

DISTRICT 27 AAAAA

2021-2022 SOCCER ORGANIZATIONAL PLAN

Brackenridge - Burbank - Edison - Highlands

Houston - Jefferson - Kennedy - Memorial - Lanier

I. ORGANIZATION

- A. The Executive Committee shall be composed of an administrator from each participating school. Alternatives may be designated by the school administrators and each school shall have one vote.
- B. Orlando Vera, will be the District Chairman for the 2021 - 22 school year.

II. SCHEDULE OF GAMES & HOME TEAM RESPONSIBILITIES

A. District games will be played as scheduled.

B. VARSITY

1. SPORTS COMPLEX - ALAMO STADIUM- ALAMO HEIGHTS STADIUM

- Varsity only - Doubleheaders

a. WEEKDAYS (SAISD) *

5:30 p.m.

7:30 p.m.

b. WEEKDAYS (EISD) *

5:00 p.m.

6:45 p.m.

c. Triple Headers (SAISD)

5:00

6:30

8:00

C. JUNIOR VARSITY

a. CAMPUSES (SAISD)-- Junior Varsity;

b. EDGEWOOD STADIUM (EISD) Junior Varsity

c. WEEKDAYS *

5:00/6:30 pm (EDGEWOOD)

5:30/7:30 p.m (SA)

d. WEEKENDS

10:00 am

11:30 pm

* During spring break games will be played in the AM

D. Postponed, incomplete, tie games, and called-tied games will be handled as follows:

1. The center referee and the home site Administrator will determine if the field is playable when the two teams are ready for play and a question arises regarding the weather. During a severe weather day, the home team and the Athletic Office will determine if the field is playable and will notify the visiting team as soon as possible.
 2. If a game is called by an official due to inclement weather **after** the completion of the first half of play and second half has started, the team leading at the time the game is called will be the winner of the game as per the UIL. If the teams are tied at this point, the game will end in a tie.
 3. A game called (officials no show, act of God, no power) prior to the start of the game or prior to the start of the second half of play shall be rescheduled and replayed from the start on the next available date as per UIL rules.
 4. The home coach, visiting coach, and the Center Referee shall meet on the field directly after the match to confirm the games results, cards, and carded players. It shall be the responsibility of each coach to scan the District Chairman the Game Report of all district and non-district games (including tournaments) during the season. Each coach will be responsible for sending their game report on the next school day via E-Mail to Malachi Nellum, Asst. Athletic Director, SAISD no later than 10:00 am. (Scan or take a picture and email to mnellum@saisd.net)
 5. If the game reports are not returned by the referees to the coaches, a game report by the coach will be substituted. Each school will monitor their own JV programs in terms of card violations.
 6. Coaches will submit a roster with full (first and last names) names to the press box 15 minutes prior to the game.
 7. Seniors may participate on the JV at the coach's discretion.
- E. Home team administrator must be present prior to the start of, and remain throughout the conclusion of, any Varsity district game at central site locations, as per UIL rules.
- F. The home school will provide security in accordance with their school district policy. The coaches are responsible for the behavior of their teams on the field. Undesirable behavior should be reported to the Chairman by an administrator.

III. LENGTH OF GAMES

- A. Varsity games will consist of two (2) forty minute halves with a 10 minute halftime. If, at the end of regulation time, the score is tied, teams will go immediately to P.K.'s to determine a winner. No overtime periods will be used.
- B. JV games will consist of two (2) thirty-five minute halves with a 5 minute halftime. JV games may be shortened with the agreement of both coaches but may not be less than 25 minutes halves. If, at the end of regulation time, the score is tied JV games will use P.K.'s (3 on 3, if still tied 1 on 1).
- C. Warm Up: Warm up times at the central site facilities will be 20 minutes on the field. If a team is late arriving to the complex, they may forfeit their 20 minute warm up time so the games may begin as scheduled.

IV. DISTRICT SCHEDULE

- A. District play shall be a round robin as determined by the Athletic Directors for all sports.
- B. District play shall begin Tuesday January 18th, 2022 and conclude on Saturday, March 19th, 2022.
- C. District Certification will be on Tuesday March 22rd, 2022. Any ties must be determined by this date and the District Chair will certify the top four teams to the UIL for the state playoffs.

V. ADMISSIONS

- A. School Districts will set their own admission prices.
- B. Admission Prices:

VARSITY		SUB-VARSITY	
<u>ADULT / STUDENT</u>		<u>ADULT / STUDENT</u>	
\$5.00	\$3.00	\$3.00	\$2.00

- C. All District athletic passes will be honored. School district employees with a picture ID badge will be admitted free. Guests must pay regular price.
- D. Gold Cards (senior citizen passes) will be honored for district games.
- E. The home team will keep all gate receipts when games are played at their home site.
- F. Any varsity soccer player for district member schools will be admitted free with a varsity pass and photo ID. Each school will be responsible for providing proper identification. Sub varsity players will be admitted at the gate if the coach provides a roster prior to their game.
- G. Spirit organizations in uniform (cheerleaders, drill team, ROTC, and pep squad) will be admitted free with team sponsor.

VI. UNIFORMS

- A. The home team will wear white jerseys and white socks.
- B. The visiting team will wear dark jerseys and dark socks.

VII. OFFICIALS

- A. The officials to be used for all Varsity district games will be TASO officials, preferably including a referee and two linesmen.
- B. Time will be kept according to UIL rules.
- C. Three TASO officials (referee and 2 linesmen) will be assigned for each Varsity district game. If two officials report, the game will be played. No Varsity district soccer game will be played without at least two TASO officials unless both coaches mutually agree to play with one official. The home Athletic Administrator may request the teams to wait up to 30 minutes for the 2nd official to arrive before scheduling the game to the next mutual open date.
- D. JV may be played with one official by mutual consent. Coaches will officiate games if there are no officials. JV games will not be rescheduled for any reason.

VIII. GAME BALL

- A. The official game ball to be used will be any official NFHS authenticated marked, size 5, leather or synthetic leather soccer ball.
- B. Home team will provide three game balls.
- C. Each SAISD and Alamo Heights team will provide a minimum of one ball retriever per game.
- D. Each team will provide their own warm up balls.

IX. DECORATIONS, MASCOTS, AND VICTORY LINES

- A. All member schools shall adhere to the Athletic Code of Sportsmanship.
- B. Member schools will make every effort to foster good and pleasant relations between schools.
- C. The home team is responsible to keep and maintain order. Home team administrator must be present prior to the start of, and remain throughout the conclusion of, any Varsity district game at central site locations, as per UIL rules.
- D. There will be no decorations on goal posts. No balloons are allowed in any SAISD or AHISD central sites. Banners, signs, and replica of school mascots shall be placed at fixed positions and may be moved only in front of the home team's student area. Hand held signs limited to 12"x18" are allowed, but must not be affixed to sticks or metal objects.

- E. No noisemakers, mechanical or otherwise, nor musical instruments other than those in participating bands, will be allowed. Expressly prohibited, but not limited to, are bullhorns, air horns, whistles and bells.
- F. No victory lines will be allowed on the playing field. Spirit groups may perform on the field at halftime provided there is not a parent night scheduled or any conflict with the teams.
- G. All spirit groups will be in the bleachers during the game.
- H. Warm up music will be provided by the site. No other music will be played until it has been approved by the central site Athletic Administration.
- I. Prior to each games there will be player introductions and the Star Spangled Banner will be played for the first game only of the double header.
- J. Two school photographers only are allowed on the playing field. No Photographers will be allowed on the bench side of the field or directly behind or beside the goal area.
- K. Live mascots are not allowed in any central site stadiums.
- L. All flags in the grandstands shall be no longer than 12 inches by 18 inches. Any flags or banners larger than 12 inches shall be placed in fixed positions.

X. TROPHIES

- A. Each winning team will purchase their own trophy.

XI. VIDEO/FILMING

- A. All coaches will follow UIL guidelines

XII. SELECTION OF ALL-DISTRICT TEAMS

- A. Coaches will meet for the all-district selections on Monday March 21st, 2022 (if teams are in playoff date will be postponed to not interfere with practices) at TBA. The District Champion will host the meeting. Principals will not meet to approve all-district team selections. The DEC will accept the decision of the coaches as per the guidelines already established in the organizational plan. The following procedures are to be used in the selection of all-district teams in soccer
 1. Paperwork will be sent to SAISD Soccer Coordinator, Malachi Nellum to verify before it goes to DEC.
 2. The District Chair will announce the all-district team and will notify the news media. The individual schools will announce the All-academic selections and will notify the news media.
 3. Each, by its district place, is allowed the following number of positions on the All-district teams nominated by their coach.

NUMBER OF POSITIONS

<u>PLACE</u>	<u>FIRST TEAM</u>	<u>SECOND TEAM</u>
1	5	3
2	4	3
3	3	3
4	3	3
5	2	2
6	2	2
7	1	2
8	1	1
9	1	1

4. Offensive Player Award. Each coach may nominate a player and then a brief discussion on those players will follow. Voting will consist of one vote from each coach. A coach may not vote for their own player. In case of a tie, there will be Co-Offensive Players. A tie for three or more athletes will result in another vote with only the athletes in the tie.
5. Defensive Player Award. Each coach may nominate a player and then a brief discussion on those players will follow. Voting will consist of one vote from each coach. A coach may not vote for their own player. In case of a tie, there will be Co-Defensive Players. A tie for three or more athletes will result in another vote with only the athletes in the tie.
6. Midfielder Player Award. Each coach may nominate a player and then a brief discussion on those players will follow. Voting will consist of one vote from each coach. A coach may not vote for his/her own player. In case of a tie, there will be Co-Midfielder Players. A tie for three or more athletes will result in another vote with only the athletes in the tie.
7. Keeper of the Year Award. Each coach may nominate a player and then a brief discussion on those players will follow. Voting will consist of one vote from each coach. A coach may not vote for their own player. In case of a tie, there will be Co-Keeper of the Year Award. A tie for three or more athletes will result in another vote with only the athletes in the tie.
- 8. All individual awards will count against the hard cap of slots allotted for All District teams.**
9. Any coach who has other players that they believe should be placed on one of the teams but cannot because of the limit, can present a separate nomination to the coaches for consideration at the all-district meeting.
10. Honorable mention decisions will be left to individual schools with a maximum of three athletes per team and will not be recorded in the district minutes with the all-district selections.
11. Coach of the Year selections will NOT be made.

12. Academic all-district selection shall be based on a cumulative average of 90 or better.
13. Only varsity athletes, managers and trainers are eligible for Academic All-district per school according to each schools district's requirements.

XIII. DETERMING CHAMPIONSHIP

- A. The District Champion shall be determined by playing a double round robin schedule
 1. The team with the most points within the District's point system will be the District Champion.
 2. The team with the second most points within the District's point systems will be the second place team
 3. The team with the third most points within the District's point system will be the third place team.
 4. The team with the fourth most points within the District's point system will be the fourth place team.
- B. District Point System
 1. Win - 3 Points
 2. Loss - 0 Points
 3. Tie Game - Will go immediately to P.K.s to break the tie. Each team will have 5 P.K. opportunities. The team with the most points will win. If the points are tied after 5 P.K.s, then it will go to one vs one sudden death P.K.s until a winner is declared.
 - i. P.K. Win - 2 points
 - ii. P.K. Loss - 1 point
- C. In the event two or more teams tie for the District Championship, they will be declared co-champions.
 1. If **two teams** tie for the District Championship:
 - a. The team with the best head-to-head record will be declared the first place team and the other team will be declared the second place team.
 2. If two teams split mutual games and tie for first place, tied teams will toss a coin or draw a card from a stack of 3 to determine first and second place brackets. The winner of the coin flip will receive the higher seed. The winner of the card draw with the lower number will be the higher seed.
 3. If **three teams** tie for the District Championship:
 - a. The team with the best head to head record will be declared the first place team representative. The next best head to head record is declared the second place representative and the third place head to head record is declared the third place representative.
 - b. Example: 'A' is 3-1, "B" is 1-3 and "C" is 2-2. "A" would be #1, team "B" would be #3 and "C" would be team #2

- c. "A", "B", and "C" will draw cards or flip a coin if the teams have identical records in head to head competition.
 - i. *Tied teams will toss a coin or draw a card to determine seeding order.*

- i. If the three coaches flip a coin the winner of the coin flip will receive the higher seed (must win coin flip vs each coach to be seeded #1. The 2nd and 3rd seeds will be determined by the head to head toss).
- ii. If teams draw a card from a stack of 4, the lowest number will be the lowest seed, 2nd lowest number 2nd seed and highest number 3rd seeded. In case of a tie, then coaches will redraw for the seed they are tied for.

4. If **four teams** tie for the District Championship:

- a. Head to head records will be used. Best head to head record is declared champion. If a three way tie is left for runner up, see the instructions for three-way ties.
- b. Head to head with all identical records will result in a tournament by draw.
 - i. If the four coaches flip a coin the winner of the coin flip will receive the higher seed (must win coin flip vs each coach to be seeded #1.
 - ii. See three way tie after 1st place has been determined.
 - iii. If teams draw a card from a stack of 6, the lowest number will be the lowest seed, 2nd lowest number 2nd seed and 3rd highest number 3rd seed, and the highest number 4th seed. In case of a tie, then coaches will redraw for the seed they are tied for.

5. There will only be a play in game if it determines a playoff berth.

- a. If it is 2 way tie, winner takes 4th seed and loser takes 5th
- b. If it is a 3 way tie, then head to head records between all 3 team will determine seeding. If still tied see 3 way tie procedure.
 - i. For 1 playoff spot, 1st seeded team will play winner of 2nd and 3rd seeded team.
 - ii. For 2 playoff spots, 1st seeded team will take 3rd place and 2nd and 3rd seed teams (see 5a)
- c. If it is a 4th place tie, then head to head records between all 4 teams will determine seeding. If still tied see 4 way tie procedure.

- i. For 1 playoff spot, 1st seeded team plays 4th seeded team, 2nd seeded team plays 3rd seeded team. Winner of both games play for 4th place.
 - ii. For 2 playoff spots, 1st seeded team plays 4th seeded team, 2nd seeded team plays 3rd seeded team. Winner of both games secure playoff spot. Higher seeded team takes 3rd place and lower seed team takes 4th place
 - iii. For 3 playoff spots, 1st seeded team plays 4th seeded team, 2nd seeded team plays 3rd seeded team. Winner of both games secure playoff spot. Higher seeded team takes 2nd place and lower seeded team takes 3rd place. Losers of both games play and winner takes 4th place and loser 5th place,
6. The date, site, time, and outcome of the tournament games and playoff games will be determined by the teams involved in accordance with the UIL Constitution and Contest Rules.
7. In the event a playoff tournament is necessary to determine district representatives, the admission prices will remain the same as regular games. All receipts and expenses will be split by all of the teams involved.
8. In the event a District Champion has been determined and there is a tie or ties for second place, third place or fourth place, refer to Section I C to determine the District Representatives.
9. All tie breakers will be counted as a game played.