



ARCHDIOCESAN SPORTS STANDARDIZED SCHEDULE

Sports seasons will not overlap. One season will end before the next begins.

<u>Tryouts</u> begin at the discretion of the school athletic departments anytime on or after the "practice begins" date provided the minimum number of practices are held prior to the start of the season.

Fall Season conference games cannot begin until after Labor Day.

Winter Season conference games cannot begin until after Thanksgiving.

Spring Season follows the winter season and run until the end of the school year.

Fall Sports (Football, Soccer, and Volleyball)					
Labor Day Monday	Fall Season Practice Begins Monday	League Games Begin Tuesday- End Sunday	Elizabeth Seton Monday-Sunday		
September 1	August 11	9/2 – 11/2	10/27 – 11/2		
September 2	August 12	9/3 – 11/3	10/28 – 11/3		
September 3	August 13	9/4 – 11/4	10/29 – 11/4		
September 4	August 14	9/5 – 11/5	10/30 – 11/5		
September 5	August 15	9/6 – 11/6	10/31 – 11/6		
September 6	August 9	9/7 – 11/7	11/1 – 11/7		
September 7	August 10	9/8 – 11/8	11/2 – 11/8		

Winter Sports (Basketball, and Volleyball)					
Winter Season		League Games			
Practice Begins	Thanksgiving	Begin Friday-	Padre Serra		
Monday	Thursday	End Sunday (leap yr.)	Monday-Sunday		
November 3	November 27	12/5 – 3/22 (3/21)	3/5 – 3/22		
November 4	November 28	12/6 – 3/23 (3/22)	3/6 – 3/23		
November 5	November 22	11/30 – 3/17 (3/16)	2/28 – 3/17		
November 6	November 23	12/1 – 3/18 (3/17)	3/1 – 3/18		
November 7	November 24	12/2 – 3/19 (3/18)	3/2 – 3/19		
November 8	November 25	12/3 – 3/20 (3/19)	3/3 – 3/20		
November 9	November 26	12/4 – 3/21 (3/20)	3/4 – 3/21		

Spring Sports (Soccer, Baseball, Softball, and Track)				
Spring Season Practice Begins Monday	League Games Begin	Spring Sports Season Ends		
March 23	Variable	End of School Year		
March 24	Variable	End of School Year		
March 18	Variable	End of School Year		
March 19	Variable	End of School Year		
March 20	Variable	End of School Year		
March 21	Variable	End of School Year		
March 22	Variable	End of School Year		