

SURREY ELEMENTARY SCHOOLS
ATHLETIC ASSOCIATION

Coaches Handbook



SESAA SPORTS REGISTRATION INFORMATION

Check the calendar of events
for registration dates

Are you willing to host a tournament?

Please see your Zone Coordinator listed
under Zone Organization

A copy of the handbook can be downloaded
from the SESAA website

www.sesaa.org

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EXECUTIVE

Role	Name	School	Courier	Phone
President	Rachel Baldry	Lena Shaw	#055	604-581-1363
Vice-President	Kim Buchanan	George Greenaway	#090	604-576-1136
Secretary	Patrick Taylor	Adams Road	#153	604-595-1070
Treasurer	Haley Workun	Laronde	#117	604-536-1626
Administrative Representative	Jas Atwal	WE Kinvig	#116	604-594-1135
Social Media Events	Kerry Schwab	Frost Road	#160	604-572-4050
Member at Large	Erik Henderson	Pacific Heights	#134	604-531-2828

ZONE REPS

Role	Name	School	Courier	Phone
North Zone	Ixchel Bradley-Buick	AHP Matthew	#051	604-588-3415
East Zone	Mike Foley	South Meridian	#118	604-538-7114
South-West Zone	Elissa Nelson	KB Woodward	#040	604-588-5918
North-West Zone	Carol McClean	Cedar Hills	#073	604-581-0407
South Zone	Scott McIndoe	Crescent Park	#031	604-535-9101
Central Zone	Hugh McDonald	Sunrise Ridge	#149	604-576-3000
Co-Ed Coordinator	Steve Swaddling	Betty Huff	#107	604-585-3104
PHE Helping Teacher & District Athletics Coordinator	Sean Juteau	Education Services	#268	604-595-6056
PHE Secretary	Danielle Milette	Education Services	#268	604-595-5396

SPORT CONVENORS

Sport	Name	School	Phone
Cross Country North	Andrew Shook	Holly	604-585-2566
East	Chris Baldry	Hall's Prairie/East Kensington	604-538-1083
Central/West	Greg Monroe	Beaver Creek	604-572-6911
South	Ross Davidson	Retired	604-595-5975
Soccer & Indoor Soccer	Christian Oskam	Green Timbers	604-594-8838
	Taylor Weakes	Lena Shaw	604-581-1363
Volleyball	Jen Tarnowski	Cougar Creek	604-591-9098
Basketball	Scott McIndoe	Crescent Park	604-535-9101
	Erik Henderson	Pacific Heights	604-531-2828
Ultimate	Kim Buchanan	George Greenaway	778-571-4080
	Paul Thompson	Bonaccord	604-531-2828
Badminton	Chris Humeston	Bonaccord	604-584-3533
Special Track Meet	Margaret Geddes	Creekside	604-576-1136
Track & Field	Ryan Bolton	William Watson	604-574-4141
	Joe O'Malley	Maple Green	604-594-8838
	Ross Davidson	Retired	604-535-5975
	Chris Gauvin	Martha Currie	604-576-8551
	Sharisse Mortimore	Adams Road	604-595-1070

ZONE ORGANIZATION

North	South	Central
Zone Representative Ixchel Bradley-Buick	Zone Representative Scott McIndoe	Zone Representative Hugh McDonald
<i>Conference = 19</i>	<i>Conference = 18</i>	<i>Conference = 18</i>
Fraser Heights Division 1. Bothwell 2. Dogwood 3. Erma Stephenson 4. Fraser Wood	Earl Marriott Division 1. East Kensington 2. Hall's Prairie 3. Jessie Lee 4. Pacific Heights 5. Peace Arch 6. South Meridian	Sullivan Heights Division 1. Cambridge 2. Goldstone Park 3. Hyland 4. McLeod Road 5. Sullivan 6. Woodward Hill
Guildford Park Division 1. Ellendale 2. Hjorth Road 3. Holly 4. Lena Shaw 5. Mary Jane Shannon 6. Riverdale	Elgin Park Division 1. Chantrell Creek 2. Crescent Park 3. Laronde 4. Morgan 5. Ocean Cliff 6. Ray Sheperd 7. Rosemary Heights	Frank Hurt Division 1. Bear Creek 2. Chimney Hill 3. Georges Vanier 4. MB Sanford 5. TE Scott
Johnston Heights Division 1. Berkshire Park 2. Bonaccord 3. Harold Bishop 4. William F. Davidson 5. Mountainview	Semiahmoo Division 1. Bayridge 2. HT Thrift 3. Semiahmoo Trail 4. Sunnyside 5. White Rock	Fleetwood Park Division 1. Coyote Creek 2. Walnut Road 3. William Watson
North Surrey Division 1. Coast Meridian 2. Frost Road 3. Serpentine Heights 4. Woodland Park		Enver Creek Division 1. Brookside 2. Green Timbers 3. Janice Churchill 4. Maple Green

ZONE ORGANIZATION

East	North-West	South-West
Zone Representative Mike Foley	Zone Representative Carol McClean	Zone Representative Elissa Nelson
<i>Conference = 14</i>	<i>Conference = 18</i>	<i>Conference = 15</i>
Clayton Heights Division 1. Clayton 2. Hazelgrove 3. Hillcrest 4. Katzie 5. Latimer Road 6. Port Kells	LA Matheson Division 1. Cedar Hills 2. Kennedy Trail 3. Kirkbride 4. Prince Charles 5. Royal Heights 6. Senator Reid	Princess Margaret Division 1. Dr. FD Sinclair 2. Newton 3. Strawberry Hill 4. WE Kinvig 5. Westerman
Lord Tweedsmuir Division 1. AJ McLellan 2. Adams Road 3. Cloverdale 4. Don Christian 5. George Greenaway 6. Martha Currie 7. Sunrise Ridge 8. Surrey Centre	Queen Elizabeth Division 1. AHP Matthew 2. Betty Huff 3. Cindrich 4. Creekside 5. Davin Brankin 6. Simon Cunningham	Panorama Ridge Division 1. Colebrook 2. Henry Bose 3. North Ridge 4. Panorama Park
	Kwantlen Park Division 1. Bridgeview 2. Forsyth Road 3. James Ardiel 4. KB Woodward 5. Old Yale Road 6. Surrey Traditional	Tamanawis Division 1. Beaver Creek 2. Boundary Park 3. Cougar Creek 4. JT Brown 5. Martha Jane Norris

SESAA PROGRAM OBJECTIVES

1. Extends the physical education program;
2. Helps students begin to set personal goals with commitment and responsibility;
3. Increases school spirit;
4. Encourages good sportsmanship;
5. Provides greater student participation;
6. Provides a challenge to physically gifted athletes;
7. Encourages a greater emphasis on team play;
8. Leads to wholesome competition;
9. Is organized with a definite structure;
10. Increases physical fitness;
11. Is enjoyed by the children;
12. Encourages a higher level of skill development;
13. Fosters positive social development

CODE OF ETHICS FOR ATHLETES & COACHES/PARENTS

Adopted from Every Coach's Planner and Idea Book

WHAT IS FAIR PLAY?

Integrity, fairness and respect - these are the principles of fair play. With them, the spirit of competition thrives, fuelled by honest rivalry, courteous relations and graceful acceptance of the results.

A fair play coach believes and teaches that sport is an ethical pursuit, one which builds character and shapes attitudes. As a coach, your play aims should be to:

- help your athletes develop a positive self image;
- promote respect for the rules, officials and their decisions, and opponents;
- encourage a constructive attitude toward competition;
- develop a sense of dignity under all circumstances;
- provide an equal opportunity for all to learn skills;
- encourage these individuals to continue participation in sport

YOU are one of the most influential people in a child's life. Your job is not only to teach how to hit a ball or block a spike, but also to teach how to win and lose graciously. You must also remind them that sport is meant to be fun. The athletic skills these young people learn from you may only be used for a few years. The attitudes they develop toward themselves and others will last a lifetime.

PLAYER'S CODE

1. Play for the fun of it, not just to please your parents or coach
2. Play by the rules
3. Never argue with the officials' decisions. Let your captain or coach ask any necessary questions
4. Control your temper - no mouthing off, breaking sticks, throwing bats or other equipment
5. Work equally hard for yourself and your team. Your team's performance will benefit and so will your own
6. Be a good sport. Cheer all good plays, whether your team's or your opponents'
7. Treat all players as you yourself would like to be treated. Don't interfere with, bully or take unfair advantage of any player
8. Remember that the goals of the game are to have fun, improve your skills and feel good. Don't be a show-off or always try to get the most points or penalties
9. Cooperate with your coach, teammates and opponents, for without them you don't have a game
10. Remove all jewelry for safety reasons during games

CODE OF ETHICS FOR ATHLETES & COACHES/PARENTS

COACH'S CODE

1. Be reasonable in your demands on the young players' time, energy and enthusiasm. Remember that they have other interests
2. Teach your players that rules of the game are mutual agreements which no one should evade or break
3. Group players according to age, height, skill and physical maturity whenever possible
4. Avoid over-playing the talented players. The just average players need and deserve equal time
5. Remember that children play for fun and enjoyment and that winning is only part of it. Never ridicule or yell at the children for making mistakes or losing a competition
6. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players
7. The scheduling and length of practice times and competitions should take into consideration the maturity level of the children
8. Develop team respect for the ability of opponents as well as for the judgment of officials and opposing coaches
9. Follow the advice of a physician when determining when an injured player is ready to play again
10. Remember that children need a coach they can respect. Be generous with your praise when it is deserved, and set a good example
11. Make a personal commitment to keep yourself informed on sound coaching principles and the principles of growth and development of children

PARENT'S CODE

1. Do not force an unwilling child to participate in sports
2. Remember children are involved in organized sports for their enjoyment, not yours
3. Encourage your child always to play by the rules
4. Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment
5. Turn defeat to victory by helping your child work toward skill improvement and good sportsmanship. Never ridicule or yell at your child for making a mistake or losing a competition
6. Remember that children learn best by example. Applaud good plays by your team and by members of the opposing team
7. Do not publicly question the officials' judgment and never their honesty
8. Support all efforts to remove verbal and physical abuse from children's sporting activities
9. Recognize the value and importance of volunteer coaches. They give of their time and resources to provide recreational activities for your child

CODE OF ETHICS FOR ATHLETES & COACHES/PARENTS

TEACHER'S CODE

1. Encourage children to develop basic skills in a variety of sports, and avoid overspecialization in positional play during their formative years
2. Create opportunities to teach sportsmanship, just as you would in teaching the basic skills
3. Ensure that efforts for both skill improvement and good sportsmanship are rewarded by praise and reflected in grades
4. Remember that players are also students so be reasonable in your demands on their energy and enthusiasm
5. Ensure that skill learning and free play activities have priority over highly structured competitions for very young children
6. Prepare children for intramural and interschool competitions by first providing instruction in the skills required
7. Make a personal commitment to keep yourself informed on sound coaching principles and the principles of growth and development of children
8. Help children understand the fundamental philosophical differences between the games they play and professional games shown on television. The professional is an entertainer and a wage earner whose play often reflects these facts
9. Help children understand the responsibilities and implications of the freedom to choose between fair and unfair play
10. Make children aware of the physical fitness values of sports and their life-long recreational value

OFFICIAL'S CODE

(For more information, please refer to District Rules & Regulations binder)

1. Modify rules and regulations to match the skill level of the players
2. Use common sense to ensure that the spirit of the game for children is not lost by overcalling the game
3. Actions speak louder than words. Ensure that both on and off the field your behavior is consistent with the principles of good sportsmanship
4. Compliment both teams on their good plays whenever such praise is deserved
5. Be consistent, objective and courteous in calling all infractions
6. Condemn the deliberate good foul as being unsportsmanlike, thus retaining respect for fair play
7. Publicly encourage rule changes which will reinforce the principles of participation for fun and enjoyment.
8. Make a personal commitment to keep yourself informed on sound officiating principles and the principles of growth and development of children

CODE OF ETHICS FOR ATHLETES & COACHES/PARENTS

ADMINISTRATOR'S CODE

1. Ensure that equal opportunities for participation in sports are made available to all children, regardless of ability, sex, age or handicap.
2. Involve children in the planning, leadership and evaluation of the activity.
3. Do not allow any sport programs to become primarily spectator entertainment.
4. Equipment and facilities must meet safety standards and be appropriate to the maturity level of the children.
5. Rules and length of schedules should take into consideration the age and maturity level of the children.
6. Remember that play is done for its own sake. Downplay the importance of awards.
7. Distribute a code of ethics for good sportsmanship to spectators, coaches, players, officials, parents and news media.
8. Ensure that parents, coaches, sponsors, physicians and participants understand their authority and their responsibility for fair play in sports.
9. Ensure that proper supervision is provided by certified or proven coaches and officials capable of promoting good sportsmanship and good technical skills.
10. Offer clinics to improve the standards of coaching and officiating, with emphasis on good sportsmanship.

ROLE OF THE CONVENOR

Each sport or activity shall have a convenor that shall be responsible to the executive for the running of such designated events. This coordinator shall be responsible for the following:

- Act as the second level of appeal arbitration in disputes between schools.
- Devise a play-off schedule for the sport.
- Establish officiating policy for league and play-offs.
- Supply the executive with a budget for their sport before the AGM in June outlining equipment and awards needs for the following year.
- Maintain a liaison with the executive and the physical education department during the course of the activity with areas of concern being addressed as they occur.
- **Present a written report for the AGM.**

NOTE: See constitution for further details.

ROLE OF THE ZONE COORDINATOR

Each zone participating in a sport or activity shall have a coordinator who will report to, and be responsible to, the sport convenor. This zone coordinator shall be responsible for:

- Chairing the zone portion of organizational meeting which would include:
 - ⇒ devising a schedule of play compatible with the zone member schools
 - ⇒ ensuring that all coaches are aware of the rules and rule changes
- Act as the first level of arbitration in a dispute
- At the discretion of the zone coordinator a central meeting may be called to review rules and concerns

ROLE OF THE COACH

COACHES

- Have the responsibility of each coach to make him/herself familiar with the contents of the SESAA Handbook.
- Should be aware of and use the volunteer driver form.
- Should not begin practices for any sport earlier than 2 weeks prior to the commencement of scheduled play.
- Should ensure that all of their actions and those of their players and supporters should exemplify the principles of fair play and the objectives of S.E.S.A.A.
- Will not play, or allow to participate, any student not registered at his/her school.

DISCIPLINE POLICY FOR COACHES

CODE FOR COACHES

- Treat their players and opponents with respect.
- Inspire a love of game and a desire to compete fairly.
- Discipline those on the team who display unsportsmanlike behaviour.
- Respect the judgment and interpretation of the officials.
- Remember that the athletic area is a classroom with moral and legislative obligations required of the coach at all times.

DISCIPLINE POLICY FOR COACHES

PROCEDURE GOVERNING COACHES' CONDUCT

When the conduct of a coach is contrary to the objectives of the Surrey Elementary Schools Athletic Association, the following procedures should be followed:

1. The non-offending coach should approach the offending coach to resolve the issue. If the matter is not resolved to the satisfaction of the involved parties, the offending coach or sponsor should be informed that his/her principal will be notified.
2. The non-offending coach should approach his/her principal with a description of the incident(s) in writing, requesting that he/she contact the offending coach's principal. Principals are to mediate and attempt to resolve the matter. Both principals should have verbal contact with the Association President and provide a written summary of the resolution of the incident.
3. A failure to resolve the conflict upon involvement of Principals from each party's school shall result in the matter being brought to the Discipline Committee of the Association.

DISCIPLINE COMMITTEE

1. The Executive of S.E.S.A.A. will function as the discipline committee of the association.
2. The Committee shall meet at the call of the President and shall rule on disciplinary matters within its jurisdiction.

SUSPENSION

Upon proof of the violation of the Constitution or By-Laws of the association (p. 13), the Executive may suspend the offending team coach, sponsor, or school from participation in activities of the association or its leagues, or impose such lesser sanction as it shall decide. Such suspension shall stand until it is raised by the association Executive or by a general meeting of the association.

JURY OF APPEAL

- If either party decides to appeal the decision of the Discipline Committee, an appeal must be filed in writing within seven days of the decision of the Discipline Committee to the President who will then call for a decision from the Jury of Appeal.
- The Jury of Appeal shall consist of:
 1. The Superintendent or his/her designate who will act as chairman.
 2. One SESAA member as appointed by the SESAA Executive, but who is not an Executive Member.
 3. One Surrey Administrative Association Delegate.
- Both parties will be given an opportunity to present their explanations of the disciplinary incident, after which the Jury of Appeal shall meet and render a decision.
- The decision of the Jury of Appeal, communicated in writing to both parties, shall be considered final. The chairman will forward the decision in writing to the parties involved and the Executive within two weeks of the appeal being filed.

POLICY & GUIDELINES FOR THE SELECTION OF COMMUNITY COACHES FOR SCHOOL TEAMS

“SCHOOL DISTRICT # 36 (SURREY)

No. 10310.1

REGULATION: SCHOOL VOLUNTEERS

6.0 VOLUNTEER COMMUNITY COACHES

6.1 A “community coach” is defined as any individual who is not a school district employee and coaches a school team.

6.2 Community coaches are interviewed by the Principal (in consultation with Athletic Coordinators where applicable) to:

- determine ability to work with age appropriate students of the school;
- identify specific training/competence in the selected sport (which may need to be verified by external resource personnel);
- communicate requirements for a Criminal Records Check; and,
- obtain details of qualification and certification on the district’s *School Volunteer Information* form.

6.3 The community coach or (where applicable) staff sponsor or Educator-in-Charge is responsible to:

- report to the Principal or designate on a regular basis about the program and schedules of the team;
- be in the building during practices;
- be present at all games, tournaments and travel events; and,
- advise parents of all travel and supervision arrangements.

6.4 Community coaches under nineteen years of age and student teachers must be under the direct supervision of a staff sponsor or Educator-in-Charge at all times. Staff sponsors or Educators-in-Charge must make their presence known to opposing coaches/sponsors and tournament/event organizers.”

Appendix: School Volunteer Information, Form #7010.1

POLICY & GUIDELINES FOR THE SELECTION OF COMMUNITY COACHES FOR SCHOOL TEAMS

GUIDELINES (Refer to blue Rules and Regulations binder)

- Two recommendations and/or references be submitted to the School Administrator to determine the qualifications and suitability of the community coach to supervise and coach students of school age.
- The School Administrator and Athletics Contact Person meet with the prospective community coach to discuss school athletic policy, school sport program philosophy ensuring the coach understands the expectations for the supervision of students and the decision making process in the local school, district and Athletic Society .
- The School Administrator or Athletics Contact Person obtains a recommendation from a previous school if the community coach has previously coached in another school or in another district.
- The community coach give written approval to the school for the review of a Criminal Record Check (look for convictions under the Criminal Code of Canada, the Narcotics Control Act, or the Food and Drugs Act.)
- The teacher-sponsor working with a community coach, make periodic reports to the Athletics Contact Person and School Administrator.

NOTES

- A Criminal Record Check is not a substitute for the reference check in Guideline #1.
- The cost of a Criminal Record Check is usually waived if a letter is produced by the school requesting the check.
- Responsibility for covering this charge could be negotiated with the District, by the school or Athletic Society.

VOLUNTEER INFORMATION SHEET



School District No. 36 (Surrey)

File #7010-20

VOLUNTEER INFORMATION SHEET

School and/or Program _____

Volunteer Name: _____

Address: _____

Telephone: Home: _____ Work: _____

Cell: _____ E-mail: _____

Proposed activity (team, club, class or activity):

Relevant experience:

Formal training / First aid qualifications:

The Surrey School District provides Accident and Liability Insurance to protect volunteers while acting for the District. Please see your Principal for details.

I accept all of the risks and the possibility of personal injury or property damage resulting from my volunteer activities.

Volunteer Signature: _____ **Date:** _____

Criminal Records Check completed: _____

Staff Sponsor (print & sign): _____

Administrative Officer Approval: _____

Date Approved: _____

GENERAL RULES FOR ALL DISTRICT EVENTS

- If a school agrees to participate in a given sport or sports, their team(s) is/are obligated to play every game. Weather conditions may constitute a postponement, or a cancellation of a game.
- Games should begin by 15:00 (3:00 pm) wherever possible.
- The home team shall arrange referees during the regular season.
- The home team is responsible for the general order of the playing area.
- The teacher-coaches shall be responsible for the conduct of all participants.
- Unless otherwise agreed upon by both coaches, the home team shall supply equipment in good condition.
- Each team and/or individual must be under the charge of a teacher from his or her own school.
- The referee/teacher shall be in absolute control of the play and players. He/she shall have the power to report to the executive any serious misconduct.
- Unseemly conduct by a teacher during a game may be reported to the S.E.S.A.A. executive in writing by a teacher, within 48 hours of the game.
- Only teachers may serve as umpires or referees unless the two coaches are agreeable to an alternative arrangement.
- Any/All purchases must be approved by a SESAA Executive Member.
- Tie-breaking formula:
 - 1. 2 Team Tie:**
 - ⇒ Win and loss record between tied teams
 - ⇒ Points for, divided by points against, between two teams
 - ⇒ Win and loss record against the 2nd place team or 3rd place team
 - ⇒ Points for divided by points against between the tied teams and 2nd place etc.
 - ⇒ Overall points for divided by overall points against
 - ⇒ Total points against
 - ⇒ Total points for
 - ⇒ Coin toss
 - 1. 3 Team Tie:**
 - ⇒ The best point average using only the tied teams. Total points for divided by total points for and against 10 points for /10 for +12 against or $22 = .4545$ or 45.45%
 - ⇒ Fewest points against
 - ⇒ Most points for
 - ⇒ Coin toss
- All games shall be played according to the prearranged schedule. It is expected that each school will adhere to the S.E.S.A.A. guidelines regarding scheduling of pre-season practice.
- Any home school student wishing to participate must be part of the team from the school at which they are registered.
- In order to qualify for Celebration Play Days a school must be a member with dues paid in full and they must take part in league play when provided.
- Volleyball: "A" team enters Play Day. 15 player maximum for each school volleyball Play Day. Up to "HOST" school to decide if an "A" team only plays or can accommodate "B" teams.
- Teams are allowed to start practicing, 2 weeks prior to the season starting.
- SESAA team sports leagues are focused on maximum participation and as such, grade 7 players shall not be cut due to skill level. Players are permitted to be removed from teams due to inappropriate behavior or a lack of commitment (meaning attendance to practices or games). A reasonable commitment from players is 1 or 2 practices per week of not more than 1-1.5 hours in length. Due to the structure of play days, it is understood that limited numbers of students may be able to attend.

ATHLETIC CONTACT PERSON

SUGGESTED ROLE

To assist teachers, coaches and principals with the physical education program, school teams, district events, and to establish clear and effective communication between the school and the Surrey Elementary Schools Athletic Association.

RESPONSIBILITIES

- **Handle** all incoming/outgoing correspondence with regards to district sporting events.
- **Distribute** information to appropriate people when it arrives at your school and ensure that they are kept up to date.
- **Ensure** that coaches are made aware of clinics, meetings, rules, conduct and established policies regarding sports.
- **Consult** with the administration regarding scheduling of sports and activities in the school.
- **Offer** input into the ordering and maintaining of athletic equipment and supplies in accordance with district specifications.
- **Keep** track of all athletes and submit yearly ribbon order.
- **Provide** annual input to school administration concerning improvements to the existing programs.
- **Create a school** climate which values physical activity, cooperation and participation.
- **Help** staff become aware of coaching opportunities in the school.

GAME SCHEDULING

Single and double elimination are the two most common types of tournament game scheduling. A more informal structure is round robin scheduling. Diagrams follow:

SINGLE ELIMINATION

Figure 1. Eight Team Single Elimination

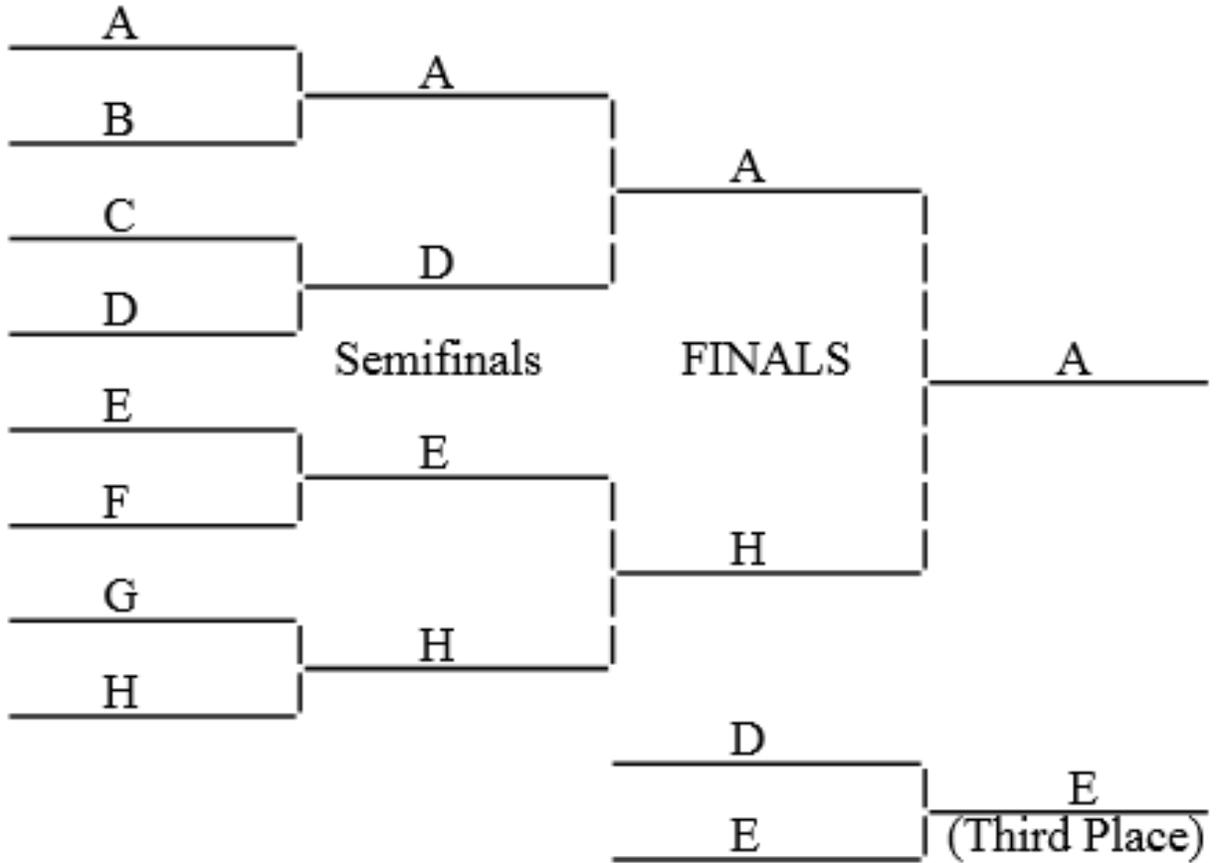
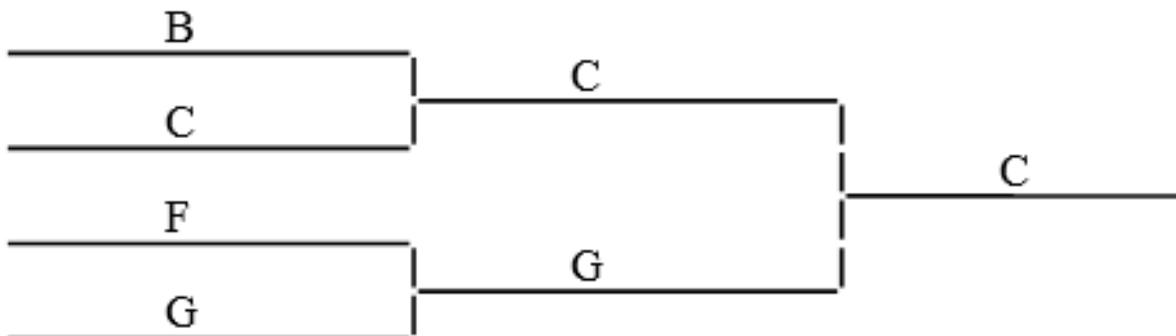


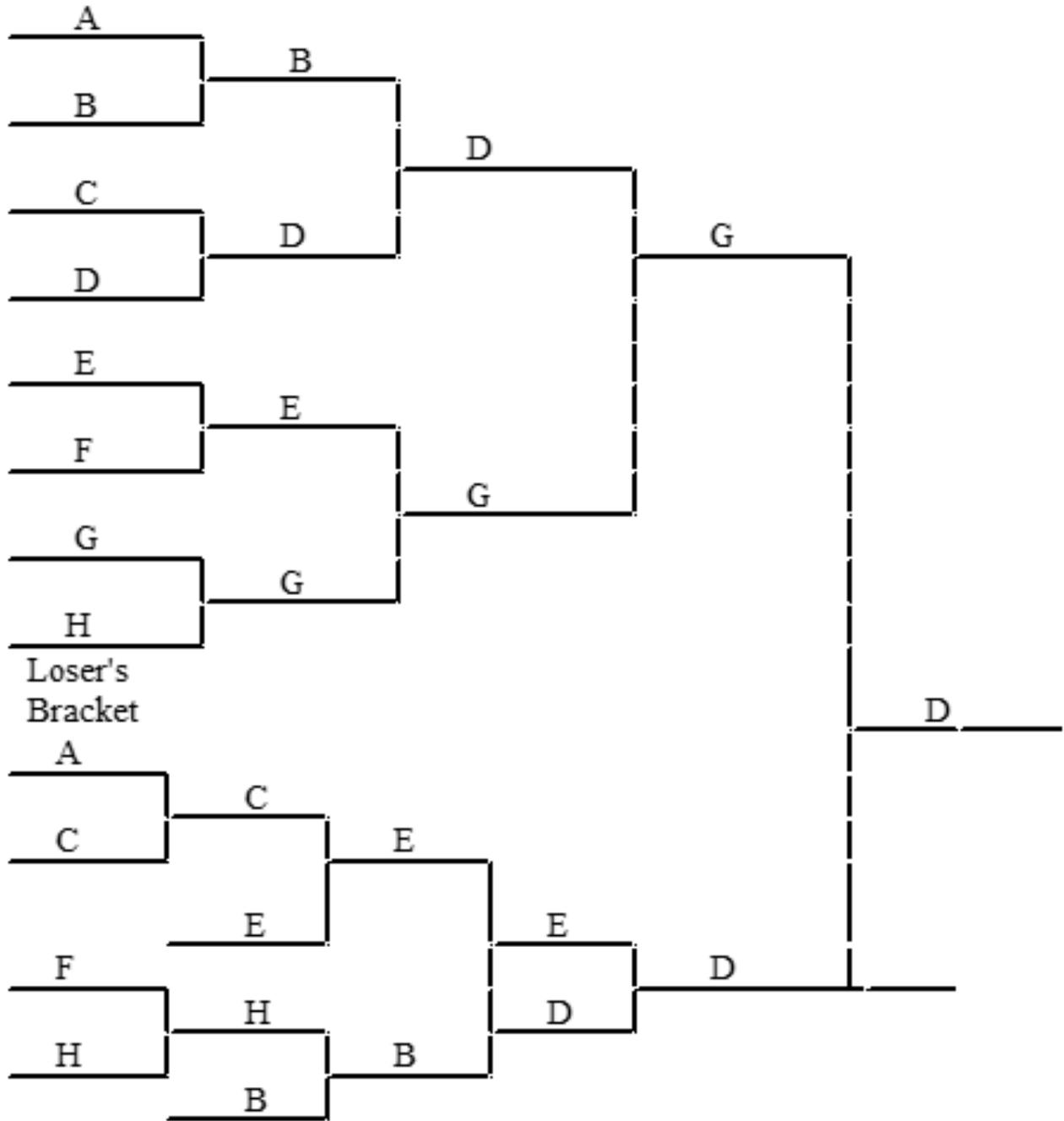
Figure 2. Consolation Tournament for Single Elimination



GAME SCHEDULING

DOUBLE ELIMINATION

Figure 3. Double Elimination with Loser's Bracket



GAME SCHEDULING

SINGLE & DOUBLE ELIMINATION NOTES

1. If a bye occurs, a higher rated or "seeded" team is generally used.
2. For an 18 team tournament, the "seeded" teams would be placed as follows: (Figure 1) A--top rated team; H--second rated team; E--third rated team; and D--fourth rated team.
3. Blind draw method is more suitable than seeding for such tournaments as intramurals in which teams might not be easily rated.
4. Consolation brackets are advised for single elimination schedules as they allow each team to play at least two games.
5. Double elimination gives a team a second chance at the championship after losing one game. This can be an important advantage over single elimination, particularly when teams travel a considerable distance to participate.
6. If you have an odd number of entries, be sure that if a team initially draws a bye, it does not subsequently draw another bye if it drops into the loser's bracket.

ROUND ROBIN NOTE

In round robin scheduling, each team meets each other team an equal number of times. To extend round robin play, repeat the initial round, reversing the numbers the second time around.

CELEBRATION PLAY DAY SCHEDULES

Field
or
Court

FOUR-TEAM SCHEDULE

A	2-1	4-2	4-1
B	3-4	1-3	2-3

Field
or
Court

FIVE-TEAM SCHEDULE

A	1-4	3-1	5-3	2-5	4-2
B	2-3	4-5	1-2	3-4	5-1

Field
or
Court

SIX-TEAM SCHEDULE

A	2-1	3-4	6-4	4-1	5-6
B	3-6	6-1	2-3	5-3	1-3
C	4-5	2-5	1-5	6-2	4-2

Field
or
Court

SEVEN-TEAM SCHEDULE

A	1-6	4-2	2-7	5-3	3-1	6-4	7-5
B	2-5	5-1	3-6	6-2	4-7	7-3	1-4
C	3-4	6-7	4-5	7-1	5-6	1-2	2-3

Field
or
Court

EIGHT-TEAM SCHEDULE

A	2-1	3-4	6-2	7-5	1-3	4-5	7-3
B	3-8	1-7	7-8	8-4	4-2	8-1	8-2
C	4-7	8-6	4-1	2-3	5-8	2-7	1-5
D	5-6	2-5	5-3	6-1	6-7	3-6	6-4

Field
or
Court

NINE-TEAM SCHEDULE

A	1-8	5-3	2-9	6-4	3-1	7-5	4-2	8-6	9-7
B	2-7	6-2	3-8	7-3	4-9	8-4	5-1	9-5	1-6
C	3-6	7-1	4-7	8-2	5-8	9-3	6-9	1-4	2-5
D	4-5	8-9	5-6	9-1	6-7	1-2	7-8	2-3	3-4

Field
or
Court

TEN-TEAM SCHEDULE

A	2-1	2-3	6-9	10-6	5-3	1-9	5-1	5-6	9-3
B	3-10	1-7	7-8	2-5	6-2	10-8	6-4	1-10	10-2
C	4-9	8-6	3-1	3-4	7-10	2-7	7-3	2-9	6-1
D	5-8	9-5	4-2	1-8	8-9	3-6	8-2	3-8	7-5
E	6-7	10-4	5-10	9-7	4-1	4-5	9-10	4-7	8-4

Field
or
Court

ELEVEN-TEAM SCHEDULE

A	1-10	6-4	2-11	7-5	3-1	8-6	4-2	9-7	5-3	10-8	11-9
B	2-9	7-3	3-10	8-4	4-11	9-5	5-1	10-6	6-2	11-7	1-8
C	3-8	8-2	4-9	9-3	5-10	10-4	6-11	11-5	7-1	1-6	2-7
D	4-7	9-1	5-8	10-2	6-9	11-3	7-10	1-4	8-11	2-5	3-6
E	5-6	10-11	6-7	11-1	7-8	1-2	8-9	2-3	9-10	3-4	4-5

CELEBRATION PLAY DAY SCHEDULES

TWELVE-TEAM SCHEDULE														
Field or Court A	2-1	12-2	5-8	8-2	12-8	4-2	8-1	11-12	4-7	7-12	11-7			
B	3-12	1-7	6-7	9-12	2-7	5-12	9-7	6-1	5-6	8-11	12-6			
C	4-11	8-6	12-1	10-11	3-6	6-11	10-6	7-5	1-11	9-10	2-5			
D	5-10	9-5	2-11	1-5	4-5	7-10	11-5	8-4	12-10	4-1	3-4			
E	6-9	10-4	3-10	6-4	10-1	8-9	12-4	9-3	2-9	5-3	1-9			
F	7-8	11-3	4-9	7-3	11-9	1-3	2-3	10-2	3-8	6-2	10-8			
THIRTEEN-TEAM SCHEDULE														
Field or Court A	1-12	7-5	2-13	8-6	3-1	9-7	4-2	10-8	5-3	11-9	6-4	12-10		
B	2-11	8-4	3-12	9-5	4-13	10-6	5-1	11-7	6-2	12-8	7-3	13-9		
C	3-10	9-3	4-11	10-4	5-12	11-5	6-13	12-6	7-1	13-7	8-2	1-8		
D	4-9	10-2	5-10	11-3	6-11	12-4	7-12	13-5	8-13	1-6	9-1	2-7		
E	5-8	11-1	6-9	12-2	7-10	13-3	8-11	1-4	9-12	2-5	10-13	3-6		
F	6-7	12-13	7-8	13-1	8-9	1-2	9-10	2-3	10-11	3-4	11-12	4-5		
Field or Court A	13-14	4-7	7-12	11-5	2-11	5-3	1-9	7-8	10-13	14-6	8-4	12-10		
B	3-14	1-7	8-11	12-4	3-10	6-2	10-8	14-1	11-12	2-5	9-3	13-9		
C	4-13	8-6	9-10	13-3	4-9	7-14	11-7	2-13	1-5	3-4	10-2	14-8		
D	5-12	9-5	1-3	14-2	5-8	8-13	12-6	3-12	6-4	10-1	11-14	2-7		
E	6-11	10-4	4-2	8-1	6-7	9-12	13-5	4-11	7-3	11-9	12-13	3-6		
F	7-10	11-3	5-14	9-7	1-13	10-11	14-4	5-10	8-2	12-8	6-1	4-5		
G	8-9	12-2	6-13	10-6	14-12	4-1	2-3	6-9	9-14	13-7	7-5	1-11		
FOURTEEN-TEAM SCHEDULE														
Field or Court A	1-14	2-15	9-7	3-1	10-8	4-2	11-9	5-3	12-10	6-4	13-11	7-5	14-12	
B	2-13	3-14	10-6	4-15	11-7	5-1	12-8	6-2	13-9	7-3	14-10	8-4	15-11	
C	3-12	4-13	11-5	5-14	12-6	6-15	13-7	7-1	14-8	8-2	15-9	9-3	1-10	
D	4-11	5-12	12-4	6-13	13-5	7-14	14-6	8-15	15-7	9-1	1-8	10-2	2-9	
E	5-10	6-11	13-3	7-12	14-4	8-13	15-5	9-14	1-6	10-15	2-7	11-1	3-8	
F	6-9	7-10	14-2	8-11	15-3	9-12	1-4	10-13	2-5	11-14	3-6	12-15	4-7	
G	7-8	8-9	15-1	9-10	1-2	10-11	2-3	11-12	3-4	12-13	4-5	13-14	5-6	
FIFTEEN-TEAM SCHEDULE														
Field or Court A	1-14	2-15	9-7	3-1	10-8	4-2	11-9	5-3	12-10	6-4	13-11	7-5	14-12	15-13
B	2-13	3-14	10-6	4-15	11-7	5-1	12-8	6-2	13-9	7-3	14-10	8-4	15-11	1-12
C	3-12	4-13	11-5	5-14	12-6	6-15	13-7	7-1	14-8	8-2	15-9	9-3	1-10	2-11
D	4-11	5-12	12-4	6-13	13-5	7-14	14-6	8-15	15-7	9-1	1-8	10-2	2-9	3-10
E	5-10	6-11	13-3	7-12	14-4	8-13	15-5	9-14	1-6	10-15	2-7	11-1	3-8	4-9
F	6-9	7-10	14-2	8-11	15-3	9-12	1-4	10-13	2-5	11-14	3-6	12-15	4-7	5-8
G	7-8	8-9	15-1	9-10	1-2	10-11	2-3	11-12	3-4	12-13	4-5	13-14	5-6	6-7

CELEBRATION PLAY DAY SCHEDULES

SIXTEEN-TEAM SCHEDULE

Field or Court	2-1	3-6	10-2	14-8	3-14	6-4	10-1	7-8	10-13	14-4	3-10	6-15	10-6	14-12
A	3-16	4-5	11-16	15-7	4-13	7-3	11-9	1-15	11-12	15-3	4-9	7-14	11-5	15-11
B	4-15	8-6	12-15	16-6	5-12	8-2	12-8	16-14	4-1	16-2	5-8	8-13	12-4	16-10
C	5-14	9-5	13-14	2-5	6-11	9-16	13-7	2-13	5-3	1-9	6-7	9-12	13-3	2-9
D	6-13	10-4	6-1	3-4	7-10	10-15	14-6	3-12	6-2	10-8	14-1	10-11	14-2	3-8
E	7-12	11-3	15-9	1-11	8-9	11-14	15-5	4-11	7-16	11-7	15-13	1-3	15-16	4-7
F	8-11	12-2	8-4	12-10	16-1	12-13	16-4	5-10	8-15	12-6	16-12	4-2	8-1	5-6
G	9-10	13-16	2-7	13-9	2-15	1-5	2-3	6-9	9-14	13-5	2-11	5-16	9-7	1-13
H														

SEVENTEEN-TEAM SCHEDULE

Field or Court	1-16	9-7	2-17	10-8	3-1	11-9	4-2	12-10	5-3	13-11	6-4	14-12	7-5	15-13	8-6	16-14	17-15
A	2-15	10-6	3-16	11-7	4-17	12-8	5-1	13-9	6-2	14-10	7-3	15-11	8-4	16-12	9-5	17-13	1-14
B	3-14	11-5	4-15	12-6	5-16	13-7	6-17	14-8	7-1	15-9	8-2	16-10	9-3	17-11	10-4	1-12	2-13
C	4-13	12-4	5-14	13-5	6-15	14-6	7-16	15-7	8-17	16-8	9-1	17-9	10-2	1-10	11-3	2-11	3-12
D	5-12	13-3	6-13	14-4	7-14	15-5	8-15	16-6	9-16	17-7	10-17	1-8	11-1	2-9	12-2	3-10	4-11
E	6-11	14-2	7-12	15-3	8-13	16-4	9-14	17-5	10-15	1-6	11-16	2-7	12-17	3-8	13-1	4-9	5-10
F	7-10	15-1	8-11	16-2	9-12	17-3	10-13	1-4	11-14	2-5	12-15	3-6	13-16	4-7	14-17	5-8	6-9
G	8-9	16-17	9-10	17-1	10-11	1-2	11-12	2-3	12-13	3-4	13-14	4-5	14-15	5-6	15-16	6-7	7-8
Field or Court																	

EIGHTEEN-TEAM SCHEDULE

Field or Court	2-1	15-16	2-5	6-11	9-16	13-5	17-11	7-5	1-11	7-8	10-13	14-2	18-8	5-14	8-2	12-8	16-14
A	3-18	1-7	3-4	7-10	10-15	14-4	18-10	8-4	12-10	16-1	11-12	15-18	2-7	6-13	9-18	13-7	17-13
B	4-17	8-6	12-1	8-9	11-14	15-3	2-9	9-3	13-9	17-15	1-3	16-17	3-6	7-12	10-17	14-6	18-12
C	5-16	9-5	13-11	1-17	12-13	16-2	3-8	10-2	14-8	18-14	4-2	8-1	4-5	8-11	11-16	15-5	2-11
D	6-15	10-4	14-10	18-16	4-1	17-18	4-7	11-18	15-7	2-13	5-18	9-7	1-13	9-10	12-15	16-4	3-10
E	7-14	11-3	15-9	2-15	5-3	1-9	5-6	12-17	16-6	3-12	6-17	10-6	14-12	18-1	13-14	17-3	4-9
F	8-13	12-2	16-8	3-14	6-2	10-8	14-1	13-16	17-5	4-11	7-16	11-5	15-11	2-17	1-5	18-2	5-8
G	9-12	13-18	17-7	4-13	7-18	11-7	15-13	14-15	18-4	5-10	8-15	12-4	16-10	3-16	6-4	10-1	6-7
H	10-11	14-17	18-6	5-12	8-17	12-6	16-12	6-1	2-3	6-9	9-14	13-3	17-9	4-15	7-3	11-9	1-15
I																	

CROSS COUNTRY

Cross country meets will be held in 4 zones. Information will be sent to each school in September.

DIVISIONS

Grade

3B (Boys)	3G (Girls)
4B	4G
5B	5G
6B	6G
7B	7G

START TIME

3:30 pm

DISTANCE

Grade 3 & 4 – 1.25 km

Grade 5, 6 & 7 – 2 km

SYSTEM

- Ribbons will be awarded to the runners who place in the top 50 places.
- There are no team awards for cross country.
- A student may enter only one race each week. He/she may compete in the category ABOVE his/her classification.

OTHER

- Please bring a garbage bag to each meet to ensure park stays clean.
- Please ensure that your students are well supervised. Do not allow them to enter the trails or treed areas unless they are running in an event.
- School uniform tops, if available, should be worn. Competitors should wear shorts or sweats during the race. All participants should bring warm clothing.
- Your school may be asked to provide officials and trail supervisors. Please have them report to the coordinators by 3:30 p.m.

CROSS COUNTRY ORGANIZATION

Wednesdays	Tuesdays	Tuesdays	Tuesdays
NORTH	SOUTH	EAST	CENTRAL/WEST
Bear Creek Park	Crescent Park	Fleetwood Park	Bear Creek Park
ANDREW SHOOK	ROSS DAVIDSON	CHRIS BALDRY	GREG MONROE
Bothwell Bridgeview Cedar Hills Discovery Dogwood Ellendale Erma Stephenson Forsyth Road Fraser Wood Hjorth Road Holly James Ardiel KB Woodward Kennedy Trail Kirkbride Lena Shaw MJ Shannon Old Yale Road Prince Charles Riverdale Royal Heights Senator Reid Surrey Traditional	Bayridge Chantrell Creek Crescent Park East Kensington Goldstone Park HT Thrift Halls Prairie Hyland Jessie Lee Laronde McLeod Rd Traditional Morgan Ocean Cliff Peace Arch Pacific Heights Ray Shepherd Rosemary Heights Semiahmoo Trail South Meridian Sullivan Sunnyside White Rock	AJ McLellan Adams Road Berkshire Park Bonaccord Clayton Cloverdale Traditional Coast Meridian Coyote Creek Don Christian Frost Road George Greenaway Harold Bishop Hazelgrove Hillcrest Katzie Latimer Road Martha Currie Mountainview Port Kells Serpentine Heights Sunrise Ridge Surrey Centre Surrey Connect Walnut Road W.F. Davidson William Watson Woodland Park	AHP Matthew Bear Creek Beaver Creek Betty Huff Boundary Park Brookside Cambridge Chimney Hill Cindrich Colebrook Cougar Creek Creekside David Brankin Dr. FD Sinclair Gabrielle Roy Georges Vanier Green Timbers Henry Bose JT Brown Janice Churchill MB Sanford Maple Green Martha Jane Norris Newton North Ridge Panorama Park Simon Cunningham Strawberry Hill TE Scott WE Kinvig Westerman Woodward Hill

SOCCER

PLAYING AREA

- The field of play shall be a regulation size field.

GAME TIME

- The game will consist of two (2) halves of 10 minutes, depending on how many teams on play day.
- The two teams shall change ends at the end of the first half.

TEAM COMPOSITION

- A team consists of 11 players. Recommended number of players is 15/team.
- Players may only participate in one of the soccer tournaments.

SUBSTITUTION

- Unlimited substitutions are allowed, but only when there is a stoppage in play.

EQUIPMENT

- Ball size shall be as follows:
 - ⇒ Girls - size 4 ball
 - ⇒ Boys - size 4 ball

REFEREE

- League play home team should supply.
- Convenors responsible for Celebration Play Day.

KICKOFF

- The opposing players must be ten (10) yards from the ball before it is kicked. If any player encroaches before the ball has been kicked, the kick will be retaken.
- The ball can go in any direction from the kickoff.
- No goal may result directly from a kickoff.
- The kicker cannot play the ball a second time until it has been touched by any other player.

THE THROW-IN

- The throw-in is taken by the non-offending team from where the ball went out of play on the sidelines.
- The thrower must face the field on delivery of the ball. Both feet must be in contact with the ground in the out-of-bounds territory.
- The thrower cannot play the ball before it has been touched by another player, after the throw-in.
- The ball must start behind the head and move directly over the head.
- There is no offside directly from a throw-in.

SOCCER

THE GOAL KICK

- A goal kick is taken by the defending team, from that half of the goal area (6 yard box) where the ball goes over the goal line, after touching an opposing player.
- Opposing players must be outside the penalty area (18 yard box).
- The ball must go outside the penalty area. If it does not, or if it is touched before it goes outside the penalty area, the kick is retaken.
- The kicker cannot play the ball a second time until another player has touched the ball.
- The goalie cannot receive the ball directly from a goal kick.

THE CORNER KICK

- The corner kick is taken by the attacking team, from the corner of the field, when the ball goes over the goal line after touching a defending player, only if a goal has not been scored.
- A goal can be scored directly from a corner kick.
- Opposing players must be at least ten (10) yards away from the ball.
- The kicker cannot play the ball a second time until it has been touched by another player.

OFFSIDE

- There is no offside directly from a corner kick.

SCORING

- A goal is scored when the entire ball passes over the entire goal line.

INDIRECT FREE KICK

- An indirect free kick is awarded to the non-offending team, inside or outside the penalty area, for the following infractions:
 - ⇒ unintentional offences
 - ⇒ obstruction (an intentional act to prevent or obstruct an opponent from playing the ball)

NOTE: Players may shield the ball from opponents with body when playing or attempting to play the ball.

- All opposing players must be at least ten (10) yards away from the ball unless the kick occurs closer to the goal; then they may be on the goal line.
- A goal cannot be scored unless the ball is touched by another player.

DIRECT FREE KICK

- A direct free kick is awarded to the non-offending team, inside (see PENALTY KICK) or outside the penalty area, for the following infractions:
 - ⇒ charging; if violent or dangerous a direct free kick is awarded. (Charging is fair when playing the ball and the ball is within close distance of the players—shoulder contact only, is allowed.
 - ⇒ handball; must be intentional if a direct free kick is awarded.
 - ⇒ pushing, tripping, holding, kicking; not permitted at any time unless it is unintentional.
- All opposing players must be at least ten (10) yards away from the ball.
- A goal may be scored directly from a direct free kick.

SOCCER

PENALTY KICK

- A penalty kick is awarded to the non-offending team, for the following infractions occurring inside the penalty area:
 - ⇒ charging; if violent and/or dangerous, with intent.
 - ⇒ hand-ball; intentional.
 - ⇒ pushing, tripping, holding, kicking; not permitted at any time unless it is unintentional.
- The ball is placed on the penalty spot for the kick.
- All players must remain outside the penalty area behind the kicker until after the ball is kicked.
- The goalie must have his/her feet on the goal line and may not move until the ball is kicked. If the goalie moves before the ball is kicked and a goal is not scored, the kick is retaken.

OFFSIDE

- A player is offside if he/she is nearer to the opponent's goal than the ball, unless:
 - ⇒ he/she is in his/her own half of the field.
 - ⇒ he is even with the last defender or the last defender is closer to the goal line.
- The offside rule applies at the moment the ball is kicked by a teammate, not when he/she receives the ball.

GENERAL RULES FOR GOALKEEPERS

- A goalkeeper is permitted possession for only 5 seconds. This rule should be treated with leniency as it is not often called strictly, but your goalkeeper should be aware of its existence.
- If an opposing player is standing in front of the goalkeeper, he may not make an attempt to move with the goalkeeper to stop him from kicking or throwing the ball.
- An opposing player may attempt to get the ball, only if it is out of the goalkeeper's control. A free kick (either direct or indirect) will be awarded to the defending team for this infraction.

SOCCER CELEBRATION PLAY DAY TOURNAMENT

WHEN

Refer to calendar at back. Contact Zone Rep. via First Class.

WHERE

Various locations within the School District.

TYPE OF TOURNAMENT

Round Robin:

- If 4 or 5 teams in a group, each team will play each other once.
- If 3 teams in a group, each team will play each team in another group twice.
- Two groups will make up a separate tournament. Each tournament winner is to receive a rosette.
- The number of teams participating will determine number of tournaments.
- Zone proximity will be the determining factor for which tournament your school will participate.

GAMES

- Twenty minutes duration (two ten minute halves).
- There will be 5 to 10 minutes between each set of games.
- Coaches are asked to assist referees in timekeeping and scorekeeping.

INCLEMENT WEATHER

If weather is unfavourable, schools will be informed of any cancellation by telephone by 11:00 hours.

PROMPTNESS

Please have your team ready to play at the times indicated, as it is important that tournament games begin promptly. Games will be subject to forfeit for extreme lateness.

REFEREES

We ask that each team bring an experienced referee (parent or secondary school student).

SOCCER BALLS & UNIFORMS

- Each team is to bring one regulation size 4 soccer ball to be used as a game ball.
- Goalkeepers are to wear different coloured top than that of teammates.

COACHES' MEETING

There will be a short meeting of all coaches ten minutes before the first game for a brief discussion to clarify any rules which need interpretation.

SPORTSMANSHIP

Refereeing a soccer game is a difficult task, particularly for those of us who only get to referee once a year. As in the past, a maximum of both tolerance and personal detachment will be necessary for the success of this tournament.

THE REFEREE IS ALWAYS RIGHT

If, during a game, any coach or parent demonstrates poor sportsmanship towards a referee, said referee will warn the coach regarding the coach's or parent's behaviour. If the problem persists after the referee's warning, the referee will inform the tournament coordinator, who will in turn advise the coach that their team will have to forfeit the game.

SOCCER CELEBRATION PLAY DAY TOURNAMENT

SECTIONAL TIES

If a tie in the standing should occur between two teams at the end of a sectional play, the following procedure will determine the winner:

- The winner of the game between these two teams will be declared a winner.
- If a tie still exists, the fewer goals against will determine the winner.
- If a tie still exists, the team scoring the greater number of goals during the entire sectional play will be declared the winner.
- If a tie still exists, the winner will be decided by corner kicks, i.e. the team that kicks the greatest number overall is declared the 1st place team. If a tie in the standings should occur between three or more teams at the end of sectional play, step "a" above will be omitted and step "b", "c" and "d" will be followed.

PLAYOFF TIES

Semi-Finals

In case of tie:

- Number of corners determines winner in that game
- 5 shot alternating penalty kicks
- Sudden death penalty kicks

Finals

In case of tie:

- 10 minutes of sudden death overtime
- Corner kicks for
- If still tied co-winners

Rosettes/ribbons will be awarded to finalists

PLAYOFFS

In all groups, both girls and boys, the FIRST and SECOND place finishers will advance to semifinals. The first place finisher will play the second place from the other section.

AWARDS

- All teams that reach the finals will receive a ROSETTE to keep at their school
- Each player on the top two teams in each tournament will receive a 1st and 2nd place individual ribbon

REFERENCE MATERIALS

- Premier's Sports Awards Program (Soccer)
- CAHPERD Games (can be found in your school library)

CO-ED OPTION

- Must be 5 girls/5 boys on field at all times (Goalkeeper can be either a boy or girl and is not included in 5/5 out players)
- All normal soccer rules apply

INDOOR SOCCER

INDOOR SOCCER EQUIPMENT

The following are suggestions. Please use your discretion:

- Options: Nerf Soccer ball, Futsal soccer ball size 3-4 (\$19.00 Northern Athletics)
- Hockey nets might work better for (Grades 4-5), Bigger nets might work better with older grades.
- Please note these rules are a starting point for this pilot program for the 2011 season.

INDOOR SOCCER RULES

- No more than five players shall be on the floor at any given time during a game.
- One player must be designated as goalkeeper.
- Hockey nets can be used for grades 4-5, but consider buying indoor nets 4 x 8 or 5 x 9
- Too many players on the floor will result in an indirect free kick awarded to the opposing team at the point where the play was stopped.
- **In Co-ed Leagues:** Teams can play with a minimum of two player of a particular gender.
- A team can freely substitute, from the corners, all players except the goalie throughout the game. Goalie substitutions may only be made on a stoppage of play when the substituting team has possession and the referee has been notified and approves the change. Teams must make all substitutions from their respective corners (both entry and exit from the designated area of play).

THE GAME

A game usually consists of two twenty-five-minute halves with a 2-minute half-time break.

BOUNDARIES

All areas of the gymnasium are in play, with the following exceptions:

1. All areas blocked off by benches are out-of-bounds. A free-kick will be awarded (where the ball went over the bench) to the team that did not touch the ball last before it cleared the bench.
2. The goalkeeper's area, marked by a black dotted semi-circle, is out -of-bounds to all attacking players at all times, except:
 - When the player is propelled by an opposing player or players
 - When the player is carried in by his/her own momentum and makes every effort to get out of the area quickly (as interpreted by the given official)
 - When the player is in possession of the ball; the player may not interfere with the goalkeeper.
 - When the ball is in the goalkeeper's area but the goalkeeper does not have possession of the ball. Players may not interfere with the goalkeeper.
3. A player with the ball cannot run into the crease for protection.
4. In the case of a free kick, a free kick will be awarded in any attacking corner.
5. A player is considered to be in the crease when his/her body breaks the plane of the defined crease with any part of his/her body.
6. Any ball played from the goalkeeper's area must touch two teammates outside the area, or one opposing player, before the ball may be directed into this area again by the defending team (even when a save is made).
7. Balls may not be played from teammate to teammate within the goalkeeper's area. The goalie cannot come out of the crease and go back in the crease with the ball. Any violation of these rules will result in an indirect free kick from one of the attacking corners
8. The areas behind the goal line in the goal area are considered part of the playing area such as in hockey where the gym layout allows this.

INDOOR SOCCER

METHODS OF SCORING

A goal is scored when the entire ball has been kicked over the goal line and completely passes over the line.

BODY CONTACT

Deliberate body contact and unnecessary roughness are not permitted and will result in a direct or indirect free kick, depending on severity and intent. Body contact also includes the more severe offenses such as holding, tripping, elbowing, charging or kicking an opponent. . Hard checking will be determined at the discretion of the referee.

HIGH BALLS

No one may kick, throw, head or play a ball above head height (the height is determined by the discretion of the given official). The opposing team will be awarded an indirect free kick where the highball originated. Balls deflected high by benches or other equipment will also be called.

FOULS

Fouls are given for infringement of the above rules as well as for:

1. Physical Obstruction - two hands on the wall while checking
2. Handling the Ball - hand (or arm) to ball constitutes an infraction, ball to hand (or arm) does not (when a player makes no movement towards the ball or has no intent to play the ball with their hand or arm). A violation will result in a direct free kick.
3. Dangerous Play - slide tackles, high kick, tripping. A violation will result in a direct free kick.
4. Sliding to get the ball (except the goalie when in the crease)

PENALTY KICK

- A penalty kick (or penalty shot) is a special type of direct free kick in which the referee spots the ball approximately 6 yards (marked by a black dot) from the offending team's goal line and a shot is taken with only the goalkeeper to beat. The goalie's feet must touch the goal line until the ball is brought into play. If this rule is not followed by the goalie and there is a goal, then the goal counts; if there is not a goal, the shot is taken again. The shooter must be a player on the floor at the time the infraction occurred. All other players must stand outside the white rectangle marked by the referee until the ball is brought into the play.
- Penalty kicks should only be given for a foul committed by the last defender on an opponent on a breakaway and for handballs in or near the goal area. A goal should be awarded if a non-goal keeping defender intentionally stops the ball from entering the goal with his/her hand or arm (inside or outside of the crease). A goal should also be awarded if the goalkeeper intentionally stops the ball from entering the goal with his/her hand or arm while outside of the crease. The goalkeeper may only handle the ball while in the goalie crease. If the goalie made no motion with his/her hands but created a screen with his/her hands resulting in a handball, then a direct free kick would result but no penalty. A direct free kick, but not a penalty kick, should be awarded if the ball is handled in or near the crease on a harmless play (i.e. a shot going wide).

SHOOT-OUT OUTLINE (Implement at Your Discretion)

If at the end of regulation time in a playoff game the teams are tied, both teams will proceed to a 5 minute sudden death overtime (IF TIME PERMITS) or a shoot-out. A shoot-out consists of five players from each team taking shots from the penalty mark. Note: Only the players on the playing area at the end of regulation play (including the goalie) may participate in the shoot-out.

VOLLEYBALL

PLAYING AREA

- Use the outside lines of the badminton courts.
- Court boundary lines should be free from obstructions. At the discretion of the referee, the server may take one step over the serving line.
- Teams are allowed to start practicing, 2 weeks prior to the season starting.

EQUIPMENT

- The net height is to be 2.10 m for boys and girls.
- The net is to be tight at both the top and bottom.
- The ball shall be a size 5, Volley-lite, properly inflated.

GAME TIME

Time outs are to be limited to 2 per game.

TEAM COMPOSITION

- A team may consist of 15 players maximum.
- Only six players may play on the court at any one time.
- Only 1 team may be entered in the Celebration Play Day.
- During the Celebration Play Day, schools shall be grouped by school size, in their zone.
- Refer to ARTICLE E of the SESAA Constitution.

SUBSTITUTIONS

- Unlimited substitutions may be made at the service rotation during league play.
- If using positional substitutions:
 - ⇒ The original player, for whom there was a substitution, may return in the same game, but must return to his/her previous rotational position.
 - ⇒ Each team may make unlimited substitutions in each game, but only when the ball is dead.
- A player may be substituted at any time to replace an injured player. The new player must take the same position on the floor as the player (he/she) replaces.
- One person could be substituted in only to the serve position and then be substituted out for the same player that they substituted in for. It is possible then for a player to play almost every minute of the game and not have one serve at all.

SCORING

- Use rally point score keeping method
- Games to 21 points

VOLLEYBALL

THE SERVE

- The ball may be served with any part of the hand (open or closed) from any location on the back line.
- Players must wait for the referee's signal to serve. In case of delivery before the referee's signal, the serve shall be retaken.
- A toss of the coin will be used to determine first serve. The team winning the serve does not rotate before beginning the play. The second serving team must rotate when they win the serve.
- No blocking or spiking the serve.
- Front line players are not allowed to play a served ball that is above the net. Defensive team must receive a serve with any hit, including a bump or volley.
- To improve the game, five serve rule is in effect during league play and Celebration Play Days.
- Back rows may spike the ball above the net if behind (2 m) attack line.
- Net serve is a valid serve.

ZONE PLAY

- All schools participating in Zone Play are automatically registered for Celebration Play Days.
- Zone play will accommodate 'B' teams and should allow them in the schedule. Schools are encouraged to have more than 1 team so that all students wishing to play may do so. The 'B' league will also accommodate a weaker team when a school has 2 teams and/or it will accommodate schools who wish to just enter a relaxed level of play and don't want the pressure of competition. The rules will be different and the game will be played in a basic skill development format.
- Coaches are free to call and arrange other games during the season. How many games a team plays after the one is up to the coach. All games played should follow league guidelines where possible.

CELEBRATION OF VOLLEYBALL TOURNAMENT

Schools will be broken into Large, Medium and Small groupings by population in their zone, grade 5-7. Coaches meeting to start, review rules and define rules for Celebration Playday.

- Volunteer Host Schools (a system of mandatory hosting). Each zone according to size needs to take a turn hosting a Celebration Play Day.
- Run from 1:00-4:00 p.m.
- 3-4 schools at a venue (each school is allowed one team)
- All athletes receive a bracelet, i.e. 1st, 2nd, 3rd or participation.
- Skill challenges. OPTIONAL.
- Guest Speaker. OPTIONAL.
- Skill development and court movement encouraged for a full court game.
-

TIMELINE

- 1:00-2:00 Round Robin Games
- 2:00-2:30 Skill Challengers
(example: most free throws, soccer passing) OPTIONAL
- 2:30-2:45 Guest Motivational Speaker OPTIONAL
- 2:45-3:45 Round Robin Games continued
- 3:45-4:00 Awards and Prizes

CO-ED OPTION VOLLEYBALL RULES

- Volleyball is a developmental sport, which emphasizes education and skill development
- We believe as co-ed coaches in co-op-etition
- We are striving to build relationships, friendships amongst the schools
- We support one another as coaches
- We hold to the ideals of SESAA as laid out in the handbook under “Coaches Code” and agree on following through with these ideals
- All Canadian Volleyball and District rules apply.
- Co-Ed Option Modifications:
 - ⇒ 3 girls/3 boys on court at all times
 - ⇒ Girl for girl and boy for boy substitutions either rotationally or following substitutionary rules listed above
 - ⇒ follow league guidelines where possible

BASKETBALL

Teams are allowed to start practicing 2 weeks prior to the season starting.

ZONE PLAY

- Surrey will be divided into zones for league play. These zones are to facilitate easy access to schools for games and they have nothing to do with school size.
- Zone play will consist of 6 weeks of zone play.
- Zone play will accommodate 'B' teams and should allow them in the schedule. Schools are encouraged to have more than 1 team so that all students wishing to play may do so. The 'B' league will also accommodate a weaker team when a school has 2 teams and/or it will accommodate schools who wish to just enter a relaxed level of play and don't want the pressure of competition. The rules will be different and the game will be played in a basic skill development format.
- Zone play should see each school play as many other schools as possible during the zone play whether these schools are large, medium, or small.
- Registration forms for Celebration Play Days must be sent in by fax or courier to the Basketball Convenor by no later than the end of the first week of zone play. Forms are available at the Organizational Meeting or by calling the Convenor.
- Coaches are free to call and arrange other games during the season. How many games a team plays after the one, is up to the coach. All games played should follow league guidelines where possible. Coaches may feel free to host a "B" tournament if it follows SESAA guidelines.

GAME FORMAT COMPETITIVE LEAGUE

- If 3 schools in a gym, games will consist of 4-4 minute periods with no half time break (1 vs. 2; 2 vs. 3; 1 vs. 3).
- If 2 schools in gym games will consist of 8/4 minute periods with a 2 minute half time. There will be a one minute break between periods (total 35 minutes).
- 2 time outs per half per team. Time outs can be called after any dead ball (whistle) or after a basket has been scored on you. The time clock will stop during the one minute time out.
- All games will be running time.
- Home teams will provide the timer and scorekeeper. A copy of the score sheet is enclosed. Score on paper first and then a blackboard. The written score is official. The score needs to be visible during games.
- Official score sheets will be used to keep track of running score, fouls and time outs.
- The timer will use a time clock or stop watch and he/she should be equipped with a whistle to signal the end of each period.
- Both teams will provide a written roster of players' names and numbers to the scorekeeper prior to each game.
- Each team is responsible for providing 1 capable referee and 2 referees must be on the court at all times. If a capable referee is not provided then the coach must assume the responsibility.
- During play the 'MERCY' rule states that if 1 team gets behind and wishes to stop keeping score, then it should be stopped to avoid an embarrassing 1 sided victory. Coaches may request to NOT keep score at any time.

BASKETBALL

- In the event of a tie in Celebration Play Day games, 2-4 minute quarters of overtime will be played. Each team will be given 2 additional time outs. All fouls carry-over into overtime. Teams in bonus remain in a bonus situation. If still tied then the game ends in a draw. In Celebration games, the tournament host will determine whether overtime will be played.
- The zone coordinator will mediate any problems between coaches during the season. The convenor will mediate all problems in the Celebration Play Days.
- Please refer to “Coaches Code” and “Role of a Coach”.

PLAYING AREA AND EQUIPMENT

- A leather size 5 basketball (Teams should try to have one good leather ball for games)
- Court baskets should be set at 9 feet (2.74 m)
- A time clock or a stop watch
- A time keeper and whistle
- A blank score sheet
- A scorekeeper and pencil

NOTE: Due to safety concerns, basketball backboards should be at least 3-4' from the end wall. Please be sure you ask your principal to have the necessary work done before the season starts.

TEAM COMPOSITION

NOTE: During league play these rules may be relaxed in order to complete a game; however, the intent is that all games be played by the rules whenever possible.

- Grade 7 players are not permitted to be cut except for disciplinary reasons
- A team will consist of a minimum of 10 players. It is mandatory that each shift consist of 5 new players. Lines should be as equal in ability as possible
- All players on the roster and suited up must see action in at least 1 period of play in every game

NOTE: If a team fails to comply with this rule and the opposing team notices and places a protest within 15 minutes of the game ending the team in violation forfeits the game.

- It is recommended that a team carry at least 2 substitutes so that the team will always have the minimum 10 players required to play
- Refer to ARTICLE E of the SESAA Constitution

SUBSTITUTIONS

- All players change at the end of each period. There will be no double shifting by any player for any reason.
- The order of shifts may not be changed in celebration games and may be changed only at half time during league play.
- Substitutions during the 4 minute periods may only be made for injury or a foul-out situation. The player leaving the game for injury may re-enter only for his sub in the regular rotation and may not double shift. The player entering the game may not be double shifting and must be a new player.
- If no substitution is available (only players who would be double shifting are available) then the team must play a man short until the end of the period. It is up to individual coaches to monitor.

BASKETBALL

NOTE: If a player is double shifting and a coach discovers it the player is removed from the floor and must sit out the next 2 periods as a penalty.

- The home team puts his shift out first in the first half. The visiting team puts out the first shift in the second half. Once 5 players are on the court they may not be changed. This gives both teams a chance to match lines.

GENERAL PLAY

- Over and back enforced. Results in loss of possession and the ball is in- bounded from the centre line. In-bounding team may go to front or back court. Smaller gyms may waive the over and back rule.
- Player to Player defense only NO ZONES!!! Player to Player is.....
 - ⇒ every player on the floor is responsible to cover an opponent. All 5 players of the opposing team must be covered
 - ⇒ a player checking the opponent with the ball aggressively. Players may switch checks, but all players involved must pick up an opponent.
 - ⇒ staying within 3 feet of your check once your check enters the key.
- Player to Player is not....
 - ⇒ called on rebounds after a shot attempt. Players may rebound and continue to check under the hoop until the ball is moved out of the key area. Once the ball has moved out players must return to checking an opponent.
 - ⇒ standing in the key without a check. Defensive players cannot be in the key without a check close by (within 3').

NOTE: If a team plays a zone defense the referee shall stop play and give the team a warning. After the warning has been issued the team shall receive a technical foul each time they return to a zone defense, resulting in 1 point and possession. The technical foul counts as a team foul.

- Double teaming is allowed on the ball handler.
- No full court press of any kind. After a missed shot, rebounding and checking is allowed until possession has been gained by the defense, then the offensive team must retreat to their own side of centre.

NOTE: If the defensive team tries to fast break and they make a bad pass (and not pressured into the decision) the ball is loose. The team only gets centre if they bring the ball up the court in a controlled fashion.

- 5 seconds in the key enforced (loss of possession). A new 5 second clock is given after any shot (drive to the hoop) or attempted shot.
- Pick plays (offensive screens) are legal if set properly and may be used at any time during the season.
- On a jump ball:
 - ⇒ only at the beginning of the game.
 - ⇒ jumpers may not fist the ball but may touch it once.
 - ⇒ the ball must be touched by another player outside the circle after the tip.
 - ⇒ players standing on the line when the ball is tossed results in a loss of possession.

BASKETBALL

- ⇒ alternate possession on jump balls during the shift. Team takes ball on sideline.
- ⇒ non-jumper may not break the plane of the jump circle. A violation results in opposing team getting possession on the sideline.
- The offensive team must cross centre in 10 seconds or forfeit possession.
- The 10 seconds begins:
 - ⇒ once the ball has been in-bounded after a completed shot.
 - ⇒ after it is in-bounded from the sideline.
 - ⇒ after possession is gained upon rebounding.
- A closely guarded player has 5 seconds to move the ball or he/she forfeits the ball. This includes in-bounding from the sidelines.
- Any swearing, abuse of a referee, or unsportsmanlike conduct results in a technical foul and a warning. The second offence results in a technical foul and expulsion from a game. A referee reserves the right to waive the warning if he/she so chooses.
- Travelling or dribbling violations are penalized with loss of possession. These include:
 - ⇒ A player attempting a layup is allowed to take 2 steps after picking up her dribble. A third step is considered a carry, resulting in a change of possession.
 - ⇒ up and down (jumping and striking the ground before releasing the ball).
 - ⇒ carrying the ball (hand may not touch the ball below the horizontal plane of the ball).
 - ⇒ double dribbling (touching the ball with 2 hands or dribbling, stopping and then dribbling again).
 - ⇒ walking (moving without dribbling).
 - ⇒ pivot foot (moving the established pivot foot).

NOTE: The ball must leave the hand before a player can move the pivot foot.

- Football; the player intentionally kicking the ball with either leg (from the knee down) or foot, has committed a violation.
- A legal guarding position is:
 - ⇒ feet shoulder-width apart
 - ⇒ both feet planted on floor (for blocks and screens)
 - ⇒ arms not extended out wide but may be straight up in the air
 - ⇒ facing opponent
- Blood: If a player is bleeding play should be stopped and the player should get cleaned up and stop the flow of blood. A uniform with blood on it should be changed at the next break.

FOULS

- Maximum of 5 fouls for any player in a game. The 5th foul results in removal from the game. A substitution may enter the game at this time to take the fouled player's place but the new player may not be double shifting.
- The referee must indicate to the scorekeeper the name and/or number of the player committing the foul. The player committing the foul must raise his/her arm and call out to the referee their name or number.

BASKETBALL

- If a team accumulates 6 team fouls (each player or technical equals 1 team foul) in a half, each foul after the 6th is awarded with 1 point and possession.
- Any excessive contact of a player constitutes a foul. Only contact made during a shot or lay-up will result in 1 point. If the player is fouled and the shot goes in the player receives 2 points plus 1 bonus point. All other fouls are recorded and possession on the side. If in bonus situation all fouls are worth 1 point.
- Fouls are called for the following other situations:
 - ⇒ offensive charging
 - ⇒ offensive or defensive holding
 - ⇒ interference
 - ⇒ moving screens or blocks
 - ⇒ technical fouls

NOTE FOR CHARGING AND BLOCKING: If a dribbler in progress has established a straight line path, he/she may not be crowded out of that path, but, if an opponent is able legally to establish a defensive position in that path, the dribbler must avoid contact by changing direction or ending his/her dribble.

- Technical fouls result in 1 point and possession.
- Intentional or flagrant fouls result in 1 point and possession. If the referee deems that the foul was dangerous or with intent then the player is ejected from the game.
- Fighting results in automatic ejection from game and tournament.

CELEBRATION OF BASKETBALL OPTIONAL FORMAT

- Volunteer Host Schools (a system of mandatory hosting)
- Run from 1:00-6:00 p.m
- 6 schools at a venue
- 1st, 2nd and 3rd place ribbons for round robin tournament (participation ribbons)
- 1st and 2nd place ribbons for mixed team skills challenges
- Semi Finalist and Champion ribbons
- Skill challenges

SUGGESTED TIMELINE

- 1:00-4:00 Round Robin Games
- 4:00-4:15 Skill Challengers (example: most free throws, soccer passing) OPTIONAL
- 4:15-4:30 Guest Motivational Speaker OPTIONAL
- 4:30 Semi Finals and Finals
- 6:00 Awards and Prizes

GAME FORMAT CO-ED LEAGUE

- A team will consist of a minimum of 10 players. It is mandatory that each shift consist of 5 new players. Lines should be as equal in ability as possible.
- All players on the roster and suited up must see action in at least 1 period of play in every game.
- All players change at the end of each period. There will be no double shifting by any player for any reason.
- The order of shifts may not be changed in celebration games and may be changed only at half time during league play.
- Substitutions during the 4 minute periods may only be made for injury or a foul-out situation. The player leaving the game for injury may re-enter only for his sub in the regular rotation and may not double shift. The player entering the game may not be double shifting and must be a new player.
- Over and back enforced. Results in loss of possession and the ball is in- bounded from the centre line. In-bounding team may go to front or back court. Smaller gyms may waive the over and back rule.
- 2 schools playing in 1 gym format should be 8-4 minute quarters. 3 schools in 1 gym format should be 4-4 minute quarters.
- Jumpers may tap the ball twice but may not take possession until the ball strikes the floor or another player. No fist balls on the jump.
- An offensive player must cross the centre line within 10 seconds of receiving a throw-in.
- 5 seconds in the key; the player is not allowed to be in the key for longer than 5 seconds if his/her team has the ball. This does not apply if the player is shooting or driving to the basket.

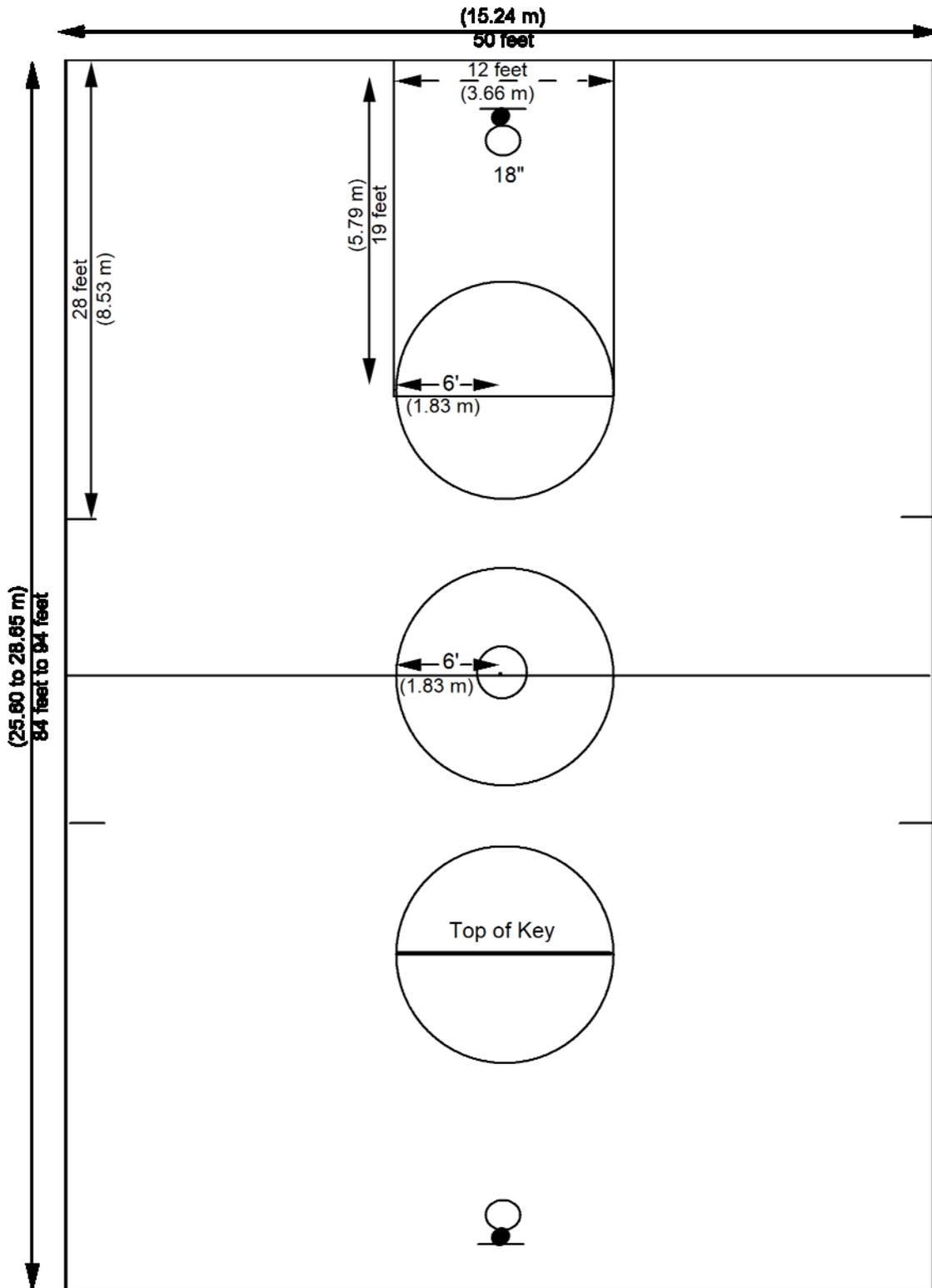
GAME FORMAT CO-ED LEAGUE

- NO ZONES
- NO DOUBLE TEAMING
- NO PICK PLAYS (offensive screens)
- A closely guarded player has 5 seconds to move the ball or he/she forfeits the ball. This includes in-bounding from the sidelines.
- All fouls are 1 point
- Any contact of a player constitutes a foul and will result in 1 point. If the player is fouled and the shot goes in the player receives 2 points plus 1 bonus point.
- It is legal to inbound the ball from the front court to the backcourt; that does not constitute a backcourt violation.
- First Shift: 3 boys; 2 girls (1st, 3rd, 5th, 7th) and Second Shift: 2 boys; 3 girls (2nd, 4th, 6th, 8th). Alternate throughout the game.

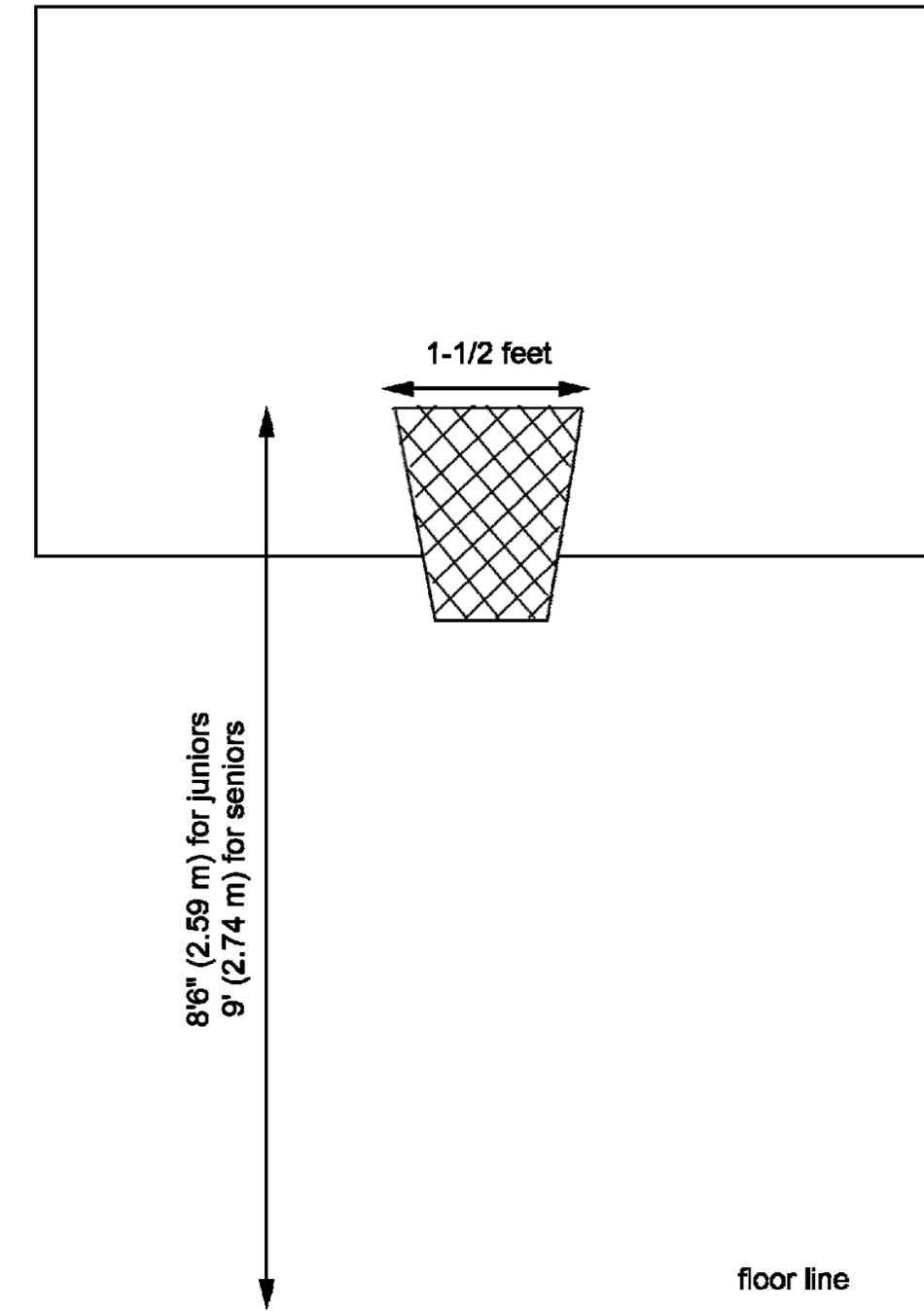
More detail regarding violations can be found in the handbook but remember this is a skill development game and should be approached this way.

Keeping score is optional and should be discussed by coaches prior to the game.

BASKETBALL COURT DIMENSIONS



HOOP & BACKBOARD DIMENSIONS



ULTIMATE

THE FIELD

A rectangular shape with end zones at each end. A regulation field is 70 yards by 40 yards, with end zones 25 yards deep.

INITIATE PLAY

Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team, with a gender split of 4 boys and 3 girls or 4 girls and 3 boys.

SCORING

Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score, with the team scoring the point "pulling" the disc from the end zone where the point was scored. The team scored upon then defends the end zone at the opposite end.

MOVEMENT OF THE DISC

The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.

CHANGE OF POSSESSION

When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.

SUBSTITUTIONS

Players not in the game may replace players in the game after a score and during an injury timeout.

NON-CONTACT

No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

FOULS

When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.

SELF-REFEREEING

Players are responsible for their own foul and line calls. Players resolve their own disputes.

SPIRIT OF THE GAME

Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

ULTIMATE

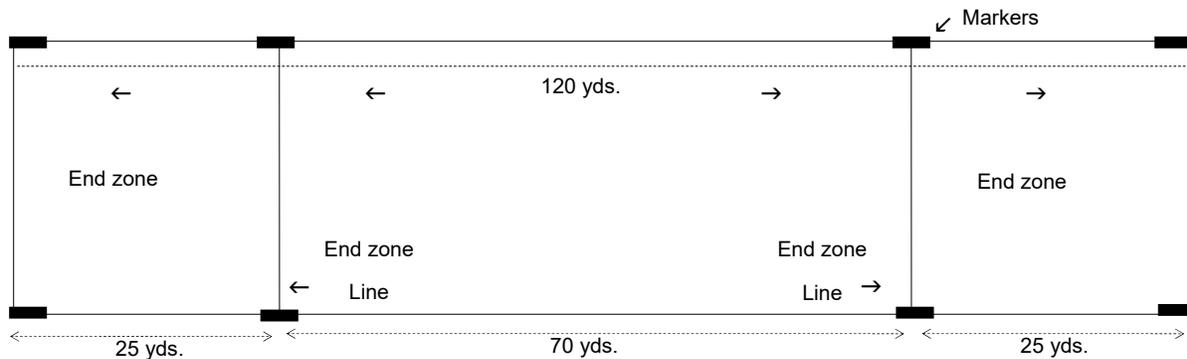
ULTIMATE CELEBRATION PLAY DAY FORMAT

More details will follow regarding the Celebration Play Day format and schedule. The tournament will highlight all the teams and will give us a chance to possibly even watch two high schools or university teams play.

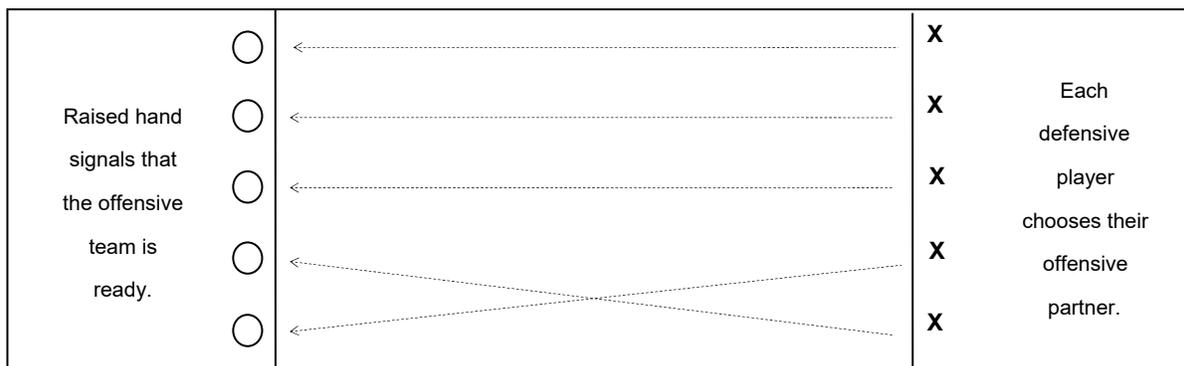
- District hosts tournament
- Run from 1:00-4:00 pm
- All schools at a venue
- 1 - 2 ribbons for tournament
- All other athletes receive a participation ribbon
- 4 - 3 gender split for play

GAME FUNDAMENTALS

Ultimate is a relatively easy game to learn and to teach. The equipment needed is minimal: A number of (preferably 175 gram) discs (Frisbees), field markers, shoes with plastic cleats (optional), pinnies (to tell the teams apart), and players. The field size is officially 40 yards (or strides) wide and 120 yards long, which includes the two 25 yard end zones, (but then (almost) everything about Ultimate is flexible).

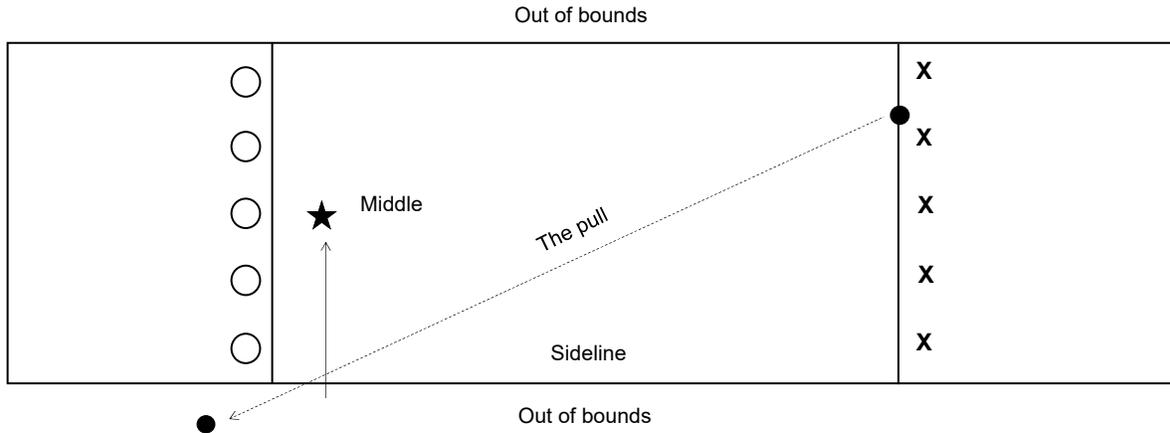


Each game begins with the teams (officially 7 players, but again this is flexible - five is better for beginning players) lining up on their end zone line. Each defensive team member chooses the one offensive player they will defend against for the duration of the point, wait to see a raised hand from the offensive team (signaling that they are ready to begin), and then 'pull' the disc down the field (similar to the kickoff in football).

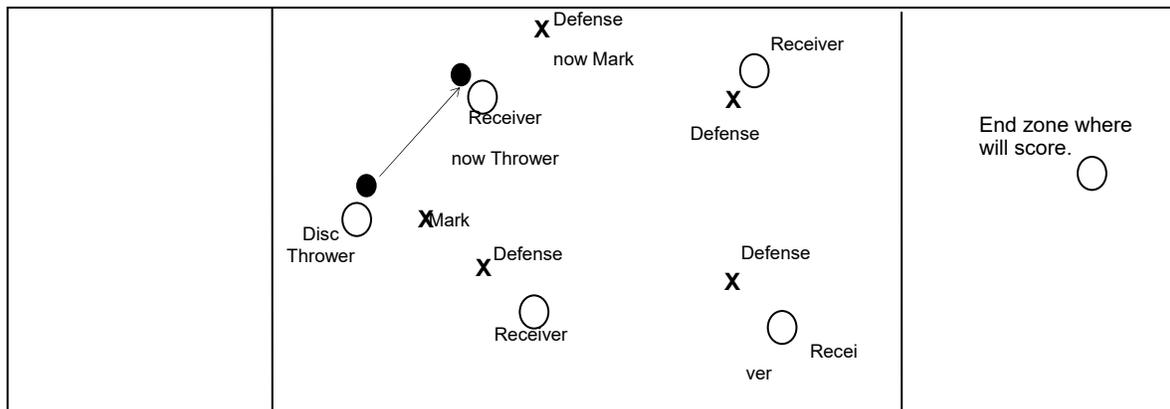


ULTIMATE

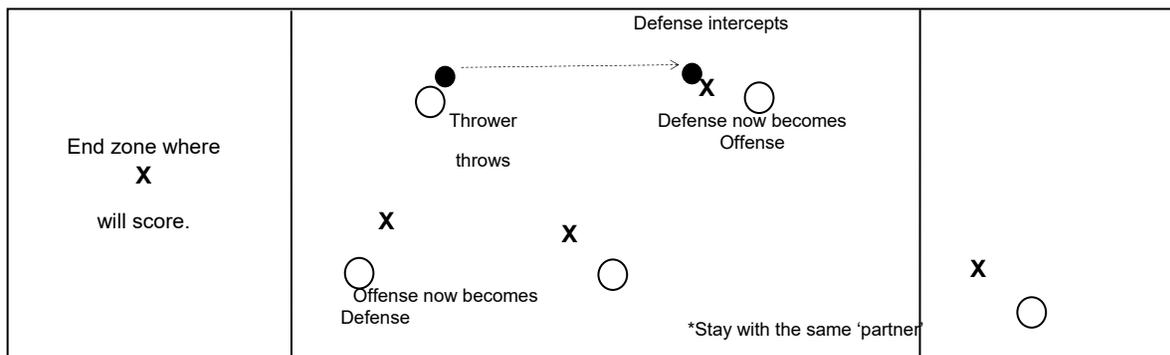
If the pull ends up out-of-bounds the offensive team has the option of playing it from the sideline where it went out, or the middle of the field parallel to the point where it went out.



One member of the offensive team (it doesn't matter who) catches or picks up the pulled disc and begins to move the disc downfield (from where it came) to score in the opposite end zone. This movement involves throwing the disc to an open receiver (any other member of their team) who upon catching the disc stops running, establishes a pivot foot (as in basketball), and becomes the new thrower. Unless you are playing a zone, there are no positions in Ultimate, meaning that the thrower can pass to any receiver anywhere on the field.



During play each defensive player is trying to create a turn-over, (preventing their offensive 'partner' from catching or throwing the disc). In Ultimate there is no physical contact between players, the defense must either cover the player effectively enough to stop them from becoming an open receiver, or knock/catch the disc out of the air before the receiver has control of the disc (having the disc firmly in their hand). Any time the defense is successful in knocking down/catching the disc it is a turn-over. This means that the defense becomes the offense and begins immediately moving the disc down the field, in the opposite direction (from the point of the turn-over), to score in the other end zone.



The 'mark', the player whose defensive partner is now the thrower, must stand at least a disc length from the thrower (all other defensive players must be at least 10 feet from the thrower) and be careful not to

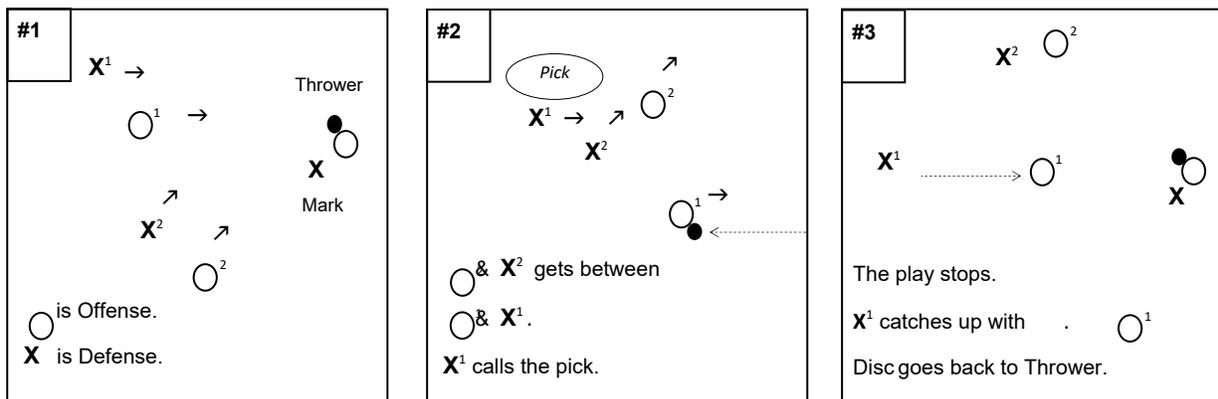
ULTIMATE

The 'mark', the player whose defensive partner is now the thrower, must stand at least a disc length from the thrower, (all other defensive players must be at least 10 feet from the thrower), and be careful not to straddle the thrower's leg. The mark must also call out the 'count' as soon as the thrower has established their pivot foot. The stall count shall be at a reasonable pace: "1 stall, 2 stall, 3 stall...10 stall." If the mark gets to the "stall" in "10 stall," it is a turn-over.

Besides intercepting the disc in the air or a ten count, the disc is considered turned-over if it hits the ground, is thrown out-of-bounds (the line is considered out), or the receiver catches it out-of-bounds (the first point of the receiver's body) to contact the ground will determine whether they are out).

Part of the Spirit of the Game is the calling of fouls. Each player is responsible for calling their own fouls, both those made against, and caused by, themselves. There are no refs in Ultimate, not even at the World Championships!

- Any contact, even if unintentional, is a foul. If the two players concerned disagree that a foul was committed (the second player 'contesting' the foul called by the first) then the play is redone - the disc going back to the thrower (who does not have to throw it back to the same receiver). If the foul call is not contested, the receiver keeps the disc and the play continues.
- If the mark makes contact with the disc while it is still in the thrower's hand, it is also considered a contact foul. If it is uncontested the count goes back to zero. If the foul is contested, the count begins either at the point it was at when the foul was called (if below "stall five"), or coming in at "stall six" (if above "stall five").
- The 'pick' when any player gets in between an offensive receiver and their defensive partner, is also a foul. If a pick is called, the defensive player who was picked is allowed to catch-up to their offensive partner. If the pick was called after the disc was thrown, and before it was subsequently caught, the disc goes back to the thrower and the count resumes where it left off, unless it was above stall five, in which case if comes in at "stall six." Similarly, if the disc is thrown after the pick call, the disc goes back to the thrower, except if the pass is incomplete (not caught), in which case it is a turnover.



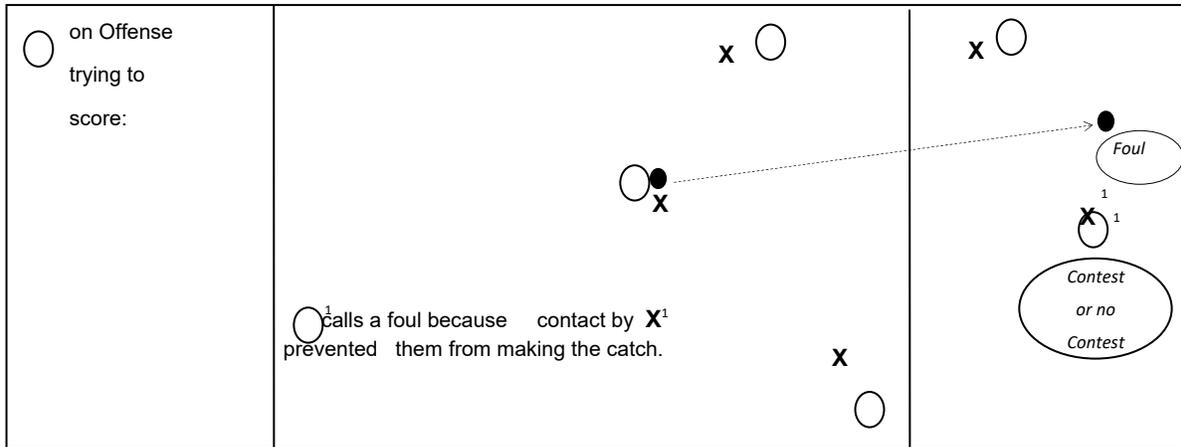
A 'travel', when the offensive receiver (now thrower) doesn't establish, or moves, their pivot foot during the time they have possession of the disc, is a foul. When a travel is called, both the disc and the count go back to the thrower at the point where the travel began.

Another foul is the 'strip'. This is when the offensive player has control of the disc yet the defensive player knocks it out of their hand. The stripped disc remains in the possession of the player who had the disc at the point where the strip took place.

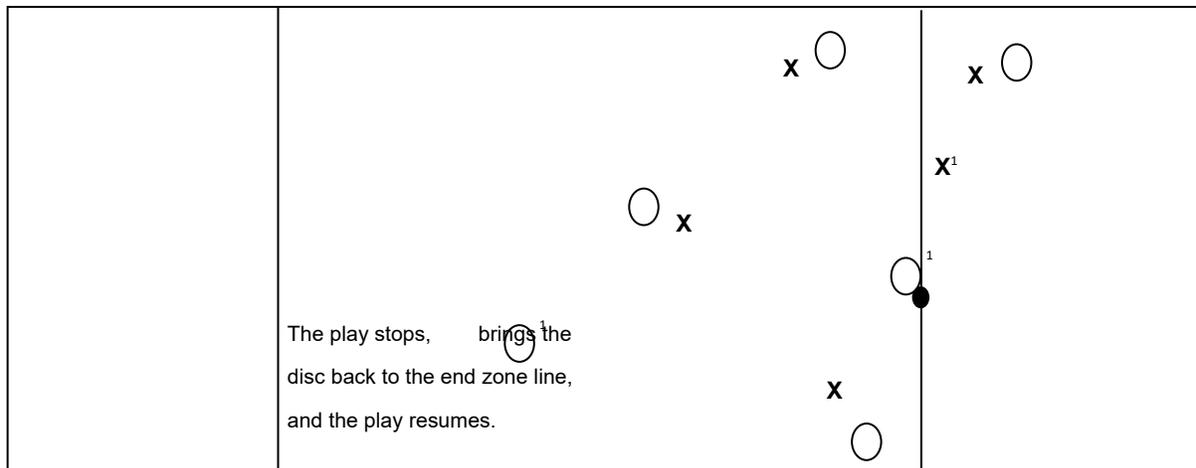
ULTIMATE

Whenever a foul is called, (or the disc goes out of bounds), causing a stoppage in play, the disc must be 'checked in' before play can resume. This means that the mark, as soon as the rest of the defense is ready, counts aloud "three, two, one, disc in" and the play begins again.

For all uncontested fouls in the end zone, the disc is brought back to the end zone line at the point parallel to where the foul took place. All other calls, ("out-of-bounds," "down" which means the disc touched the ground before it was caught and whether or not a receiver had control of the disc) are made by the receiver, or, if they cannot honestly make the call, by those in the best position to judge.



If uncontested:



A goal is scored when the offense throws the disc to one of their receivers already in the end zone. The player cannot run the disc into the end zone. If they do they must take the disc back to the point outside the end zone where it was caught and throw it to another receiver who is already in. If the disc is turned-over in the end zone, or goes out-of-bounds at any point, the defensive (now turned offensive) players may bring the disc up to the end zone line or sideline parallel to the point of the turn-over. Once a goal is scored each team lines up on the opposite end zone line from the one they were on previously - changing sides every point. A goal is considered one point, and a game typically goes to anywhere from 11 to 21 points (always an odd number).

By Letitia Lipp B. Ed.

BADMINTON

TO START THE GAME

- Spin the racket
- The winner has one of the following choices and the loser the other:
 - ⇒ Serve or receive first
 - ⇒ Side

POSITION ON COURT AT START OF GAME

- Server stands inside service court on the right side. Receiver stands inside service court on the opposite right side. Partners may stand anywhere on either side providing they do not block the view of the receiver.

POSITION THROUGHOUT THE GAME AT TIME OF SERVE

- Doubles—When a team's score is even that team is in their starting positions, when odd, reverse positions.

TO START THE PLAY

- The server on the right side serves to the receiver on the opposite right side. The receiver must not move until the server hits the shuttle.

SERVER MUST

- Keep some part of his feet on the floor (e.g. do not walk into serve).
- Hit the base of the shuttle first.
- Hit the shuttle with all of it below the server's waist.
- Hit the shuttle with all of the head of the racket clearly below the hand that holds it.
- Have the racket move continuously forward (no fake allowed).

SCORING

- Use rally method of scorekeeping. Player must establish from starting points, court position and their even and odd position. At all times players must serve from the court position of their current score.

DURING PLAY

- Doubles—In doubles, if the team serving wins the rally, the server switches court position with his partner and continues to serve. If they lose the rally the serve goes to the opponents.

SERVER OR RECEIVER ON WRONG SIDE

- Play a let if it is discovered before the point is over or if the person who made the mistake wins the rally. The score stands if the person who made the mistake loses the rally in which case the players will remain on the "wrong" side. If the next serve has been made, the score stands and the players remain on the "wrong" side. Upon the next team service change, players will return to established positions reflected by the score. (see 'LETS (REPLAYS)')

BADMINTON

FAULTS DURING PLAY

- Shuttle landing outside the court boundaries during service or play (shuttle landing on line is not a fault).
- Player, his racquet or his clothing touches the net while the shuttle is in play.
- Player hitting the shuttle on the opposite side of the net, however, when it is hit on player's side follow through over net is legal.
- Player holding up his racket close to the net when the opponent has a chance to hit the shuttle down close to the net on the other side.
- Shuttle hit with two strokes by one side (Player hitting the shuttle with two hits on one stroke is legal).
- Shuttle clearly carried on the racquet and thrown over.
- Shuttle hitting the ceiling, player or the player's clothing.
- If the receiver's partner hits the serve.
- Interfering with the shuttle, or misconduct after one warning (lose serve or give opponent a point).
- Stalling—no time allowed for injury, regain of strength or wind (penalty—lose serve or give opponent a point).

SHUTTLE IS IN PLAY

- From the time it hits the server's racquet until:
 1. hits floor
 2. hits person or clothing
 3. hits ceiling
 4. hits net on hitter's side and starts to drop on hitter's side

LETS (REPLAYS)

- Server or receiver on the wrong side and wins the rally.
- Shuttle goes over the net, catches in the opposite side and does not fall to the floor.
- Outside interference, e.g. shuttle from another court lands on or near playing area.

NOTE: A shuttle hitting the net on the serve and going over is a good serve provided the shuttle lands in the service court.

END OF GAME

- Each game will be to 21 points or a maximum ten minutes in length. If time runs out and the score is tied, the next point will determine the winner.

BADMINTON

SPORTSMANSHIP

- Players should be instructed in the rules and etiquette of badminton by the coach.
- The receiving side makes the calls on their own side of the net.
- The server must call out his score and then his opponent's score before serving.
- Players should maintain self control at all times.
- Players should shake hands and say thank you to everyone involved in the game.
- Players are to wear appropriate footwear and attire.
- Any problems or questions should be brought to the attention of the coaches.

TEAM FORMAT

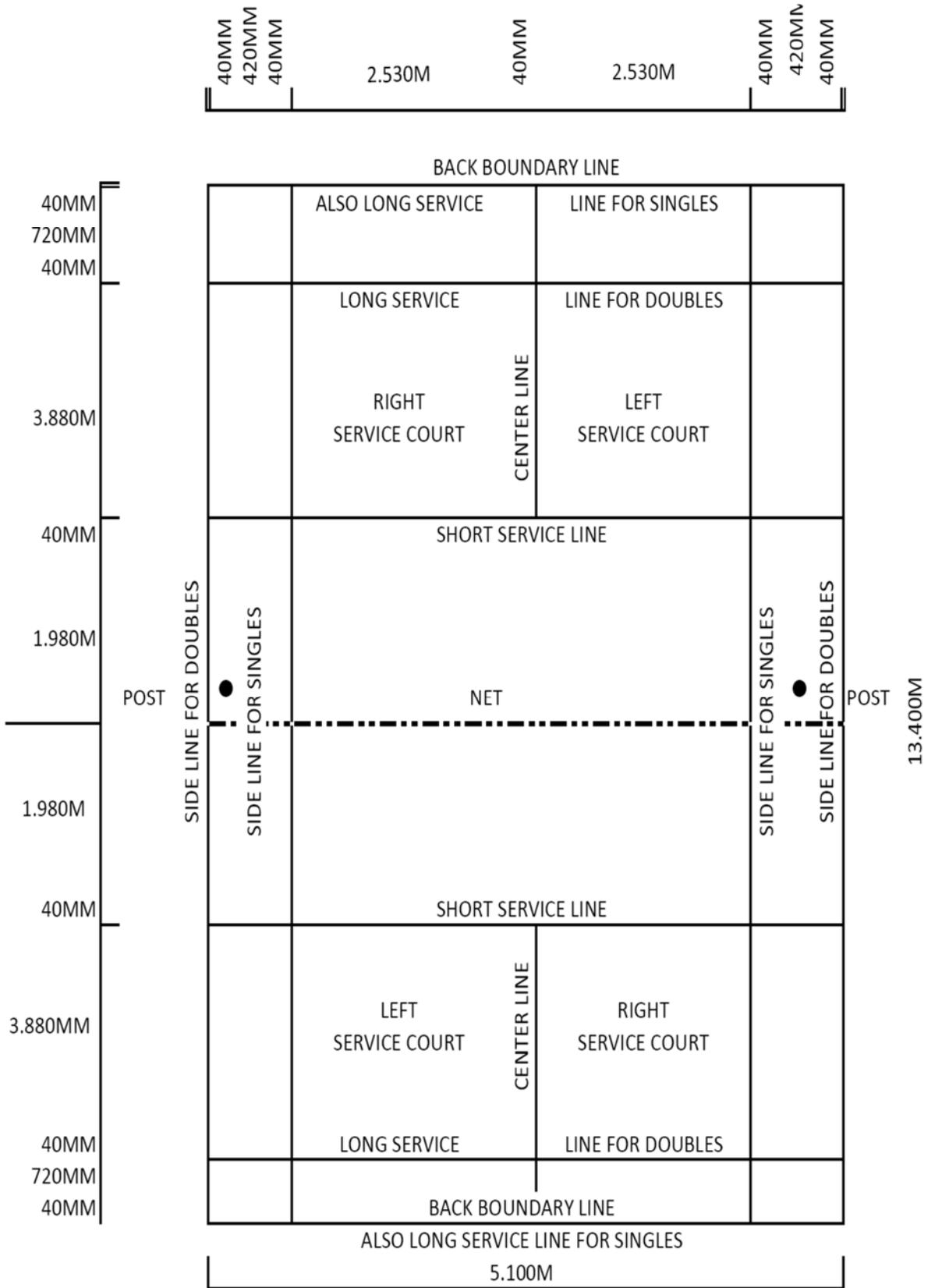
- There will be 4 boys and 4 girls for each grade 5/6 and grade 7 team. These 8 players will combine to form 2 boys doubles, 2 girls doubles, 4 mixed doubles and 1 boys single and 1 girls single teams.
- All play will start at 3:00 pm
- Play during league will not count towards Celebration Play Day status.

BADMINTON CELEBRATION PLAY DAY FORMAT

Each school must choose one option for Play Day and all schools will receive a school rosette and individual competitor ribbons.

- Option One
 - ⇒ This is a three team Play Day with each player assigned to only one team; boys doubles, girls doubles, mixed doubles, boys singles, and girls singles (this makes 5 teams for each school).
- Option Two
 - ⇒ This will be a playoff format with each Zone having playoffs to determine 1st and 2nd place finishes. These two schools will then play a semi-final with another zone to determine the 1st and 2nd place finishers who will then advance to the final.

BADMINTON COURT DIMENSIONS



NOTE: COURT WHICH CAN BE USED FOR BOTH SINGLES AND DOUBLES PLAY. DIAGONAL LENGTH OF COURT = 14.723 M.

TRACK & FIELD

It might be valuable to go over these regulations with your athletes.

TRACK

- All races up to and including 400 meters will be run in lanes.
- Both feet must be in contact with the ground when starting.
- Competitors must not place hands or fingers on the starting line.
- A false start will be signaled by the firing of a second shot (or a whistle).
- Athletes are only allowed one false start.
- Athletes must stay in lanes during and after the race.
- The finish of a race is marked by the torso (chest area) crossing the perpendicular plane of the nearer edge of the finish line.
- A person not participating is not allowed to pace the athletes.
- A winner of heat does not necessarily win a ribbon. Some races are timed finals; others will have a final race.

RELAYS

- The person who drops a baton must pick it up.
- An athlete must not impede other runners.
- Incoming runners must stay in their lane until the track is cleared.
- The baton must be handed over in the exchange zone, not thrown.
- It is the baton that is judged as being in or out of the exchange zone, not the runner.
- The baton cannot be received before or after the exchange zone.
- Runners must be in the correct lane and remain in the correct lane throughout the race.
- Remain in the lane after the finish of the race.

TIMING

- Two watches will be on first. A disagreement results in an average of the two times.
- Start on the flash or smoke of the gun. Stop the watch when the torso crosses the finish line.
- Do not return watch to zero until instructed to do so by the chief timekeeper.

DISTANCE RACES

- Runners must allow 2 strides on other athletes before cutting over to the curb lane.
- Group start.
- Runners must not impede other runners from passing on the outside.
- Races 400m and above including relays may be timed Finals therefore the runners are racing the clock.
- Fastest runners are encouraged to run in the same heat.

FIELD EVENT REGULATIONS

- Jumps not making the standard may not be recorded.

TRACK & FIELD

HIGH JUMP

- Competitors must take off from one foot.
- They may jump at any height above the minimum that they choose.
- They are allowed three attempts at each height or if they miss their first or second attempt they may pass and compete at a higher height.
- A competitor who fails three consecutive jumps is eliminated even if the jumps were not made at the same height.
- If time is a factor the official may put a time limit on the competitor between the attempts on the bar or after his/her name is called.
- Competitors must inform official when leaving the high jump for other activities and must return as soon as possible and inform the official on return. The bar will not be lowered for returning competitors.
- Ties will be decided in the following manner:
 - ⇒ The competitor with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.
 - ⇒ If the tie still remains, the competitor with the lowest total of failures throughout the competition up to and including the height last cleared shall be awarded the higher place.
 - ⇒ If the tie still remains after b) and concerns first place, the following procedure shall apply:
 - The tying competitors shall have one more jump at the lower height at which they failed.
 - If no decision is reached the height of the bar shall be lowered or raised to the heights which shall be announced by the Chief Judge of the event until the tie is broken.
 - Tying competitors shall jump in the same order as in the competition proper.
 - They shall make one attempt only at each height and must jump on each occasion that the height of the bar is altered.
 - ⇒ If the tie concerns any other place than first place, the competitors shall be awarded the same place in the competition.

LONG JUMP

- Competitors must jump on or behind the take off board.
- The distance is measured from the closest edge of the take off board to the pit to the nearest mark left in the landing pit by the jumper.
- Each competitor is allowed three jumps.
- If ties occur the second furthest jump will be used.
- One foot take-off only.
- Leaving and returning competitors must inform the officials.
- The zero end of the tape is placed at the mark in the pit.

TRACK & FIELD

TRIPLE JUMP

- Hop-step-jump (e.g. right foot to the right foot to left foot to both feet).
- If the leg not used in the hop touches the ground the jump is not counted.
- Everything is the same as in the long jump.

DISCUS (1000 grams) Circle 8' 2-1/2" 49° sector

- It must land within 40° sector.
- Competitor must leave by the rear half of the circle.
- Three throws are allowed.
- Measurement is taken from inside edge of the rim. Zero end of the tape is placed where the discus touches the ground and the reel end of the tape is placed in the centre spot of the circle. The distance is recorded at the rim's inside edge.
- Stepping outside of circle or on rim during throw constitutes a foul.
- Ties are broken as in long jump.

SHOT PUT (6 lbs.) Circle 7' 49° sector

- Three throws are allowed.
- The shot shall touch or be in close proximity to the chin and neck area.
- It is tossed with one hand only. It must land within 49° sector.
- The hand shall not be brought behind the line of the shoulders which constitutes a throwing action and therefore a foul.
- Competitor must leave by rear half of the circle.
- Competitor must not step outside or on the rim of the circle during the toss.
- Measurement the same as discus.
- Ties the same as long jump.

DISTRICT TRACK MEET

Barry Morley Memorial 42nd Annual Surrey Elementary Schools Track and Field Meets 2018-2019

MEET DATES

TINY SCHOOLS	Tuesday, May 28, 2019
SMALL SCHOOLS	Wednesday, May 29, 2019
MEDIUM SCHOOLS	Thursday, May 30, 2019
"Rain-Out/Make Up" Day	Friday, May 31, 2019
LARGE SCHOOLS	Monday, June 03, 2019
EXTRA LARGE SCHOOLS	Tuesday, June 04, 2019
BIG SCHOOLS	Wednesday, June 05, 2019
"Rain Out/Make Up" Day	Thursday, June 06, 2019
"Rain Out/Make Up" Day	Friday, June 07, 2019

START TIME

9:30am Finish Time: 4:00 pm

All meets will be at BEAR CREEK PARK.

The Oct 1st ENROLMENT figures for grades 3-7 (excluding special classes) will be used as the basis for the groupings.

AGE CLASSIFICATIONS

- BANTAM - born during 2006-2007
- PEE WEE - born during 2007-2008
- TYKE - born during 2009 or later

MINI MEETS

Instructions for booking facilities for mini-meets will arrive via email and the weekly memo. It will also appear on the website.

WATCH FOR IT!!!

CAUTION AT BEAR CREEK PARK

Please be alert and aware of the location of your children during the track meet. Students must not be on the infield except to do the high jump event. Students should also be advised that the water park is out of bounds.

DISTRICT TRACK MEET

TRACK AND FIELD POINTS

	Individual	Relays
First	9	12
Second	7	10
Third	6	8
Fourth	5	6
Fifth	4	5
Sixth	3	4
Seventh	2	3
Eighth	1	2

THE FOLLOWING EVENTS WILL BE INCLUDED IN THE 2017 PROGRAM

Tyke	Pee Wee	Bantam
80 m	100 m	100 m
300 m	200 m	200 m
600 m	400 m	400 m
4x100 m Relay	800 m	800 m
High Jump	1500 m	1500 m
Long Jump	Long Jump	Long Jump
Triple Jump	Triple Jump	Triple Jump
Shot Put (6 pounds)	High Jump	High Jump
(no discus for Tykes)	Shot Put (6 pounds)	Shot Put (6 pounds)
	Discus (1 kilo)	Discus (1 kilo)
	4x100 m Relay	4x100 m Relay
Medley Relay	Medley Relay	Medley Relay
2x50 m	2x100 m	2x100 m
1x100 m	1x200 m	1x200 m
1x200 m	1x400 m	1x400 m

SPORTSMANSHIP TROPHY WILL BE AWARDED AT EACH MEET

The committee representing parent volunteer coaches, teachers and administrators will use the following criteria:

- appropriate dress of the participants
- general enthusiasm of the participants and spectators
- cheers and decoration of the school's section of the bleachers
- adherence to P.A. announcements
- obedience to posted restricted areas (especially as it applies to the finish and start areas)
- cooperation and adherence to instructions from officials

DISTRICT TRACK MEET

NAME TAGS AND FORMS

Name tags will be used to facilitate track meet organization. Please type or print the student's full name and school name on file folder labels for each event.

Do not use water soluble ink. A tag must be completed for each event that a student enters. Use the 1.6 cm x 8.9 cm tags.

7. PRE-ARRANGED SEATING PLAN

A pre-arranged seating plan by random selection will be in the program.

8. ROSTER SHEET

Please print or type all competitors' names on this sheet. Also, enter the total number of participants on your team. The Roster Sheet must be handed in to the Control Booth by 9:00 on the morning of the meet.

9. ASSISTANCE FROM OFFICIALS

The track and field coordinators realize the difficulty of obtaining extra personnel to officiate, especially in the small schools. However, it is of the utmost importance that this obligation on your part be fulfilled in order to make the track meet more enjoyable for all involved.

Each school is allowed two (2) entries per individual event and one relay team.

Please note the following points:

- If the weather is very hot, both spectators and participants should wear sun protection lotion and a hat.
- Please be certain that your entries have been adequately trained for their events.
- Shoes and shorts and tops must be worn.
- Starting blocks will not be allowed.
- If track shoes are worn, they must be equipped with pin spikes.
- The number of events students may enter is:

Tykes)	
Pee Wees)	4 individual events plus 1 relay or 3 individual
Bantams)	events plus 2 relays
Tiny Schools)	4 individual events plus 2 relays
- Please have your students ready for the events when they are called.
- A copy of the "standards" to be used by officials is attached.
- Competitors should be able to make the standards for their division. Progressive development in the high jump (particularly if the flop is being used) must be practiced before entering the event. Coaches should reconsider entering athletes who are below the standards in field events.
- A pupil can only compete in one division. A Tyke or Pee Wee may compete in a division above, but must remain in that division for the day. Please check to be sure that your athletes are in their proper classification.

TRACK & FIELD STANDARDS**Think Metric**

LONG JUMP	Bantam Boys	4.0m
	Bantam Girls	3.5m
	Pee Wee Boys	3.7m
	Pee Wee Girls	3.5m
	Tyke Boys	3.3m
	Tyke Girls	2.9m
TRIPLE JUMP	Bantam Boys	8.25m
	Bantam Girls	8.00m
	Pee Wee Boys	7.50m
	Pee Wee Girls	7.50m
	Tyke Boys	6.50m
	Tyke Girls	6.00m
HIGH JUMP	Bantam Boys	1.30m
	Bantam Girls	1.20m
	Pee Wee Boys	1.18m
	Pee Wee Girls	1.10m
	Tyke Boys	1.00m
	Tyke Girls	1.00m
SHOT	Bantam Boys	9.50m
	Bantam Girls	7.50m
	Pee Wee Boys	7.50m
	Pee Wee Girls	6.50m
	Tyke Boys	5.50m
	Tyke Girls	4.50m
DISCUS	Bantam Boys	22.50m
	Bantam Girls	15.50m
	Pee Wee Boys	18.00m
	Pee Wee Girls	14.0m

SPECIAL TRACK MEET

LOCATION

South Surrey Track
14600 20 Ave (south)

HERE'S YOUR CHANCE!

Surrey Elementary Principal, Connie McLean, loved the idea of the Special Track Meet; however, when she approached her students with Special Needs, they were afraid and reluctant to participate. She called a meeting and had a school jersey spread out on a table. When everyone assembled, she simply pointed to the jersey and asked two questions.

“Who has ever worn one of these?”

No hands went up.

“Who wants to wear one?”

All hands went up. She had all the permission slips signed and handed in the next day.

CONVENOR

Margaret Geddes

POINTS TO REMEMBER

- Students will be divided into four categories: boys and girls Peewees (Grades 3-5) and boys and girls Bantams (Grade 6-7). Anyone with a Special Education designation and Education Assistant (EA) support is eligible to compete.
- A team entrance fee is being charged to cover some of the costs of running this event.
- There will be a coaches' meeting at 9:00. Please try to have your athletes ready at this time. Remember to have your athletes wear school jerseys.
- Individual track events (60m, 150m, 300m) will take place first. Then students will rotate through the four field events with their age/gender group (PWG, PWB, BG, BB). Please stay with your group so it is easier for our event coordinators. Then we will have a lunch break, followed by relays.
- Remind students to bring money for the concession.
- Each competitor will have two attempts at a field event.
- Different coloured ribbons will be awarded at the end of each event at the event location. Ribbons will be awarded for each heat. No final heats. Each ribbon says “Winner.”
- Each participant needs to have a safety pin on their jersey so they can pin on their ribbons.
- In the marshaling area, students will be grouped into able-bodied heats and wheelchair heats. If a competitor needs his Education Assistant (EA) to run with him, a lane will be made available.
- Nametags are not necessary but are helpful for track officials.
- In the track events please instruct your athletes to remain in their lanes after the race until they receive their ribbons.
- There will be a line of flagging held to clearly indicate the finish line, coach your athletes to lean forward into the tape.

SPECIAL TRACK MEET SCHEDULE

START TIME 9:15 AM

- 60 M.Peewee Girls
- 60 M.Peewee Boys
- 60 M.Bantam Girls
- 60 M.Bantam Boys
- 125M. Peewee Girls
- 125M. Peewee Boys
- 125M. Bantam Girls
- 125M. Bantam Boys
- 200M. Peewee Girls
- 200M. Peewee Boys
- 200M. Bantam Girls
- 200M. Bantam Boys

*300M is almost one lap of the track
Students need to train and have a certain
level of fitness in order to enter this event*

FIELD EVENTS Please stay in your group and rotate together

Rotation 1

- Long Jump. Peewee Girls
- Obstacle Race . . . Peewee Boys
- Frisbee Toss Bantam Girls
- Softball Throw . . . Bantam Boys

Rotation 2

- Long Jump Bantam Boys
- Obstacle Race . . . Peewee Girls
- Frisbee Toss Peewee Boys
- Softball Throw . . . Bantam Girls

Rotation 3

- Long Jump. Bantam Girls
- Obstacle Race . . . Bantam Boys
- Frisbee Toss. Peewee Girls
- Softball Throw . . . Peewee Boys

Rotation 4

- Long Jump. Peewee Boys
- Obstacle Race . . . Bantam Girls
- Frisbee Toss Bantam Boys
- Softball Throw . . . Peewee Girls

LUNCH BREAK

Boys and Girls Mixed Relays

- 4 X 50 M Peewees
- 4 X 50 M Bantams

- Revolving schedule, i.e. when one event finishes, the next will begin.
- The Long Jump Pit is located on the southwest side of the track. All other field events: Softball Throw, Frisbee Toss and Obstacle Race will take place in the center grass. See map.
- Relays can be co-ed and schools without groups of four can send individual athletes to the marshaling infield where groups of four will be formed with other schools. Make sure your athletes know how to pass and receive a baton. Also, please make sure that your athletes know if they are a Peewee (Grade 3-5) or a Bantam (Grade 6-7).

CONSTITUTION

ARTICLE 1 NAME

The Association shall be known as the Surrey Elementary Schools Athletic Association, hereafter known as SESAA.

ARTICLE 2 OBJECTIVES

- To provide a stable structure for Surrey elementary interschool participation
- To extend the physical education program and be consistent with the goals and objectives of the Surrey School District
- To provide opportunities for greater student participation
- To help students begin to set personal goals with commitment and responsibility
- To place emphasis on team play and cooperation
- To increase physical fitness
- To encourage a higher level of skill development
- To encourage good sportsmanship
- To provide an avenue for wholesome competition
- To provide a challenge for gifted athletes
- To foster positive social development
- To increase school spirit

ARTICLE 3 SPONSORED ACTIVITIES

SESAA will, on an annual basis, offer the following activities:

- Cross Country
- Badminton
- Ultimate
- Soccer
- Indoor Soccer
- Volleyball
- Basketball
- Special Track Meet
- Track and Field

ARTICLE 4 MEMBERSHIP

- A. Every 100% publically funded elementary school in the cities of Surrey and White Rock shall have membership in SESAA.
- B. Schools can be charged a nominal fee, as set by the executive, to cover costs of printed material, equipment and other associated costs.
- C. Member schools can download the latest SESAA Handbook from our website at www.sesaa.org.

CONSTITUTION

ARTICLE 5 VOTING

- A. Each member school shall be allowed 2 votes to be cast by 2 staff members, or their nominees of the same school. Currently teaching physical education shall be defined as one who is:
 - a. teaching a physical education class
 - b. coaching a team
 - c. teaching a physical education class conducting school sport activity outside regular school hours
- B. School may not vote by proxy
- C. All votes shall be by a show of hands unless:
 - a. a majority decision desires otherwise
 - b. the vote is to amend the constitution in which case it shall be conducted by ballots delivered to the school.
- A. All officers are entitled to vote in all meetings except for the President who will only vote to break a tie.

ARTICLE 6 OFFICERS

- A. Each of the following positions shall be elected annually and form the executive of SESAA, hereafter known as the Executive:
 - a. President
 - b. Vice-President
 - c. Secretary
 - d. Treasurer
 - e. Public Relations Officer
 - f. Zone Reps
 - g. Member-at-Large
- B. The President of the previous year shall become the Past President for a term of two years at which time a Member-at-Large is appointed to replace the Past President on the Executive. If the President continues with the position for more than two years, a "Member-at-Large" is not required.
- C. A member of the Physical Education Department Helping Teaching Staff.
- D. The Surrey Principal's/Vice Principal's Association shall be asked to supply a representative.

ARTICLE 7 ELECTION OF OFFICERS

- A. The election of executive officers shall take place at the Annual General Meeting.
- B. The present executive shall act as the nominating committee.
- C. Nominations shall be accepted from the floor, provided that it is seconded from the membership present.
- D. The new executive shall take office following the Annual General Meeting.
- E. Whenever a vacancy occurs in the elected executive, then the remaining officers shall name a member to fill the vacant position until the next general meeting.

CONSTITUTION

ARTICLE 8 DUTIES OF EXECUTIVE OFFICERS

A. The Executive shall perform the following duties:

- a. Conduct the business of SESAA.
- b. Associate or cooperate with such other organizations or associations/ societies as it deems beneficial.
- c. Be the final avenue for appeal in a disagreement between schools involved in any society sponsored activity.
- d. Meet a minimum of 4 times throughout the year and as necessary to complete their duties.
- e. Provide a written report on the activities of the current year at the Annual General Meeting.
- f. Provide a slate of candidates at the Annual General Meeting.
- g. Set the dates for all activities and ensure a tentative copy is in schools by June 30 and a finalized copy is in schools by September 15.

B. The President shall:

- a. Preside over all executive and general meetings.
- b. Be an ex-official member of all committees.
- c. Assist in coordinating all programs.
- d. Provide leadership.

C. The Vice-President shall:

- a. Take the duties of the President at those times when the President is absent.
- b. Share the tasks of the executive as determined within the executive meetings.

D. The Secretary shall:

- a. Take minutes at all meetings and distribute them as determined by the executive.
- b. Be responsible for the correspondence of SESAA.
- c. Share the tasks of the executive as determined within the executive meetings.

E. The Treasurer shall:

- a. In consultation with the executive prepare a budget for SESAA.
- b. Share the tasks of the executive as determined within the executive meetings.

F. The Physical Education Helping Teacher shall:

- a. Keep the executive informed of related news from the District Office.
- b. Assist with the booking of facilities for both meetings and events.
- c. Provide assistance with secretarial help for communicating the activities of SESAA.
- d. Share the tasks of the executive as determined within the executive meetings.

CONSTITUTION

G. The Past President/Member-at-Large shall:

- a. Provide continuity from one executive to the next.
- b. Share the tasks of the executive as determined within the executive meetings.
- c. Serve for a maximum of two years in this role and in the third year to be replaced by a member at large.

H. The S.P.V.P.A. Representative shall:

- a. Act as a liaison with the S.P.V.P.A.
- b. Share the tasks of the executive as determined within the executive meetings.

I. The S.T.A. Representative shall:

- a. Liaise with the S.T.A. on any issues which may involve the contract.
- b. Help us with discipline policies and procedures of coaches and teams.

J. The Public Relations Officer shall:

- a. Publish the Sneaker newsletter.
- b. Inform the newspapers of upcoming events and results.
- c. Inform the Board and Superintendent of events and results.
- d. Liaison with community groups and organizations and promote community events in the schools where appropriate.

K. The Zone Representatives shall:

- a. Set up schedules for their Zone, attempting to balance home and away games.
- b. Inform the Executive regarding concerns and issues the Zone is facing.
- c. Help in the planning and running of the organization.
- d. Immediate contact for coaches when there are problems or concerns.

ARTICLE 9 MEETINGS

A. GENERAL

- a. There shall be at least one general meeting each year.
- b. Representative from 10% member schools shall constitute a quorum.
- c. Conduct any General Meetings:
 - i) The Secretary will give members 14 days notice of meetings.
 - ii) Meetings shall be run according to Roberts Rules of Order (Simplified Rules of Order-1986 Edition, from BCTF)

CONSTITUTION

- i) Order of Business
 - Reading of the Minutes
 - Reading of Executive Reports
 - General Business
 - Proposed Constitution changes (See Article 10)
 - New Business
 - Election of Executive officers
 - Adjournment

B. SPECIAL

- a. Special Meeting may be called by the President at his/her discretion, or upon the written request of 6 member schools of SESAA. The exact nature of the business to be discussed must be clearly stated to all members of SESAA. Each member school must have 14 days' notice.

ARTICLE 10 AMENDMENTS TO THE CONSTITUTION

- A. Notice of motion for changes to the Constitution, Policies and Procedures of SESAA will only be accepted under the following conditions:
 - a. The proposal being made at an Assessment Meeting following the concluding of an adverse situation encountered in the complete activity.
 - b. The proposal being received by the President 30 days in advance of a scheduled General Meeting thereby giving the Executive sufficient notice to advise member schools and prepare the agenda.
 - c. That each proposed amendment be supported and signed by 6 other member schools.
- B. In order for the amendment to change the constitution it must pass with a simple majority of the total returned ballots from member schools.

ARTICLE 11 SPORT SPECIFICATIONS

- A. Specifications for individual sports can be modified by the convenor as a result of discussions at organizational meetings. These changes must be approved by the executive of the association. The Executive may wish to bring changes to the A.G.M. for a vote if the changes are deemed to be contentious.
- B. Changes to Sport specifications must be finalized by the A.G.M. and all information must be included in the handbook when distributed in September.
- C. New sports may be added if ten or more schools are interested and if approved at the A.G.M.

CONSTITUTION

- A. School Sizing Procedure:
 - a. List of school populations will be obtained from the Board on Oct. 1.
 - b. Cross Country and Track and Field will use grades 3-7 school population.
 - c. Soccer, Badminton, Basketball, Volleyball and Ultimate will use grades 5-7 school population.
 - d. Each sport ranks the schools from largest to smallest and then eliminates all the schools who are not taking part in the sport.
 - e. Starting from the top, the Convenor counts down and then divides the schools into even pools based on need. (For example: If 64 schools are playing the Convenor needs to have three pools, then she/he divides into pools of 21 starting from the top with the bottom pool containing 22 teams).
- E. All players on a team must be registered at the school for which they are playing.
- F. All SESAA-sponsored league and/or Celebration Play Days will be free and no charges shall be levied to schools for referees or participation fees.

AGM MINUTES 2017-2018

President: Rachel Baldry (Acting)
Vice-President: Vacant

Annual General Meeting **May 24, 2018**

Agenda

President's Report and Welcome – Rachel Baldry

Message from the Board of Trustees

Message from Jordan Tinney read by Sean Juteau

Message from Sean Juteau

Message from Laurae McNally

Voting Procedures – Sean Juteau

Adoption of 2017-2018 Agenda – Sean Juteau

Motion made to adopt agenda – Adopted

Adoption of 2016-2017 AGM Minutes – Sean Juteau

Motion made to adopt agenda – Adopted

Financial Report – Steve Swaddling

Motion made to keep fees at \$100 per year – Adopted

Convenor Reports – Rachel Baldry

Soccer: Christian Oskam

Cross Country: Chris Baldry, Ross Davidson, Greg Monroe and Andrew Shook

Volleyball: Jennifer Tarnowski

Basketball: Erik Henderson and Leanne Jamieson

Badminton: Chris Humeston

Ultimate: Kim Buchanan and Paul Thompson

Special Track: Marg Geddes & Connie McLean

Track and Field: Ryan Bolton, Ross Davidson, Joe O'Malley, Jim Bennest,
Chris Gauvin, & Sharisse Mortimore

AGM MINUTES 2017-2018

Motion made to accept Convenor Reports – Adopted

Nomination of Sport Convenors for 2017-2018 – Rachel Baldry

Soccer: Christian Oskam & Taylor Weakes
 Cross Country: Chris Baldry, Ross Davidson, Andrew Shook and Greg Monroe
 Volleyball: Jennifer Tarnowski
 Basketball: Erik Henderson and Scott McIndoe
 Badminton: Chris Humeston
 Ultimate: Kim Buchanan and Paul Thompson
 Special Track: Marg Geddes & Connie McLean
 Track and Field: Ryan Bolton, Ross Davidson, Joe O'Malley, Jim Bennest, Chris Gauvin, & Sharisse Mortimore

Elected by acclimation

Election of New Officers for 2018-2019 – Sean Juteau

President: Rachel Baldry
 Vice-President: Kim Buchanan
 Secretary: Patrick Taylor
 Social Media Events: Kerry Schwab
 Treasurer: Haley Workun
 Member at Large: Erik Henderson (appointed)
 Administrative Rep: Jas Atwal (appointed)
 PHE Helping Teacher: Sean Juteau (appointed)
 Surrey North: Ixchel Bradley-Buick
 Surrey South: Scott McIndoe
 Surrey Central: Hugh McDonald
 Surrey East: Mike Foley
 Surrey North-West: Carol McLean
 Surrey South-West: Elissa Nelson
 Co-ed Coordinator: Steve Swaddling

Elected by acclimation

New Business – Sean Juteau

Resolutions

Resolution #1:

Motion made by Nadeen Wheeler (W.F. Davidson); seconded by Caitlin Nagle (W.F. Davidson)
 Be it resolved that the following rule be changed for volleyball:
 rule of four players versus four players be changed to six players versus six players.

W.F. Davidson – Presented Motion – Quality of volleyball
 Betty Huff – Format change.
 Ross Davidson – No movement
 Vanessa – No movement

AGM MINUTES 2017-2018

Sean Juteau – Volleyball Canada recommendation. Size of Volleyball court.
Martha Currie – Greater range of abilities.
Rachel Baldry – Playing time.
W.F. Davidson – Secondary Schools not playing triple-ball
No School Identified – 44 players
Pacific Heights – 5v5

Vote -
22 for
10 opposed

Motion Carried

Resolution #2:

Motion made by Rachel Baldry (Lena Shaw); seconded by Jennifer Lythgo (Morgan)
Be it resolved that the following be changed for all team sports (basketball, volleyball, soccer, badminton, ultimate). All bracelet placings will be consistent throughout all sports. These changes will ensure all team sports have 1st, 2nd, 3rd and participation bracelets

Vote –

Unanimously Motion Carried

Message from the Superintendents

Message from Ross Brenan

Awards Presentation –Rachel Baldry & Sean Juteau

Glenn Young 20 Year Coaching Awards

Sherry Hjorth
Jennifer Tarnowski
Chris Humeston

Ross Davidson Coaching Excellence Award

Chris Mohammed
Paul Langerais
Heather Reid
Charles Jungclaus

***Dinner Time* (may be served earlier)**

Adjournment

GLENN YOUNG 20 YEAR RECOGNITION AWARDS

2017-2018

Sherry Hjorth

Jennifer Tarnowski

Chris Humeston

Alphabetical List of Past Award Recipients

Dan Alcock	Bill Connor	Dave Higashi	Bob McBlain	Sue Pennefather	Ron Tifenback
Glen Alstad	Graham Cooper	Rick Horita	Scott McComb	Garry Penner	Simon Truelove
Russell Anderson	Bob Coulter	Laura Hutchins	Hugh McDonald	Al Perry	John Turnill
Eric Andres	Brenda Champion	Heather Hutchinson	Cheryl McIhargey	Floyd Peverley	Alison Van Wermeskerken
John Andrews	Rollie Christafio	Leslie Huxtable	Grant McIntosh	Lloyd Pinske	Brian Veach
Peter Androsoff	Gary Cumiford	Mary Jenner	Joan McKellar	Emi Ponak	Leanne Villeneuve
Rob Aramini	Kim Davidson	Joel Johnson	Susan McKenzie	Nancy Porter	Elmer Walker
Lorraine Babuin	Ross Davidson	Gordon Jones	Lewis McKim	David Price	Barbara Wallace
Chris Baldry	Julie DeGianni	Denise Jones	Connie McLean	Steve Ramdial	Vickie Webster
Ross Beadle	Roger Delage	Bryn Jones	Dave McRae	Raminder Randhawa	Russ Wheeler
Glen Beer	Mark Desjardins	Patty Kiloh	Al McRitchie	William Riley	Sid White
Ed Bennato	John Dicken	Kathy Klassen	Lily Melone	Penny Robinson	Janet Whiteside
Jim Bennest	Diane Easton-Mackay	Herm Koot	Tom Merritt	John Rogers	Kelly Wick
Mary Bennett	Larry Fallis	Roy Kurita	Sherri Metcalfe	Brian Roo	Murray Wickham
Ralph Berhman	Garth Findlay	Wally Kurth	Anne-Marie Middleton	Val Ross	Linda Wilson
Lyn Bergstrand	Lise Fiermestad	Kim Kuzik	Kathleen Michaud	Ron Rusnack	Philip Wong
Jean Bernier	Lloyd Forcier	Carol Lam	Selina Millar	Danica Russell	Lee Wright
Launce Beveridge	Margaret Geddes	Alex Lambert	Marilyn Miller	Karma Russell	Jim Wright
Joe Bidulka	Doug Gifford	Byng Leong	Toby Mills	Bruce Rutherford	Tracy Wright
Gladys Bittner	Vincent Gorman	Chris Lewis	Chris Mohammed	Bea Sayson	Ed Youngberg
Don Black	Laura Grills	Ruth Lewis	Barry Morley	Scott Sayer	Brian Zapf
Louie Breda	Margaret Groome	Karen Lirenman	Robin Muise	Gary Schmidt	Rita Zawila
Mira Breda	Bill Gum	Rob Lightbody	Bruce Murdoch	Walt Schroeder	Chris Zimich
Shelley Brett	Susan Hagen	Natalie Lubenow	Jim O'Malley	Doug Sim	
Greg Brown	Don Handy	Elaine Lohner	Sheila Moreau	Scott Simpson	
Bob Butler	Dianne Harding	Wally M'lot	Suzanne Nebor	Avis Sohota	
Walter Butula	Bonnie Hartney	Glenna Martin	Ingrid Nelson	Yvonne Steves	
Al Byron	Susan Harvey	Keith Mackenzie	Nori Nishi	Ivy Styffe	
Len Cameron	Bill Haugen	Doug MacLachlin	George Padget	Ken Sutton	
Shelley Chandra	Gail Hayes	Rod MacLeod	Alinda Patsch	Elizabeth Swenson	
Rick Clark	Kim Hayhurst	Louis Makin	Jill Payne	Paul Thompson	
Marg Coe	Keith Heuchert	Glenna Martin	Laureen Peddemors	Peter Thomson	
Glen Coleman		Ron Mast			

ROSS DAVIDSON COACHING EXCELLENCE AWARDS

2017-2018

Chris Mohammed

Paul Langerais

Heather Reid

Charles Jungclaus

Past Award Recipients

2016-2017

Chris Humeston

Jim Wright

Allison Rowland

Kelly Wick

Wendy Spoor

Shelley Chandra

Chris Lewis

ROSS DAVIDSON COACHING EXCELLENCE AWARDS

Past Award Recipients

2015-16	Kim Kuzik
2014-15	Scott McComb
2013-14	Margaret Geddes Rob Lightbody
2012-13	Melissa Bonn Gary Cumiford Stephanie Norris Elizabeth Swenson Antonio Vendramin
2011-12	Vince Gorman James Pearce
2010-11	Raminder Randhawa Jennifer Tarnowski Ryan Bolton
2009-10	Carol Lam Rod Clifford Susan Harvey Catherine Bryson
2008-09	Jim Bennest Wendy MacKenzie Carrie Moody Kali Pinto Michelle Stecher Russ Wheeler
2007-08	Dan Alcock Bill Caley Bill Conner Grant McIntosh Laureen Peddemors

2006-07	Peter Androsoff Eric Andres Glen Hilder David Frankson Bea Sayson Peter Monroe
2005-06	Dave Higashi Keith MacKenzie Bob Elliott
2004-05	Jas Atwal Wayne F. Morris Kevin M'Lot
2003-04	No award
2002-03	Ray Hamilton George Kraus Al McRitchie
2001-02	Connie McLean
2000-01	Graham Cooper
1999-00	Chris Baldry
1998-99	Mel Jorgenson
1997-98	Steve Swaddling
1996-97	Graham Cooper Al McRitchie
1995-96	Joe O'Malley
1994-95	<i>No award</i>
1993-94	Sid White
1992-93	<i>No award</i>
1991-92	Ross Davidson
1987-88	Barry Morley
1986-87	Bruce Rutherford