

Stadium Procedures

Run-Through Tunnel

Clark Stadium – One vehicle of no more than four people for each team can drive through the Transportation Department parking lot off Wichita St. on the east side of Clark Stadium and drop off the tunnel at the south end of the stadium. After dropping off the tunnel, the car must pull back out and park in the bus parking lot. Those helping with the tunnel can walk back in, taking the tunnel to the area immediately behind the end zone where their team will enter the field. There is no electricity available to inflate the tunnel, so bring a generator. After the players run through the tunnel, the monitors will deflate it. They can stay on the field with the tunnel or go up in the stands to watch the game. Tunnel monitors are not allowed to be on the sideline or to continually go back and forth from the stands to the field. No food will be allowed on the field. At halftime, monitors can come down to the field to air up the tunnel for the players to run through. After deflating the tunnel, monitors need to fold up the tunnel, drive their car to the south end of the stadium, and drive the tunnel out to the parking lot. If they wait until the game is over, they must wait until all band and team buses leave before they can pull in to retrieve their tunnel.

Farrington Field – One vehicle of no more than four people for each team will enter through the gate from the east parking lot through the southeast gate. The home team vehicle will drop their tunnel off at the bottom of the ramp next to the track (no driving on the track), then drive back out to the east parking lot. Those monitoring the tunnel can walk back in the stadium through the gate and access the field. The visiting team vehicle will drive down to the visiting team area, drop off their tunnel, then park their vehicle at the iron fence in the corner of the stadium. There is no electricity available to inflate the tunnel, so bring a generator. Monitors can air up the tunnel immediately behind the end zone on the side where their team will run to their bench. After the players run through the tunnel, the monitors will deflate it. Monitors can stay on the field with the tunnel or go to the stands to watch the game. They are not allowed to be on the sideline or continually go back and forth from the stands to the field. No food will be allowed on the field. At halftime, the monitors can come down to the field to air up the tunnel for the players to run through for the start of the second half. After deflating the tunnel, monitors need to fold up the tunnel, drive their car to the ramp and load it. If they wait until the game is over, tunnel monitors must wait until all band and team buses leave before they can pull in to retrieve their tunnel.

Handley Field – The home team vehicle needs to park in the parking lot near the double gate that accesses the field at the north end of the stadium. There is no electricity available, so bring a generator. The visiting team will park outside the east side of the stadium on Haynie St. near the stadium bus entrance. The tunnel can be brought in by no more than four people and aired up just outside the end zone on the side where their team will run to their bench. There is no electricity available, so bring a generator. After the players run through the tunnel, the monitors will deflate it. They can stay on the field with the tunnel or go up in the stands to watch the game. They are not allowed to be on the sideline or continually go back and forth from the stands to the field. No food is allowed on the field. At halftime, the monitors can come down to the field to air up the tunnel for the players to run through for the start of the second half. After the players run through the tunnel, it is recommended to immediately deflate the tunnel, pack it up and carry it to the vehicle. Monitors will be allowed to come back in for the rest of the game.

Team Bell

Clark Stadium – One vehicle of no more than four people for each team can drive through the Transportation Department parking lot off Wichita St. on the east side of Clark Stadium and drop off the bell at the south end of the stadium. After dropping off the bell, the car must pull back out and park in the bus parking lot. Those helping with the bell can walk back in, taking the bell to the grass area next to the track at the 10 yard line. All people responsible for the bell must be in similar attire and stay with the bell while the game is being played. Bell monitors may go to their side of the stadium at halftime, and return to monitor the bell for the second half. No food is allowed on the field. Those not returning to the bell when the second half starts will not be allowed on the field the remainder of the game. There is limited driving area at the south end of the stadium where the bell is unloaded and loaded. If the bell is not removed before the end of the game, monitors can either carry/roll the bell all the way to the bus parking lot, or they must wait until the team buses and band members leave before being allowed to drive their vehicle in to the south end of the stadium to retrieve their bell.

Farrington Field – One vehicle of no more than four people for each team can enter the stadium from the east parking lot through the southeast gate to drop off their team bell. The home team vehicle will drop their bell off at the ramp next to the track (no driving on the track), then park inside the stadium by the iron fence next to the gate. The visiting team vehicle will drive down to the visiting team area, drop off their bell, then park their vehicle at to the iron fence in the corner of the stadium. If a trailer is required to bring the bell into the stadium, the bell can be dropped off at the ramp. Then the vehicle will park in the parking lot. All persons in the vehicle must assist with the bell and go down to the field. If someone in the vehicle is planning to go to the stands and not stay with the bell, then the vehicle must park outside the stadium and only those assisting with the bell can re-enter through the stadium gate to access the field. The bell will be taken down the ramp to the grass area next to the track at the 10 yard line. All people responsible for the bell must be in similar attire and stay with the bell while the game is being played. Bell monitors may go to their side of the stadium at halftime, and return to monitor the bell for the second half. No food is allowed on the field. Those not returning to the bell when the second half starts will not be allowed on the field the remainder of the game. When the game is over, the bell can be taken back up the ramp and loaded.

Handley Field – The home team vehicle needs to park near the double gate that accesses the field at the north end of the stadium. The visiting team will park outside the east side of the stadium on Haynie St. near the stadium bus entrance. Those helping with the bell (no more than four) can take it to the grass area next to the fence in line with the 10 yard line. All people responsible for the bell must be in similar attire and stay with the bell while the game is being played. Bell monitors may go to their side of the stadium at halftime, and return to monitor the bell for the second half. No food is allowed on the field. Those not returning to the bell when the second half starts will not be allowed on the field later. When the game is over, load the bell.

Flag Corp

If your school has a flag corp (running school flags after a score), they will be allowed in the game free of charge and will be allowed on the track or sideline. They need to enter as a group through the front entrance (no more than four students – or one student for every flag that will be used), or they can arrive on a school bus with one of the other school groups. They must wear tasteful, similar attire, preferably in school colors. If they don't look like a group sponsored by the school, they will not be allowed in free of charge or be allowed on the sideline. Example: students in different colored t-shirts, some in pants and some in shorts, or running around on the track when there is not a score, will not cut it. They can cheer with the cheerleaders or encourage the crowd to cheer, and run the flags up and down the track or in the out-of-bounds area after a score. There will be no access to the stands except at halftime. Those not coming back on the field after halftime will not be allowed back on the field. No food is allowed on the field.

Spirit Groups

With prior notification from a school administrator, a student/spirit group dressed in identical attire in school colors representing the school will be admitted in free of charge if they arrive together at the front gate or on a school bus. They will not have access to the field. Those traveling with the group not in similar attire will pay for a ticket to watch the game.

Sideline Personnel

Persons not in a school sponsored uniform, under high school age, or not an employee of the FWISD, **will not be allowed on the field or sideline**. School media, official press and medical personnel will be allowed on the sideline, with credentials.

Pre-Game Music

A school sponsored group requesting to play recorded songs or music before a game must have written approval from the head coach, school administration, and the FWISD Athletic Department (in that order) no later than three days prior to the event. Printed words to the songs must accompany the CD when seeking approval. Any questionable, suggestive, or foul language in the music will not be approved. When the CD is approved, copies of the CD will need to be left at the Athletic Department for each stadium the school will play at for the season. A school band requesting to play from the stands prior to the game will take priority over recorded music played over the PA system.

Fort Worth ISD Athletic Department

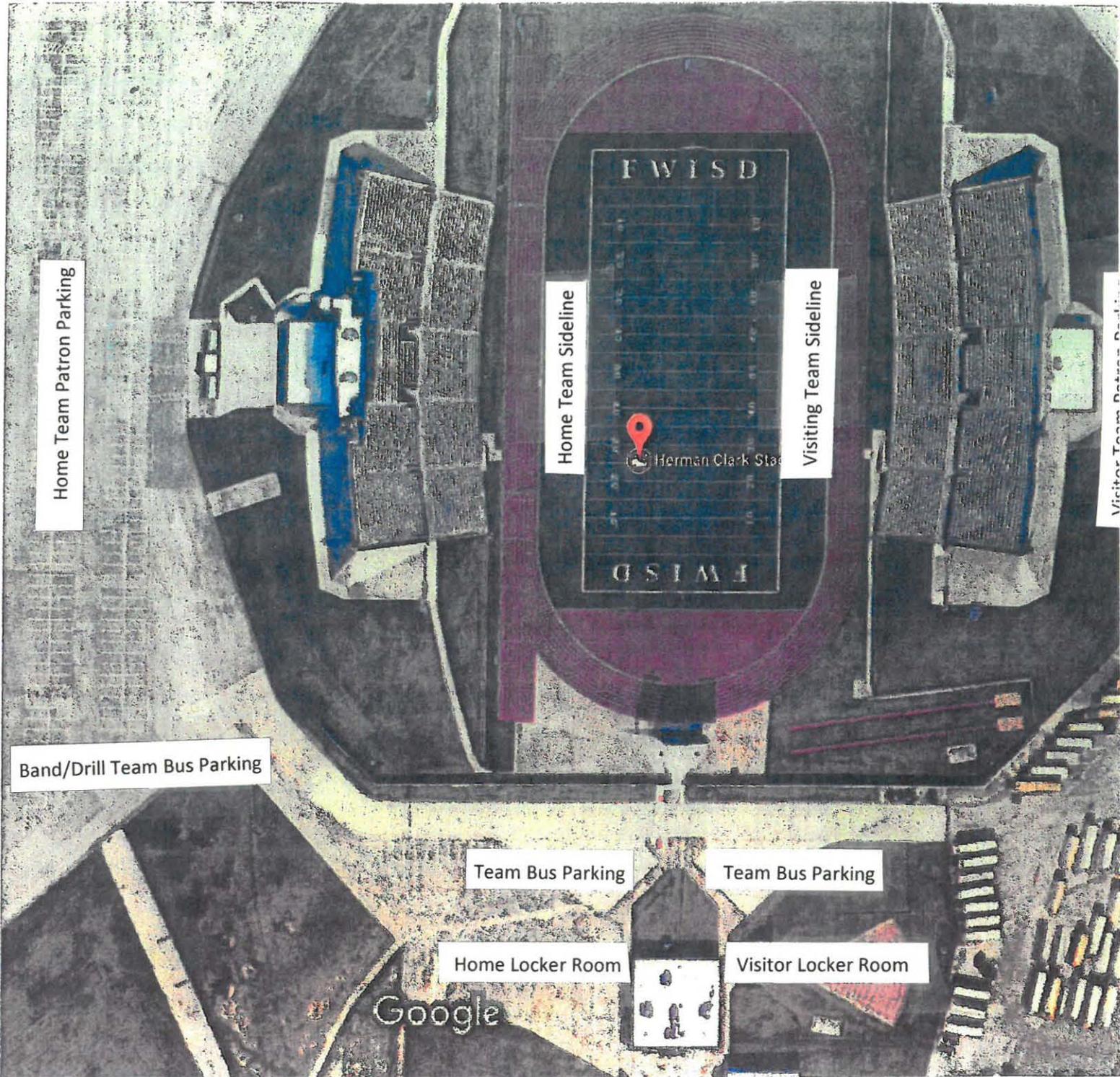
1501 University Dr.

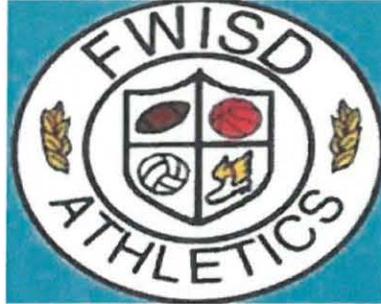
Fort Worth, Tx. 76107

Phone: 817-871-3270; Fax: 817-871-3240

HERMAN CLARK STADIUM

5201 CA Roberson Boulevard
Fort Worth, TX 76119





Fort Worth ISD Stadium and Facility Procedures

Patron Screening:

All guests, including children, must consent to a search of their person and anything they are carrying. Failure to consent to such search will result in denial of entry into the facility.

Prohibited Items:

- Bag and purse contents will be inspected. Exceptions can be made for guests with special medical needs.
- Unmanned aircraft systems.
- Weapons of any kind, including pocket/utility knives.
- Food or beverages.
- Illegal drugs and substances.
- Coolers or containers, including cans and bottles.
- Fireworks, pyrotechnics and/or flares.
- Laser pointers.
- Animals, other than service dogs assisting those with disabilities.
- Noisemakers, bullhorns, air horns, vuvuzelas, whistles and metallic "shaker cans".
- Balloons, beach balls and any type of ball.
- Any alcoholic beverages.
- Food or beverages (unless the individual is in possession of a letter signed by FWISD Athletic Director).
- Folding and/or standalone chairs.
- Bandanas or any gang related items or clothing.
- Folding and/or standalone chairs.
- Any obscene, vulgar or sexually explicit clothing.
- Metal hair picks and/or sharp objects.
- No skateboards or bicycles.
- No paper/handheld signs.

Stadium management reserves the right to deem any other item inappropriate.

No prohibited items will be accepted at the stadium gates for safekeeping. Please leave all prohibited items secured in your vehicle.

Banner Policy:

Banners and flags may be prohibited due to space availability, banner or flag size, interference with other fans or message content.

Smoking Policy:

All FWISD facilities are tobacco free including electronic cigarettes.

FWISD has a No In and Out Policy at all Facilities:

If you exit the facility, you will have to purchase another ticket to reenter. If the ticket box office is closed, you will not be allowed to reenter the facility.

Fan Code of Conduct:

Welcome to this FWISD Athletic Event. We are committed to creating a safe, comfortable and enjoyable experience for patrons of all ages. We are proud to present a Code of Conduct designed to enhance the experience of all our guests.

Patrons are responsible for their conduct and for the conduct of their guests. In particular, patrons and their guests are prohibited from the following:

- Interfering with the enjoyment of others, any ongoing event or business activity.
- Verbally or physically harassing any of our guests, other patrons or staff.
- Engaging in any solicitation.
- Violating the terms of any applicable admission ticket policy, license or related laws.
- Failing to follow instructions of security personnel or law enforcement.
- No loitering around the concession or restroom area.
- Using foul or offensive language.

Patrons and their guests who violate these provisions will be ejected without refund and also may lose ticket privileges for future events. We thank you for adhering to our Code of Conduct.

Varsity Football Game Announcer

Please follow the guidelines below. If it appears that a particular group will not be ready at the designated time, prompt them by announcing we are ready for them (except for the coaches' coin toss). The coaches' coin toss will be at their discretion.

1:00 pm Start Time

12:40 pm Coaches' coin toss (players leave field)
12:43 pm Visitor's school song
12:45 pm Home team's school song
12:50 pm Team captain's coin toss
12:53 pm Players return to field
12:58 pm National Anthem
1:00 pm Game Time

7:00 pm Start Time

6:40 pm Coaches' coin toss (players leave field)
6:43 pm Visitor's school song
6:45 pm Home team's school song
6:50 pm Team captain's coin toss
6:53 pm Players return to field
6:58 pm National Anthem
7:00 pm Game Time

7:30 pm Start Time

7:10 pm Coaches' coin toss (players leave field)
7:13 pm Visitor's school song
7:15 pm Home team's school song
7:20 pm Team captain's coin toss
7:23 pm Players return to field
7:28 pm National Anthem
7:30 pm Game Time