## NCWAA DISTRICT 6 VOTE ON WIAA AMENDMENTS

## 2012

#	RULE	ML/HS	Summary		<b>4A</b>			3A			2A			1A			В			TOTAL		
				S	0	NP	S	0	NP	S	0	NP	S	0	NP	S	0	NP	S	0	NP	
#1	4.8.1	HS	Classification of schools (history of declining enrollment)		2			1			2			7			15	1	0	27	1	
#2	12.3.0	HS	Transfer rule would aply to cheerleaders		2			1		2				7			16		2	26	0	
#3	13.3.0	HS	Transfer rule would apply to dance/drill		2			1		2				7			16		2	26	0	
#4	15.5.0	HS/ML	Each school required to designate a 10-day dead period in summer		2			1			2			7			17		0	29	0	
#5	17.5.7	HS/ML	Coaches may meet w/squads to prepare for summer/leadership training	2			1			2			7			16		1	28	0	1	
#6	17.5.4	HS/ML	Schools not allow football helmets or pads tused except during season		2			1			2			7			17		0	29	0	
	17.10.0	HS/ML	Schools not allow football helmets or pads used except during season		2			1			2			7			17		0	29	0	
#7	17.11.0	HS/ML	Requires WIAA-approved physical examination form		2			1		2				7			17		2	27	0	
#8	17.14.0	HS	Prohibits contests against college freshmen	2			1			2			7			15		1	27	0	1	
#9	18.19.2.0	HS/ML	8th graders may be used to salvage JV basketball teams w/16 players			2			1		2		6	1		8	2	7	14	5	10	
#10-1	19.13.0	HS/ML	Appeal process for ejection from contest	2			1				2			7		16	1		19	10	0	
#10-2	19.13.0	HS/ML	Appeal process for ejection from contest		2				1		2			7		2	8	7	2	19	8	
#11	23.3.1.2	HS	Online rules clinics required annually for some sport/bi-annually others		2				1		2			7			15	1	0	26	2	
#12	27.6.0	HS/ML	Coaches may be penalized for violation of WIAA rules	2				1		2			7			16	1		27	2	0	
#13	51.8.0	HS	10-run rule in baseball would apply in all regular and post-season games	2				1		2			6	1		3	9	4	13	11	4	
#14	52.4.0	HS	2, 3, or 4 games in a basketball tournaent would ount as 2 games		2				1		2			7			16		0	27	1	
#15	57.6.0	HS	Running clock would alpply in second half in 1B football w/40 pt. margin	2				1		2			7			13		3	24	1	3	
#16	63.5.1	HS	Criteria for two-day tennis tournament to count as one-day event	2				1		2			6	1		13	1	2	23	3	2	