

# CAPITAL VALLEY CONFERENCE STUNT

ADOPTED BY THE CVC ATHLETIC BOARD: January 24, 2019  
LAST REVISED: January 24, 2019

## Section 1 - Starting Date

1.1 The dates for the first day of practice, first scrimmage, first game and last game are determined by the Section.

1.2 A coaches meeting shall be held prior to the first allowable contest.  
*Adopted: January 11, 2012*

## Section 2 - Official Rules

2.1 The official rule book shall be the determined by the Section rule book.

## Section 3 - Contacts

3.1 The number of contacts is determined by the Section.

3.2 Scrimmages held after the first game shall be counted as a contact.

## Section 4 - Game Times

~~5.4~~ 4.1 Game times shall be indicated on the officially adopted league schedule.

## Section 5 - Championship

5.1 The varsity team with the greatest number of points in league competition shall be designated as League Champion.

5.1.1 A team will receive one point for each team they defeat during league competition and two points for each team they defeat during the League Meet

5.1.2 In the event of a tie, all teams tied for the best record shall be recognized as League Champions.

5.2 No champion will be recognized below the varsity level.

## **Section 6 - Playoffs**

6.1 The number of teams qualifying for participation in the playoffs shall be determined by the Section.

6.2 Tie Breakers for qualifying spots, seeding and extra All Conference slots.

6.2.1 Two teams tied for one spot.

6.2.1.1 Head to head competition will determine the qualifier if two teams are tied for the final qualifying spot.

6.2.1.2 If the tie is not broken by head to head competition, a five-routine competition will be played between the two tied teams at a neutral site.

6.2.2 Three teams tied for one qualifying spot.

6.2.2.1 All tied teams will meet at a neutral site.

6.2.2.2 A coin toss will determine a bye team.

6.2.2.3 The remaining teams will play a five-routine competition.

6.2.2.4 The losing team is eliminated.

6.2.2.5 The winning team plays the bye team in a five routine, with the winner advancing.

6.2.3 Three teams tie for two qualifying spots.

6.2.3.1 All tied teams will meet at a neutral site.

6.2.3.2 Each team will play both of the other teams in a three-routine competition. If a team beats both the other teams they advance. The team losing both competitions are eliminated.

6.2.3.3 If one round of competition does not break the tie a second round will be played.

6.2.3.4 If after three rounds of competition the tie remains a coin will be tossed to determine the qualifiers. Odd man out.

6.2.3.5 A coin toss will determine the order of play before every round.

6.2.4 If the tied teams have qualified for the playoffs a coin flip will determine the higher seed.

6.3 These competitions must occur before the CIF Section last contest date. All of the competitions would be on the same day.

6.4 The coordinator for stunt shall arrange for a neutral site for any play-in games.

6.4.1 The host school shall retain all revenue generated by these games and be responsible for all expenses.

6.4.2 Should revenue not equal or exceed expenses, including officials, the participating schools shall reimburse the host school.

*Entire Section Revised: October 7, 2013*

## **Section 7 - All Conference Selection**

7.1 The stunt coordinator shall call a meeting for Monday evening following the completion of the league season. Coaches shall be informed of the meeting, time and location at least a week in advance. Notification shall be by phone and/or Email.

7.2 Schools will be awarded positions on the All-Conference team in accordance to their finish in League competition. Each school will make their own determination as to who will be placed on the All-Conference team.

7.2.1 A total of twelve players will be selected.

### **EIGHT TEAM LEAGUE**

#### **Finish Selections**

1st Place	3
2nd Place	2
3rd Place	1
4th Place	1

### **SEVEN TEAM LEAGUE**

#### **Finish Selections**

1st Place	3
2nd Place	2
3rd Place	1
4th Place	1

5th Place	1	5th Place	1
6th Place	1	6th Place	1
7th Place	1	7th Place	1
8th Place	1	At Large	2
At Large	1		

7.2.1.1 Coaches will select the At Large Positions through a ranking system.

7.2.1.2 Each school may nominate a number corresponding to the number of at large positions available.

7.2.1.2.1 If schools do not use all their automatic positions, those positions are added to the number of at large positions

7.2.1.3 Coaches will rank every player nominated starting from 1 for the best player numerically through the last player nominated. Coaches will rank their own players.

7.2.1.4 The Coordinator shall total the numbers. The players with the lowest numbers will be added to the All-Conference team.

7.2.1.5 In the event of a tie(s), coaches will vote.

7.2.1.5.1 If the vote does not break the tie, the tie breakers used for playoffs shall be applied.

7.2.1.5.2 If the tie breakers do not break the tie a coin flip shall determine.

7.3 A ballot shall be taken to name the MVP. Each school shall have one vote to name the MVP from - the automatic positions to be on the All-Conference team. A school may vote for its own candidate

7.4 Each school shall receive 2 Second Team Positions.

7.5 Total Awards: Twelve (12) Type of Award: Patch and certificate

7.6 All conference selections shall be forwarded to the league commissioner and the media.

7.7 No all-conference team shall be selected below the varsity level.

7.8 In the event a coach does not attend the All conference meeting.

7.8.1 They may provide the coordinator with the names of the automatic qualifiers. Those students will be included on the All-Conference team.

7.8.2 They may send nominations for at large berths and special award consideration

12.8.3 They will not be able to participate in any vote taken at the meeting.

17.9 In the event a coach does not attend the meeting and does not forward the coordinator the names of the automatic qualifiers.

7.9.1 Those slots will be reserved for the school.

7.9.1 The name of the automatic qualifier will be added to the team when the league commissioner receives the name from the Athletic Director or administrator.