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## SECTION 1. STUDENT PARTICIPANT ELIGIBILITY

Students registered as full-time scholars from seventh through twelfth grade, and up to 19 years of age at an AASCA member school will be eligible to participate in AASCA events. If a student turns twenty before or during the event, he/she (may) **will** not participate.

Exceptions: in Track & Field, Swimming and Tennis all participants must be at least 11 years old on the first day of the competition **and** be enrolled in sixth grade.

For individual sporting events, as opposed to team sporting events, the student's age on the first day of the competition is used to calculate the category.

All student participants must be in good conduct and academic standing according to the guidelines established by each member school.

Schools not holding current AASCA membership **will** not participate in any AASCA event.

## SECTION 2. FEES AND REGISTRATION

### 2.1. Fee Structure:

- Basketball: \$600 per team
- Track & Field: \$400 per category (8 or more athletes)
  - \$50 for 1-3 athletes
  - \$200 for 4-7 athletes
- Soccer: \$1,000 per team
- Swimming: \$300 per category (8 or more athletes)
  - \$50 for 1-3 athletes
  - \$150 for 4-7 athletes
- Tennis: \$400 per category
- Middle School Sports Festival: \$700 per school
- Volleyball: \$600 per team
- Knowledge Bowl: \$500 per team
- Drama: \$600
- Leadership: \$500
- Science Fair: \$500 per school for up to 5 projects

### 2.2. Registration:

Each school that registers for an AASCA event must do so a minimum of thirty days prior to the event. Payment in full must be made upon registration and

**Atlantic and Pacific Divisions Resolution** approved at the AASCA General Directors' meeting on May 4, 2019.

Fees payment. Each school pays the fees by transfer. The paying school must assume the transfer fees.

## **SECTION 3. COMMUNICATION BETWEEN AASCA SCHOOLS**

The general director of the hosting school will determine the event director for any AASCA event. The event director shall not be involved in coaching or any other supervision role. The event director shall plan the technical organization of the event and ensure that this plan is accomplished. He/she shall direct the interaction among all the participating schools in the event.

The athletic director/activities coordinator/or other designee of the host school will establish communication in regards to the events, schedules, travel arrangements, lodging, transportation, etc. The school invitations must be sent out to the schools' general directors with a copy to the middle/high school principals and the athletic directors.

The initial information sent to the participating schools must include the names, **telephone numbers**, the email addresses of all those involved in the development of the event. All this information will also be given to the AASCA webmaster to be posted on the AASCA site. The school invitations must be sent out to the schools' general directors and high school principals, as well as the athletic directors in the case of sporting events.

During AASCA events, host schools **should** use a Google drive for keeping event records, handbooks, statistics, and other communication. It is important to note that if there are discrepancies between the information in the drive and this policy, this policy supersedes.

## **SECTION 4. ORGANIZATION OF AASCA EVENTS**

### ***Co-hosting AASCA events (With Atlantic and Pacific Division this point is no longer needed, should be deleted)***

*This is a recommendation, not mandatory. AASCA members from the same country may co-host the tournaments to share costs and organization duties, especially if all the tournaments are going to be unified. Tournaments are larger with more teams and games; therefore, they are more expensive. Few small schools are capable of organizing the tournaments on their own.*

*Example: a tournament in El Salvador would be co-hosted by EA, CISS, PS & Maya.*

*The division of expenses could be 40% EA and 20% each CISS, PS & Maya.*

*Schools would also work together as a committee to share the organization duties. This would also help to unify schools from the same country as they work together.*

### **4.1. Duration of Events**

Under no circumstances will an event be scheduled where students miss more than three school days. For example, a three day event may take place on Thursday, Friday, and Saturday with travel days on Wednesday and Sunday.

#### **4.2. Coaches/Advisor Informative Meeting**

Monday before the event, an orientation meeting will take place. This meeting will be presided by the host school's coordinator of the event (i.e. athletic director/activities coordinator). It is required that the host school's administrator in charge, coachreferees, readers, etc. attend this meeting. The purpose is to clearly present the rules, schedules, procedures, transportation and to answer any questions that might arise in relation to the event.

During this meeting no changes will be made to the organization and/or rules of the event. It is recommended that this meeting take place simultaneously with the student icebreaker activity.

#### **4.3. Icebreaker Activity**

The host school shall organize an ice breaker activity for all student participants the night before the event takes place. The purpose is to create an environment of friendship and fraternity. At the end of the activity students will be provided with snacks and drinks. A similar activity may be organized for the coaches before their informative meeting.

#### **4.4. Official Language for AASCA Events**

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doctor shall also be on site in case of serious injury beyond the assessment and treatment capacity of the school nurse, medical assistance and/or first aid provider.

### **5.1.2. Assessment/Treatment**



Participating schools will stay at their own cost, preferably at the hotels designated ( **suggested**) by the host school.

## **Chapter 2: Athletic Events**

### **SECTION 1: GENERAL ASPECTS FOR ALL ATHLETIC EVENTS**

#### **1.1. Rules, Competition Format and Number of Teams for Athletic Events**

For all AASCA events, when applying international federation rules and policies, the rules and policies in place before September of that current school year will be used.

Host schools will assure that the participating schools will play a minimum of four and a maximum of six games during an AASCA athletic event.

Teams must play a minimum of one game and a maximum of two games per day.

All semifinals will be played in a cross format, when possible.

Boys and girls championship games will alternate annually. Girls will play the championship game first in every year ending in an odd number. Boys will play their championship game first in every year ending in an even number.

#### **1.2. Student safety, hydration and nutrition:**

Sports-appropriate glasses will be the only eyeglasses authorized to be used in the basketball, soccer and volleyball competitions.

The host school will provide water and hydrating beverages for the players and coaches at the playing sites.

The host school has to have easy access to some type of food, school cafeteria or fast and nutritious food booths.

#### **1.3. The Opening Ceremony**

The opening ceremony must be conducted in English, limited to 45 minutes or less and will take place either on the evening of the traveling day or the day after, where each participating school will be recognized. During the entrance, the teams will proceed in alphabetical order by country, with their respective school banner. The host country will be at the end and the host school will be last. The flags of each country will be on display in a visible area at all times during the tournament. The Central American Anthem (La Granadera) will be played followed by the National Anthem of the United States of America. The AASCA Athletic Vision and Mission Statements will be read. These statements must also be displayed in a visible area in all the facilities where the competition takes



place. Participants will take the AASCA Sportsmanship Oath in English, as follows:

*Please stand up, raise your right hand and repeat the following sentence after me:*

I pledge to participate in the \_\_\_\_ (INSERT OFFICIAL NAME OF AASCA



Option 1: 3 groups of 3, 3 and 4. Top 2 teams in each group advance to 6-team tournament (8-team tournament format) to determine places 1-6. Top 2 teams based on "average" of the 3 #1 teams, advance to semifinals. Quarterfinals, semifinals and finals. Bottom 4 teams play in 4-team tournament. Semifinals and finals for places 7-10. 4-6 games each team. 23 games total.

Option 2: 2 groups of 5. Top 2 teams in each group advance to 4-team tournament to determine places 1-4 . A1-B2 and B1-A2 semifinals. Winners in final. Losers play for 3<sup>rd</sup> place. Next 2 teams from each group (3<sup>rd</sup> and 4<sup>th</sup> places in groups) advance to 4-team tournament to determine 5-8 places. A3-B4 and B3-A4 semifinals. Winners play for 5<sup>th</sup> place. Losers play for 7<sup>th</sup> place. #5 teams from each group play for 9<sup>th</sup> place. 5-6 games each team. 29 games total.

**11 teams:** 3 groups of 3, 4 and 4. Top 2 teams in each group advance to 6-team tournament (8-team tournament format) with seeding based on group phase. Top 2 teams based on "average" of the 3 #1 teams, advance to semifinals. Quarterfinals, semifinals and finals for places 1-6. Bottom 5 teams play in 5-team tournament (8-team tournament format). Top 3 teams receive a bye to the semifinals. Quarterfinals, semifinals and finals for places 7-11. 4-6 games each team. 27 games total.

**12 teams:**

Option 1: 3 groups of 4. Top 2 teams in each group advance to 6-team tournament (8-team format with byes) with seeding based on group phase. Top 2 teams based on "average" of the 3 #1 teams, advance to semifinals. Quarterfinals, semifinals and finals for places 1-6. Bottom 2 teams in each group advance to 6-team tournament (8-team tournament format) with seeding based on group phase. Top 2 teams based on "average" of the 3 #3 group teams, advance to semifinals. Quarterfinals, semifinals and finals for places 7-12. 5-6 games each team. 32 total games.

Option 2: 2 groups of 6. #1 teams from each group play for Championship. #2 teams from each group play for third place. Etc. 6 games each team. 36 games total.

**13 teams:**

**14 teams:**

Option 1: 4 groups of 3, 3, 4 and 4. #1 teams from each group and the top 3 #2 teams based on "average" advance to a 7-team tournament (8-team















As of 2017 cross country is one more event of the track and field competition. Only the individual race and the relay race from CC will earn points. The co-ed 6 x 1K CC relay races will be only for medals, not for points. Separate team winners and banners for CC will not be awarded.

**Overall Team and Event Awards**

The top three boys and top three girls teams in the overall team standings in each category will receive a first, second or third place banner and each participant, coach and administrator will receive a medal (\$5 max value). 12 banners will be given out: six for 14U and six for 19U. Girls and boys.

A certificate of participation will be given out to each athlete, coach, administrator, chaperone and administrative delegate.

MVPs of each team will receive a medal. Max value \$5. Criteria for choosing will be: leadership, teamwork, character, service, passion and dedication. One MVP per category and gender, per school.

A "Sportsmanship" trophy w

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The top three schools in the overall team standings will receive a banner and each swimmer will receive a medal. 12 banners wil



Each team will receive 3 points for a win, 1 point for a tie and 0 points for a loss or a loss by forfeit.

## **2.8. Tiebreaker procedures**

The following tie breaking options will be used in case of a tie during the qualifying phase in these order:

1. Winner of head to head match.
2. When 3 or more teams are tied, goal difference divided by the number of games played amongst the tied teams will be used.
3. Goals scored amongst the tied teams divided by the number of games played.
- 4.

The winner will be awarded a 2-0 win for the statistical records. The goals scored by the penalty shots will not count to determine the highest scorer. The 2-0 score will count in case of a tie-break situation.

If the game was canceled after the conclusion of the first half, the score at that time will be considered the final score of the match.

#### **2.14. Statistics**

The FIFA statistics format will be used. The Statistics Committee will record the daily game results on both divisions. A copy will be given or sent electronically to all the coaches and ADs on the evening and/or the next morning of each competition day with the following information:

Scored goals

Accumulation of yellow and red cards

Suspended games

Partial teams standings

Partial standing on the sportsmanship award

### **SECTION 3: BASKETBALL**

The tournament will be managed by the AASCA regulations and the FIBA rules according to the following guidelines.

#### **3.1. Number of Players and Playing Time**

Each team may register a maximum of 12 and a minimum of 8 players.

Coaches are responsible for ensuring that every student plays a reasonable amount of time during the tournament.

#### **3.2. Official Game Ball**

The games will be played with a leather or synthetic leather ball, approved by FIBA. The boys will play with a # 7 ball and the girls with # 6. The host school will inform the participants the brand and model of the ball that will be used during the tournament at least **one month** prior to the event.

#### **3.3. Courts and Locations**

Every effort should be made to obtain the best facilities possible.

#### **3.4. Game Time**

The games will consist of four periods of ten minutes running time: the clock must be stopped on the last two minutes of the first and second period; and the last three minutes of the third and fourth period. Note: In the championship games, the clock will be stopped according to the FIBA Rules.

Play Intervals will be distributed as follows:

Two minutes between the first and second period  
Five minutes between the second and the third period  
Two minutes between the third and fourth period  
If the score is tied at the end of the playing time of the fourth period, the game will continue with as many extra periods of four minutes as necessary to break the tie. The fouls continue to accumulate.

The game clock must be stopped:

- In case of an injured player
- During free-throws
- When the judges see fit
- During the timeouts
- When a ball goes out of bounds far away
- During overtime, when the official blows the whistle

Note: When final games are played, the clock will be stopped as the FIBA rules and regulations require.

### **3.5. Timeouts**

Each team will be granted two timeouts in the first half (periods 1 and 2) and



Each team will receive 2 points for a win, 1 point for a loss, 0 points for a loss by forfeit.

**3.10. Tiebreaker procedures:**

Teams will classify according to their win-loss records.

If there are two teams in the classification with equal points, the result(s) of the

The games will be played with an official multi-color ball MIKASA approved by the FIVB. The host school will inform the participants the brand and model that will be used during the tournament at least one month prior to the event.

#### **4.3. Courts and Locations**

Every effort should be made to obtain the best facilities possible.

**4.4. Uniforms** Each team must play with their respective uniform, preferably with the school colors and properly numbered from 00 to 99 and the same color and length for socks. In order to be properly recognized, the "libero" player has to wear a different contrast color uniform from the one the rest of his/her teammates wear.

#### **4.5. Sets per Game**

All games will be played to win two sets out of three.

Each set will have a total of 25 points, with the two point difference rule. In case of a tie, the final set will be played up to 15 points, also with the two point difference rule. Time outs on the no

Since 2017, cross country (CC) is one more event of the Track & Field competition. Only the individual race and the 4 x 1K relay from CC will earn points. The CC co-ed relay races will be only for medals, not for points. Separate team winners and banners for CC will not be awarded.

The protest procedure is established in the regulation of the WA (Article 146). Only official videos (if the host has video cameras) that show the reason for the protest may be accepted by the officials or appeals committee as to assist in making a decision. Each school is only allowed two (2) protests per category during the event.

Details not specified in the present manual will be solved by the organizing committee.

Third	6
Fourth	5
Fifth	4
Sixth	3
Seventh	2
Eighth	1

### 5.5. Events, Location, Description of Competition

The length of AASCA running tracks shall be 400 meters and the different venues where field competitions take place must comply with the minimum standards according to WA.

For the cross country events, the host school will make any effort to guarantee the best courses possible. The minimum distance of the course must be one kilometer and the trails must have at least 3 to 4 meters of width. The starting line should be wide enough so that all equipment can be placed without problem. For more information on guides to organize the CC course refer to Article 250 in the WA manual.

The host still will be responsible for providing descriptions for events, location, courses, competition, competition system, and activities schedule.

### 5.6. Cross Country Events

Three types of races will take place: individual, co-ed relay race (3 girls and 3 boys), and relays (4 athletes per team).

In the relay races, schools can register only one team.

#### Individual Race

All the runners, by gender, compete at the same time. The female division runs 2k for 15U and 3k for 20U while the male division runs 2k for 15U and 3k for 20U.

Each runner will run 1k

Each team's coach or delegate will determine the relay legs order.

Athletes will carry a baton which will be passed on from one runner to another in the exchange zone (20 meters).

The mixed relay will be for medals only, not points.

### **5.7. Track & Field Events**

Each school can register a maximum of 4 athletes per event.

In the relay races, schools can register only one team.

Individual and relay awards will be given out during the day.



N°	Event	Call time for athletes
1	Sprints	15 minutes before
2	Middle-distance	10 minutes before
3	Relay races	15 minutes before
4	High and long jumps	30 minutes before
5		

The event will last three days and according to the availability of facilities. Enough rest should be taken into account for athletes who compete in the morning (cross country) and the afternoon/evening (track) sessions. There must be a minimum of three hours between the ending of one and the beginning of the other.

In order for athletes to have their best performance and enough rest, the following recommendations should be followed.

SCHEDULE

THURSDAY

FRIDAY

SATURDAY

**MORNING**



4 Stopwatch/Track officials and 3 assistants.  
2 officials for each field event and 4/5 assistants.  
1 Meet Secretary and 2 assistants: responsible for receiving, reviewing  
and publishing the results.  
1 or 2 announcers to report results to the general public.

## **SECTION 6: SW**

100 meter	Freestyle	Male and Female
50 meter	Backstroke	Male and Female
50 meter	Breaststroke	Male and Female
4 x 50 meter	Freestyle Relay*	Male and Female
4 x 50 meter	Freestyle Relay-Exhibition Only	Mixed, open category, doesn't score but is awarded with medals.

\* Scoring relays: relays score double points. Four swimmers of the same age category must form a scoring relay (only 1 per school). In an exceptional case when an older age group relay within the same division is incomplete (i.e. a school has only 3 swimmers in this category) ONE swimmer of the same



Hy-Tek's meet manager software is used during the tournament.  
Any challenges to posted results and disqualifications must be made to the host Athletic Director within 15 minutes of posting.  
Swimwear used must be FINA approved.

### **6.8. Awards**

The top three schools in each division (by the sum of accumulated points) will receive a banner. Total 12 banners are as follows:

Boys U15 Champion, Second Place, Third Place. 12 students max.

Girls U15 Champion, Second Place, Third Place. 12 students max.

Boys U20 Champion, Second Place, Third Place. 12 students max.

Girls U20 Champion, Second Place, Third Place. 12 students max.

A Sportsmanship trophy will also be awarded to one team in each division (total of 4 trophies). A sportsmanship medal is also awarded to each Sportsmanship winner team

## **7.6. Registration Form**

This should be submitted at least three weeks prior to the event and must include:

Students Full name

Grade level

DOB

Weight

Height

Add a note for those who are goalkeepers (soccer), setter (volleyball)

Indicate if a student has special needs or accommodations

Teachers and AD's full names

## **7.7. Arrival Day**

All delegations must be present on Wednesday at the assigned time by the Organizing Committee.

First part. Students and teachers of each tribe get acquainted.

Second part: Icebreaker activity for students and Technical meeting for teachers and ADs.

## **7.8. Facilities**

They must be in compliance with the minimum established by AASCA.

## **7.9. Equipment**

Each tribe will receive two jerseys according to the assigned color. There must be a number on both sides of the jersey.

## 7.12. Awards

A certificate of participation will be given out to all athletes, coaches, administrators, chaperones and administrative delegates.

A medal will be handed out to every participant. Everyone will be called by tribes.

A banner of participation will be handed out to each participating school.

## 7.13. Playing Formats

### 7.13.1. Volleyball

Sets per game

All games will be played to win two sets out of three.

First and second set will have a total of 15 points, with the two point difference rule.

In case of a tie, the final set will be played up to 11 points, also with the two point difference rule.

Substitutions

Each team must have three substitutions every 5 points.

Height of the net

2:20 mt for both girls and boys.

Game ball

Mini volleyball certified by FIVB.

Referee

One per game

### 7.13.2. Basketball

General

Full court pressure is prohibited.

Game time and clock

Four 6-minute quarters.

One minute break between 1<sup>st</sup> and 2<sup>nd</sup> quarters and 3<sup>rd</sup> and 4<sup>th</sup> quarters.

Three minutes break at half time

The game clock must be stopped:

In case of an injured player.

During free shots.

When the judges see fit.

During the time outs.

When a ball goes out of bounds far away.

During overtime, when the official blows the whistle.

During the last 60 seconds of 2<sup>nd</sup> and 4<sup>th</sup> quarters.

One 45-second timeout per period per team.

In case of a tie, two minutes of overtime will be played.

Playing time of participants

1<sup>st</sup> quarter: All sixth graders reinforced by some 7<sup>th</sup> graders.

2<sup>nd</sup> quarter: Seventh graders who did not play in the 1<sup>st</sup> quarter reinforced by some eighth graders.

3<sup>rd</sup> quarter: Eighth graders who did not play in the 2<sup>nd</sup> quarter reinforced by any other 6<sup>th</sup> or 7<sup>th</sup> grader.

4<sup>th</sup> quarter: Free (any combination of grade level).

Height of the rim

3:05 meters (regulation)

Game ball

Official #6 basketball certified by FIBA.

Officials

One on the court and one at the table.

### **7.13.3 Soccer (7v7)**





1. Velar por el cumplimiento del presente reglamento y código de conducta.
2. Apoyar al referee en las labores que sean encomendadas.
3. Participar en la elaboración de las evaluaciones de los jugadores(as) del torneo.
4. Velar por el cumplimiento de los protocolos de Bioseguridad del Torneo.

#### DE LAS INSCRIPCIONES

##### -ARTICULO 5.

Para participar en los torneos AASCA el estudiante deberá cumplir con todas las disposiciones reglamentarias en lo referente al rendimiento académico, disciplinario y de conducta. Ningún estudiante podrá participar en el torneo sin no está en cumplimiento con las disposiciones reglamentarias respectivas del torneo.

##### -ARTICULO 6.

Las instituciones que participen en los Torneo AASCA deberán cumplir con el costo de participación según regulaciones AASCA, el cual deberá serles comunicado previamente por el organizador del evento.

##### -ARTICULO 7.

Las categorías participantes en los Torneos AASCA pertenecientes a High School U19 y Middle School U14 en las ramas femenino y masculino.

Cada estudiante deberá inscribirse en la categoría que le corresponde según su grado académico. Para la categoría de High School (HS) solo podrán participar los estudiantes que cursan los grados 9no, 10mo, 11vo o 12mo año y con año de nacimiento según regulaciones por la ITF. En la categoría Middle School (MS) solo podrán participar los estudiantes que cursen los grados académicos 6to, 7mo y 8vo año y con año de nacimiento según regulaciones de ITF.

##### -ARTICULO 8.

El periodo de inscripción para los torneos AASCA serán determinados por el manual AASCA y comité organizador e informado a los miembros de la Asociación mediante

DE LA ELABORACIÓN DE LAS LLAVES:

-ARTICULO 9

Únicamente serán incluidos en las llaves de los torneos AASCA a los estudiantes

En caso necesario, un jugador podrá jugar un máximo de tres partidos por día siempre y cuando sean un máximo de dos partidos de sencillos. Si el partido tiene una duración de una hora o menos de juego, habrá descanso de 30 minutos: luego de un partido de una hora y treinta minutos de juego, el descanso será de 45 minutos. Si el juego tiene una duración de más de una hora treinta minutos de juego el descanso será de una hora.

Estos tiempos de descanso se aplicarán salvo que el jugador afectado este de acuerdo en reducirlos.

-ARTICULO 15

Notas:

La categoría U14 Boys, se jugará a dos de 3 sets, muerte súbita 6 iguales, sin ventajas. De jugarse un tercer set, se definirá con una muerte súbita a 10 puntos.

La categoría U19 Boys, se jugará a un set a 8 puntos, 7 iguales, muerte súbita a 7.



El jugador que viole las reglas respecto a la vestimenta será requerido a cambiar su vestimenta por el Referee y deberá de hacerlo inmediatamente, de lo contrario...

2.1- Uniformes, cada equipo deberá aportar sus respectivos uniformes preferiblemente con los colores de cada escuela. Los equipos deben considerar traer al menos dos juegos de uniformes.

2.2-No está permitido jugar con camisetas que incumplan el reglamento de juego ITF o que no sean aquellas del fabricante de ropa deportiva hechas para jugar Tennis; no es permitido licras, shorts no adecuados, camisas de vestir, camisetas de algodón sin cuello, excepto aquellas que sean otorgadas como camisetas conmemorativas del evento y sean las oficiales para el Torneo; además pantalones o pantalonetas largas, zapatos que no sean Tennis, durante el calentamiento y desarrollo del juego. Si exista duda, el jugador deberá consultar al Referee. El uso de Sweater, chaquetas o buzos solo se permitirá durante el calentamiento.

### -ARTICULO 3.

El siguiente sistema de penalización se utilizará para las infracciones al código de conducta durante los partidos de Tennis:

1. Primera Infracción: Advertencia
2. Segunda Infracción: Pierde de un punto.
3. u @ h 8° U - o-u

- k ) - 7 y Q

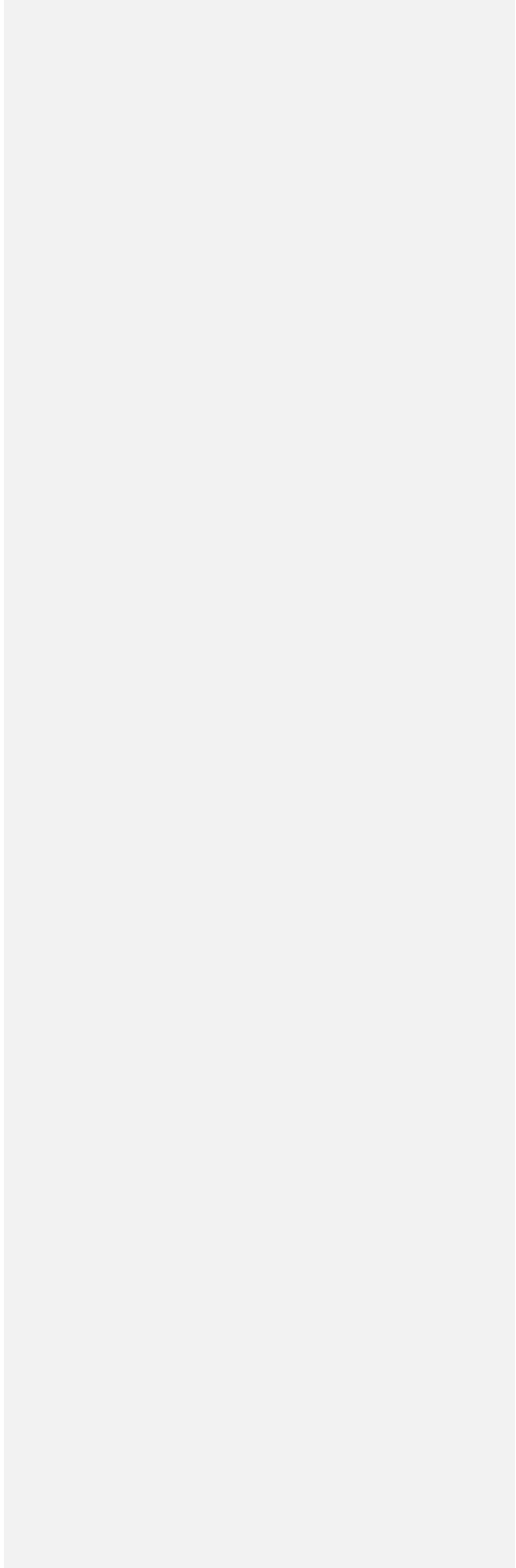
infracción o código de conducta, si la gravedad de la falta así lo amerita.

### -ARTICULO 4.

Infracciones a los siguientes puntos serán considerados violaciones al código de conducta y sus sanciones están estipuladas en cada una de ellas:

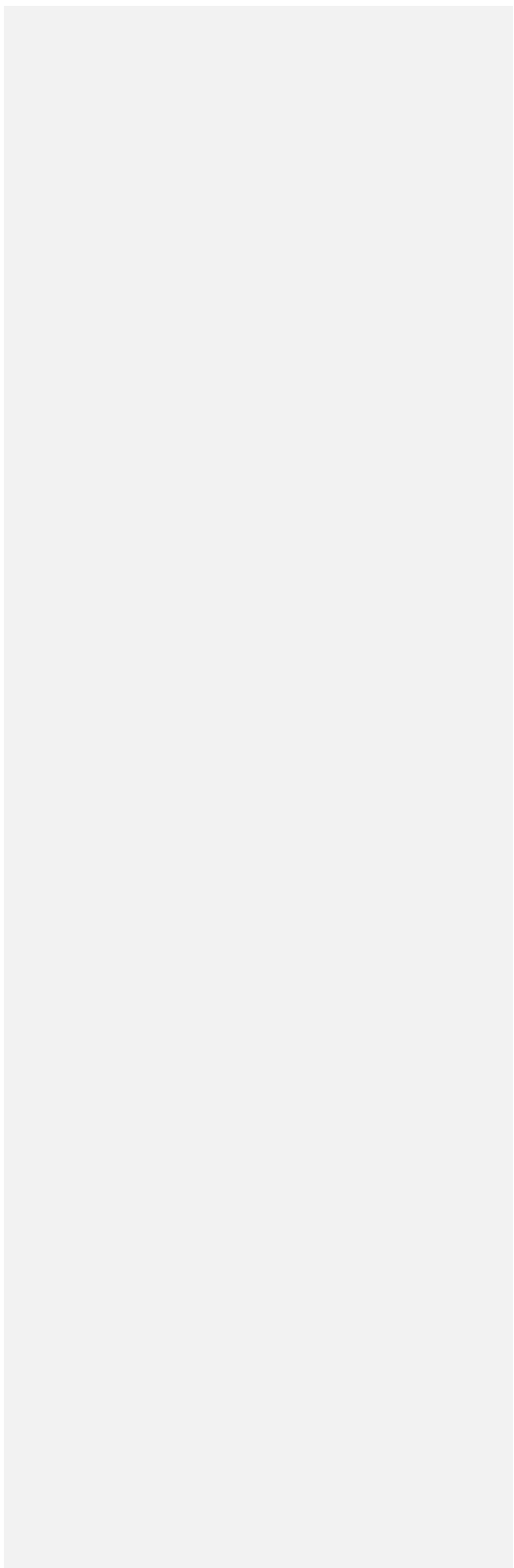
1. PUNTUALIDAD: El jugador que no se haya reportado con el referee a más tardar quince minutos luego de la hora programada para su partido o que no esté preparado para iniciar el partido a más tardar quince minutos luego de la hora ) - 7 y Q ‡ \* OMOVER.

2. DEMORAS NO RAZONABLES: Después del periodo de calentamiento y durante el juego, durante los cambios de lado de cancha o finalización de un punto e inicio del otro o demora intencional entre primer y segundo servicio. Se



Procedimiento:

[Redacted text]





vid

## **1.1. Competition**

Each team is composed of five members, four of whom play in any match. One of the four players is designated as the captain for the match. There are no substitutions during a match.

Each participating school MUST bring their buzzer system for use during the event.

Ice breaker activities and the coaches' meeting will occur on a Wednesday evening.

One coach accompanies the team, sitting in a designated place behind the team. Audience members are permitted, but the room must remain silent at all times during the match. Only students who are enrolled at schools of participating teams are allowed to observe qualifying matches. Students from other schools who are not competing in that specific match are not allowed to observe other schools' matches. Semi-finals and finals are open to students from all schools participating in the tournament.

Each match requires 100 pristine questions (plus or minus ten, depending on the speed of the reader and other factors). Tournament questions should be provided in sealed envelopes from the provider. Question packets may not be opened, photocopied and then resealed at the school.

A schedule for Knowledge Bowl matches with numbered slots/schedule will be created by the host school and then numbers for those slots will be drawn by coaches at the coaches' meeting.

In the event a match ends in a tie, toss-up questions of sets of five will continue to be read until one team emerges as the winner.

with four individual buzzers which identify the player who is the first to signal by automatically locking out all other buzzers.

Seated at the front and center of the team tables is the reader's table. The timekeeper is seated beside the reader. The scoreboard is behind the reader and in clear view of the teams, coaches and audience. Each table has a supply of pencils and paper, and if necessary for audibility, one microphone is set on each of the three tables – for each team and for the reader.

### **1.3. Roles**

The Knowledge Bowl Administrator is the designee of the host school, and is responsible for:

- Providing schedule of matches and appropriate rooms
- Organizing a coaches' meeting prior to competition to review all protocols and rules
- Providing appropriate questions for each round of matches, to be delivered to readers in sealed envelopes
- Ensuring that there are trained readers, timer

Calling upon coaches to consult about acceptable answers when there are doubts

Reviewing team challenges. The number of challenges per game should be discussed and agreed upon during the coaches' meeting. 3 failed challenges per game per team is a suggested standard. Only coaches are allowed to submit

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Rebounds have half the time for consultation before the reader asks the captain for an answer.

### **1.8. On Dealing with Protests**

The reader must be prepared to address questions or challenges from the captain or coach. The reader is authorized to make decisions about the validity of an answer, or the enforcement of rules. In the event that there is a challenge from the captain or coach, the reader, at his/her discretion, convene quietly with both coaches to see if an agreement can be reached on how to proceed (accepting or rejecting an answer, deciding to throw out a question, etc.) If agreement is reached, which is always the goal, match play continues.

In the event an agreement cannot be reached, the reader is authorized to make the decision he/she deems appropriate, and the coach may decide to protest the result of the match.

The reader may also call upon the Knowledge Bowl administrator to serve as the arbiter in a dispute or protest. The administrator is responsible for quickly convening an advisory committee of coaches from teams not involved in the match, to examine the point of contention. The group consults with one another and checks recognized sites or sources to reach a decision on a question. In the end, the Knowledge Bowl administrator issues a final decision that each team must recognize and play may continue.

All AASCA Knowledge Bowl participants, students and adults alike, are expected to demonstrate sportsmanship and fair play at all times, and recognize that sometimes there are decisions that not all agree upon. In the end, fair play and the bonds of friendship are the more important goals of AASCA, and we conduct ourselves in competition with this in mind.

## **SECTION 2: LEADERSHIP AND SERVICE CONFERENCE (MIDDLE SCHOOL AND HIGH SCHOOL)**

### **2.1. Philosophy and Goals**

The Leadership Conference should be a gat\* nBT/.7hLan5(t)-reand





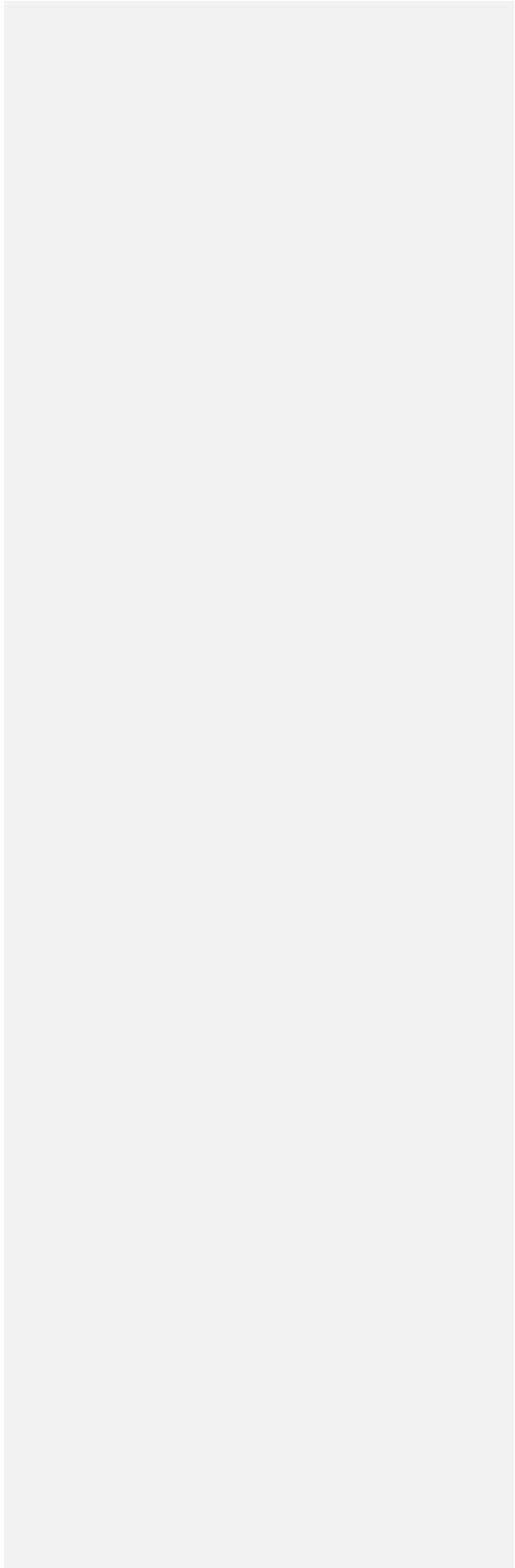






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**Wednesday**

Arrival Day for all participants – Check Into Hotels	
Music Directors Meeting	5:00 – 5:30
p.m.	
Ice Breaker	5:00 – 6: 00
p.m.	
Opening Ceremony	6:00 – 7:00
p.m.	
First rehearsals: Honor Strings Orchestra, Band, Choir	7:15 - 8:30
p.m.	

**Thursday**

Honor groups rehearsals	8:15 –
10:00 a.m.	
Solo & Small Ensemble	10:15 –
11:45 a.m.	
Lunch	12:00 –
1:00 p.m.	
Solo & Ensemble	1: 15 –
3:00 p.m.	
Honor groups rehearsals	3:15 –

Dress – rehearsal Honor groups  
p.m.  
Final Concert

5:00 – 6:30

7:15 p.m.

#### 4.3. Performance Criteria Quality of Sound

**ce level:** Tone quality: Achieves superior tone quality.

Tone is well focused, full, open, resonant, consistent, and uniform in color, texture and sonority at all times. Utmost clarity is achieved. Intonation: instruments are tuned well. Melodic and harmonic intonation is superior. Ability to control difficult tuning situations is well-developed. Excellent control of pitch in all registers. Superior listening and adjusting skills. Blend/Balance: Superior blend and balance is maintained at all times, both within and between sections. Tonal blend is uniform and consistent. Extremes in register and volume do not detract from superior blend and balance. Quality is characteristic of the best ensemble sound. Superior listening is demonstrated at all times.

Tone quality: Excellent tone achieved at most of the time. Lapse

And problems are infrequent, usually caused by the most demanding musical passages. Individual problems are minor and quickly corrected. Tonal color, focus and timbre are uniform, consistent and well-controlled, though sometimes adversely affected in extremes of volume and range. Total clarity achieved most of the time. Intonation: Instruments are tuned well. Melodic and harmonic intonation is very good. Problems sometimes occur in range and volume extremes and difficult passages and situations, but are short of duration and/or quickly corrected. Listening is very good, with good ability to correct most problems. Blend/Balance: Excellent blend and balance established and maintained most of the time. Tonal blend is almost always uniform and consistent. Balance between and within sections is very good most of the time. Problems occur only during the most difficult passages and are usually in short duration. Lapses are infrequent and generally minor. Characteristic ensemble sound fully achieved most of the time. On se

is good but sometimes lacking. Good characteristics ensemble sound usually achieved. Good overall listening skills demonstrated.

**nce level:** Tone Quality: Basic understanding of tone quality concepts not yet developed throughout the ensemble. Less demanding melodies are intervals demonstrate good tone production. Volume and register extremes not controlled well, often harsh. Focus and resonance achieved occasionally. Uniform of color and texture is weak. Breath support and/or bow control is often weak and inconsistent. Intonation: Instruments are somewhat in tune. Melodic and harmonic intonation is inconsistent. Difficult intervals and harmonic structures are major intonation weaknesses. Individual and sectional intonation problems are seldom corrected. Blend/Balance: Blend and balance sometimes achieved during less demanding passages. Faster, louder and higher passages are not well-balanced. Individual performers and/or sections tend to dominate the ensemble's sound most of the time. Good characteristic ensemble sound seldom achieved. Listening and attentiveness are inconsistent; often neglected.

Tone Quality: Little understanding of basic concepts of tone production. Poor air support, embouchures or bow control and contribute to tone that is thin, airy, dull. Harsh at upper volumes and registers, fuzzy at lower volumes and registers. Intonation: Instruments not tuned well. Melodic and harmonic intonation is weak. Few attempts are made to correct problems.

Blend/Balance: Blend and balance between and within sections not achieved most of the time. General listening skills not yet developed.

#### 4.4. Performance Criteria: Technique

Rhythm/precision: Superb control of pulse, tempo and rhythmic patterns. Ensemble cohesiveness is outstanding at all times. Precision and clarity are exemplary. Flaws, if any, are very minor and quickly corrected. Articulation/Bowing: Outstanding And comprehensive knowledge of articulation/bowing styles and techniques is demonstrated at all times. Wide variety of articulation/bowing played with excellent consistency and uniformity. Facility: Technical facility is superb. Superior flexibility and dexterity exhibited by the entire ensemble. Only minor flaws happened during the most demanding and complex passages. Concentration is superior, creating an extremely solid, polished performance.

Rhythm/precision: Rhythmic accuracy and precision are excellent. Pulse and tempo are under control most of the time; lapses are infrequent and usually happen in more



beyond their ability. Good technique is demonstrated by some performers. Concentration seems to drift.





expressing melodic lines, but with rigid, mechanical and uncomfortable results.

Sensitivity:

Little use of accents & stress. Little ability to perform beyond technical and mechanical

aspects of music. Dynamics: Some attempts at altering dynamics, but with limited range.

Dynamics changes not well controlled and lack uniformity. Little communication of musical ideas.

Interpretation/Styles: Very little

meaningful

interpretation. Phrasing: No uniformity in phrasing. Expression: Expression is most non-existent.

Sensitivity: Lack of confidence is overriding any attempts at a sensitive performance. Dynamics: Very little use of dynamics.

#### 4.6. Performance Criteria: Other factors

Choice of Music: Literature performed is appropriate for the festival and aesthetically pleasing. Programming is both effective and of varied styles and

periods. Music Performed challenged the group musically and intellectually. Yet is within

their capabilities given musical skills demonstrated. Appearance: Appearance is uniform and

neat. Group approaches and exits the performance area in a prideful, poised and orderly

manner. Individuals remain focused and confidently attentive throughout the event.

Choice of music: Literature performed is appropriate to the festival and aesthetically pleasing, but programming lacks varied because of stylistic issues, such as variety in time-period or form. Most of the music performed is within the capabilities of the group given musical skills demonstrated.

Appearance: Appearance is

generally uniform and neat. Group approaches and exits the performance area generally in a

prideful, poised and orderly manner. Most individuals remain focused and attentive throughout event.

Choice of music: Not all literature performed is appropriate

**erformance level:** Choice of music: Most of the literature performed was not appropriate to the festival because of difficulty, lacks stylistic contrast or not appropriate for festival performance.

Appearance: Appearance, lack of focus and attentiveness measurably distracted from the performance.

Choice of music: A general impression of lack of pride emanates from the group because of appearance or complete lack of focus and attentiveness to the event at hand.