

DISTRICT 9-5A VOLLEYBALL GUIDELINES

I. General Responsibilities

1. The home team is responsible for keeping and maintaining order. It shall be the responsibility of the host school (administrator or game supervisor) to initiate corrective measures at all District Volleyball contests to prevent unusual disturbances from individuals or groups. It is recommended to have a security officer present at all contests. Fans must be seated in appropriate section—designated home and visitor sections.
2. No artificial noise makers are allowed.
3. No posters or held-hand signs will be allowed which reference the singling out of any one athlete in any manner.
4. Benches will not be decorated in any way. No balloons on team benches.
5. Home team will provide locker rooms for visitors
6. Each team will provide their own warm-up balls for games.
7. Home team will provide an Athletic Trainer to assist with injuries for both home and visiting athletes.
8. Home team will report Varsity match results to Dallas Morning News immediately following the match.
9. Home team will handle all expenses and keep all gate receipts.

II. Admission Price

The admission price for District Volleyball contests shall be \$3 for adults and \$2 for students.

III. Schedule & Game Times

1. A round robin schedule will be played on Tuesday's and Friday's.
In the main gym, JV will begin at 5:30 and Varsity at 6:30. 9th grade A will begin at 5:30 and 9th grade B will begin at 6:30.
2. Activities taking place for "Specialty Nights" such as Sr. Night, Parent Night, Middle School Night, etc., must take place after the JV match and before the Varsity warm-up or after the Varsity match. Home teams are responsible for making the visiting coach aware of such activities.
3. In the event of a conflict, such as Homecoming, it is the responsibility of the coaches involved to work out an agreement. It has also been suggested that coaches can choose to flip sites if both coaches mutually agree.

IV. Match Scoring

Sub-Varsity teams will all play 2/3 games to 25 with cap to 30.
Varsity will play 3/5 to 25 with no cap (5th game to 15 points).

V. Pre-Match Warm-Up

The clock will not start until after the captains' meeting with officials.

Warm-up will be 6-6-6-2 (6 minutes shared court, 6 minutes court for visitors only, 6 minutes for home only, 2 minutes shared serving).
Sub-Varsity teams will warm up with 5-5-5-2 format.

VI. Officials

1. Officials will be selected from the Dallas Chapter. Coaches will entrust **Don Melton** to assign experienced officials to the Varsity matches. In the event that a coach is not satisfied with an official assigned, that coach must contact the home coach **in advance** to see if another official can be assigned. Changes will not be made for those reasons on game day.
2. Officials will be paid the UIL rate.
3. In the event of one late official, sub-varsity matches will start with one. Varsity matches may begin with one official.

VII. Lines, Scorebook, Clock, Libero Tracker

1. An adult must be used to do the scorebook at all 9th, JV and Varsity matches. The person that does the clock and the libero tracker may be students.
2. Each team will supply one volleyball knowledgeable line judge for Freshmen, JV and Varsity matches. When possible, adults will be used to call lines at the varsity matches.

VIII. Official Game Ball

The official game ball can be the Molten Super Touch (NFHS).

IX. Cheerleaders

Cheerleaders may only stand on their respective team's side and across the court from their team bench. If necessary, cheerleaders may round the corner on the end of the gym floor, but they must be as far off the playing area as possible.

X. Announcer/Match Commentary/Music

Home team will provide an announcer that is unbiased . Any commentary during the match must be during a dead ball & should be consistent for both teams. Music may be played between games and during time-outs at a reasonable volume.

XI. Media

It is each coach's responsibility to inform the opposing coach of any type of broadcasting of matches.

XII. Tape Exchange

There will be no exchange of video containing play of any district opponents.

XIII. District Trophy

The district champion will purchase their own trophy.

XIV. Determination of District Champions & Other Seedings

1. The district champion will be the team with the best overall win/loss record from the round robin schedule.
2. The team with the next best overall win/loss record will be runner-up.
3. The team with the third best overall win/loss record will be 3rd place.
4. The team with the fourth best overall win/loss record will be 4th place.

XV. Breaking Ties

A. Two teams tied for 1st place:

Head to head competition

1) Team A defeated Team B twice. Team A 1st place (District Champion) and Team B is Runner-up.

2) Team A and Team B split games. If both coaches mutually agree, a coin toss may be used instead to determine the seeding. Teams are District Co-Champions. If coaches disagree, they will use a coin flip to decide how they will handle the tie breaker. They can choose to have a one match play-off at a mutually agreed upon site.

B. Two teams tied for 2nd place:

Head to head competition.

1) Team C defeated Team D twice. Team C is the 2nd seed and Team D is the 3rd place seed.

2) Team C and Team D split games. If both coaches mutually agree, a coin toss may be used instead to determine the seeding. If coaches disagree, they will use a coin flip to decide how they will handle the tie breaker. They can choose to have a one match play-off at a mutually agreed upon site or use the coin flip.

C. Two teams tied for 3rd place:

Head to head competition.

1) Team E defeated Team F twice. Team E is the 3rd seed and Team F is the 4th place seed.

2) Team E and Team F split games. If both coaches mutually agree, a coin toss may be used instead to determine the seeding. If coaches disagree, they will use a coin flip to decide how they will handle the tie breaker. They can choose to have a one match play-off at a mutually agreed upon site or use the coin flip

D. Two teams tie for 4th place:

Head to head competition.

- 1) Team G defeated Team H twice. Team G is the 4th place seed.
- 2) Team G and Team H split games. They will have a one match play-off at a mutually agreed upon site.

E. Three teams tie for 1st, 2nd or 3rd place will be determined by looking at the teams' records between all teams involved (in head to head competition):

- 1) If Team A has the best record of all teams involved (in head to head competition), then Team A is the first place representative.
- 2) If Team B has the second best record of all teams involved (in head to head competition), then Team B is the first place representative.
- 3) If Team C has the third best record of all teams involved (in head to head competition), then Team C is the third place representative.

If one of the positions can be determined by looking at teams' records between all teams involved (in head to head competition) but the remaining positions cannot be determined based on teams records between all teams involved (in head to head competition) then a one match playoff will be scheduled at a neutral site determined by the schools involved unless, the schools mutually agree to coin flip.

If teams' records, in head to head competition, do not determine position for first, second or third we will use a tournament format to determine seeding unless the schools mutually agree to coin flip. Team A plays Team B. The loser of A vs. B is the third place representative. Team C (odd coin) has the bye. The winner of A vs. B plays C unless the coaches mutually agree to flip.

F. Three teams tied for 4th place:

- 1) A single-elimination seeding tournament will take place at a mutually agreed upon site.
- 2) The team with the best district won-loss record of the teams involved in the tie (highest win % of those games only) will receive a bye in the first round of the seeding tournament.
- 3) If all teams tied have the same win-loss record of the teams involved, a coin toss will determine which team gets the bye.
- 4) The other two teams will play to see who advances to play the team with the bye. The winner of both games will be 4th place seed.

G. If more than 3 teams are tied:

- 1) A single-elimination tournament will be played at a neutral site.

- 2) If odd # of teams involved, a team with best win-loss record with teams involved in tie (highest win% of those games only) will get the bye.
- 3) If odd # of teams involved & all have the same win-loss record with teams involved, a coin toss will be used to determine the bye.
- 4) A draw will be used to set up the tournament.

XVI. All-District Meeting

1. District champion will host the meeting. If co-champions exist, the two coaches will agree on a site.
2. The meeting will fall on the 2nd Wednesday after the last district match At 6PM.
3. All coaches will send to the host school a copy of players they will nominate, along with those players' stats for DISTRICT only. This information should be sent 2-3 days prior to the meeting. An email will be sent out on an excel spreadsheet.
4. The superlatives for All-District will be: Most Valuable Player, Outstanding Defensive Player, Outstanding Setter, Outstanding Attacker, Outstanding Blocker, Newcomer of the Year, Coach of the Year.
5. The Newcomer of the Year must be a first-time Varsity player (in any program) but can be any classification.
6. 12 players will be chosen to 1st Team and 2nd Team will be announced the night of the meeting.

The superlative winners will not take 1st & 2nd team slots. Coaches may list as many players as they desire for Honorable Mention.

7. After nominations are made, coaches will rank the nominated players 1-4 with 1 being the best. Total points will be calculated with the player with the fewest points awarded the title. Coaches will be allowed to rank their own players.
8. All-District results will not be made public until every 9-5A team is eliminated from the play-offs.
9. Academic All-District will consist of Varsity players with at least 90 average during the season & respective grading period(s). Each coach is responsible for their own Academic All-District recognition.

