

2-AAAAA RULES AND PROCEDURES

Draft - May 5, 2026

Introduction

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

GENERAL POLICIES

Chairperson - Americas High School + D1 FB

The Constitution and Contest Rules of the University Interscholastic League will govern all Contests. In cases not covered by these rules, the official policies of District 2-5A will prevail. Disputes and protests will be settled by the District Executive Committee.

Delayed Arrival of Opponent

If an opponent fails to arrive on time and is up to 30 minutes late without prior notification, the contest may be declared a forfeit with mutual agreement of the respective Athletic Offices. If prior notification is provided to the Athletic Office, the contest may be delayed without penalty by mutual consent of both schools. This provision applies only in sports or activities that do not have specific rules governing delayed arrival.

Postponements

2-AAAAA will follow UIL guidelines for varsity competition.

Sub-varsity games cancelled, will not be rescheduled (except football games that can be rescheduled the same week).

District Meet Entries and Hosting Rotation

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

District 2-AAAAA Individual/Team Trophy and Sport Hosting Rotation

Sport	2024-2025	2025-2026	2026-2027
Cross Country	SISD	SISD	YISD
Track	YISD	SISD	YISD
Spring Tennis	CISD	CISD	YISD
Golf	CISD	CISD	YISD
Wrestling	YISD	YISD	YISD
Swimming	SISD	SISD	YISD
Football	YISD/SISD	SISD/YISD	YISD
Basketball	YISD	YISD	SISD
Soccer	SISD	YISD	SISD
Softball	YISD	YISD	SISD
Baseball	YISD	YISD	SISD
Volleyball	SISD	YISD	SISD
Fall Tennis	CISD	CISD	YISD

Awards

- The Big Ball or Glove Trophy will be awarded to team sport champions.
- A Big Ball, Shoe, Victory Cup, or Texas Trophy will be awarded to individual sport champions.
- District 2-AAAAA medals will be awarded to individual varsity sport champions.

Team Champions (Ties)

If teams tie for a district championship at the varsity, junior varsity, or 9th grade level in any District 2-AAAAA sport, each team will be declared a co-champion and will receive a district championship award.

Financial Responsibility

- The cost of varsity team championship trophies will be shared among Ysleta ISD and Socorro ISD.
- Junior varsity and 9th grade (sub-varsity) team sport trophies will be paid for by the school earning the championship.
- For individual sports, the District Executive Committee (DEC) Chair (Americas High School, Socorro ISD) is responsible for payment of spring fees.

Eligibility Forms

- Varsity eligibility forms will be submitted to and maintained by the District 2-AAAAA District Executive Committee (DEC) Chairperson and each respective Athletic Office.
- Sub-varsity eligibility forms will be maintained at each individual campus.
- Eligibility forms for both team and individual sports must be completed and submitted prior to the first contest of the season.

Videotaping

Videotaping is permitted in accordance with the rules outlined in the University Interscholastic League Constitution and Contest Rules. Videotaping by outside parties is also allowed with prior mutual consent of both participating schools.

Film Exchange (Volleyball, Basketball, Soccer)

Game film from the most recent contest must be exchanged within 24 hours of the completion of the game.

Non-Compliance Procedures

First Violation

- A coach reported to the District 2-AAAAA District Executive Committee (DEC) for failure to comply with the film exchange rule will result in written notification from the DEC Chair through the campus Athletic Coordinator.
- If the report is verified, the notification will serve as documentation of the first violation.
- If the report is not confirmed, the coach must provide documented evidence of compliance to the DEC Chair. The DEC Chair will forward the documentation to DEC members for review.

Second Violation

- Upon a second reported violation, the coach will again receive written notification from the DEC Chair through the campus Athletic Coordinator.
- If the second violation is verified, the coach will be required to appear before the District 2-AAAAA DEC.
- If the report is not confirmed, the coach must submit documented evidence of compliance to the DEC Chair, who will forward the information to DEC members for review.

District Passes

- Each school and Athletic Office will receive 125 District athletic passes from the District Chairperson.
- District athletic passes are valid for admission to all district activities hosted by Ysleta ISD, Clint ISD, Socorro ISD, San Elizario ISD, El Paso ISD, Fabens ISD, Tornillo ISD, and Anthony ISD.
- All passes are non-transferable.

Coaching Association Passes

- Passes issued by the Texas High School Coaches Association (THSCA), Texas High School Athletic Directors Association (THSADA), and Texas Girls Coaches Association (TGCA) will be honored.

All-District Teams

- The head coach of the district championship team is responsible for scheduling the All-District meeting, including setting the date and time - The meeting will be scheduled at 9:00 AM. Announcement of All-District selections will be withheld until all district representatives have been eliminated from the playoffs.
- Each campus is responsible for covering the cost of a half-day substitute for the head coach only.

Academic All-District Athletes

- Coaches may nominate varsity student-athletes who have a cumulative GPA of 90.0 (3.5) or higher, based on the most recently completed semester.
- Nominations must be submitted using the official varsity athletic nomination form.
- A completed list of qualifying student-athletes must be submitted to the host school head coach at the All-District meeting.
- Athletic Coordinators are responsible for creating and distributing Academic All-District certificates.

El Paso Athletic Hall of Fame

- Each campus may nominate one outstanding male and one outstanding female athlete for District 2-AAAAA consideration.
- Selected District 2-AAAAA honorees will be recognized at the El Paso Athletic Hall of Fame banquet.

Sportsmanship

Definition

Sportsmanship is defined as the character displayed through athletic competition.

Expectations

- Athletic programs in District 2-AAAAA are expected to take all necessary steps to ensure that coaches and student-athletes demonstrate principles of ethics and sportsmanship in the pursuit of victory.
- The responsibility to model and develop good character must never be subordinate to the desire to win.
- Unethical behavior in pursuit of victory will not be tolerated.

Coach Ejections

- A home coach who is ejected will be escorted to the home locker room.
- An away coach who is ejected will be escorted to the team bus. If a bus is not available, the coach will be escorted to the visiting locker room or another secure area for the remainder of the contest.

Team Conduct and Game Procedures

The following procedures are in place to ensure appropriate conduct before, during, and after all competitions:

- Postgame celebrations must be conducted in a respectful and controlled manner in front of the team's bench area.
- Postgame celebrations at midfield, the pitcher's mound, or center court are not permitted.
- Teams are expected to participate in a sportsmanship handshake immediately following the contest, under the supervision of coaches.
- Any misconduct by a student-athlete may result in the head coach being required to appear before the District 2-AAAAA District Executive Committee (DEC).
- Visiting teams are expected to exit the competition area promptly following the conclusion of the contest.
- Teams may not conduct district trophy celebrations on an opponent's court or field.

Score Reporting

- All game results (all sports, all levels) must be reported to MaxPreps within 48 hours of the contest.
- Varsity game statistics must be included with all varsity submissions.

Noisemakers

- District 2-AAAAA schools will adhere to the rules outlined in the University Interscholastic League Constitution and Contest Rules, Section 1208(n) (Gymnasiums and Field Houses).
- Noisemaking devices that are disruptive, dangerous, or that detract from the orderly conduct of the contest are prohibited.

Ticket Sales

Sport	El Paso ISD	Ysleta ISD	Socorro ISD
Varsity Football	\$6.00 / \$4.00	\$6.00 / \$4.00	\$6.00 / \$4.00
Sub-Varsity Football	\$3.00 / \$2.00	\$3.00 / \$2.00	\$3.00 / \$2.00
Volleyball	\$3.00 / \$2.00	\$3.00 / \$2.00	\$3.00 / \$2.00
Basketball	\$3.00 / \$2.00	\$3.00 / \$2.00	\$3.00 / \$2.00
Soccer	\$3.00 / \$2.00	\$3.00 / \$2.00	\$3.00 / \$2.00
Baseball	TBD	TBD	TBD
Softball	TBD	TBD	TBD
Wrestling	\$3.00 / \$2.00	\$3.00 / \$2.00	\$3.00 / \$2.00
Swimming	N/A	N/A	N/A

Notes:

- Listed prices reflect Adult / Student admission.
- Ysleta ISD athletic events are cashless. Tickets must be purchased online through the district-approved ticketing platform.
- Ysleta ISD and Socorro ISD enforce a clear bag policy at athletic events.
- Ticket prices, admission procedures, and event policies should be communicated to visiting schools in advance.
- Any updates or sport-specific adjustments must be approved by the District Executive Committee (DEC).

Tie-breaking Procedures

Single Round: **Team Tennis**

Section A:

Each member team of the district will play the other members, and the two schools with the best win/loss records, respectively, will qualify for the playoffs. The team with the best win/loss record will be declared the champion. In case of a tie for the district championship. All teams will be declared co-champions, and all ties will be broken before teams are placed in the playoffs. All coin flips will be administered by the #3 seed. The winners will have a playoff game with the winner seeded #1 and the loser seeded #2.

Section B:

- If two teams are tied for first place, the team that defeated the other in head-to-head competition will be seeded #1. The other team will be seeded #2.
- If three teams are tied for first place, the team that defeated the other two in head-to-head competition will be seeded #1. If the other two teams are tied for the #2 position, the team that defeated the other in head-to-head competition will be seeded #2. The other team will be seeded #3. If none of the three teams defeated the other two, there is a coin flip. The odd coin is seeded #1. Of the two remaining teams, the team that defeated the other in head-to-head competition will be seeded #2. The other team will be seeded #3.

- If four teams are tied for first place, the team that defeated the other three in head-to-head competition will be seeded #1. The team that defeated the other two in head-to-head competition will be seeded #2. If the other two teams are tied for the #3 position, the team that defeated the other in head-to-head competition will be seeded #3. The other team will be eliminated. *If* none of the four teams defeated the other three, there is a coin flip. The odd coin is seeded #1. The three remaining teams will revert to the procedure for three teams in the paragraph above.

Section C:

- If two teams are tied for second place, the team that defeated the other in head-to-head competition will be seeded #2. The other team will be seeded #3.
- If three teams are tied for second place, the team that defeated the other two in head-to-head competition will be seeded #2. If the other two teams are tied for the #3 position, the team that defeated the other in head-to-head competition will be seeded #3. The other team will be eliminated. If none of the three teams defeated the other two, there is a coin flip. The odd coin is seeded #2. Of the two remaining teams, the team that defeated the other in head-to-head competition will be seeded #3. The other team will be eliminated.
- If four teams are tied for second place, the team that defeated the other three in head-to-head competition will be seeded #2. The team that defeated the other two in head-to-head competition will be seeded #3. The other two teams will be eliminated. If none of the four teams defeated the other three there is a coin flip. The odd coin is seeded #2. The three remaining teams will revert to the procedure for three teams in the paragraph above.

Section D:

- If two teams are tied for third place, the team that defeated the other in head-to-head competition will be seeded #3. The other team will be eliminated.
- If three teams are tied for third place, the team that defeated the other two in head-to-head competition will be seeded #3. The other two teams are eliminated. If none of the three teams defeated the other two, there is a coin flip. The odd coin is seeded #3. The other teams will be eliminated.
- If four teams are tied for third place, the team that defeated the other three in head-to-head competition will be seeded #3. The other three teams will be eliminated. If none of the four teams defeated the other three, there is a coin flip. The odd coin is seeded #3. The three remaining teams will be eliminated.

Football

Section A:

- **Each member team of the** district will play the other members and the schools having the best win/loss records respectively will qualify for the playoffs. The team with the best win/loss record will be declared the champion. In case of a tie for the district championship, all teams will be declared co-champions and all ties will be broken before teams are placed in the playoffs.

Section B:

- If two teams are tied for first place, the team that defeated the other in head-to-head competition will be seeded #1. The other team will be seeded #2.
- If three teams are tied for first place, the team that defeated the other two in

head-to-head competition will be seeded #1. If the other two teams are tied for the #2 position, the team that defeated the other in head-to-head competition will be seeded #2. The other team will be seeded #3. If none of the three teams defeated the other two, the procedures found in Section F will be followed.

- If four teams are tied for first place, the team that defeated the other three in head-to-head competition will be seeded #1. Of the remaining three teams, the team that defeated the other two in head-to-head competition will be seeded #2. Of the remaining two teams, the team that defeated the other in head-to-head competition will be seeded #3 and the final team will be seeded #4. If none of the four teams defeated the other teams in head-to-head games, the procedures found in Section F will be followed.

Section C:

- If two teams are tied for second place, the team that defeated the other in head-to-head competition will be seeded #2. The other will be seeded #3.
- If three teams are tied for second place, the team that defeated the other two in head-to-head competition will be seeded #2. If the other two teams are tied for the #3 position, the team that defeated the other in head-to-head competition will be seeded #3. The other team will be seeded #4. If none of the three teams defeated the other two, the procedures found in Section F will be followed.
- If four teams are tied for second place, the team that defeated the other three in head-to-head competition will be seeded #2. Of the three teams remaining, the team that defeated the other two in head-to-head competition will be seeded #3. Of the two remaining teams, the team that defeated the other will be seeded #4 and the remaining team will be eliminated. If none of the four teams defeated the other teams in head-to-head games, the procedures found in Section F will be followed.

Section D:

- If two teams are tied for third place, the team that defeated the other in head-to-head competition will be seeded #3. The other team will be seeded #4.
- If three teams are tied for third place, the team that defeated the other two in head-to-head competition will be seeded #3. Of the two remaining teams, the team that defeated the other team will be seeded #4 and the remaining team will be eliminated. If none of the three teams defeated the other two, we will follow the procedures found in Section F.
- If four teams are tied for third place, the team that defeated the other three in head-to-head competition will be seeded #3. Of the remaining three teams, the team that defeated the other two will be seeded #4. The remaining two teams will be eliminated. If none of the four teams defeated the other three, the procedures found in Section F will be followed.

Section E:

- If two teams are tied for fourth place, the team that defeated the other in head-to-head competition will be seeded #4 and the other team will be eliminated.
- If three or more teams are tied for fourth place, the team that defeated the others in head-to-head competition will be seed #4 and the remaining teams will be eliminated. If three or more teams are tied for fourth place and there is no clear head-to-head winner, the procedures in Section F will be followed.

Section F:

- In case of multiple ties and no team has defeated the other teams in head-to-head

competition. The district representation shall be determined by net positive and negative points. Illustration of highest number of net positive and negative points (maximum number of points for one game is 17). Team A would be the highest seed because they have the highest number of positive points. Team B would be third highest seed and Team C would be fourth highest seed. Team D would be the second highest seed. If a tie still remains, then they will have a coin toss to break all ties.

	Team A	Team B	Team C	Team D
Team B beat Team A 14-13	-1	+1		
Team C beat Team D 14-10			+4	-4
Team C beat Team B 10-7		-3	+3	
Team D beat Team B 17-10		-7		+7
Team A beat Team C 24-7	+17		-17	
Team A beat Team D 7-0	+7			-7
Net Points	+23	-9	-10	-4

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

- Head to head competition will determine playoff positions.
- No team will be eliminated from the playoffs by a coin flip with four or fewer teams tied.
- Coaches can agree to flip for seeding instead of playing a game.
- Sites for play-in games and seeding games will be mutually agreed upon by coaches. If coaches cannot agree a coin flip will determine if site is neutral or home/home. If home/home, coaches will flip for home site. If neutral and coaches cannot agree on a neutral site, each coach will put up a site and they will flip for the neutral site.
- Officials for play-in games and seeding games will be assigned by the Officials Association respecting teams scratch list.

Section A:

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

Section B:

- If two teams tie for first place, they will be co-champions. The team that won both games head-to-head will be seeded #1 for the playoffs; the other team will be seeded #2. If they split their two games, the coaches will have the choice to coin flip or play a tiebreaker game to determine playoff positions. If the coaches agree, they will have a coin flip or game. If the coaches disagree, then they will have a coin flip to determine if there is a coin flip or a game.
- If three teams are tied for first place, the team that beat the other two in both district games will be seeded # 1. Of the remaining two teams, the team that beat the other in both district games will be seeded #2, and the remaining team will be seeded #3. If no team has beaten the others in all district games, or all three do not agree to flip for seeding, there will be a tie-breaker game. There will be a coin flip with the odd coin

receiving a bye and the remaining teams playing a game. The loser of this game will be seeded #3. The winner and the bye team will revert to head-to-head. If there is no head-to-head winner, or they both do not agree to flip for seeding or play a game, they will have a coin flip to determine if there is a coin flip or a game.

- If they play a game, the winner of this game will be seeded #1 and the loser will be seeded #2. If four teams are tied for first place, the same procedures for three teams tied for first place will be followed. If there is no clear head-to-head winner, or all four do not agree to flip for seeding, two tie-breaker games will be played. The coaches will draw for the first round playoff games. The winners and losers of these games will revert to head-to-head competition. If no team has defeated the other in both district games, or they both do not agree to flip for seeding or play a game, they will have a coin flip to determine if there will be a coin flip for seeding or if the tie-breaker game will be played. If they play a game the winners will play each other for seeds #1 and #2 and the losers will play for seeds #3 and #4.
- If more than four teams are tied for first place and there is no clear head-to-head winner, there will be a coin flip to eliminate teams until four are remaining. The four teams will follow procedures for four teams tied for first place.

Section C:

- If two teams tie for second place, the team that beat the other team twice will be seeded #2. If they split their two games, the coaches will have the choice to coin flip or play a tiebreaker game to determine playoff positions. If the coaches agree, they will have either a coin flip or game. If the coaches disagree, then they will have a coin flip to determine if there is a coin flip or a game.
- If three teams are tied for second place, the team that beat the other two in all district games will be seeded #2. Of the remaining two teams, the team that beat the other in both district games would be seeded #3 and the remaining team seeded #4. In the event that no team beat the other two in all district games, or all three do not agree to flip for seeding, there will be a tie-breaker game. There will be a coin flip with the odd coin receiving a bye and the remaining teams playing a game. The loser of this game will be seeded #4. The winner and the bye team will revert to head-to-head. If there is no head-to-head winner, or they do not agree to flip for seeding or play the tie-breaker game they will have a coin flip to determine if they coin flip for seeding or play a tie-breaker game. If a game is played the winner of this game will be seeded #2 and the loser will be seeded #3.
- If four teams are tied for second, the team that beat the other three in all district games will be seeded #2. Of the remaining three teams, the team that beat the other two in all district games will be seeded #3. The team that beat the remaining team in both district games will be seeded #4 and the remaining team will be eliminated. In the event that no team beat the others in all district competitions, there will be a round of playoff games. The coaches will draw for the first round playoff games. The winners of these games will revert to head-to-head competition. If no team has defeated the other in both district games, or they do not agree to flip for seeding or play a game they will have a coin flip to determine if they will coin flip for seeding or play a tie-breaker game. If a game is played the winners will play each other for seeds #2 and #3. The losers will play for seed #4 with one team being eliminated.
- If more than four teams are tied for second, there will be coin flips, with the odd coin being eliminated until four teams are remaining. The four teams remaining will follow procedures for four teams tied for second place.

Section D:

- If two teams tie for third, the team that beat the other team twice will be seeded #3 with the remaining team seeded #4. **If they split their two games**, the coaches will have a choice to coin-flip or have a tie-breaker game to determine the playoff position. If the coaches agree they will either have a coin flip or a game. If the coaches disagree there will be a coin flip to determine if there is a coin flip or a game.
- If three teams are tied for third, the team that beat the other two in all district games will be seeded # 3. Of the two remaining teams, the team that beat the other in all district games will be seeded # 4 with the remaining team eliminated. In the event no team beat the others in all district games, there will be playoff games. A coin flip will be done with the odd coin receiving a bye and the two remaining teams playing a game. The loser of this game will be eliminated. The winner and the bye team will revert to head-to-head. If there is no clear head-to-head winner or they do not agree to flip for seeding or play a game they will have a coin flip to determine if there is a coin flip or a tie-breaker game. If there is a game the winner of this game will be seeded #3 and the loser will be seeded # 4.
- If four teams are tied for third, the team that beat the others in all district games will be seeded # 3. Of the remaining teams, the team that beat the others in all district games will be seeded #4. The remaining teams will be eliminated. In the event that no team beat the other three in all district games there will be a playoff round. The coaches will draw for the first round playoff games. The winners will revert to head-to-head competition and the losers will be eliminated. If no team defeated the other in both district games, or they do not agree to flip for seeding or play a game they will have a coin flip to determine if there is a coin flip or a game. If there is a game the winner of this game will be seeded #3 and the loser will be seeded #4.
- If more than four teams are tied for third, there will be coin flips, with the odd coin being eliminated until four teams are remaining. The four teams will follow procedures for four teams tied for third place.

Section E:

- If two teams tie for fourth, the team that defeated the other team in both district games will be seeded #4 and the other team will be eliminated. If they split their two district games, there will be a playoff game with the winner seeded #4 and the loser eliminated.
- If three teams are tied for fourth place, the team that defeated the other two in both district games will be seeded #4 and the other two teams will be eliminated. In the event that no team beat the other two teams in all district games there will be a coin flip with the odd coin receiving a bye and the remaining teams playing a game. The loser of the game will be eliminated and the winner will play the bye team. The winner will be seeded #4 and the loser will be eliminated.
- If four teams are tied for fourth place, the team that defeated the other teams in all district games will be seeded #4 and the remaining teams will be eliminated. In the event that no team defeated the others in all district games, there will be a round of playoff games. The coaches will draw for the first round playoff games. The loser will be eliminated and the winners will play a game. The winner will be seeded #4 and the loser will be eliminated.
- If more than four teams are tied for fourth, there will be coin flips, with the odd coin being eliminated until four teams are remaining. The four teams will follow procedures for four teams tied for fourth place.

Section F:

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

Football

General Responsibilities

- Member schools will make every effort to foster positive and professional relationships.
- The home team is responsible for maintaining order at all contests. The Game Administrator must take corrective action to prevent or address disturbances involving individuals or groups.
- All member schools shall adhere to the University Interscholastic League Athletic Code.
- All concessions, including radio and television rights and game programs, belong to the home team. Each school may designate one home radio station to broadcast games in accordance with district policies.
- The home school will provide appropriate medical coverage for all contests.

Officials

- Seven (7) TASO/UIL officials will be assigned to each district varsity football game.
- Officials must be mutually agreed upon by both head coaches.

Game Time and Scheduling

- District 2-AAAAA varsity football games will begin at 7:00 PM.
- Games played at the Socorro Activities Complex (SAC) will start at:
 - 7:00 PM (single game)
 - 6:30 PM / 7:30 PM (stacked games)

Pre-Game Procedures

- The playing field must be cleared 90 minutes prior to kickoff for team warm-ups.
- Both teams must clear the field 20 minutes prior to kickoff.
- The Game Administrator is responsible for ensuring an on-time start.

Friday Game Timeline:

- 6:40 PM – Teams clear the field
- 6:52 PM – Presentations / exchange of gifts
- 6:55 PM – National Anthem
- 6:57 PM – Official coin toss

Halftime Procedures

- Halftime will be 20 minutes (up to 28 minutes for Homecoming).

- The referee will notify both teams at least four (4) minutes prior to the start of the second half.
- The visiting band will perform pregame; the home band will perform at halftime.
- The halftime clock begins immediately after the field is cleared of players.
- Band directors and drill teams must adhere to time limits and will be notified if limits are exceeded.
- Principals are responsible for ensuring band directors receive district procedures.

Game Ball

- The official game ball must be a first-line football with stripes on both ends.
- The visiting team, when on offense, may use its own legal game ball.

Uniforms

- Home team: dark jerseys
- Visiting team: white jerseys
- Any uniform color changes must be approved by both head coaches.

Film Exchange

General Requirements

- Both schools are permitted to film from the press box.
- All exchanges will be completed via Hudl (Offense/Defense/Kicking).
- Films must include both tight and wide angles.

Deadlines

- Previous two games: Wednesday by 4:00 PM
- Third game: Saturday by 8:00 AM

Filming Guidelines

- Film must cover 15–20 yards beyond the deepest offensive player.
- Begin recording as the offense breaks the huddle.
- Show down/distance and formation pre-snap.
- Show the scoreboard on changes of possession.
- The game must be filmed in its entirety as played.

Technology Use During Contests

- Video and data technology may be used during the game and halftime only in approved areas (coaching booth and locker room).
- Use of video or data technology on the sideline or team area during the game is prohibited.

Spirit Guidelines and Game-Day Conduct

Field Access and Spirit Groups

- Only authorized, uniformed school groups (band, drill/dance team, cheer) are permitted on the playing field.
- No victory lines or postgame field access will be allowed for non-uniformed or non-school groups.
- Non-students must remain outside of the end zone area at all times.
- Unauthorized personnel are prohibited from entering the field before, during, or at halftime of any contest.
- Halftime performances are limited to uniformed school groups only (band and drill/dance teams).

Game Presentation and Conduct

- Flags, mascots, or spirit items may not be displayed in front of the visiting team's spectator section.
- Each school may use a run-through sign at the beginning of the game and at the start of the second half only.
- Bands may not create excessive noise that interferes with a team's ability to hear signals.
- Glass bottles and glass containers are prohibited in all stadium areas.

Sideline and Media Regulations

- All sideline personnel must remain outside the 25-yard line and within designated team areas, including the restraining line and bench area.
- Coaches and players must remain within the designated team box (25-yard line to 25-yard line).
- Media personnel and equipment are not permitted within the team area, in accordance with NCAA football guidelines.
- Media representatives are limited to their school-issued sideline credentials.

Tunnel Crew Procedures

- Tunnel crews must remain in the stands during the game.
- Crews are permitted on the field only for setup and breakdown at:
 - The start of the game
 - The start of the third quarter
- After team entrance, crews will have 10 minutes to remove equipment and return to the stands.

Sub-Varsity Football Regulations

Game Format

- **9th Grade:**
 - 10-minute quarters
 - 10-minute halftime
- **Junior Varsity:**
 - 10-minute quarters
 - 10-minute halftime

Game Times

- **9th Grade:**
 - 5:30 PM (weekdays)
 - 9:00 AM (Saturdays)
- **Junior Varsity:**
 - 7:00 PM (weekdays)
 - 10:30 AM (Saturdays)

Scheduling

- Sub-varsity teams will follow the varsity schedule.
- 9th and JV games will be played at the opposite site of the varsity contest on Wednesday, Thursday, or Saturday, unless otherwise approved by both Athletic Offices.

Cross Country – District Meet

General Information

- **Site:** The host school will determine the meet site with approval from the District Executive Committee (DEC).
- **Entry Forms:** The Meet Director will establish and communicate the deadline for entries.
- **Substitutions:** Substitutions may be made in existing entries in cases of injury, illness, or ineligibility, in accordance with guidelines set by the host school.

Meet Administration

- **Meet Director:** The Meet Director is responsible for organizing and conducting the meet and serves as the final authority within the guidelines of the University Interscholastic League Constitution and Contest Rules and District 2-AAAAA policies.
- **Protests:**
 - Protests must be submitted to the Meet Director or designated official.
 - The Meet Director's decision is final regarding meet operations.
 - A rules committee composed of El Paso County Athletic Directors may be consulted, and their decision is final.
 - This does not prohibit appeals to the DEC on matters covered under UIL rules beyond the actual competition (excluding finish order, which is determined by the clerk of the course).

Championship Structure

- A maximum of **three (3) teams** and **ten (10) individual runners not on qualifying teams** will advance to the regional meet.
- Only varsity competitors are eligible to advance.

Race Distance

- **Girls:** 5,000 meters (approximately 3 miles)
- **Boys:** 5,000 meters (approximately 3 miles)

Team Composition

- A team consists of a **minimum of five (5)** and a **maximum of seven (7)** runners.
- The **top five (5)** finishers will score for the team.
- Schools entering fewer than five runners may compete as individuals but are not eligible for the team championship.
- Each school may enter:
 - One varsity boys team
 - One varsity girls team
- Schools may enter **unlimited runners** in 9th grade and open divisions (grades 9–12).

Uniform Requirements

- Uniforms must comply with UIL regulations and include:
 - School-issued jersey and shorts
 - Appropriate running shoes
- All team members must wear the same color and design uniform.
- Undergarments worn by multiple team members must be the same color.
- Competitor numbers must be worn as assigned when applicable.

Rules

- The current **National Federation of State High School Associations (NFHS)** cross country rules will govern the meet unless otherwise specified by UIL or district policy.

Scoring Guidelines

- Only teams with **five or more finishers** are eligible for team scoring.
- If a team has fewer than five finishers, all of that team's runners are removed from team scoring, and placements are re-ranked.
- Sixth and seventh runners do not score but **do affect the scoring of other teams**.

Tiebreakers

- Ties are broken by comparing the **sixth-place finisher** from each team.
 - The team with the better sixth runner prevails.
- If one team has a sixth runner and the other does not, the team with a sixth runner wins.
- If both teams have only five finishers, the tie is broken by comparing the **top four finishers' scores**.

Volleyball

Varsity Game Administration

Scorer

- The official scorer must be an adult.
- The home team scorebook will serve as the official game record.

Officials

- Only TASO/UIL officials will be used for all district contests.
- Each varsity match will be assigned two (2) TASO/UIL officials.
- If one official fails to arrive, both schools may mutually agree to play with one (1) official.
- If the match is not played, rescheduling will be coordinated through the Athletic Directors' Offices.
- Once the match has begun, it is considered an official contest.

- If line judges are not assigned by TASO/UIIL, adult line judges must be used for varsity matches.

Official Game Ball

- The official game ball must comply with **NFHS Volleyball Rules** and display the NFHS authentication mark.

Pre-Game Warm-Up

- Varsity matches will have a **20-minute warm-up period**.
- A **15-minute interval** will be scheduled between sub-varsity matches.

Match Format (All Levels)

- **Varsity:** Best of five (5) sets
- **Junior Varsity / 9th Grade:** Best of three (3) sets

Basketball

Varsity Game Administration

Game Ball

- The official game ball shall be a top-grade leather or composite basketball.
- The home team will determine the game ball to be used.

Game Personnel

- Timers and scorers must be knowledgeable and responsible adults.
- Table personnel are required to wear striped officials' jerseys.

Uniforms

- Home team: white jerseys
- Visiting team: dark jerseys

Officials

- Officials must be mutually agreed upon by both schools in accordance with district procedures.
- All officials must be TASO/UIIL certified.

Pre-Game / Between Games

- A **15-minute warm-up period** will be provided between varsity games.
- A **10-minute interval** will be scheduled between sub-varsity games.

Game Environment

- Artificial noisemakers are prohibited in the gymnasium.
- Organized home bands may perform prior to the game, during timeouts, and at halftime.
- Signs are permitted for the home team but must:
 - Be approved by campus administration
 - Not be displayed behind either basket

District Championship Format

- District play will follow a **double round-robin format**.
- The team with the best overall district record will be declared District Champion.
- In the event of a tie for first place, all tied teams will be declared **Co-Champions**.

Baseball

Postponed / Suspended Games

- Games tied after completion of five (5) innings will be recorded as **½ game won and ½ game lost** for each team.
- If a district game is started but not completed prior to becoming official (before 4½ or 5 innings), the game will be **resumed from the point of suspension**.
- Postponed or incomplete games will be played on the **next mutually available date (including Saturdays)** when the home field is playable, with approval from the Athletic Offices.
- Decisions regarding postponed or suspended games will be made by the Athletic Offices.
- If multiple postponed games exist, they will be played in the **same order as originally scheduled**.
- If a game is called before meeting the requirements for an official game under NFHS rules, the umpire will declare a **“no game,”** and the contest will be replayed from the start in accordance with University Interscholastic League Constitution and Contest Rules.

Game Cancellation

- All varsity games must be played if they impact **1st, 2nd, 3rd, or 4th place district**

standings.

- If a game has no impact on district standings, it may be canceled by **mutual agreement of the Athletic Offices.**
- Sub-varsity games will **not be rescheduled** if canceled.

Game Administration

Game Ball

- The Diamond D-1 baseball will be used for all district games.

Umpires

- All umpires must be TASO/UIIL certified.
- Two (2) umpires will be assigned for each varsity game.
- If one umpire fails to arrive, both schools may mutually agree to play with one (1) umpire.
- If the game is not played, rescheduling will be handled by the Athletic Directors' Offices.
- Once a game has begun, it is considered an official contest.

Run Rule

- **Varsity:** 10-run rule after completion of five (5) innings (mandatory).
- **Junior Varsity:**
 - 90-minute time limit (finish the inning)
 - 15-run rule after three (3) innings
 - 10-run rule after five (5) innings

Pitch Count

- Pitch count documentation must be submitted to the DEC Chair and/or Athletic Office within **24 hours** of game completion.
- Opposing coaches must **verify pitch counts at the conclusion of each inning.**

Golf

District Championship Format

- The district tournament site, date, and schedule will be determined by the host district.
- A total of **36 holes** will be played to determine team and individual standings.
- The lowest combined score over 36 holes will determine:
 - District Champion and Runner-Up
 - Individual Medalist and Runner-Up

Tournament Administration

- The host district will appoint a **Tournament Director**.
- The Tournament Director is responsible for organizing and conducting the tournament in accordance with the University Interscholastic League Constitution and Contest Rules and District 2-AAAAA policies.

Protests

- Protests must be submitted to the Tournament Director.
- The Director may consult with the course professional or a rules committee.
- The decision of the Tournament Director will be final.

Tennis (Individual)

Site

- A district member school will host the District Tennis Tournament annually.

Tournament Administration

- The host district will appoint a **Tournament Director**.
- The Tournament Director will organize and administer the tournament in accordance with UIL and district rules.

Protests

- Protests must first be submitted to the Tournament Director.
 - If necessary, appeals may be made to the **Games Committee**, whose decision will be final.
 - Appeals to the District Executive Committee (DEC) are permitted only for matters outside of actual play.
-

Team Tennis

Team Composition

- Each match consists of **19 total matches**:
 - 6 Boys Singles
 - 6 Girls Singles
 - 3 Boys Doubles
 - 3 Girls Doubles
 - 1 Mixed Doubles

Lineup and Ladder

- Players must compete according to ladder position (#1–#6).
- Doubles teams must also follow ladder-based placement.
- Players may participate in both singles and doubles.

Scoring Format

- No-Ad scoring
- Best 2 of 3 sets
- 12-point tiebreak at 6–6
- Each match won = 1 team point

District Play Format

- Single round robin format
- Determines District Champion and Bi-District qualifiers
- Team trophy awarded to District Champion

Match Modifications (By Mutual Agreement)

- Match may end once a team reaches 10 wins
- Format may change to pro set
- Third set may be replaced with a super tiebreak

Coaching and Conduct

- Only the school-employed coach may provide instruction
- Coaching must not interfere with adjacent courts
- Unsportsmanlike conduct may result in removal or suspension

Injuries

- Play must remain continuous
- Delays may result in point penalties (USTA Rule 30)

Reporting and Scheduling

- Match start times:
 - Weekdays: 3:45 PM
 - Saturdays: 9:00 AM

Substitutions

- Lineups must be submitted prior to matches
- Substitutions allowed before individual matches begin
- Must follow UIL substitution procedures
- Players returning from ineligibility may be placed appropriately on the ladder after 15 calendar days

Additional Requirements

- Players may move one position up/down per week
- Coaches must maintain UTR accounts and report results

Track & Field (Varsity)

Site and Entries

- A District 2-AAAAA member school will host the District Track & Field Meet for boys and girls.
- The site, date, and time will be determined annually.
- The Meet Director will establish the deadline for submission of UIL entry forms.

Meet Administration

- The host district will appoint a **Meet Director**.
- The Meet Director is responsible for organizing and conducting the meet at the host site.
- The Meet Director has final authority on meet operations within the guidelines of the University Interscholastic League Constitution and Contest Rules and District 2-AAAAA policies.
- The Meet Director will communicate meet procedures to the District Chairperson and all member schools.

Protests

- Protests must be submitted to the Meet Director or a designated official.
- The Meet Director's decision is final regarding meet operations.
- A rules committee may be designated, upon agreement of the coaches, and its decision will be final.

- This does not prohibit appeals to the District Executive Committee (DEC) on matters covered under UIL rules beyond actual competition (excluding order of finish, which is determined by the clerk of the course/rules committee).

Softball

Postponed / Suspended Games

- Games tied after completion of five (5) innings will be recorded as **½ game won and ½ game lost** for each team.
- If a district game is started but not completed prior to becoming official (before 4½ or 5 innings), the game will be **resumed from the point of suspension**.
- Postponed or incomplete games will be played on the **next mutually available date (including Saturdays)** when the home field is playable, with approval from the Athletic Offices.
- Decisions regarding postponed or suspended games will be made by the Athletic Offices.
- If multiple postponed games exist, they will be played in the **same order as originally scheduled**.
- If a regulation game is called with a tie score after five (5) innings, it will be recorded as **½ game won and ½ game lost**, and the game will not be replayed.
- If fewer than five (5) innings have been completed, the game will be replayed from the start in accordance with University Interscholastic League Constitution and Contest Rules.

Game Cancellation

- All varsity games must be played if they impact **1st, 2nd, 3rd, or 4th place district standings**.
- If a game has no impact on district standings, it may be canceled by **mutual agreement of the Athletic Offices**.
- Sub-varsity games will **not be rescheduled** if canceled.

Game Administration

Game Ball

- All game balls must be NFHS/UIL approved.

Umpires

- All varsity games will use TASO/UIL-certified umpires.
- Two (2) umpires will be assigned per game.
- If one umpire fails to arrive, both schools may mutually agree to play with one (1) umpire.
- If the game is not played, rescheduling will be handled by the Athletic Directors' Offices.
- Once a game has begun, it is considered an official contest.

Run Rule

- **Varsity:** 10-run rule after completion of five (5) innings (mandatory).
- **Junior Varsity:**
 - 90-minute time limit (finish the inning)
 - 15-run rule after three (3) innings
 - 10-run rule after five (5) innings

Soccer

Game Administration (Varsity)

- The official game ball must comply with UIL and NFHS playing rules.
- District schedules are established on a two-year rotation, with home and away sites reversed in the second year.
- Socorro ISD home matches may be played at the home campus and/or the Socorro Activities Complex (SAC).
- NFHS rules with UIL modifications will govern all contests.

Game Format

- **Varsity:** 40-minute halves
- **Junior Varsity:** 35-minute halves

Ties

- Games ending in a tie will proceed directly to **penalty kicks**.

Game Cancellation

- All varsity games must be played if they impact **1st, 2nd, 3rd, or 4th place district standings**.
- If a game has no impact on district standings, it may be canceled by **mutual agreement of the Athletic Offices**.
- Sub-varsity games will **not be rescheduled** if canceled.

Swimming

District Meet

- The top six (6) finishers in each event will advance to the Regional Swim Meet.
- Team trophies will be awarded to the **first-place boys and girls teams**.
- Medals will be awarded to the **top three (3) individual finishers** in each event.

Meet Administration

- The host district will appoint a **Meet Director**.
- The Meet Director is responsible for organizing and conducting the meet at the host site.
- The Meet Director has final authority on meet operations within the guidelines of the University Interscholastic League Constitution and Contest Rules and District 2-AAAAA policies.
- The Meet Director will communicate meet procedures to the District Chairperson and all member schools.