2026 FALL SPORTS BULLETINS

CROSS COUNTRY · FOOTBALL
SOCCER · VOLLEYBALL

DISTRICT OF COLUMBIA STATE ATHLETIC ASSOCIATION
KENNY OWENS, EXECUTIVE DIRECTOR
1050 FIRST STREET NE, 6th FLOOR
WASHINGTON, DC 20002

DCSAA 2026-27 STATE CHAMPIONSHIP SCHEDULE (SITES TENTATIVE)

Friday, November 6: MS/HS Volleyball Championship at E.B. Henderson Sports Complex, UDC

Saturday, November 7: MS/HS Cross Country Championship at Kenilworth Park

Sunday, November 8: Soccer Championship at Carlini Field, Catholic University

Saturday, November 28: Class A Football Championship at Cooper Field, Georgetown University

Saturday, December 5: Class AA Football Championship at Greene Stadium, Howard University

Saturday, January 9: Girls Wrestling Invitational, Jackson-Reed HS

Tuesday, February 9: Indoor Track and Field Championship at PG Sports and Learning Center

Wednesday, February 10: Swimming Championship at Takoma Aquatic Center
(Note: Diving on Tuesday, Feb. 9)

Saturday, February 13: Wrestling Championship at Jackson-Reed HS

Sunday, February 28: MS/HS Basketball Championships at Smith Center, GW University
(tournament begins Monday, February 22)

Saturday, March 20: Cheerleading Championship

Saturday, April 24: Ultimate Frisbee Championship

Saturday, May 1: HS Chess Championship

Thursday, May 6: Golf Championship at Langston Golf Course

Saturday, May 8: MS Chess Championship

Thursday, May 20: Tennis Championships at Southeast Learning and Tennis Center
(tournament begins Monday, May 17)

Friday, May 21 : Flag Football Championship (tournament begins Tuesday, May 18)

Sunday, May 23: Baseball Championship at Catholic University
(tournament begins Monday, May 17)

Sunday, May 23: Softball Championship at Catholic University
(tournament begins Monday, May 17)

Sunday, May 23: Girls Lacrosse Championship at Carlini Field, Catholic University

Wednesday-Thursday, May 26-27: Outdoor Track and Field Championship at Dunbar HS

FALL ROSTER DATES

Saturday, August 14: Initial rosters due

Friday, September 18: Supplemental rosters due

Wednesday, September 23: Waiver deadline

GENERAL INFORMATION

I. NFHS rules will apply to the regular season, postseason and DCSAA championships, unless otherwise noted.

II. Schools choosing to enter the DCSAA Championship events are responsible for reading and adhering to the rules and regulations of the Bulletin and the DCSAA Handbook.

III. Eligibility rules for all participants can be found in the 5A DCMR, Chapter 27 at dcsaasports.org.

IV. DCSAA member schools are permitted to play only opponents that are members of the DCSAA or another state association or who have been designated as approved non-members by a state association.

V. In order to be eligible to participate in team state championships, teams must submit their weekly results via MaxPreps.

VI. Certified athletic trainers will be provided at all state championship events.

MAXPREPS ADMINISTRATION

For team sports, teams are required to enter their schedule and maintain their results on a weekly basis in order to be eligible for DCSAA State Championships, whose fields are selected and seeded based on the information entered in MaxPreps.

MAXPREPS ACCOUNT SETUP

- Go to MaxPreps.com and click on “Join” in the top right corner. Select the “AD/Coach Account” option.
- Enter email address and text from the image displayed. On the next screen, fill out therequired fields.
- If you have an Access Code, please enter it when prompted. (If you do not have an access code, you can request one after registration is complete.)
- Click “Create Account” to complete the form. You are now a MaxPreps member.
- If you still need an Access Code, click on “Set up Admin Accounts” on the following confirmation page.
- On the next screen, click on “Request Access”. The MaxPreps support team will reply within 24 hours with the Access Code for your team.

MAXPREPS MEMBERS SHOULD COMPLETE THESE STEPS

- Click on “Hi, [Your First Name]”
- On the next page, click on “Set up Admin Accounts” under Admin Accounts.
- If you have an Access Code, enter in the text box provided.
- If you do not have an Access Code, click on “Request Access”. The MaxPreps support team will reply within 24 hours with the Access Code for your team.

SUBMITTING SCHEDULES, ROSTERS AND GAME RESULTS

- After signing into your MaxPreps account, place your mouse over “Hi, [Your First Name]” and click the link for your team under “Coach Accounts” to be directed into your admin.
- Click on “Roster” or “Schedule/Results” in the blue header of your team’s admin to access that section.
- To enter your schedule under the “Schedule/Results” link, click on the green “Schedule a Game” button.
- To enter your results, click on the button under “Add/Edit” next to the specific game.
- If you have any questions, please email support@maxpreps.com or call 800-329-7324x1 to reach the support team! You can also contact MaxPreps District of Columbia rep Eric Frantz at eric.frantz@cbsinteractive.com.

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CROSS COUNTRY

I. ELIGIBILITY

A. A CONTESTANT, in order to qualify must be on the active Cross Country roster of the school team by October 15, 2026, and must have participated in a minimum of one cross country meet with the school team this season.

B. A TEAM, in order to qualify, must have officially participated in at least one regular season cross country race this season.

C. Rosters of participating student-athletes need to be submitted to the DCSAA office (desmond.stewart@dc.gov) no later than Monday, November 2, 2026.

II. STATE MEET ORGANIZATION

A. Entry Deadline: Monday, November 2, 2026 at 11:59 p.m. NO EXCEPTIONS!

1. Directions for entry:
   - Log on to athletics.net, the site hosting the online process Create a log in.
   - Choose the Varsity, Varsity B, JV or Middle School race.

B. The 2026 DCSAA Cross Country Championships will be held at Kenilworth Park on Saturday, November 1. Varsity B, middle school and JV races precede the State Championship races.

C. The Games Committee, comprised of members of the State Cross Country Committee present at the meet, will rule on any questions and/or protests that arise. Meet officials will handle the finish chute and ensure that athletes start and finish properly and ensure the meet is run according to NFHS rules.

D. Athletes should come dressed for participation. No locker room access on site.

E. A maximum of seven athletes per school will be permitted to participate in the varsity races. Note: There is no maximum number of student-athletes per school for JV races.

F. A team may run fewer than five athletes, but a team must finish at least five to be considered for the team title.

G. On arrival to the course, the coach or school representative should report to the registration table for the team's packet containing numbers and course maps.

NOTE: A coach or school representative MUST be present. Packets will NOT be given to athletes if an adult is not present.

H. Tentative Schedule:

9:30 am: Walk of course
11 am: Middle School Girls Race
11:35 am: Middle School Boys Race (middle school awards to follow)
12:10 pm: JV Girls Race (for 9th and 10th graders)
12:45 pm: JV Boys Race (for 9th and 10th graders)
1:20 pm: Varsity B Girls Race (for 11th and 12th graders)
1:55 pm: Varsity B Boys Race (for 11th and 12th graders)
2:30 pm: Girls State Championship
3:05 pm: Boys State Championship (high school awards to follow)

III. STATE MEET RULES

A. It is the coach's responsibility to instruct the competitors concerning the course's official markings.

B. Athletes are permitted to walk the course before the race.

C. Only participants and credentialed attendants are allowed in starting area.

D. Any coach observed running with their student-athletes will disqualify their team from the race.

E. Runners have a maximum of 30 minutes to complete the race before the course is cleared for the next race.

F. Following the start of the race, coaches MAY NOT move closer to the finish line. The finish line is a restricted area for race participants and officials only.

G. The start of the race begins when competitors' uniforms are checked and they are called to the starting line for final instructions. The race is considered to be official and concluded when places have been determined and the results have been recorded.

H. A competitor finishes the race when their torso breaks the plane of the finish line.

I. Disqualification

1. Undesirable behavior on the part of the school participants or nonparticipants shall be grounds for disqualification, at the determination of the State Cross Country Committee. Failure to comply with appropriate behavior will result in disciplinary action.
2. Course cutting will result in automatic disqualification from the race.

J. Juniors and seniors are not permitted to run in the JV race.

K. Fifth graders are not permitted to run in the middle school race.

IV. STATE MEET SCORING

A. Scoring shall be as shown on the following table:

Place	First	Second	Third	Fourth	Sixth	etc.
Points	1	2	3	4	6	etc.

B. All competitors who finish the race shall be ranked and tallied in accordance with the above table. Seven team members retain the order of finish. The team score then shall be determined by totaling the point scores by the first five finishers of each team. The team which scores the fewest points is the team champion.

C. If fewer than five competitors of a team finish, the places of all members of the team shall be disregarded in the team scores.

D. Ties in team scoring shall be resolved by comparing the sixth-place finishers from the tying teams. The team with the best sixth-place finisher shall prevail.

E. If only five competitors of tying teams finish, the tie shall be resolved by totaling the scores of the first four finishers, with the lower score prevailing.

F. Top 15 varsity runners receive awards and top two teams will awards.

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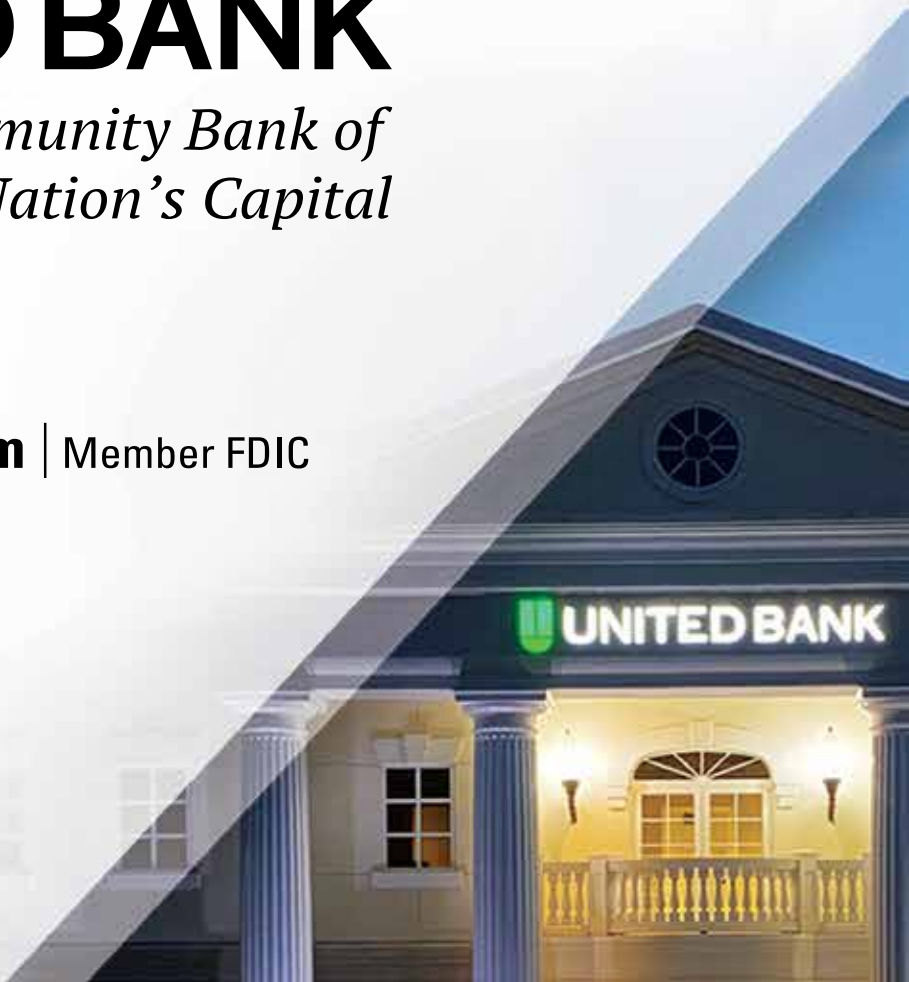

FOOTBALL

I. CLASSIFICATION

A. Class AA teams for 2026 season:

- DCIAA Stars Division: Ballou, Coolidge, Dunbar, Eastern, Jackson-Reed, Theodore Roosevelt, H.D. Woodson
- WCAC: Archbishop Carroll
- Independent: Friendship Collegiate

B. Class A teams for 2026 season:

- DCIAA Stripes Division: Anacostia, Bell, Cardozo, McKinley Tech, Phelps, Ron Brown
- PCSAA: Digital Pioneers, KIPP DC, KIPP Legacy, Richard Wright
- Private: Maret, Sidwell Friends, St. Albans

II. CLASS AA TOURNAMENT

A. The Class AA tournament will consist of two rounds.

1. The two teams with the highest point index based on their regular season records will play in a DCSAA Class AA semifinal. These teams include Archbishop Carroll, Friendship Collegiate and the DCIAA Stars Division playoffs first-round losing team with the highest point index. Game will be played on November 28, 2026.
2. The DCIAA Stars Division championship game will be the other DCSAA Class AA semifinal. The game will be played on November 26, 2026.
3. The Class AA Championship will be played on Saturday, December 5, 2026.

III. CLASS A TOURNAMENT

A. The DCSAA Class A State Football Tournament will consist of three rounds.

B. The four private or charter schools with the highest point index as determined by their regular season record will represent one half of the DCSAA Class A bracket. Games to be played on Saturday, November 14, 2026 and Saturday, November 21, 2026 at the higher seed's home field.

1. Teams will be seeded in order of their point index.

C. The DCIAA Stripes Division championship bracket will represent the other half of DCSAA Class A bracket.

D. The Class A Championship will be played on Saturday, November 28, 2026.

IV. POINT-INDEX SYSTEM

A. Power Point Calculations and Applicability:

1. Quality Points: Each school will receive the following for each game played:
   - Win: 6 points
   - Tie: 3 points
   - Loss: 0 points
2. Bonus points will be awarded in the following manner:
   - 1 point for playing an opponent from the higher division of its state association or league (as determined by DCSAA). This is awarded regardless of which team wins the game.
   - 1 point for playing an opponent from the higher division of its state association or league (as determined by DCSAA) and the opponent finishes its regular season with seven or eight victories. This is awarded regardless of which team wins the game.
   - 2 points for playing an opponent from the higher division of its state association or league (as determined by DCSAA) and the opponent finishes its regular season with nine or 10 victories. This is awarded regardless of which team wins the game.

Note: The maximum amount of bonus points for any contest is 3 and the maximum point total for any single game is 9. Bonus points will be awarded only for playing teams that are in the higher division of their state or league athletic association; please refer to the table that will be sent prior to the season.

3. A school's point index is determined by adding together the total number of points accumulated and then dividing by the number of regular season games.
4. In order to qualify for the state tournament a team must play at least eight games. Teams playing less than eight games can request a waiver from the DCSAA.

B. Tiebreaking Procedures: If two or more teams are tied in the point index, the following criteria will be used in this order to seed teams. Once a team is removed from a tie, the tiebreaker criteria will be reapplied sequentially to the teams that are still tied:

1. Head to head competition.
2. The teams whose opponents average the most victories in regular season play will be seeded higher for the playoffs.
3. The team whose opponents average the fewest defeats in the regular season will be seeded higher for the playoffs.
4. If a tie still exists between three or more teams a blind draw will break the tie.
5. If a tie still exists between two teams, a coin toss will break the tie.

C. MaxPreps will calculate the point index on a weekly basis as the schools enter their information. Each school is required to input its schedule and update it weekly with results. Remember, bonus points are awarded regardless of the outcome of a game. It is each school's responsibility to ensure all information is correct in MaxPreps. Final totals will come directly from information entered into MaxPreps. If a team schedules more than 10 regular season games, only the first 10 regular season games will count toward playoff consideration.

V. NON-PLAYED GAMES

A. Disbandment or failure to start the season on time will result in a non-game and shall automatically reduce the divisor of the disbanded team's opponent by one game.

B. Disbandment after any part of the schedule has been played will be recorded as a win for the disbanded team's opponents.

C. Should a team discontinue play during the course of the season, all opponents shall receive points as would have been awarded for a victory over the team. A school shall not receive points for a team scheduled in place of the withdrawing team after the season has begun.

D. Regular-season forfeits by non-tournament team(s) that would affect the point standing of eligible team(s) must be officially confirmed in writing by the forfeiting team before the completion of the seeding meeting.

E. In subsequent rounds, if a team withdraws or is withdrawn from the tournament for any reason, the team last defeated shall replace the withdrawing team

VII. CONTEST PROCEDURES, EQUIPMENT AND SPECIAL CIRCUMSTANCES

A. All games that end in a tie shall use the DCSAA tiebreaker to determine the winner.

B. The home team (higher seed) will wear dark jerseys.

C. Upon arrival for a game, each team will be assigned a team dressing room. Event staff will escort the team to the dressing room and the field.

D. Tournament Game Schedule

1. On-field pregame warmups practice begin 90 minutes before kickoff.
2. All team personnel shall be off the playing field 20 minutes before the scheduled kickoff time.
3. Should a game be postponed due to extreme weather conditions, it will be rescheduled. Friday games will be moved to Saturday; Saturday games will be moved to Monday, pending discretion of DCSAA.
4. Two Wilson DCSAA logo game balls will be provided to each team participating in the state semifinals and finals.
5. Each team is responsible for safeguarding the playing field before, during and after all tournament games; and each school is responsible for the conduct of its fans. FANS ARE NEVER PERMITTED OR ENCOURAGED TO BE ON THE PLAYING FIELD. The school/athletic administration shall designate someone who is their representative, and those persons must report to the Tournament Director prior to the game.
6. Sideline Passes: A maximum of 18 sideline passes will be issued per team. These passes are intended for all coaches; medical personnel; managers, and school administrators. All players on the sideline must be in uniform and on the roster submitted to DCSAA. No one else is permitted on the sideline. This will be strictly enforced.
7. Mercy Rule/running clock: After the first half, any time the score differential reaches 35 points or more, the clock will only be stopped for an official's timeout, the end of the third quarter or a charged timeout. Regular timing procedures will resume if the margin falls below 35 points.
   a. When there is a running clock, by mutual agreement of both coaches and the referee, any remaining period may be shortened at any time or the game terminated.
8. Halftime Intermission will be 15 minutes unless shortened by mutual agreement of opposing coaches and the Tournament Director. Following halftime, there will be a mandatory three-minute warm up prior to kickoff.
9. Overtime: No tournament game will be permitted to end in a tie. The DCSAA tiebreaker will be used to determine the winner of any tournament games which are tied at the end of regulation.
10. Conflict with SAT: All schools shall inform their players that registering to take the SAT on the first Saturday in December may preclude their participation in the championship game. DCSAA will not accept requests for alternate dates or starting times due to a conflict with the SAT.

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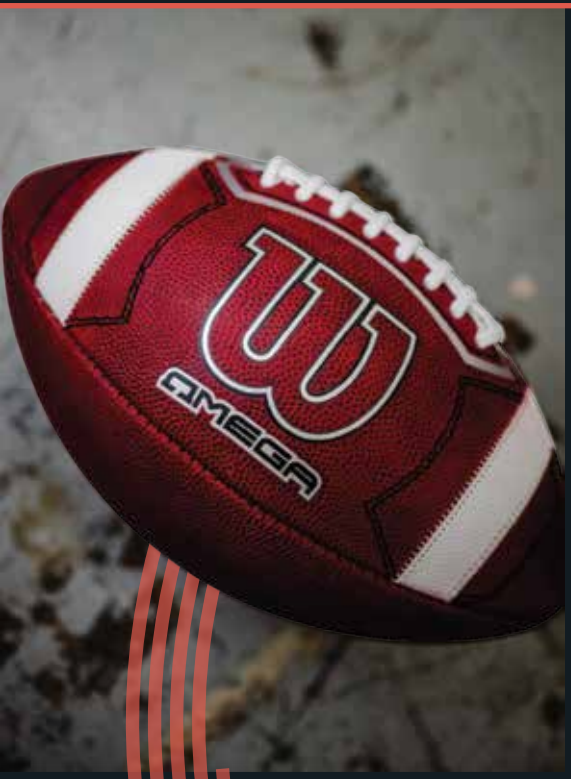

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SOCCER

I. STATE CHAMPIONSHIP

A. Tournament Organization

1. The DCSAA will conduct a 10-team boys soccer tournament and a 10-team girls soccer tournament that will include public schools, public charter schools, independent schools and parochial schools located in the District of Columbia. The top four seeds will be selected by coaches committee and the remaining teams will be selected and seeded by their regular season point index.
2. The tournament is scheduled to begin Tuesday, November 4 and conclude Sunday, November 9. Until the championship match, tournament games will be played at the higher seed's home field. DCSAA will arrange the venue for the championship match.
   - First-round games: Tuesday, November 3 at 2:45 pm
   - Quarterfinal games: Wednesday, November 4 at 2:45 pm
   - Semifinal games: Friday, November 6 at 2:45 pm
3. The brackets will be promulgated on Friday, October 30.
4. The higher seed is the home team and is responsible for securing facilities that meet NFHS standards and must provide adequate security. Schools that do not provide appropriate and safe facilities will face sanctions including not being permitted to host DCSAA postseason competitions.
5. DCSAA will provide three-person, state certified officiating crews for all DCSAA State Championship Tournament games.
6. The host school is responsible for providing ballpersons to ensure the flow of the game is continuous.
7. Home teams are responsible for providing an athletic trainer. DCSAA will provide a trainer for the championship match.
8. If a team plays fewer than 12 regular season matches prior to the submission of official records on October 30, its point index rating will be calculated by dividing the total number of points accrued by 12, subject to the discretion of the DCSAA executive director if extenuating circumstances occur.
9. Regular-season forfeits by non-tournament team(s) that would affect the point standing of eligible team(s) must be officially confirmed in writing by the forfeiting team before the completion of the seeding meeting.

10. In subsequent rounds, if a team withdraws or is withdrawn from the tournament for any reason, the team last defeated shall replace the withdrawing team.
11. The home team (higher seed) will wear COLORED jersey.
12. Should a game be postponed due to extreme weather conditions, it will be tentatively rescheduled for the next day.
13. The boys and girls soccer tournament championship games will be held on Sunday, November 8, 2026.
14. Member schools shall not schedule practice or scrimmage sessions at the site of the championship game unless it is their home field.

B. Automatic Bids

1. Teams located within the District of Columbia that are members of the following leagues (with at least three members located within the District of Columbia fielding soccer teams) are eligible to receive an automatic invitation to the DCSAA Soccer Tournaments:
   - District of Columbia Public School League (DCIAA)
   - Public Charter School Athletic Association (PCSAA)
   - Independent School League, girls only (ISL)
   - Potomac Valley Athletic Conference (PVAC)
   - Washington Catholic Athletic Conference, boys only (WCAC)
   - Mid-Atlantic Athletic Conference, boys only (MAC)
2. The DCIAA and PCSAA tournament champions will receive the automatic bid for those respective conferences.
3. If a DC-based team from the private school leagues receiving automatic berths wins its conference tournament, then that team will receive an automatic bid to the DCSAA Soccer Championship.

C. Top Four Seeds Will Be Chosen By Coaches Committee

1. The top four seeds will be selected and seeded by the DCSAA Boys/Girls Soccer Coaches Committee. Each committee will include representatives of public, charter and private school teams. The committees will meet regularly during the season to rank the top four teams and these rankings will be shared publicly.

D. At-Large Bids

1. The remaining slots for the tournament will be at-large and will be selected based upon the point index for each team as calculated below. While the top four seeds will be chosen by the DCSAA Boys/Girls Soccer Coaches Committee, seeds 5 to 10 (including automatic qualifiers not seeded in the top four) will be placed by point index.

E. Point Index

1. A team will receive three points for each regular season win, one point for a tie and no points for a loss.
2. One bonus point for playing an opponent whose regular season final record is .501 or better regardless of the outcome of the match.
3. Two bonus points for playing a team whose regular season final record is .701 or better regardless of the outcome of the match.
   Note: In order to receive points for playing teams above .501 or .701 winning percentages, the opponent must have played a minimum of 12 games.
4. The maximum amount of points available for any contest is five.
5. Bonus points will not be awarded if you play an opponent more than two times. (A team will still be awarded three points for a win regardless of the number of times the teams play.)
6. The point index will be determined by dividing the total number of points accumulated by the number of regular season matches.
7. The remaining teams with the highest point indexes will be granted entry into the DCSAA tournament until the field is complete.
8. If a tie exists, the tiebreaker procedures are as follows:

- Head to head competition.
- Highest bonus point rating
- Coin toss (if two teams are tied) or blind draw (if more than two teams)

F. Overtime Procedure

1. A game ending in a tie shall be resolved by two (if necessary) sudden-victory overtime periods of 10 minutes each. The game shall end with the first overtime goal. If two overtime periods are played without a goal being scored, the game will proceed to penalty kicks.

G. Penalty Kick Procedure

Only those players on the field at the end of the overtime period, including the goalkeeper, are eligible for the penalty kick tiebreaker.

1. The designated home team or tournament committee, (if the game is being managed by the committee), shall:
   a. Supply sufficient ball persons to enable the procedure to operate efficiently.
   b. Be responsible for providing sufficient security for the penalty kick procedure so that it may be conducted without interference or interruption.
2. The officials will:
   a. Gather all eligible players in the center circle who completed the second overtime period.
   b. Designate the goal at which the penalty kicks will be taken.
   c. Choose three balls to be used.
   d. Begin the penalty kick procedure after a three (3)-minute intermission.
3. A coin toss shall occur with the visiting team calling the toss. The winner of the toss will have the choice of shooting first or defending first. Coaches should identify one kicker at a time. Attempts shall be made by alternating order until one team has an insurmountable advantage.
4. If the score is tied after the first five rounds, then a sudden death-victory begins which includes the remaining the remaining eligible players from each team who were not part of the original penalty kick phase.
5. If the score remains tied after the completion of (a) above, then the sudden-victory round continues with all eligible players from each team becoming eligible for a second shot. A coach may change the order from the initial round. No player can take a third shot until all eligible players from both teams have taken their second shot, and so on.
6. Each coach is solely responsible for utilizing only eligible players as the team's participants. Participation by an ineligible player will result in forfeiture of the game by the offending team. Ineligible participation would include, but is not limited to: a field player who was not in the game at the end of the second overtime or a shooter taking a second attempt in a cycle before all of the shooter's eligible teammates have taken their first attempts in the same cycle.
7. The head coach and one assistant will be permitted to join the players in the center circle. Remaining players, coaches, and team attendants shall be completely off the field of play and in their team bench.
8. If the goalkeeper is injured during the penalty kicks and has to be removed, the goalkeeper may be replaced by a substitute. This substitute may be selected from any of the players on the team. However, a goalkeeper, once substituted for, may not be reinstated. The substitute for the goalkeeper will take part in the penalty kicks. If a player already on the field replaces the goalkeeper, an additional kicker may be brought off the bench, but cannot kick until all of the players from that team have kicked. The substitute must be the team's final kicker in each cycle.
9. The eligible shooters for each team shall take scoring attempts in any sequence the head coach desires. The head coach shall direct each shooter to report to

the official at the penalty spot immediately after the completion of the previous shooter's attempt. A shooter may not be changed after reporting to the official. The shooting order need not be the same in the second cycle.

10. The official shall record the player's name, number, and the order in the team's cycle in which the attempt was made, and the result of the kick.
11. A goalkeeper who is to defend against the next penalty kick attempt shall be stationed outside the field of play at the intersection of the goal line and the penalty area boundary to the side designated by the officials.
12. During the penalty kick rounds, if a player who is participating in the tiebreaker is issued a caution, then that player becomes the last player to kick in their next eligible round of kicks. For instance, if a player has not kicked in the round of kicks in which the player was cautioned, then that player must be the last to kick in that round. If a cautioned player has already kicked in the round of kicks in which the player is cautioned, then the player may not kick again until the end of their next eligible round of 11 kicks.
13. If a goalkeeper is cautioned, the goalkeeper may not defend the next opponent's kick but may return to goal for the subsequent kick. The player replacing the goalkeeper in the situation must be from the players already participating in the tiebreaker.
14. Any player, including the goalkeeper, who is disqualified during the penalty kick rounds may not participate any further and may not be replaced. Any player disqualified who has not kicked in the cycle of 11 becomes the last kicker and the kick is considered a miss. The same applies to subsequent cycles of 11.

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VOLLEYBALL

I. STATE CHAMPIONSHIP

A. Tournament Organization

1. The DCSAA will conduct a 12-team volleyball tournament that will include public schools, public charter schools, independent schools and parochial schools located in the District of Columbia.
2. The tournament is scheduled to begin Tuesday, November 3 and conclude Friday, November 6. Until the championship match, tournament games will be played at the higher seed's home court. DCSAA will arrange the venue for the championship match.
3. The bracket will be promulgated on Friday, October 30.
4. The higher seed is the home team and is responsible for securing facilities that meet NFHS standards and must provide adequate security. Schools that do not provide appropriate and safe facilities will face sanctions including not being permitted to host DCSAA postseason competitions.
5. Wilson (H7700X) volleyballs will be provided for the championship match.
6. Home teams are responsible for providing an athletic trainer. DCSAA will provide a trainer for the championship match.
7. If a team plays fewer than 15 regular season matches prior to the submission of official records on October 30, its point index rating will be calculated by dividing the total number of points accrued by 15, subject to the discretion of the DCSAA executive director if extenuating circumstances occur.

B. Automatic Bids

1. Teams located within the District of Columbia that are members of the following leagues (with at least three members fielding volleyball teams located within the District of Columbia) are eligible to receive an automatic invitation to the DCSAA Volleyball Tournament:
   - District of Columbia Public School League (DCIAA)
   - Public Charter School Athletic Association (PCSAA)
   - Independent School League (ISL)
   - Potomac Valley Athletic Conference (PVAC)

2. The DCIAA and PCSAA tournament champions will receive the automatic bid for those respective conferences.
3. If a DC-based PVAC or ISL team wins its upper-divsion conference tournament, then that team will receive an automatic bid to the DCSAA tournament.

C. Top Four Seeds Will Be Chosen By Coaches Committee

1. The top four will be selected and seeded by the DCSAA Volleyball Coaches Committee. The committee will include representatives of public, charter and private school teams. The committees will meet regularly during the season to rank the top four teams and these rankings will be shared publicly.

D. At-Large Bids

1. The remaining slots for the tournament will be at-large and will be selected based upon the point index for each team as calculated below. While the top four seeds will be chosen by the DCSAA Volleyball Coaches Committee, seeds 5 to 12 (including autpmatic qualifiers not in the top four seeds) will be placed by point index.

E. Point Index

1. A team will receive three points for each regular season win and no points for a loss.
2. One bonus point for playing an opponent whose regular season final record is .501 or better regardless of the outcome of the match.
3. Two bonus points for playing a team whose regular season final record is .701 or better regardless of the outcome of the match.
   a. In order to receive points for playing teams above .501 or .701 winning percentages – the opponent must have played a minimum of 15 matches.
4. The maximum amount of points available for any contest is five.
5. Bonus points will not be awarded if you play an opponent more than two times. (A team will still be awarded three points for a win regardless of the number of times the teams play.)
6. The point index will be determined by dividing the total number of points accumulated by the number of regular season matches.
7. The remaining teams with the highest point index will be granted entry into the DCSAA tournament. If a tie exists, the tiebreaker procedure is as follows:
   - Head to head competition
   - Highest bonus point rating
   - Coin toss (if two teams are tied) or blind draw (if more than two teams are tied)

F. Playing Rules

1. For tournament matches:
    a. DCSAA will provide state certified officials.
    b. Home teams must provide two line judges, scorekeeper, assistant scorekeeper and scoreboard operator.
2. For the championship match, DCSAA will provide: First Referee (R1), Second Referee (R2), two line judges, scorekeeper, assistant scorekeeper and scoreboard operator.
3. Ball handling is permitted prior to the official warmup. Use of half court only is permitted with no over-the-net play when both teams are present.
4. Official warmups shall consist of:
    a. Only the official team party's uniformed members, (managers and coaches) shall assist with the warmups in any manner, including tossing, feeding and retrieving volleyballs.
    b. 15 minutes of shared court time (use of half court only, no over-the-net play):
        - 13:15: referees whistle and warn both teams that exclusive use of the court by the serving team is about to happen.
        - 13:00: clock operator signals the horn to commence exclusive use of the court by the serving team
        - 7:15: referees whistle and warn both teams that exclusive use of the court by the receiving team is about to happen.
        - 7:00: horn sounds to commence exclusive use of the court by the receiving team
        - 1:15: the referees whistle and warn both teams that exclusive use of the court by the receiving team is about to end
        - 1:00: horn sounds to end exclusive use of the court by the receiving team.
        - 0:00: horn sounds and players report to the end lines for player introductions and national anthem.