal of each school should notify the district chair school at the end of the fifth six weeks the number of certificates needed.

15. ANONYMOUS COMPLAINTS
Allegations received by the District Executive Committee chairman or any other member of the District Executive Committee by an unidentified source shall be referred to the school(s) to which the allegations concern for informational purposes.
16. MUSIC
All Athletic Directors and Head Coaches will be responsible for the music played before and after games.
17. DISTRICT COACHES MEETING MEAL
The committee chairman will approve the payment out of the UIL account. Each individual sport will be allowed 1 meal per year at the district meeting. The meeting should not be held during school hours and the AD should use good judgment when selecting the restaurant.
18. SCHEDULING/TIME CHANGES
All time changes must be consistent with UIL rule and, must have the approval of coaches, campus principals, and athletic directors for both teams. The chair school must be notified of time changes by phone or email. During major holiday times (Thanksgiving, Christmas, Spring Break) coaches may change game start time with mutual consent from both coaches and principals. **All proposed changes to scheduled game dates must be approved by vote of the District Executive Committee. Failure to follow these guidelines may result in forfeiture of games.**
19. REIMBURSEMENT FOR EXPENDITURES
 - A. The chair school will only reimburse for expenditures consistent with previous spending. Any increases must have prior approval from the chair and, the chair-person may call a vote of the member schools at their discretion. Expenditures without prior approval are not guaranteed reimbursement. When in doubt, contact the chair school for guidance.
 - B. Approved expenditures will be reimbursed only with an **itemized original receipt.** Photocopies will be accepted to initiate the reimbursement process, however, checks will be held by the chair school until an original receipt is on file. All District selection meetings have a maximum spending limit of \$300. Host schools for district events must submit budget proposals prior to expenditures.
 - C. As a general guideline, anticipate a 30 day processing time.
20. DISTRICT CHAMPIONSHIP TROPHIES
The district executive committee shall reimburse up to \$100.00 to the district championship team(s) in each sport for the purchase of a trophy. In the event of a tie, the co-champions will split the \$100.

21. CARE PROGRAM

“In an attempt to give appropriate athletic competition to our student-athletes,” District 22-5A endorses and adopts the University Scholastic League’s CARE program. Should a concern arise between two schools regarding any behavior not consistent with the guidance provided in the CARE manual, schools involved are encouraged to resolve the conflict/concern between the parties involved. The District Executive Committee will entertain CARE related complaints that cannot be resolved between involved schools.

BASEBALL POLICIES

1. THE BASEBALL CODE

The baseball code means to play the game in the spirit of fairness and clean sportsmanship, to observe all rules and not attempt to take advantage of the other team. It means to accept decisions of officials without protest; to treat your opponents as your guest, and to put clean play and real sportsmanship above victories. It means that ability to win without boasting and to lose without grudge. "Victory" is no great matter. The important thing in sports is mainly striving to excel and the good it fosters between those who play fair and have no excuse when they lose.

2. SPORTSMANSHIP

District 22-5A is on record as requesting that the officials eject any player from the game who is guilty of obscene language or unsportsmanlike conduct.

3. PLAYING RULES

The "Official Baseball Rules" of the National Federation shall govern league baseball. The optional substitution rule shall be in effect.

4. TIE GAMES

All games ending in a tie will be completed on the next available date. Suspended games will be re-started from the point ended. If the game has lasted 5 innings it is a complete game.

5. THE TIME AND GAME PROCEDURE

All afternoon baseball games will start at 4:30 p.m. unless otherwise mutually agreed upon between the coaches of the two schools before the game time. Night games will start at 6:00 p.m. unless otherwise mutually agreed upon before game time. If a game has to be rescheduled and the coaches cannot mutually agree on a game time, the game will be played at 6:00 p.m.

- A. Coaches on first and third: Only eligible and uniformed coaches and players of participating teams are permitted as base coaches.
- B. The batter's box, foul line to bases, coaches' box, and the "dug-out" are to be clearly marked.
- C. It is recommended that the game be speeded up by eliminating throwing the ball around the infield, etc., by eliminating huddles or conferences around pitchers, etc., or any other stalling practices.

District Game 3	Tuesday, March 21, 2017
District Game 4	Friday, March 24, 2017
District Game 5	Tuesday, March 28, 2017
District Game 6	Friday, March 31, 2017
District Game 7	Tuesday, April 4, 2017
District Game 8	Friday, April 7, 2017
District Game 9	Tuesday, April 11, 2017
District Game 10	Thursday, April 13, 2017
District Game 11	Tuesday, April 18, 2017
District Game 12	Friday, April 21, 2017
District Game 13	Tuesday, April 25, 2017
District Game 14	Friday, April 28, 2017

12. SUB VARSITY SCHEDULING

Sub-Varsity baseball will play two rounds.

13. ORDER OF PLAY

Baseball teams will follow the order of the 1st half order of the volleyball schedule but will play the same district opponents twice each week on Tuesday and Friday with alternating sites.

14. TIE-BREAKERS

A. If two teams are tied then the first tiebreaker is head to head. If the two teams have a split then a single game will be played to determine seeding. (Coaches may agree to not play and agree on seeding.)

B. If more than two teams are tied a mini single elimination tournament will be played to determine seeding.

1) If 3 teams are tied a mini tournament will be played and a coin flip will determine which team gets the bye in a 3 team bracket. All 3 teams flip a coin and the odd coin gets the bye. The other two teams play each other with winner playing the team that got the bye. This tournament will be played on consecutive days. (Coaches may agree to not play and agree on seeding, but all must agree.)

2) If 4 or more teams are tied then a mini tournament will be played. Seeding for the tournament will be determined by drawing numbers from a hat. 1 will play 4 and 2 will play 3 and then the winners will play. (If losers of 1st two games need to play for a 3rd and/or 4th seed then that game will also be played but only if necessary.) (Coaches may agree to not play and agree on seeding, but all must agree.) This tournament will be played on consecutive days.

3) If more than 5 teams are tied then a tournament will be played following rules of (B). This tournament will be played on consecutive days.

BASKETBALL POLICIES

1. DETERMINATION OF PLAYOFF TEAMS AND SEEDING

District games will follow a double round-robin format. The team(s) with the best win-loss percentage will be declared the district champion(s). If two or more teams are tied for first place, they will share the district championship. The top four teams will represent the district in the state basketball playoffs. In case of a tie for any of the four playoff spots, playoff teams and seeding will be determined by the procedures outlined below.

- A. Two teams tied for first, second, third, or fourth:
 - 1. The team with the best record in head to head competition will be awarded the highest seed. The other team will receive the next highest seed.
 - 2. If the two teams have the same record in head to head competition, they will determine seeding in a one-game playoff. By mutual agreement, this game could also decide the district championship.
 - 3. A coin flip can be used in lieu of a playoff game if **both** coaches agree.

- B. Three teams tied for first:
 - 1. The team with the best record in head to head competition among the three teams will be awarded the first seed. The team with the second best record in head to head competition will be awarded the second seed. The other team will be the third seed.
 - 2. If the three teams have the same record in head to head competition (two wins and two losses), then there will be a three team playoff. The teams will draw letters A, B, & C for seeding. Team A and Team B will play the first game. The loser of that game is the third seed. The winner of the first game will play Team C for first seed. The loser of the second game is the second seed.
 - 3. If all three coaches agree, the drawing can be used to determine seeding in lieu of playoff games. Letter A would be the first seed, Letter B would be awarded the second seed, and Letter C would be the third seed.

- C. Three teams tied for second:
 - 1. The team with the best record in head to head competition among the three teams will be awarded the second seed. The team with the second best record in head to head competition will be given the third seed. The other team will be the fourth seed.
 - 2. If the three teams have the same record in head to head competition (two wins and two losses), then there will be a three team playoff. The teams will draw letters A, B, and C for seeding. Team A and Team B will play the first game. The loser of that game is the fourth seed. The winner of this first game will play Team C for the second seed. The loser of the second game is the third seed.

3. If all three coaches agree, the drawing can be used to determine seeding in lieu of playoff games. Letter A would be the second seed, Letter B would be the third seed, and letter C would be awarded the fourth seed.

D. Three teams tied for third:

1. The team with the best record in head to head competition among the three teams will be the third seed. The other two teams will have a one game playoff with the winner of that game awarded the fourth seed.
2. If all three teams have the same record in head to head competition (two wins and two losses), a two game playoff will determine the third and fourth seeds. The teams will draw letters A, B and C for placement in this three team playoff. Team A and Team B will play the first game. The winner of this game will be awarded one of the two playoff seeds. The loser of this first game will then play Team C. The winner of this game will be given the final playoff seed.
3. The winners of these two games will flip a coin to determine which team will be the third seed **unless** these winners were Team A and Team B in this case; the team that won the first playoff game between the two shall be the third seed.

E. Three teams tied for fourth:

1. There will be a two game playoff for the fourth seed. The teams will draw letters A, B, and C for placement in this playoff. Team A and Team B will play the first game. The winner will play Team C in a second game. The winner of this second game will be awarded the fourth seed.

F. Four teams tied for first:

1. There will be a four team playoff to determine seeding. The teams will draw letters A, B, C, and D for placement. Team A and Team B will play each other and Team C and Team D will play each other. The winners of these two games will play for the first seed and the losers of these two games will play for the third seed.
2. The drawing for placement can be used to determine seeding in lieu of the four team playoff if **all** four coaches agree. Team A would be the first seed, Team B would be the second seed, etc.

G. Four teams tied for second:

1. There will be a four team playoff to determine seeding. The teams will draw letters A, B, C, and D for placement. Team A and Team B will play each other and Team C and Team D will play. The winners of these two games will play for the second seed. The losers of the first two games will play for the fourth and final seed.

H. Four teams tied for third:

1. There will be a four team playoff to determine seeding. The teams will draw letters A, B, and C, and D for placement. Team A and Team B will play and Team C and D will play. The winners of these two games will

play in a second game with the winner securing the third seed and the loser gaining the fourth seed. (These two teams can decide to determine third and fourth seed with a coin flip instead of a game, if both coaches agree.)

2. TIME FOR GAMES FOR 22-5A

Freshmen games will start promptly at 4:30 p.m., only 8 minutes should be allowed for half-time. A sophomore game, consisting of freshmen and sophomores, will be played at the same time as the freshman game in a secondary gymnasium (If a secondary gym is available). The junior varsity games will start 10 minutes after completion of the 9th grade game. This will be followed by the varsity teams. Ten minutes will be allowed for half time of varsity games and eight minutes will be allowed for half time of junior varsity games. The freshmen team will play 8 minute quarters and the junior varsity will play 8 minute quarters. The length of quarters for junior varsity and freshmen games may be shortened by mutual agreement of the coaches. The varsity game will begin 10 minutes after the junior varsity game is over. It is recommended that the official be instructed to make sure freshmen and junior varsity games continue as smooth as possible. If there are 3 games to be played, start time of the first game should be 4:30 p.m. If there are only 2 games, the times should be 5:00 pm and 6:30 p.m. When only one game is played, it should begin at 6:00 p.m.

For all girls' basketball games involving Livingston 9th & JV games will both be played at 4:30 pm. Varsity game will begin at 6:00. This will be done when facilities and officials allow and mutually agreed on by athletic directors.

3. UNIFORM ADMISSION PRICES

In District 22-5A basketball, uniform admission prices shall be charged to district games. The following admission prices shall prevail:

Students	\$3.00	Adults	\$4.00
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4. TYPE OF BASKETBALL

The game ball shall be the U.I.L. adopted state ball or that has the National Federation Seal.

5. OFFICIALS

The officials shall be chosen for each game, the selection to be made by the home team with the approval of the visitors. Officials to be used must be agreed upon by both coaches at least 48 hours before game time. At least two adult officials should be furnished by the home team for sub varsity games and three adult officials for varsity games. In the event any official withdraws from an assignment less than five days before the game, except for a justifiable cause, he shall be dropped from the eligible list the following year. The protest of an

official who has previously been agreed upon must be made in writing at least five days before the game. The schedule of fees to be paid by District 22-5A is found in the Constitution and Contest Rules of the U.I.L. for varsity.

6. MEDIA REPORTING

Each school shall be responsible for reporting scores in the local media.

7. WARM-UP BASKETBALLS

Visiting team will bring own practice basketballs.

8. CLOCK AND BOOKKEEPER

The timekeeper and scorer for all district games must be properly qualified non-high school adults.

9. COLOR OF JERSEYS

The home team shall wear WHITE jerseys and the visitors' DARK jerseys. Violation of this rule will result in forfeiture of the game.

10. SIGNS

Visiting teams in basketball cannot bring signs to display in the gym. No hand held signs shall be permitted in the gym.

11. NOISE MAKERS

No artificial noise makers shall be played/used in the gym during athletic contests or during timeouts. Personal jam boxes will not be allowed in the gym. Band performances are allowed before and after games, between quarters, and during time-outs. Bands are not allowed to sit behind the visiting team.

12. HALF-TIME PERFORMANCES

Organized music before and during warm-ups and during half time is allowed for the home schools performing groups (drill team, cheerleaders, etc.) Half-time performances must be limited to seven minutes in order to allow teams back on the floor to warm-up for the second half.

13. MEGAPHONES

Beating megaphones on the floor of the gym will not be permitted.

14. FORFEIT OR POSTPONED GAMES

Games canceled in which a forfeit is involved must have the District Executive

Committee approval. Games postponed for longer than a week must be approved by the District Executive Committee.

15. SCHEDULING

The District Executive Committee will set the basketball schedule for the 22-5A District.

16. GAME RECEIPTS

The home team will be responsible for all receipts and game expenses.

17. PARTICIPATION

The rules set forth in the U.I.L. Constitution and Contest Rules, concerning participation, shall be followed.

18. ALL DISTRICT TEAM SELECTION FOR GIRLS

MVP, Offensive Player of the Year, Defensive Player of the Year, and Newcomer of the Year will be selected first using same procedure described below for selecting First Team and Second Team All-District.

Coaches may nominate their own players, but they may not rank their own players.

Coaches will select their top 10 nominees and rank them on a scale of 1 to 10 with 10 being the best. All rankings will be tallied and the top ten scorers will be the First Team All-District. Coaches will repeat process with remaining nominees staying on the board and additional players may be nominated in Second Round. Ranks will be tallied and top 10 from round two will be Second Team All-District.

Remaining nominees on board after rounds 1 and 2 will become Honorable Mention All-District with a maximum of 2 per school.

CROSS COUNTRY

The District will host a Cross Country Track Meet with the following awards:

Trophy for 1st place team - Boys and Girls

Small Plaque-2nd and 3rd place team-Boys and Girls

10 Medals for 1st place - Boys and Girls Teams

10 Medals for 1st ten individual boy and girl varsity runners to cross the finish line

Plaque for 1st place Junior Varsity teams-Boys and Girls

Ribbons for 1st ten places on Junior Varsity to cross finish line.

District Cross County will he hosted by Vidor on Oct. 18, 2017.

FOOTBALL POLICIES

1. METHOD OF DETERMINING DISTRICT CHAMPION AND PLAYOFF REPRESENTATIVES

Each team shall play every other team in the district. At the end of the season, the team with the highest percentage of district wins will be champion; next highest percentage of district wins will be runner-up; next highest will be third place; and the next highest will be fourth place. In case of a natural disaster or any other event that causes cancellation of a scheduled game, all games will be made up per U.I.L. guidelines.

At the end of the season, the ranking and enrollment will determine the position for the play-offs.

2. Method of determining district representatives/champion when two or more teams are tied.

- A. Best head to head records amongst all of the tied teams. The maximum amount of teams possible will be awarded championship/play-off spots from this method.

Example:

Team record:	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>
	3-0	1-2	1-2	1-2

If 1 playoff spot were available: Team A would represent the district. If 2 play-off spots were available: Team A would represent the district having the best record (3-0) of the tied teams and would be removed from the process. If no positions can be given, we remove team A and start over with head to head.

Example #2

Team record:	<u>A</u>	<u>B</u>	<u>C</u>
	1-1	1-1	1-
	1		

In the event that all of the tied teams are even after the head to head, we will determine the Championship/Play-off spots thru total net points.

Team A defeated B by the score of 7-0.

Team B defeated C by the score of 7-6.

Team C defeated A by the score of 30-6.

Net Score

<u>A</u>	<u>B</u>	<u>C</u>
+7	-7	
	+1	-1
<u>-21</u>		<u>+21</u>
-14	-6	+20

If 1 play-off spot were available: Team C would represent the district. If 2 play-off spots were available: Team C and B would represent the district.

If all of the play-off spots are not filled, we will remove the awarded team and start over with the remaining tied teams.

*In the event that all of the district teams are not able to play each other, the DEC will determine the procedure for breaking ties.

*21 points is the maximum point differential allowed when calculating tiebreakers based on net score.

2. FOOTBALL SCOUT PASSES

District 22-5A has an official scouting pass. The District Chairman will issue 12 scouting passes to the head coach of each member school at the annual meeting.

3. SCOUTS IN THE PRESS BOX

The head coach of each school shall receive 12 scouting passes each year. It is understood and agreed that the home team will undertake to provide for no more than two scouts from each school where facilities are provided. The school scouting another school will notify the athletic director of the school to be scouted if they plan to send more than two scouts for said game. The school playing the school being scouted next has press box priority.

4. POLICIES ON PASSES

- A. It shall be the policy of District 22-5A to admit, without charge, the uniformed groups, sponsors, and bus drivers from visiting schools with school ID passes.
- B. In all games played between members of 22-5A schools it shall be the

policy to admit the squad men of other district schools free of charge. A coach or administrator of the visiting school must properly identify the members of the group. It is suggested that the school planning such a visit notify the coach of the home team that they will be present for the game.

- C. In District 22-5A the home team may admit their sub-varsity team(s) free through the athletic gate.

5. FOOTBALLS

Official game balls include all NCAA approved footballs. Each team is responsible for its own footballs.

6. COLOR OF JERSEYS

The home team shall wear dark or colored jerseys and the visiting team shall wear light jerseys. Violation of this rule shall result in forfeiture of the game unless the color of the jerseys is mutually agreed upon by both teams before the game begins.

7. OFFICIALS

Game officials shall be paid the rate set by the U.I.L. It shall be the policy in the District 22-5A games that five (5) officials are on the field at all games.

8. OFFICIAL TIMERS

An electric clock and a 25-second clock, in good working order, shall be used as the official clocks and shall be operated by officials assigned by the S.F.O.A. Chapter.

9. DOWN BOX REQUIREMENTS

S.F.O.A. Officials for chain and down box are required. In emergencies, only adults can be used. They shall be paid from the game expense formula, according to state guidelines.

10. GAME TIME

Game time in District 22-5A in football will be 7:00 p.m. on Friday night unless otherwise mutually agreed by the two schools involved and all other district schools notified. Any changes should be worked out between schools prior to game day. For any game played on a Saturday, the game will be played at 2:00 p.m. unless a different time is mutually agreed upon.

11. PRE-GAME CEREMONIES

The principal or designated administrator will contact the visiting school the week of the game to discuss pre-game ceremonies. Both the home and visiting football teams will be on the field when the National Anthem is played at 6:55 p.m.

12. VICTORY LINES

Victory lines may be used. This will include only uniformed student groups forming lines inside restraining fence and playing fields. Since the term "playing field" is not clearly defined in all stadiums, it will be left to the school officials of home teams to determine proximity of boundaries to best enforce this policy.

13. TIME ALLOWED AT HALF TIME

Maximum half time length for U.I.L. Varsity games is 28 minutes. Please note that half times are not required to be this long. This district has adopted a fourteen-minute per school time limit. At homecoming it may be advisable for the visiting team to have its activities prior to the game. This should be worked out between schools prior to game.

14. SPORTSWRITERS

At district games sportswriters and news reporters shall be required to occupy space provided for them by the home team. This space shall be in the press box or other locations removed from the sidelines.

15. PHOTOGRAPHERS

Only official press photographers or photographers representing schools involved shall be permitted along the sidelines. These photographers are to bring with them letters of introduction from their principals or athletic directors. Such letters may be exchanged at the ticket office for **SIDELINE PASSES** for the game involved. Only two student photographers from each school shall be permitted along the sidelines at any one time.

16. BROADCASTING AND TELEVISION

Each visiting school shall have the privilege and responsibility of naming a home radio station to broadcast the game. Suitable facilities shall be provided. This privilege shall constitute the visiting schools share of the radio rights. Each radio station is limited to four (4) staff members in the press box. Before a game can be televised, it must be approved by both teams involved. If revenue is received from a television broadcast, it will be part of the game receipts.

17. EMERGENCY MEDICAL PROVISIONS

It shall be the responsibility of the home team to have an ambulance at the site or on call and a doctor on call at all games. It is suggested for sub-varsity games that the home trainer or other designated person be on duty.

18. UNIFORM ADMISSION PRICES

VARSIITY GAMES

Reserved seats	\$ 6.00
Season Tickets	5.00
Student Tickets	3.00
All tickets sold at gate	6.00

RESERVED SEAT ticket prices will be \$6.00. This price shall be observed whether the tickets are purchased prior to the game or at the game.

SEASON TICKET prices are \$5.00 per ticket. A season ticket means a ticket to all of the home games of the school and **district away games**. Season tickets include both district and non-district games. Season tickets are only for home games, and away district games. Non-district games played away are not included.

STUDENT TICKET prices are \$3.00 if they are purchased prior to the game. These are general admission tickets. If a student wishes to have a reserved seat, the reserved seat price will have to be paid.

TICKETS AT THE GAME are all priced at \$6.00, whether they are reserved or general admission.

NON-VARSIITY GAMES

Students	\$3.00	Adults	\$4.00
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19. ADVANCED TICKETS

Advanced tickets must be placed in the hands of the visiting school by June 1st if possible. All unsold tickets and sales report must be returned by 6:00 p.m. on the day of the game. The visiting team should take the whole visitors' side of the stands only and the home team the home side.

20. COMPLIMENTARY TICKETS

Each team absorbs the expense of their complimentary tickets.

21. GAME EXPENSE FORMULA

No expense clause shall be used in contracts, but the following game expense formula shall be used by the home team: Game officials fee plus 20% of gross receipts go to the home team. After this is deducted, the gate is to be divided on a 50 - 50 basis between the two teams. The district chair school will send each school a uniform game expense form to be used for all district games.

22. FILMING OF GAMES

It is understood and agreed that both the home and visiting school shall have the privilege of filming (VCR) the game. **Two** photographers and **one** helper for each of the schools playing shall be permitted to film (VCR). The visiting school photographer shall present proper identifying credentials.

23. EXCHANGE OF GAME FILMS-VCR

In District 20-AAAA it shall be the policy to:

- A. Football teams of District 20-AAAA will exchange three (3) game tapes for each district contest. The first two of these games will be the individual coach's choice and will be exchanged no later than 10 calendar days prior to game. The third tape will be the immediate prior game and will be exchanged no later than 12:00 noon the day following the completion of the game. Coaches will make arrangements to exchange film 11 days prior to the game. All three (3) game tapes will be returned to the respective teams the night of the Varsity contest.
- B. All traded tapes are to be on a mutually agreed upon format.
- C. All game tapes, which are traded, are to be complete games, not edited in any fashion. It is unethical to trade edited game tapes.
- D. Tapes to be exchanged shall be a "tight copy" and a "wide copy." End zone is optional.
- E. A member of District 20-AAAA shall not allow the use of a game tape or scouting report to any outside school for use in a game with a District 20-AAAA school during state playoffs.
- F. Start the tape as the offensive team breaks the huddle. Stop the tape after the officials have stopped the play.

24. PLAYER ROSTERS

Each member school shall provide player rosters to home teams on their schedules by the last day of the third week in August each year and update as needed.

25. GAME SECURITY

It is the responsibility of the home team to provide proper security for visitors and officials. It is highly recommended to keep home and visitor fans separated.

26. COMMUNICATION BETWEEN SCHOOLS

Principal or designated administrator will contact visiting school during week of playing a game to discuss such items as: bus parking, mascot, sponsors, students with passes, inclement weather provisions for band, ticket problems, etc.

27. TIME SCHEDULES FOR NINTH & JUNIOR VARSITY

Ninth "A" game and J.V. are to play 10-minute quarters. Ninth "B" and Sophmore will be 8-minute quarters. Ninth grade and J.V. half-time is limited to 10 minutes. Freshmen games will be played at the same site as Varsity. JV will be played at the opposite site. The first game will be played at 4:30 p.m. and the second game at 6 p.m. If the Varsity plays on Thursday, the sub-varsity plays on Wednesday. One game sub-varsity will be played at 4:30 p.m. Any non-district game will be played after the district game.

28. FILMING BY FANS

Filming with VCR's by fans in the stands will be permitted at football games. Judgment should be exercised in dealing with these matters and U.I.L. regulations regarding the use of film must be followed.

29. AIR HORNS

Air horns and other artificial noise devices (excluding whistles) will be permitted at varsity football games.

30. EMERGENCY VEHICLES

Light and sirens are appropriate **only** before the game has begun and may **not** be used during the course of the game.

31. POSTERS AND SIGNS

Students should refrain from using words or slogans with violent wording on posters and signs. Example: slogans that include death or kill.

32. MASCOTS

Mascots are to stay on their side of the field up to the hash marks on their side of the field except for G.S.L. presentation and the halftime performance.

33. CHEERLEADERS AND UNIFORMED GROUPS

Cheerleaders and members of uniformed groups can visit with the performing groups on the other side.

34. HOME/VISITOR SEATING

Tickets are only sold for home side or visitors' side. Patrons buying tickets on the home side must sit on the home side. Patrons buying tickets on the visitors' side must sit on the visiting team's side. All fans are to sit and remain on their own side during the games.

35. GOOD SPORTSMANSHIP LEAGUE

All district schools will participate in the Good Sportsmanship League.

36. SELECTION OF ALL DISTRICT TEAMS

All district team selections will be made by the coaches. A coach may nominate his own players, but will not be allowed to vote for them. It will be the duty of the coach of the **5th place team to call a meeting** for this selection. The District Champion will officially announce the All-District Team selections after the last team in the playoffs has been eliminated. It is intended that these meetings not be scheduled during the school day.

DISTRICT 22-5A GOLF POLICIES

1. GOVERNING BODY

The District Executive Committee shall serve as the governing body for golf. All rules and policies shall remain in effect until revised or amended by the committee.

2. METHOD FOR DETERMINING DISTRICT CHAMPIONSHIP

University Interscholastic League rules will be followed.

3. RULES COMMITTEE

Boys and Girls: Committees of three (3) coaches from member schools will be selected by the director of the golf district meet to interpret and rule on any possible violation of rules.

4. RULES – United States Golf Association

Rules will be in effect with alterations to rules according to golf course and changes made by the director of the district meet and the Rules Committee.

5. POLICIES FOR DISTRICT COMPETITION

- A. In the 1st round play, four (4) seeded teams will play in the same group.
- B. The team hosting the District Tournament will choose a course as close to the district as possible. All schools will have an opportunity to practice after school at the chosen site(s).

6. TROPHIES AND AWARDS

District 22-5A will award a team championship trophy for boys and girls. All the 1st, 2nd, and 3rd place medalists will receive medals.

22-5A TEAM TENNIS POLICIES

1. TOURNAMENTS

Tournaments will be played on Monday unless otherwise arranged.
Matches will be played by short sets with no-ad scoring.
A tiebreaker will be played for the third set.

All matches will begin by 4:00 p.m.

2. MAKE-UPS OR RAINOUT

Make-ups or rainouts are to be scheduled in the same week.

3. BALLS

All home game teams will provide balls.

4. WINNER

The winner will be determined by the total of wins.

22-5A SPRING TENNIS POLICIES

1. Spring Tennis will have open entries for JV and Freshmen district tournament.
2. Spring Tennis Varsity will receive medals for first, second, and third place.
3. JV and Freshmen district tournament-Players will provide the balls for matches.

TRACK POLICIES (BOYS AND GIRLS)

1. UNIFORM ADMISSION PRICES

In District 22-5A track, uniform admission prices shall be charged. The following prices shall prevail:

Students \$3.00 Adults \$4.00

2. RECEIPTS FROM DISTRICT TRACK MEET

The school hosting the District 22-5A Track and Field Meet shall deduct reasonable expenses for the meet and forward the remaining money to the District Chairman.

3. STUDENT PARTICIPATION

A student may not compete at both the district 22-5A varsity and district 22-5A junior varsity meet. Seniors may run at the JV meet.

3. EVENTS

District Track and Field Meet will provide for Varsity competition only.

4. DISTRICT SPRING MEET

The date for District Track Meet will be tentatively set at the District Executive Committee Summer meeting. There will be separate district varsity and JV track meets.

A. For relays there will be 4 coaches at every curve to serve as exchange judges one per lane.

B. There will be one coach at each flight of hurdles to serve as a hurdle judge.

C. There will be one designated person to serve as a recall (back up starter).

D. For the District meet the same point system used by UIL for Regional and State meets will be followed.

5. AWARDS

The District trophy maximum is \$100.00. JV will receive 1st-3rd place will receive medals and 4th-6th will receive ribbons. Varsity will receive medals for 1st-6th place. A team trophy for boys and girls in both the JV and Varsity divisions for 1st place will be awarded. One trophy for relay race team winners (JV & Varsity, boys & girls) Maximum amount allowed for relay trophies is \$25.00 will also be awarded.

6. AREA MEET District 22-5A prefers not to participate in an Area Meet.

JV Track Meet will be hosted by Lumberton on April 5, 2017 at 9 a.m. Open with a Boys Freshman Division. Athletes cannot participate in JV and Freshman events. Varsity District will be hosted by Nederland on April 10 and 12, 2017.

GIRLS VOLLEYBALL POLICIES

1. SCHEDULING

The District Executive Committee will set the volleyball schedule for the 22-5A district. The schedule will be for two years unless the district teams change in number.

2. GAME DAY AND TIMES

Starting game time in District 22-5A in volleyball will be 4:30 p.m. on Tuesday and 4:30 p.m. on Friday. If different time needed, must be agreed on by the two teams playing.

On Tuesdays, the Freshmen match will be played first, followed by Junior Varsity and Varsity matches.

Friday matches will follow the same procedure as Tuesday. Freshman and Junior Varsity matches may be played at the same time and same site if both coaches and officials agree prior to the first district match.

Changes of Date and Time

Changes of date and time are permissible if agreed upon by both coaches and the administrators of both schools involved.

Varsity will play first on a homecoming match date by either team.

3. ADMISSION PRICES

Admission will be:	Adults	\$4.00
	Students	\$3.00

4. PRE-GAME WARM-UP TIME

Freshman and Junior Varsity

- 5 minute stretching time (together)
- 5 minute net time (separate)
- 2 minute serving time (together)

Varsity

- 5 minute stretching time (together)
- 5 minute net time (separate)
- 2 minute serving time (together)

5. VOLLEYBALLS

The game ball used will be the Tachikara SV5W Gold.

6. OFFICIALS

Two officials will be assigned to work each game – this includes the Freshman, Junior Varsity, and Varsity games. Officials will be assigned to all district games by the Beaumont Chapter of Officials. Volleyball coaches will have the opportunity to provide a scratch list to the officials association if they desire to eliminate certain officials from games. This scratch list must be submitted to the officials association prior to the start of district competition. The schedule of fees to be paid is found in the Constitution and Contest Rules of the U.I.L.

7. TIMEKEEPER AND SCORER

The home team will provide an adult timer and an adult scorekeeper and an adult libero tracker for all matches. The adult score book person must be school personnel. The adult clock and the adult libero tracker may be non-school personnel with appropriate training from the head volleyball coach. Only adult school personnel will be allowed at the score table.

8. METHOD OF DETERMINING DISTRICT CHAMPIONSHIP AND PLAYOFF REPRESENTATIVES

The team(s) with the best win/loss percentages will be declared the champion teams(s) considering all district games in the double round-robin schedule.

If two or more teams tie for first place, then co-champions, tri-champions, etc. will be declared rather than an overall or runner-up.

The first, second, third and fourth place teams will represent the district in the state playoffs. In case of ties, then first, second, third, and fourth places will be determined as follows:

- A. If TWO teams tie for either first, second or third place:
 1. If one team has defeated the other team two times in district play, that team will be declared the first, second, third, or fourth place team in the state playoffs. (Head to Head).
 2. If the tied teams split in district play, then by mutual consent of the teams' coaches or a coin flip (decided by mutual consent) will determine seeding of the teams for the state playoffs. If the teams involved cannot mutually agree to this, a one-match play-off between the two teams will determine the seeding for the state playoffs. (Two-way tie clause)
 3. If two teams tied for fourth then those two teams will then play to determine seeding for 4th place for state play-offs.

- B. If THREE teams tie for either first, second, third, or fourth place:
The teams involved will draw for placement in a single-elimination tournament. The team drawing the “bye” will be “TEAM C,” and “TEAM A” and “TEAM B” will play the first match.
1. IF TIED FOR FIRST PLACE:
 - a. If “A” beats “B” and “C” then “TEAM A” will be the first place team; “B” and “C” will then play to determine second and third place.
 - b. If “A” beats “B” but loses to “C” then “TEAM C” will be the first place team, “A” will be the second place team and “B” will be the third place team.
 2. IF TIED FOR SECOND PLACE:
 - a. If “A” beats “B” but loses to “C” then “TEAM A” will be the second place team; “B” and “C” will then play to determine the third place team for the state playoffs.
 - b. If “A” beats “B” but loses to “C” then “TEAM C” will be the second place team, “A” will be the third place team.
 3. IF TIED FOR THIRD PLACE:
 - a. If “A” beats “B” and “C” then “TEAM A” will be the third place team and will advance to the state playoffs.
 - b. If “A” beats “B” but loses to “C” then “TEAM C” will be the third place team and will advance to the state playoffs.
 - c. If FOUR teams tie for either first, second, third, or fourth place:
The teams involved will draw for placement in a single-elimination tournament bracket. The teams involved will then play to determine as many places as necessary for seeding purposes in the state playoffs. The following bracket will be used: A plays C; B plays D. Winners of the first games play for the highest available seed; losers of the first games play for the other available seeds.
 - d. If FIVE OR MORE teams tie for either first, second, third, or fourth place teams play a district tournament.

The District Committee and all coaches involved will meet to determine seeding for the state playoffs.

9. TEAM INFORMATION BLANK

The teams representing the district in the state playoffs must fill out information forms to be sent to the U.I.L. Forms are found in the State Volleyball Manual.

10. ALL-DISTRICT TEAM

The head volleyball coaches of the district shall name the official All-District team. The 5th place team coach shall serve as chairperson of the selection committee. This committee shall meet to select the All-District team the week following the last game played by a district playoff representative.

11. TROPHY

The District Executive Committee shall award \$100.00 to the District Championship team toward the purchase of a trophy.

12. SPECTATOR CONTROL

It shall be the responsibility of the host school (principal or game supervisor) to initiate corrective measures at all volleyball games to enforce the school district's crowd management policy.

A minimum of 10 feet shall be free of spectators behind each team's benches. (Approximately 2 rows)

13. BAND INSTRUMENTS

No band instruments or artificial noisemakers shall be played/used in the gymnasium during the game or during timeouts.

14. SIGNS

Visiting teams in volleyball cannot bring signs to be placed on walls in the gymnasium. Hand held signs are NOT permitted.

15. MASCOTS

Student mascots will be allowed to be present in the gymnasium for volleyball games. The mascots will not be allowed to antagonize or taunt the opposing teams or fans. No live animals will be permitted inside the gymnasiums.

16. MEDIA REPORTING

Each team is responsible for reporting scores to their local media.

17. CHEERLEADERS

During the match the cheerleaders will be located behind the end line of their own team where possible. Beating megaphones on the floor of the gymnasium will not be permitted.

18. RALLY SCORING FORMAT

VARSDITY

- *Will play by National Federation Rules outlined for the 2013-2014 school year.
- *3 out of 5 to 25 (no cap)
- *5th game to 15 (no cap)
- *The let serve shall be allowed.
- *Each team shall be allowed two time-outs per game.
- *Win by two points.

SUB-VARSITY

- *The let serve shall be allowed.
- *Each team shall be allowed two time-outs per game.
- *Sub-varsity teams will play 2 out of 3 to 25 (cap at 30), with the third game being played to 25 (cap at 30)
- *Win by two points; one if game goes to a cap

19. ADDITIONAL AGREEMENTS

Visitors take the net first.
Home school will provide warm-up balls and volleyball cart.
Home school will provide water and cups for the teams.

20. BUS PARKING

Home school shall provide accessible parking for busing and exit after the game.

21. SENIOR NIGHT

Senior Night shall not last more than 15 minutes.

22-5A Girls Softball Policies 2016-2017

1. The district will abide by National Federation.
2. District champions shall buy their own trophies.
3. District admission price for varsity and sub varsity will be \$4.00 for adults and \$3.00 for students.
4. All district games will begin at 4:30 for JV and 6:00 for Varsity. If there is no JV game, Varsity will begin at 5:00.
5. JV time limit will be 1 hour and 15 minutes maximum and finish the inning being played.
6. Any game called is to be played on the next available date per UIL rules. In the event of a prescheduled tournament for one or both teams, the make-up game would be scheduled to not conflict with the tournament.
7. Makeup of a JV game will be *left* up to a mutual coach's decision. Coaches have the option not to make the game up if they so wish.
8. If a game in progress is called by the umpires due to inclement weather or darkness (no lights) it will stand as a complete game if 5 innings have been played.
9. Game time is forfeit time.
10. The home team will furnish balls. Official ball for the district is Dudley Optic Yellow Wtl2YFP red stitch.
11. The home team is responsible for water, trainer, and calling local media with game results.
12. Teams shall be allowed a maximum of 10 minutes of simultaneous infield/outfield practice before the start of the game.
13. Officials shall be from accredited associations and shall be secured by the home team (Vidor, Nederland, PNG, Lumberton, Ozen and Central will use the Jefferson County Chapter while Baytown Lee and Goose Creek Memorial will use the Galveston Chapter). There shall be two (2) umpires per game. Officials shall not be from either of the schools playing and all the rules of the UIL Softball rules must be followed.

14. Ten and Fifteen-Run Rule: After three (3) innings of play, if one team is fifteen (15) or more runs ahead of its opponent or after five (5) innings of play, if one team is ten (10) or more runs ahead of its opponent, the game shall be complete.

15. Extra Innings - No International Tie-Breaker. Tied games will be played out until there is a winner.

16. National Federation Courtesy Runner Regulations:

A. The team at bat may use courtesy runners for the pitcher and/or catcher as soon as they reach base. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.

B. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners.

C. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in the half inning.

Note: An unreported courtesy runner is an illegal substitute.

Penalty: For illegal substitution, such substitute shall be ejected.

17. Visitors shall vacate the home team premises 15 minutes after the game.

18. Both teams will fax or email the results for each home District game to the District Chairperson (Vidor). To speed up the play-off picture at the end of the season, the home team on the last District playing day should call in the score to the District Chairperson (Vidor).

19. District Representatives for State Play-offs:

Should a tie occur for any of these positions, it will be determined by the manner set forth below. Summary - Head to Head: If two teams are tied for a position, and one of the two teams has defeated the other both times they have played in district, the winner will be the team who won the two games played. If a play-off is required, officials of the participating schools will agree upon the site of the game and officials. Schools involved may, upon *mutual* agreement, flip to determine state play-off seeding. They may NOT flip in any game that will result in elimination from the state play-offs.

A. Two-Way Tie for FIRST

- 1) Head to Head
- 2) One game playoff. Winner is the 1st place team; the loser is the second place team.
- 3) If mutually agreed upon by the coaches, a coin flip can determine the seeds. If both parties do not wish to flip the option two (2) must be followed.

B. Two-Way Tie for SECOND

-- Same method as above. Winner will be the second seed and loser is the third seed.

C. Two-Way Tie for THIRD

-- Same method as above. Winner is the third seed and the loser is the fourth seed.

D. Two-Way Tie for FOURTH

- 1) Head to Head
- 2) One game playoff. Winner is the fourth place team, loser is eliminated.

E. Three-Way tie for FIRST or SECOND

- 1) Best record of the teams involved within the games played between the three teams only will be the top seed. The next best record will be the following seed. The third best record will be the following seed.

- 2) If the record between the teams involved are the same then a two game playoff will occur.
- 3) Flip for bye (A gets bye)
- 4) B plays C (game 1)
- 5) A plays winner of game 1 (game 2)
- 6) If A wins they receive top seed. Winner of game 1 receives next seed, and loser of game 1 is the next seed.
- 7) If A loses, winner of game 1 is top seed, A is next seed, and loser of game 1 is the next seed.
- 8) If mutually agreed upon by the coaches, a coin flip can determine the seeds.

F. Three-Way tie for THIRD

- 1) Best record of the teams involved with the games played between the three teams only will receive the bye.
- 2) If the record between the teams involved are the same they will flip for the bye (A gets bye), and a two or three game playoff will occur.
- 3) B plays C (game 1)
- 4) A plays winner of game 1 (game 2)
- 5) If A wins they will be the third seed and winner of game one is the fourth seed.
- 6) If A loses, winner of game one is the third seed and A and loser of game 1 will play a third game (game 3). The winner will be the fourth seed.

G. Three-Way tie for FOURTH

- 1) Best record of the teams involved with the games played between the three teams only will receive the bye.
- 2) If the record between the teams involved are the same they will flip for the bye (A gets bye), and a two game playoff will occur.
- 3) B plays C (game 1). Loser is eliminated.
- 4) A plays winner of game 1. The winner is the 4th seed and the loser is eliminated.

H. Four-Way tie for FIRST

- 1) Teams will draw numbers. Four game series.
- 2) 1 will play 2 (game 1), 3 will play 4 (game 2).

- 3) Losers of game 1 and 2 will play for third (game 3).
- 4) Winners of game 1 and 2 will play for first (game 4).
- 5) Winner of the third game is the third seed and the loser is the fourth seed.
- 6) Winner of the fourth game is the first seed and the loser is the second seed.
- 7) If mutually agreed upon by the coaches a coin flip can determine the seeds in replacement of game three.

I. Four-Way tie for SECOND

- 1) Teams will draw numbers. Four game series.
- 2) 1 will play 2 (game 1), 3 will play 4 (game 2).
- 3) Losers of game 1 and 2 will play for fourth (game 3).
- 4) Winners of game 1 and 2 will play for second (game 4).
- 5) Winner of the third game is the fourth seed and the loser is eliminated.
- 6) Winner of the fourth game is the second seed and the loser is the third seed.
- 7) If mutually agreed upon by the coaches a coin flip can determine the seeds in replacement of game three.

J. Four-Way tie for THIRD

- 1) Teams will draw numbers. Three game series.
- 2) 1 will play 2 (game 1), 3 will play 4 (game 2).
- 3) Losers of game 1 and 2 are eliminated.
- 4) Winners of game 1 and 2 will play a third game.
- 5) Winner of the third game is the third seed and the loser is the fourth seed.
- 6) If mutually agreed upon by the coaches a coin flip can determine the seeds in replacement of game three.

K. Four-Way tie for FOURTH

- 1) Teams will draw numbers. Three game series.
- 2) 1 will play 2 (game 1), 3 will play 4 (game 2).
- 3) Losers of game 1 and 2 are eliminated.
- 4) Winners of game 1 and 2 will play a third game.
- 5) Winner of the third game is the fourth seed and the loser is eliminated.

District 22-5A Boys & Girls Soccer Policies

2016-2017

1. Governing Body

The District Executive Committee shall serve as the governing body of boys' and girls' soccer. All rules and policies shall remain in effect until revised or amended by the District Executive Committee.

2. Match Ball

The ball to be used for the district competition will be a size 5 NFHS Approved soccer ball unless a FIFA Approved ball is mutually agreed upon. Each team will be responsible for providing two ball boys/girls for their sideline. The home team will furnish a minimum of three match balls if they are providing ball boys/girls or a minimum of five match balls if they are not providing ball boys/girls.

3. Admission Prices

The ticket prices for each non-district and district game will be determined by the home team. The ticket prices for playoff games will be agreed upon by the two competing programs.

In addition, the district administrative passes, THSCA, TASCOS, TGCA, and SSOA (officials) passes will be honored.

4. Match Times

If one varsity match is scheduled, the game will start at 5:30 p.m. unless mutually agreed upon by both coaches. If two games are scheduled, the sub-varsity game will start at 5:00 p.m. and the varsity match will start at 7:00 p.m. If unforeseen circumstances cause the sub-varsity match to last longer than anticipated, then the varsity match will start approximately 30 minutes after the sub-varsity game ends to allow varsity adequate warmup time.

NOTE: Due to weather/field conditions, coaches will have the option to adjust the sub-varsity and varsity playing times.

Varsity and Junior Varsity district matches will consist of two 40-minute halves and a 10-minute halftime.

5. Schedule Changes

The principal or the athletic director of the home team must notify the visiting school principal or athletic director at least one week in advance of any schedule changes or by 2:00 p.m. on the day of the match in the event of an emergency. Games cannot be changed because of anticipation of severe weather unless ruled on by the DEC. Coaches are expected to evaluate game conditions on game day. Any games that cannot be played must be made up at the first available date. The expectation from UIL is that the games will be played the next day unless there are extenuating circumstances. All changes to the published schedule must be approved by the district chair school.

6. Scheduled Matches/Make-ups

All scheduled district varsity matches will be played. Makeup dates will be scheduled on the next playable date according to UIL guidelines with the time to be mutually agreed upon by the teams

involved. Postponed sub-varsity games may be made up at the discretion of the head coaches of the two schools involved provided UIL guidelines regarding weekday games are followed.

According to the NFHS, in the event a game must be suspended because of conditions which make it impossible to continue play, the head referee shall declare it an official game if one complete half or more of the game has been played.

If less than a one-half of the game has been played, the game will be restarted from the suspension of play on the next available playing date.

In the event a game is tied after one-half of play and conditions make it impossible to continue, a penalty shoot-out shall take place to determine the end of the game. If this scenario occurs during a first round game, the second round game will begin with the penalty shoot-out. If this scenario occurs during a second round game and the result of the said game impacts the play-off seeding, then the teams shall meet at the school where the suspended game took place for a penalty shoot-out only.

Reference the point system to determine the distribution of points.

All district policies will abide by UIL rules as stated in the constitution.

7. Conduct of Spectators

It shall be the responsibility of the home school match administrator to initiate corrective measures during all district soccer matches to prevent unusual disturbances from individuals or groups. The fans shall be seated behind the team they support and on opposite sidelines of the pitch when possible. When fans are required to sit on the same side, an effort needs to be made to have separate sections for home and visitors.

Noisemakers, signs, and halftime performances are allowed assuming they are appropriate and void of any derogatory and/or inappropriate language and gestures. If this occurs it is the referee's choice and the school administrator on duties responsibility to remove the individual(s) from the stadium/premises. Music over the stadium speakers is only allowed during warm up and half time.

8. Security

The home school is responsible for providing the appropriate security for the safety of the players, students, fans, and coaches.

9. Color of Jersey

The home team shall wear white jerseys and stockings. The visiting team shall wear dark-colored jerseys and stockings.

10. Tie Games

If a tie exists at the end of regulation, there will be two ten-minute halves of overtime played to their entirety. If no winner is declared at that time, the game will proceed to a penalty shootout to determine a winner. The interval between the second half and first overtime period shall be five minutes. The interval between the first overtime and second overtime shall be two minutes. Shootout winners will be declared game winner and shootout losers will be declared game loser per district record.

11. Method of Determining District Champ and Playoff Representatives Point System:

Three points are awarded for a win in regulation or in overtime. One point is awarded to each team if the game ends in a tie at the end of second overtime or in the event of a tie game suspended after one half due to conditions which make it impossible to continue play. For games ending in a tie after completion of overtime periods an additional point will be awarded to the shootout winner. Zero points will be awarded for a loss in regulation or overtime.

3 points - Win in regulation or end of overtime

2 points - Shootout win

1 point – Shootout loss

0 points – Loss in regulation or end of overtime

In the event of a forfeit, the winning team will be awarded a 5-0 victory.

*****Tie-Breaking Procedures*****

1. Points taken head to head amongst tied teams
2. Goal differential amongst tied teams
3. Goal differential in district games (max +5 per game for win, max -5 on loss)
 - A) EXAMPLE: If Team “A” wins 7-0 over Team “B,” Team “A” only gets +5,
 - B) and Team “B” will get -5 for the loss.
4. Fewest goals allowed in district play
5. Goals scored in district play
6. Coin Flip

****GOAL DIFFERENTIAL DOES NOT COUNT IN A SHOOT OUT****

CASE 1 (All Spots Secured): Two teams tied in standings, both have qualified for playoffs and other two playoff spots also secured. PROCEDURE: Start with tiebreaker #1 and proceed until you have a winner. The winner gets the highest remaining seed.

CASE 2 (All Spots Secured): Three teams are tied in the standings and have qualified for the playoffs and the fourth spot is also secured. PROCEDURE: Start with tiebreaker #1 and proceed until you have a winner. The winner gets the highest remaining seed. The process will repeat starting with tiebreaker #1 to find a winner between the two teams that are left. The winner gets the highest remaining seed.

CASE 3 (3 Spots Secured): Two teams tied for final playoff spot with the other three playoff spots already secured. PROCEDURE: In this case, the final playoff spot will be determined by points taken head to head. If the two teams are still tied at that point, they will play a one game playoff. The two teams will have to agree or flip for a site to play. This game will be played on the Friday before certification. If weather does not permit the two teams to play on Friday, the game will be played on Saturday. *If weather or other unforeseen conditions do not allow for a playoff game before the district certification deadline, then the tied teams will start with tiebreaker #1 and proceed until you have a winner.

CASE 4 (2 Spots Secured): Three teams tied in standings and two teams have already secured playoffs.
PROCEDURE: Starts with tiebreaker #1 and proceed until you have a winner. The winner will get the highest remaining seed. The two teams that remain will use the procedure in case 3 to determine the final playoff spot.

CASE 5 (3 Spots Secured): Three teams tied in standings and three teams have already secured playoffs.
PROCEDURE: Start with tiebreaker #1 and proceed until you have eliminated one team. The lowest team will no longer be in the mix for the final playoff spot. The remaining two teams will then use the procedure in case 3 to determine the final playoff spot.

12. All-District Team

The district head coaches will meet the week after the last standing district team has completed its final match of the season/playoffs. The coaches will determine the all-district awards at a time and place of their mutual agreement.

13. Reporting of Match Results

All district varsity match final results are to be reported to Jeff Matthews, Athletic Director, Vidor I.S.D. by 5 p.m. the day following the match unless previous arrangements have been made.

Reports can be faxed to (409) 769-6767 Attn: Travis Maines.

Reports for the girls side can be emailed to Keith Barrow @ kbarrow@nederland.k12.tx.us

Failure to submit the reports in the allotted time, and/or make arrangements with the district chair for a delayed submission, may result in the team forfeiting the match in question. Contact Information: Travis Maines 409-951-8900 Email: tmaines@vidorisd.org Fax: 409-769-0093 (Rene' Wheat) Each head coach is required to submit a game report of their school at the beginning of each match to the officials. At the end of the match, the officials will return the game report to the head coach. Each school/coach is required to submit their team's game report to the district chair.

14. Eligibility Rosters

Eligibility lists must be completed and sent to the district chair before the season begins. Please make sure that you have these forms submitted on time.

15. Spring Break

Spring Break games may be scheduled at any time throughout the week as long as both coaches agree. If the coaches cannot agree on a date, then the teams must play on Tuesday of Spring Break.