SURREY ELEMENTARY SCHOOL ATHLETIC ASSOCIATION

Surrey Schools
LEADERSHIP IN LEARNING

Coaches Handbook 2025 – 2026

(updated October 19, 2025)

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TERRITORY ACKNOWLEDGEMENT

We wish to respectfully acknowledge that we are on the traditional, ancestral, and unceded territories of the Katzie, Semiahmoo, Kwantlen, and other Coast Salish Peoples. We are deeply honored to live, work, learn and play on these lands, which have been stewarded by these Indigenous communities since time immemorial.

We recognize the rich history of physical activity, competition, and community that has long been part of these lands. Indigenous Peoples have a deep connection to the land that encompasses not only their culture and traditions but also their games and athletic practices. As we engage in our own sports and physical activities, we honor and respect the legacy of Indigenous athletics and the values of teamwork, respect, and perseverance that are integral to their traditions. May we continue to draw inspiration from this heritage as we play and compete, fostering a spirit of inclusivity and respect for all.

SESAA SPORT REGISTRATION & INFORMATION

Check the calendar of events for more details.

Sport	Registration Opens	Registration Closes	Season / League Play	Playday Week
Soccer	Sep. 2, 2025	Sep. 12, 2025	Sep. 15 – Oct. 3, 2025	Oct. 6-10, 2025
Cross-country	Sep. 3, 2025	Sep. 12, 2025	Sep. 16 / 23 – Oct. 22, 2025	NA
Volleyball	Oct. 1, 2025	Oct. 8, 2025	Oct. 20 – Nov. 20, 2025	Nov. 24 – 28, 2025
Basketball	Dec. 5, 2025	Dec. 19, 2025	Jan. 19 – Feb. 19, 2026	Feb. 23 – 27, 2026
Badminton	Feb. 6, 2026	Feb. 16, 2026	Mar. 31 – Apr. 30, 2026	May 5 – 7, 2026
Ultimate	Feb. 3, 2026	Feb. 14, 2026	Mar. 2 – Apr. 24, 2026	April 29, 2026
STM	March 31, 2026	Until full	May 11 – 15, 2026 (TBA)	NA
Track and Field	TBA	TBA	May 26 – June 5, 2026	NA

Are you willing to host a Play Day Tournament?

Please see your Zone Coordinator listed under Zone Organization

A copy of the handbook and calendar can be downloaded from the SESAA website:

www.sesaa.org

EXECUTIVE

Role	Name	School	Courier	Phone
President	Carol McClean	George Greenaway	#090	604-576-1136
Vice-President	Sara Semkiw	Creekside	#112	604-543-9132
Secretary	Dana Shiels	George Greenaway	#090	604-576-1136
Treasurer	Kerry Schwab	Brookside Elementary	#146	604-596-8561
Administrative Representative	Jen Tarnowski	Martha Currie	#061	604-576-8551
Member at Large	Mike Wood	George Greenaway	#090	604-576-1136
STA Representative	Erik Henderson	Pacific Heights	#134	604-531-2828
Social Media / Events	Christina Chen	Creekside	#112	604-543-9132
Special Events Coordinator	Neda Tafreshi-Matterson	AHP Matthew	#051	604-588-3415

ZONE REPS

Role	Name	School	Courier	Phone
North Zone	Amrik Manhas	Goldstone Park	#211	604-595-2767
East Zone	Mike Foley	South Meridian	#118	604-538-7114
South-West Zone	Lisa St. James	Martha Currie	#061	604-576-8551
North-West Zone	Carol McClean	Betty Huff	#107	604-585-3104
South Zone	Haley Workun	Peace Arch	#070	604-536-8711
Central Zone	Hugh McDonald	Sunrise Ridge	#149	604-576-3000
Co-Ed Coordinator	Ann-Rylynn Amsing	Harold Bishop	#029	604-581-6016
PHE Clerk	Rebecca Burdrow	Education Services	#268	604-595-6032

SPORTS CONVENORS			
Sport	**Name**	**School**	**Phone**
Cross Country: Central/West	--------	--------	--------
Cross Country: East	Lisa St. James	Matha Currie	604-576-8551
	Kim Susheski	Katzie	778-571-4080
Cross Country: North	Gia Sengara	Prince Charles	604-588-5481
	Erin Santoro	Prince Charles	604-588-5481
Cross Country: South	Ross Davidson	Retired	604-595-5975
Soccer	Taylor Weakes	Fraser Wood	604-589-6442
Volleyball	Vanessa Wiebe	Rosemary Heights	604-541-1613
Basketball	Aman Dehal	AJ McLellan	604-574-7296
	Gurwinder Athwal	Kirkbride	604-588-5711
	Erik Henderson	Pacific Heights	604-531-2828
Ultimate	Kim Buchanan	Cougar Creek	604-591-9098
	Paul Thompson	Port Kells	604-882-2021
Badminton	Michael Legge	Bonaccord	604-584-3533
STM	Carol McClean	George Greenaway	604-576-1136
	Neda Matterson	AHP Matthew	604-588-3415
	Marg Geddes	Retired	--------
Track & Field	Ross Davidson	Retired	--------
	Joe O'Malley	Maple Green	604-594-8838
	Marg Geddes	Retired	--------
	Ryan Bolton	William Watson	604-574-4141
	Jim Bennest	TTOC	--------
	Martin Wheeler	Edgewood	778-537-0206
	Christian Oskam	David Brankin	604-585-9547

ZONE ORGANIZATION: Cross Country

Tuesdays	Tuesdays	Tuesdays	Wednesdays
SOUTH **Crescent Park**	**EAST** **Fleetwood Park**	**CENTRAL / WEST** **Bear Creek Park**	**NORTH** **Bear Creek Park**
ROSS DAVIDSON	**LISA ST. JAMES** **KIM SUSHESKI**	**TBA**	**GIA SENGQRA** **ERIN SANTORO**
Bayridge Cambridge Chantrell Creek Crescent Park Douglas East Kensington Edgewood Goldstone Park HT Thrift Hyland Jessie Lee Laronde McLeod Rd Morgan Ocean Cliff Peace Arch Pacific Heights Ray Shepherd Rosemary Heights Semiahmoo Trail Snokomish South Meridian Sullivan Sunnyside Ta'talu Woodward Hill White Rock Xw'epiteng	AJ McLellan Adams Road Berkshire Park Bonaccord Cloverdale Traditional Coast Meridian Coyote Creek Don Christian Frost Road George Greenaway Harold Bishop Hazelgrove Hillcrest Katzie Latimer Road Maddaugh Martha Currie Mountainview Port Kells Regent Road Serpentine Heights Sunrise Ridge Surrey Centre Walnut Road W.F. Davidson William Watson Woodland Park	AHP Matthew Bear Creek Beaver Creek Betty Huff Boundary Park Brookside Chimney Hill Cindrich Colebrook Cougar Creek Creekside David Brankin Dr. FD Sinclair 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	Bothwell Bridgeview Cedar Hills 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 Theresa Clarke

ZONE ORGANIZATION: BASKETBALL / VOLLEYBALL

North	South	Central
Zone Representative Amrik Manhas	Zone Representative Haley Workun	Zone Representative Hugh McDonald
Conference = 19	Conference = 19	Conference = 18
Fraser Heights Division 1. Bothwell 2. Dogwood 3. Erma Stephenson 4. Fraser Wood	**Earl Marriott Division** 1. Douglas 2. Jessie Lee 3. Laronde 4. Peace Arch 5. South Meridian 6. Ta'talu	**Sullivan Heights Division** 1. Cambridge 2. Goldstone Park 3. Hyland 4. McLeod Road 5. Snokomish 6. Sullivan 7. 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. Ocean Cliff 4. Ray Shepard 5. Semiahmoo Trail	**Frank Hurt Division** 1. Bear Creek 2. Chimney Hill 3. Georges Vanier 4. M.B. Sanford 5. T.E. Scott
Johnston Heights Division 1. Berkshire Park 2. Bonaccord 3. Harold Bishop 4. Mountainview 5. William F. Davidson	**Semiahmoo Division** 1. Bayridge 2. H.T. Thrift 3. 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	**Grandview Division** 1. East Kensington 2. Edgewood 3. Morgan 4. Pacific Heights 5. Rosemary 6. Sunnyside 7. Xw'epiteng	**Enver Creek Division** 1. Brookside 2. Green Timbers 3. Janice Churchill 4. Maple Green

ZONE ORGANIZATION: BASKETBALL / VOLLEYBALL

East	North-West	South-West
Zone Representative Mike Foley	Zone Representative Carol McClean	Zone Representative Lisa St. James
Conference = 15	Conference = 18	Conference = 15
Clayton Heights Division 1. Hazelgrove 2. Katzie 3. Laitmer Road 4. Sunrise Ridge	**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. Cloverdale Traditional 3. Don Christian 4. George Greenaway 5. Marth Currie 6. Surrey Centre	**Queen Elizabeth Division** 1. A.H.P. 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
Salish Secondary Division 1. Adams Road 2. Hillcrest 3. Maddaugh 4. Port Kells 5. Regent Road	**Kwantlen Park Division** 1. Bridgeview 2. Forsyth Road 3. James Ardiel 4. K.B. Woodward 5. Old Yale Road 6. Surrey Traditional 7. Theresa Clarke	**Tamanawis Division** 1. Beaver Creek 2. Boundary Park 3. Cougar Creek 4. J.T. 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

What is Fair Play?

Integrity, fairness and respect - these are the principles of fair play. With them, the spirit of competition thrives, fueled 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.

Coaches, 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

- Play for the fun of it, not just to please your parents or coach.
- Play by the rules.
- Never argue with the officials' decisions. Let your captain or coach ask any necessary questions.
- Control your temper - no mouthing off, breaking sticks, throwing bats or other equipment.
- Work equally hard for yourself and your team. You team's performance will benefit and so will your own.
- Be a good sport. Cheer all good plays, whether your team's or your opponents'
- Treat all players as you yourself would like to be treated. Don't interfere with, bully or take unfair advantage of any player.
- 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.
- Cooperate with your coach, teammates and opponents, for without them you don't have a game.
- Remove all jewelry for safety reasons during games.

COACH'S CODE

- Be reasonable in your demands on the young players' time, energy and enthusiasm. Remember that they have other interests.
- Teach your players that rules of the game are mutual agreements which no one should evade or break.
- Group players according to age, height, skill and physical maturity whenever possible.
- Avoid overplaying talented players; give equal time to all.
- 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.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
- The scheduling and length of practice times and competitions should take into consideration the maturity level of the children.

CODE OF ETHICS

COACH'S CODE CONT'd

- Develop team respect for the ability of opponents as well as for the judgment of officials and opposing coaches.
- Follow the advice of a physician when determining when an injured player is ready to play again.
- Remember that children need a coach they can respect. Be generous with your praise when it is deserved and set a good example.
- Make a personal commitment to keep yourself informed on sound coaching principles and the principles of growth and development of children.

PARENTS' CODE

- Do not force an unwilling child to participate in sports.
- Remember children are involved in organized sports for their enjoyment, not yours
- Encourage your child to always play by the rules.
- Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
- Encourage your child to improve skills and practice good sportsmanship. Avoid ridiculing or yelling at them for mistakes or losses.
- Remember that children learn best by example. Applaud good plays by your team and by members of the opposing team.
- Do not publicly question the officials' judgment and never their honesty.
- Support all efforts to remove verbal / physical abuse from children's sporting activities.
- Recognize the value and importance of volunteer coaches. They give of their time and resources to provide recreational activities for your child.

TEACHER'S CODE

- Encourage children to develop basic skills in a variety of sports and avoid overspecialization in positional play during their formative years.
- Create opportunities to teach sportsmanship, as you would in teachthe basic skills.
- Ensure that efforts for both skill improvement and good sportsmanship are rewarded by praise and reflected in grades.
- Remember that players are also students so be reasonable in your demands on their energy and enthusiasm.
- Ensure that skill learning, and free play activities have priority over highly structured competitions for very young children.
- Prepare children for intramural and interschool competitions by first providing instruction in the skills required.
- Make a personal commitment to keep yourself informed on sound coaching principles and the principles of growth and development of children.
- 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.
- Help children understand the responsibilities and implications of the freedom to choose between fair and unfair play.
- Make children aware of the physical fitness values of sports and their life-long recreational value.

CODE OF ETHICS

OFFICIAL'S CODE

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

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

ADMINISTRATOR'S CODE

- Ensure that equal opportunities for participation in sports are made available to all children, regardless of ability, sex, age or handicap.
- Involve children in the planning, leadership and evaluation of the activity.
- Do not allow any sport programs to become primarily spectator entertainment.
- Equipment and facilities must meet safety standards and be appropriate to the maturity level of the children.
- Rules and length of schedules should take into consideration the age and maturity level of the children.
- Remember that play is done for its own sake. Downplay the importance of awards.
- Distribute a code of ethics for good sportsmanship to spectators, coaches, players, officials, parents and news media.
- Ensure that parents, coaches, sponsors, physicians and participants understand their authority and their responsibility for fair play in sports.
- Ensure that proper supervision is provided by certified or proven coaches and officials capable of promoting good sportsmanship and good technical skills.
- 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 activity with areas of concern being addressed as they occur.
- **Present a written report for the AGM.**

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

- Be 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 their actions and those of their players and supporters should exemplify the principles of fair play and the objectives of SESAA
- 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 the athletic area is a classroom with moral and legislative obligations required of the coach.

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 SESAA Discipline Committee.

DISCIPLINE COMMITTEE

1. The Executive of SESAA will function as the discipline committee of the association.
2. The Committee shall convene at the President's call to rule on disciplinary matters within its jurisdiction.

SUSPENSION

Upon proof of a violation of the Constitution or By-Laws of the association (p. 13), the Executive may suspend the offending team, coach, sponsor, or school from participating in association activities or leagues. Alternatively, the Executive may impose a lesser sanction. The suspension will remain in effect until lifted by the association Executive or 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:
    - The Superintendent or his/ her designate who will act as chairman.
    - One SESAA member as appointed by the SESAA Executive, but who is not an Executive Member.
    - 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 & GUIDES 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.
- 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

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.

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

GUIDELINES (continued)

- The community coach gives 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.

APPENDIX

***This will be updated as new information from the district becomes available**

Volunteer Information Sheet: Form #7010.1

Volunteer Community Coach Agreement: Form #7010.2

VOLUNTEER INFORMATION SHEET

Surrey Schools
LEADERSHIP IN LEARNING

School District No. 36 (Surrey)

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 Record Check (PIC-VS): ☐ Yes ☐ No Date issued: _____

Staff Sponsor (print & sign): _____ _____

Administrative Officer Approval: _____

Date Approved: _____

Form: 7010.1, Revised 2008-05-28; Reference: Regulation 10310.1

GENERAL RULES FOR ALL DISTRICT EVENTS

- If a school agrees to participate in each 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, 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 SESAA 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.
- All games shall be played according to the prearranged schedule. It is expected that each school will adhere to the SESAA guidelines regarding scheduling of pre-season practice.
- Students must join the team at their registered school to participate.
- 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 prioritize maximum participation, so grade 7 players won't be cut for skill level. Players may be removed for inappropriate behavior or lack of commitment (attendance at practices/games). Reasonable commitment is 1-2 practices per week, each 1-1.5 hours. Due to play day structure, attendance may be limited.
- Tie-breaking formula:
  - 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
  - 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

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

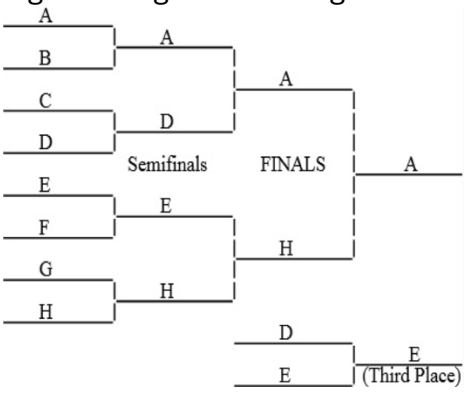
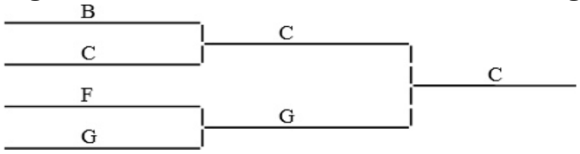


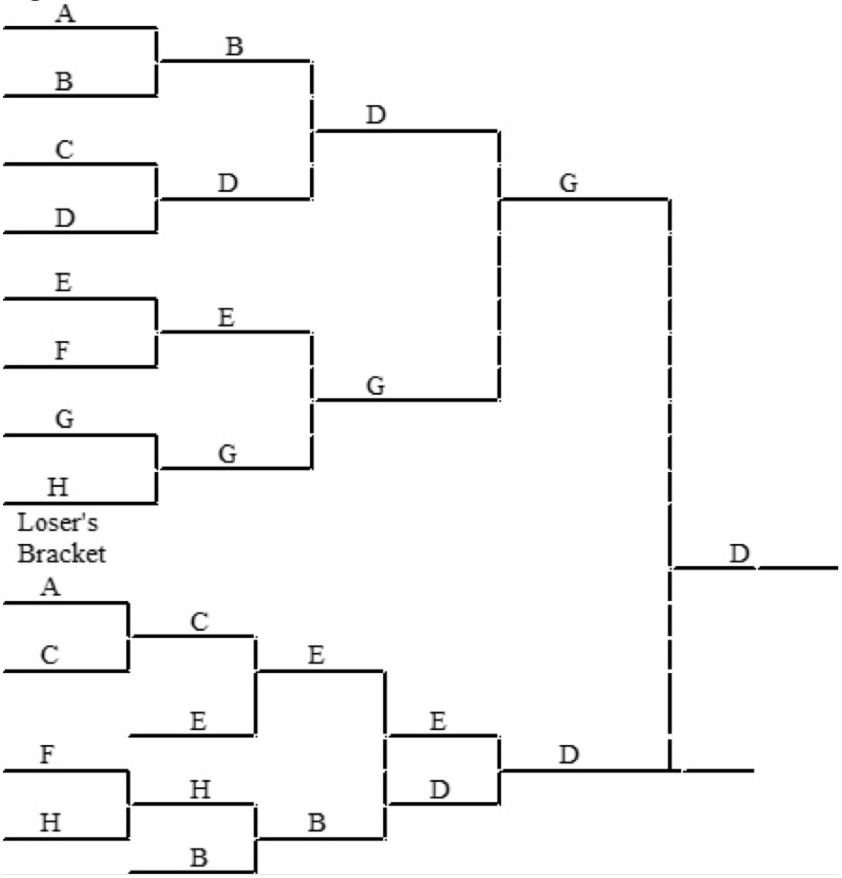
Figure 2. Consolation Tournament for Single Elimination



GAME SCHEDULING

DOUBLE ELIMINATION

Figure 3. Double Elimination with Loser's Bracket



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 PLAYDAY SCHEDULES

FOUR-TEAM SCHEDULE

Round 1	Round 2	Round 3
2 vs 1	4 vs 2	4 vs 1
3 vs 4	1 vs 3	2 vs 3

FIVE-TEAM SCHEDULE

Round 1	Round 2	Round 3	Round 4	Round 5
1 vs 4	3 vs 1	5 vs 3	2 vs 5	4 vs 2
2 vs 3	4 vs 5	1 vs 2	3 vs 4	5 vs 1
5-Bye	2-Bye	4-Bye	1-Bye	3-Bye

SIX-TEAM SCHEDULE

Round 1	Round 2	Round 3	Round 4	Round 5
2 vs 1	3 vs 4	6 vs 4	4 vs 1	5 vs 6
3 vs 6	6 vs 1	2 vs 3	5 vs 3	1 vs 3
4 vs 5	2 vs 5	1 vs 5	6 vs 2	4 vs 2

SEVEN-TEAM SCHEDULE

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
1 vs 6	4 vs 2	2 vs 7	5 vs 3	3 vs 1	6 vs 4	7 vs 5
2 vs 5	5 vs 1	3 vs 6	6 vs 2	4 vs 7	7 vs 3	1 vs 4
3 vs 4	6 vs 7	4 vs 5	7 vs 1	5 vs 6	1 vs 2	2 vs 3
7-Bye	3-Bye	1-Bye	4-Bye	2-Bye	5-Bye	6-Bye

EIGHT-TEAM SCHEDULE

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
2 vs 1	3 vs 4	6 vs 2	7 vs 5	1 vs 3	4 vs 5	7 vs 3
3 vs 8	1 vs 7	7 vs 8	8 vs 4	4 vs 2	8 vs 1	8 vs 2
4 vs 7	8 vs 6	4 vs 1	2 vs 3	5 vs 8	2 vs 7	1 vs 5
5 vs 6	2 vs 5	5 vs 3	6 vs 1	6 vs 7	3 vs 6	6 vs 4

NINE-TEAM SCHEDULE

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9
1 vs 8	5 vs 3	2 vs 9	6 vs 4	3 vs 1	7 vs 5	4 vs 2	8 vs 6	9 vs 7
2 vs 7	6 vs 2	3 vs 8	7 vs 3	4 vs 9	8 vs 4	5 vs 1	9 vs 5	1 vs 6
3 vs 6	7 vs 1	4 vs 7	8 vs 2	5 vs 8	9 vs 3	6 vs 9	1 vs 4	2 vs 5
4 vs 5	8 vs 9	5 vs 6	9 vs 1	6 vs 7	1 vs 2	7 vs 8	2 vs 3	3 vs 4
9-Bye	4-Bye	1-Bye	5-Bye	2-Bye	6-Bye	3-Bye	7-Bye	8-Bye

TEN-TEAM SCHEDULE

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9
2 vs 1	2 vs 3	6 vs 9	10 vs 6	5 vs 3	1 vs 9	5 vs 1	5 vs 6	9 vs 3
3 vs 10	1 vs 7	7 vs 8	2 vs 5	6 vs 2	10 vs 8	6 vs 4	1 vs 10	10 vs 2
4 vs 9	8 vs 6	3 vs 1	3 vs 4	7 vs 10	2 vs 7	7 vs 3	2 vs 9	6 vs 1
5 vs 8	9 vs 5	4 vs 2	1 vs 8	8 vs 9	3 vs 6	8 vs 2	3 vs 8	7 vs 5
6 vs 7	10 vs 4	5 vs 10	9 vs 7	4 vs 1	4 vs 5	9 vs 10	4 vs 7	8 vs 4

ELEVEN-TEAM SCHEDULE

Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7	Rd 8	Rd 9	Rd 10	Rd 11
1 vs 10	6 vs 4	2 vs 11	7 vs 5	3 vs 1	8 vs 6	4 vs 2	9 vs 7	5 vs 3	10 vs 8	11 vs 9
2 vs 9	7 vs 3	3 vs 10	8 vs 4	4 vs 11	9 vs 5	5 vs 1	10 vs 6	6 vs 2	11 vs 7	1 vs 8
3 vs 8	8 vs 2	4 vs 9	9 vs 3	5 vs 10	10 vs 4	6 vs 11	11 vs 5	7 vs 1	1 vs 6	2 vs 7
4 vs 7	9 vs 1	5 vs 8	10 vs 2	6 vs 9	11 vs 3	7 vs 10	1 vs 4	8 vs 11	2 vs 5	3 vs 6
5 vs 6	10 vs 11	6 vs 7	11 vs 1	7 vs 8	1 vs 2	8 vs 9	2 vs 3	9 vs 10	3 vs 4	4 vs 5
11-Bye	5-Bye	1-Bye	6-Bye	2-Bye	7-Bye	3-Bye	8-Bye	4-Bye	9-Bye	10-Bye

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.

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 should be size 4

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.

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 on their side of the Retreat line. (Marked at the middle 3rd)
- All opposing players cannot pursue the ball until one of the following happens:
  - The ball is received by a teammate
  - The ball travels over the line
  - The ball leaves the field of play

SOCCER

THE GOAL KICK cont'd

- Encroachment of retreat line:
  - If the defending team encroaches across the retreat line before an opposition player touches the ball, then the referee blows the play stopped and issues a re-take of the goal kick.
  - If the opposing team repeatedly infringes the retreat line, an indirect free kick shall be awarded from the place where the offence occurred for not respecting the restart.
  - 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 FREEKICK

- 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 FREEKICK

- A direct free kick is awarded to the non-offending team, inside (see PENALTYKICK) 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 their 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 they are nearer to the opponent's goal than the ball, unless:
  - The player is in their own half of the field.
  - The player 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 the player 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, they may not try to move with the goalkeeper to stop them 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 PLAYDAY TOURNAMENT

WHERE AND WHEN

The Zone Rep will organize playdates that will be held throughout 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.

SOCCER CELEBRATION PLAYDAY TOURNAMENT

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

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.

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.

SOCCER CELEBRATION PLAYDAY TOURNAMENT

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

- There must always be balanced mix of players on the field (Goalkeeper can be any gender)
- 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.

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 must play with a balanced mix of genders.
- 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:

- 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.
- 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 their 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.
- A player with the ball cannot run into the crease for protection.
- In the case of a free kick, a free kick will be awarded in any attacking corner.
- A player is considered to be in the crease when their body breaks the plane of the defined crease with any part of their body.
- 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).
- 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
- 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:

- Physical Obstruction - two hands on the wall while checking
- 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.
- Dangerous Play - slide tackles, high kick, tripping. A violation will result in a direct free kick.
- 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 their 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 their 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 their hands but created a screen with their 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 a playoff game is tied at the end of regulation, teams will play a 5-minute sudden-death overtime (if time permits); otherwise, the game is decided by a shoot-out. In a shoot-out, five players per team (including the goalie) who were on the field at the end of regulation may participate.

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 five players may play on the court at any one time.
- The fifth player will rotate as a front-line middle player (setting position). The front-line middle player has the flexibility to rove between the front middle and back middle of the court during game play.
    - *During game play, in referencing Volleyball Canada, the person in the middle front (setter position) must be in front of the attack line until the ball is served by the opposing team. As soon as the server contacts the ball, they may move into the back zone of the court. At the start of the play, they could essentially have their feet on the attack line and then move further back once the server contacts the ball.*
- 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 their 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 they replace.
- 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 backline.
- 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.
- Defensive team must receive a serve with a bump or volley and may not return the serve with a spike.
- To improve the game, five serve rule is in effect during league play and Celebration Play Days.
- Players may spike the ball above the net if behind (2 m) attack line.
- Net serve is a valid serve.

ZONEPLAY

- 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.

VOLLEYBALL CELEBRATION PLAYDAY 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.

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 and 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:
    - Balanced mix of genders, to a maximum of 5 players total, on the court at all times
    - Gender for same gender substitutions either rotationally or following substitutionary rules listed above.
    - follow league guidelines where possible.

BASKETBALL

ZONE PLAY

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

"COACHES CONDUCT" PROCEDURES

- Please refer to "Coaches Code" and "Role of a Coach".
- The zone coordinator will mediate any problems between coaches during the season. The convenor will mediate all problems in the Celebration Play Days.
- If there are any issues – Coaches should try to resolve the matter first. 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.

GAME FORMAT COMPETITIVE LEAGUE

- If 3 schools in a gym, games will consist of four 4-minute periods with no half time break.
- If 2 schools in gym games will consist of eight 4-minute periods with a 2-minute half time.
- Two timeouts 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. No 30 second clock; however, in the spirit of fair play, a shot should be attempted around the 30 second time limit (referees can use their judgement)
- Home teams will provide the timer and scorekeeper. The score needs to be visible during games.
- The timer will use a time clock or stopwatch, and he/she should signal the end of each period.
- Each team is responsible for providing 1 capable referee and 2 referees must be always on the court. 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

PLAYING AREA AND EQUIPMENT

- Basketball size 5. Teams should try to have one good leather ball for games.
- Court baskets should be set at 9 feet.
- A time clock or a stopwatch.
- A timekeeper.
- A scorekeeper.

TEAM COMPOSITION

NOTE: During league play these rules may be relaxed 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.

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.

BASKETBALL

GENERAL PLAY

- Over and Back Rule. (3 POINTS of Contact: both feet and the ball). Results in loss of possession and the ball is in-bounded from the center line. In-bounding team may go to front or back court even when inbounding from the offensive zone. Smaller gyms may waive the over and back rule.
- Player to Player defense only **(NO ZONE DEFENCE)**

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.
- Players may switch checks, but all players involved must pick up an opponent.
- Players must stay within an arm's length of their check within 3 feet of the key. However, in the spirit of fair play, the offensive team cannot use this rule to simply clear the key for a strong player to go one-on-one.

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').

- Double teaming is allowed on the ball handler.
- No full court press of any kind.
- 5 seconds in the key enforced for offensive team only (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 and maybe be used at any time, if set properly with feet apart and planted and body must be stationary.
- **Jump ball**
  - only takes place 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.
  - alternate possession after first jump ball after each shift. Team takes ball on sideline (on their side of centre).
  - 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 forfeits 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.

BASKETBALL

GENERAL PLAY continued

- **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 (dribbling the ball with 2 hands, stopping and then dribbling again).
  - walking (moving without dribbling).
  - pivot foot (moving the established pivot foot).
- Football: the player intentionally kicking the ball with either leg (from the knee down) or foot, has committed a violation.
- **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

- Referees can use discretion regarding aggressive or reckless fouling by a player. Consequences can be progressive such as a verbal a warning, missed shifts (timeout) or a game suspension, to keep others safe.
- 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.
- Try to teach positional play by using a cylinder image – players should pretend that there is a cylinder around their body, with arms straight up and feet still when their check is shooting to avoid fouls.
- Technical fouls result in 1 point and possession.
- Fighting results in automatic ejection from game and tournament.

CELEBRATION OF BASKETBALL

OPTIONAL FORMAT

- Volunteer Host Schools (a system of mandatory hosting)
- Run from 1:00-4:30p.m. (This is to be discussed with all coaches and arrange an appropriate time)
- 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

12:30 - 2:30 Round Robin Games
2:30 - 3:00 Skill Challengers (example: most free throws, soccer passing) IF TIME ALLOWS
3:00 - 4:30 Semi-Finals and Finals to be played.

BASKETBALL

CO-ED LEAGUE FORMAT

- A team will consist of a minimum of 10 players. It is mandatory that each shift consist of 5new 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 anew 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 eight 4-minute quarters. 3 schools in 1 gym format should be four-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.
- NO ZONES
- NO DOUBLETEAMING
- NO PICKPLAYS (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 and Second Shift: 2 boys;3 girls. 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

OFFICIL SURREY BASKETBAL SCORE SHEET

Date: _____ **Zone:** _____

Home Team: _____

Coach: _____

Name of Player	#	F	O	U	L	S	Individual Scoring	Total
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		

Time Outs

1	1	2	2	0	0

Team Fouls First Half

1	2	3	4	5	6

Team Fouls Second Half

1	2	3	4	5	6

Running Score:

Visiting Team: _____

Coach: _____

Name of Player	#	F	O	U	L	S	Individual Scoring	Total
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
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		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		
		1	2	3	4	5		

Time Outs

1	1	2	2	0	0

Team Fouls First Half

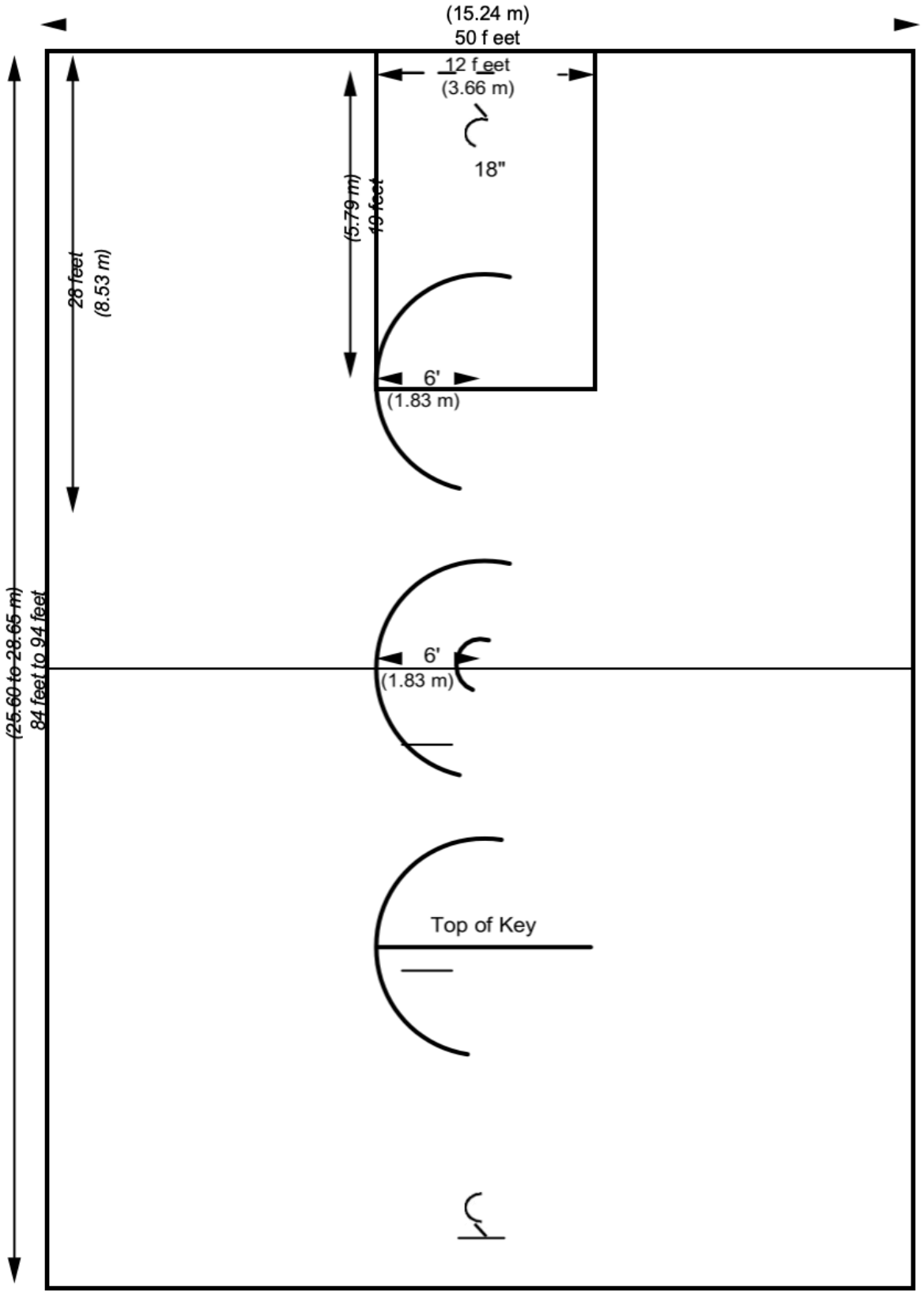
1	2	3	4	5	6

Team Fouls Second Half

1	2	3	4	5	6

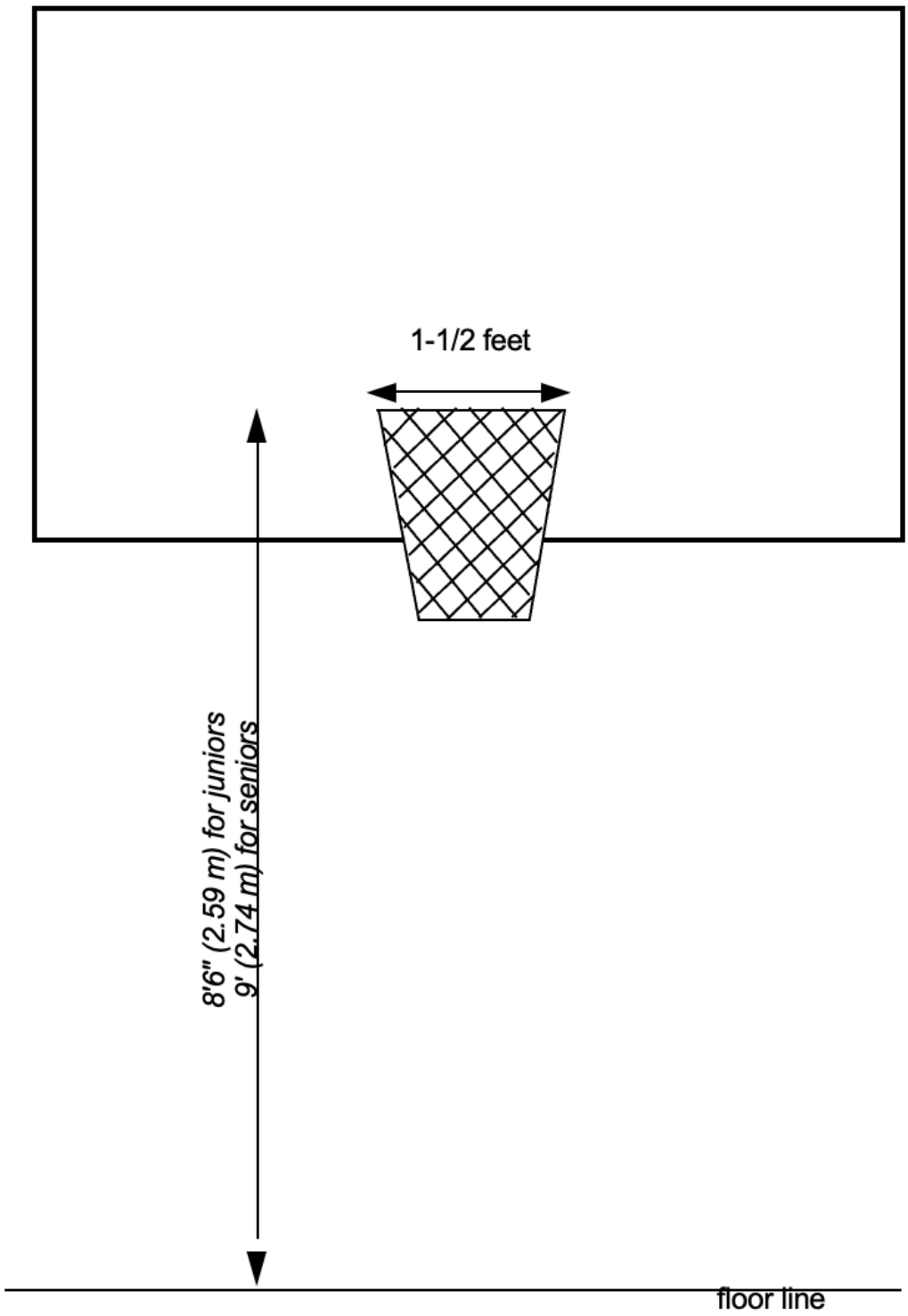
BASKETBALL

COURT DIMENTIONS



BASKETBALL

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 OFTHEGAME
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

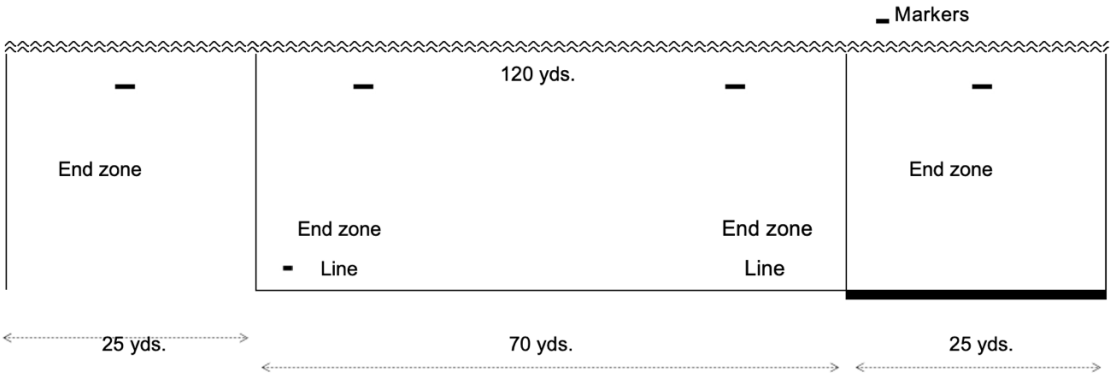
ULTIMATE CELEBRATION PLAYDAY FORMAT

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.

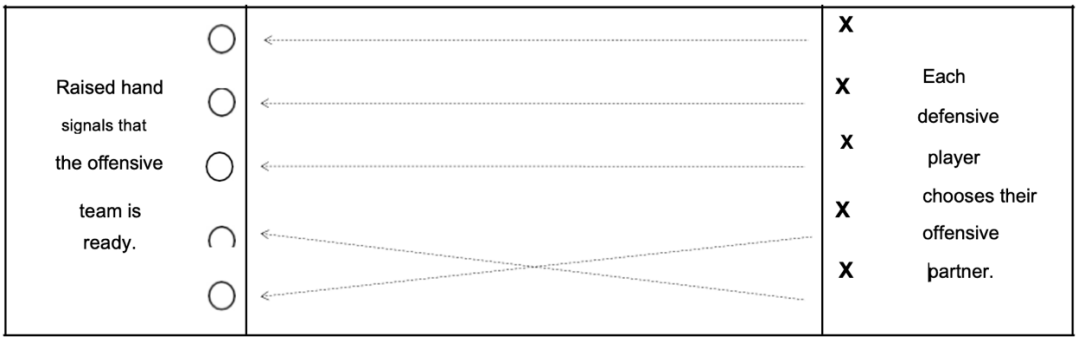
- District hosts tournament
- Run from 1:00-4:00 pm
- All schools at a venue
- 1 - 2 ribbons for tournament
- All other athletes receive a participation ribbon
- 4 - 3 gender split for play

GAME FUNDAMENTALS

Ultimate is a relatively easy game to learn and to teach. The equipment needed is minimal: Several (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)



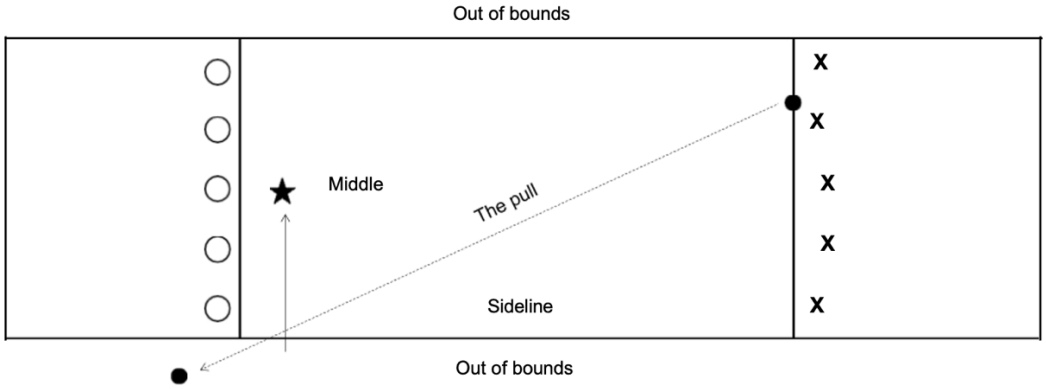
Each game begins with the teams (officially 7 players, but again this is flexible - five is better for beginning players) lining up on their end zone line. Each defensive team member chooses the one offensive player they will defend against for the duration of the point, wait to see a raised hand from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



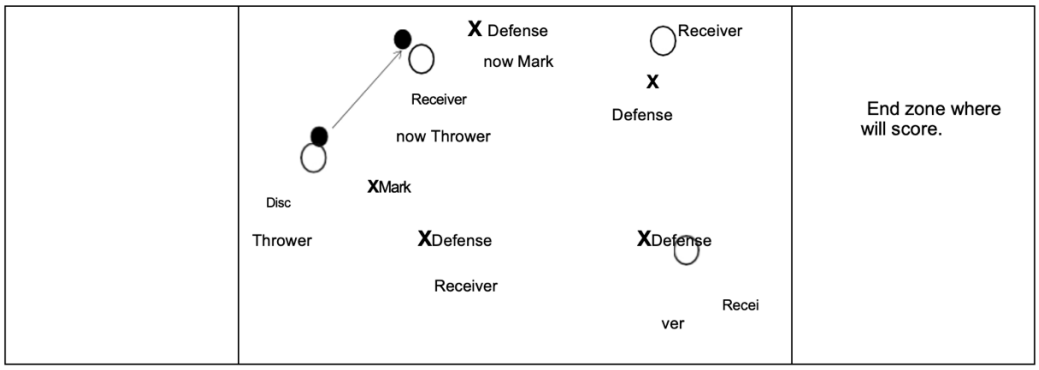
ULTIMATE

GAME FUNDAMENTALS: CONT'D

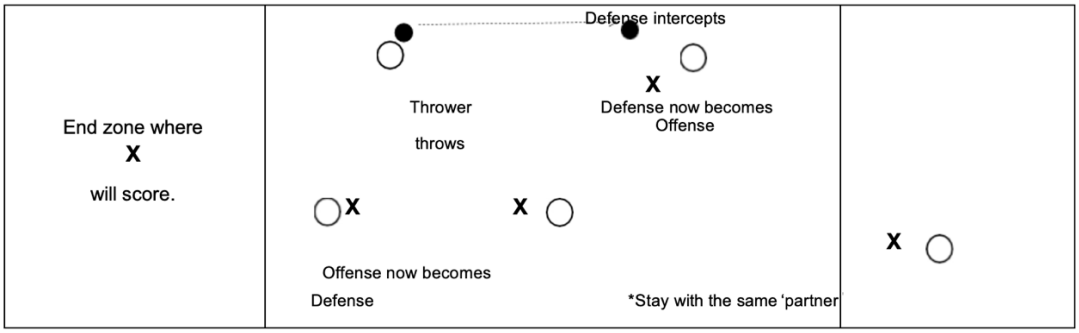
If the pull ends up out-of-bounds the offensive team has the option of playing it from the sideline where it went out, or the middle of the field parallel to the point where it went out.



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 isa 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.



ULTIMATE

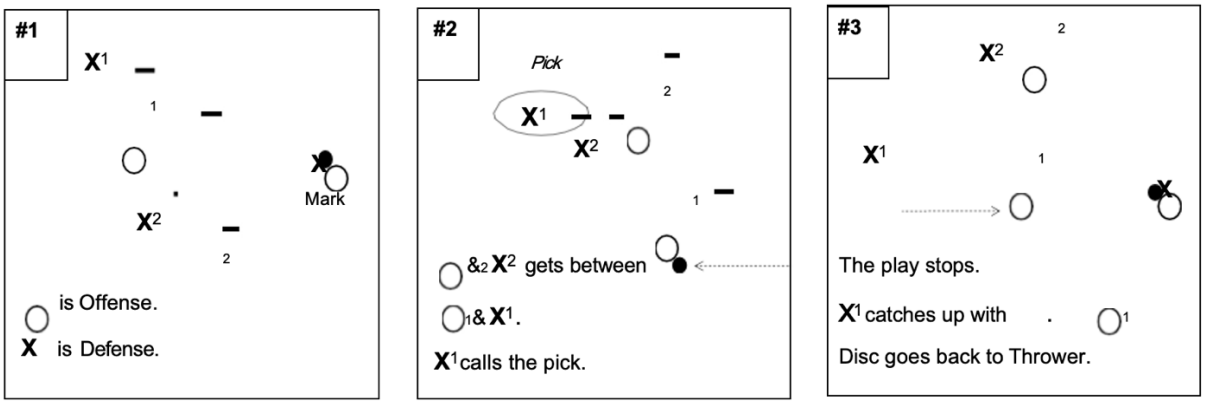
GAME FUNDAMENTALS: CONT'D

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 contacts 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.



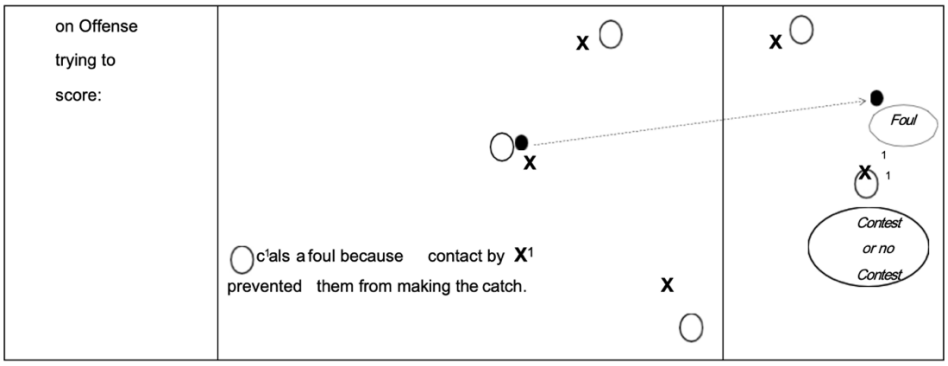
ULTIMATE

GAME FUNDAMENTALS: CONT'D

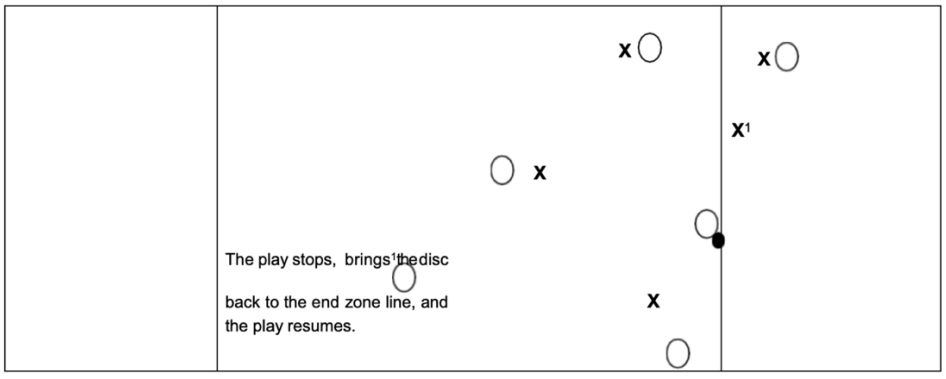
A 'travel', when the offensive receiver (now thrower) doesn't establish, or moves, their pivot foot during the time they have possession of the disc, is afoul. When a travel is called, both the disc and the count go back to the thrower at the point where the travel began.

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.

Whenever afoul 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 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.

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.
- The server continues to serve, but alternates sides until their team loses a point. The server is serving from the right side when their score is even, and the left side when their score is odd. The server is never serving to the same person twice in a row.
- When your team wins the serve back, the new server cannot be the same server who served the pervious time your team served

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 only 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 time service change, players will return to established positions reflected by the score. (see ‘LETS’ (replays))

FAULTS DURING PLAY

- Shuttle landing outside the court boundaries during service or play (shuttle landing on the line is not a fault).
- Player, his racquet or his clothing touches the net while the shuttle is in play.

BADMINTON

FAULTS DURING PLAY (CONT'D)

- 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:
    - hits floor
    - hits person or clothing
    - hits ceiling
    - 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 OFGAME

- 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.

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 always maintain self-control.
- 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

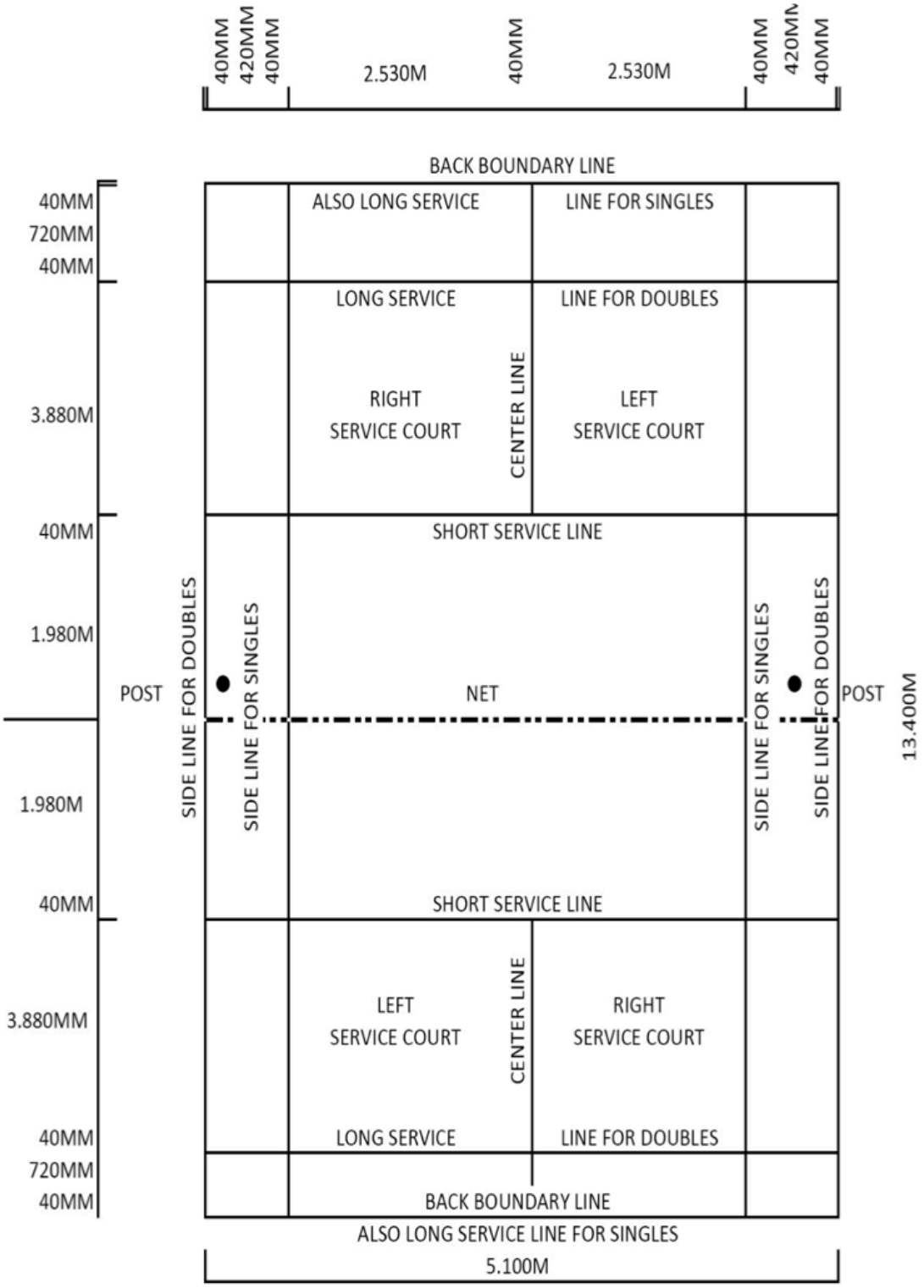
There will be 4 boys and 4 girls for each grade 5/ 6 and grade 7 team. These 8 players will combine to form 2 boys doubles, 2 girls doubles, 4 mixed doubles and 1 boy's single and 1 girl's single teams.
All play will start at 3:00 pm
Play during league will not count towards Celebration Play Day status.

BADMINTON

BADMINTON CELEBRATION PLAYDAY FORMAT

Format to be determined based on the number of schools in your Play Day and the host school.

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.

TRACK & FIELD

FIELD EVENT REGULATIONS

- Jumps not making the standard may not be recorded.

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 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.

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.

TRACK & FIELD

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 rims 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 near 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 MEETS

Barry Morley Memorial
46th Annual Surrey Elementary
Schools Track and Field Meets
2025-2026

MEET DATES (tentative)
Dates and format are dependent on the opening of Bear Creek Park – as it is currently being resurfaced.

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

TINY SCHOOLS	Tuesday, May 26, 2026
SMALLS CHOOLS	Wednesday, May 27, 2026
MEDIUM SCHOOLS	Thursday, May 28, 2026
"Rain-Out/ Make Up" Day	Friday, May 29, 2026
LARGE SCHOOLS	Monday, June 1,2026
EXTRA LARGE SCHOOLS	Tuesday, June 2, 2026
BIG SCHOOLS	Wednesday, June 3, 2026
"Rain Out/ Make Up" Day	Thursday, June 4, 2026
"Rain Out/ Make Up" Day	Friday, June 5, 2026

EVENT TIME

- Start Time: 9:30am
- Finish Time: 4:00 pm
- All meets will be at BEAR CREEK PARK.

AGE CLASSIFICATIONS
BANTAM - born during 2011-2012
PEEWEE- born during 2013-2014
TYKE- born during 2015 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 BEARCREEK 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 MEETS

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 ARE TYPICALLY INCLUDED IN THE DISTRICT EVENT

Tyke	**Pee Wee**	**Bantam**
80 m	100 m	100m
300 m	200 m	200 m
600 m	400 m	400 m
----	800 m	800 m
----	1500 m	1500 m
High Jump	High Jump	High Jump
Long Jump	Long Jump	Long Jump
Triple Jump	Triple Jump	Triple Jump
Shot Put (6lbs)	Shot Put (6lbs)	Shot Put (6lbs)
----	Discus (1 kg)	Discus (1 kg)
4 x 100 m Relay	4 x 100 m Relay	4 x 100 m Relay
Medley Relay	Medley Relay	Medley Relay
2 x 50 m	2 x 100 m	2 x 100 m
1 x 100 m	1 x 200 m	1 x 200 m
1 x 200 m	1 x 400 m	1 x 400 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 MEETS

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.

PRE-ARRANGED SEATING PLAN

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

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.

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 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	4 individual events plus 1 relay
Pee Wees	or
Bantams	3 individual 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.

An athlete 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 PUT	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

STM

LOCATION
South Surrey Track
14600 20 Ave (south)

THE TRACK MEET is an inclusive event designed to give every student the opportunity to experience the excitement of track and field. Rooted in the belief that movement, participation, and achievement should be accessible to all, this meet provides a supportive and encouraging environment where every student can shine.

With our guiding slogan, *"Little Athletes, Big Dreams,"* we recognize that every step, jump, and throw is a step toward confidence, growth, and success. This event isn't just about competition—it's about celebrating effort, determination, and the joy of movement.

REGISTRATION INFORMATION

- Open for students in Grade 4-7 with **an Inclusive Education designation** and IESW support.
- Up to 10 athletes per school (there will be a waitlist option for more athletes).
- There is a $5.00 per athlete registration fee, which will be taken directly out of your school account
- Transportation will be the responsibility of the school – no district provided buses

Register by zones
Tuesday for Zones: City Centre, Guildford, South Surrey/White Rock
Wednesday for Zones: Cloverdale/Clayton, Newton/Fleetwood, Panorama/Sullivan

EVENTS
Individual track events (80m, 120m, 180m distances are estimations) will take place first.

- Athletes will be called to the marshalling area based on grade / gender group.
- Able bodied athletes will take the track first, followed by wheelchair athletes and athletes with mobility challenges.
- Ribbons will be awarded for each heat. No final heats. Each ribbon says "Winner."
- There will be a line of flagging held to clearly indicate the finish line, so coach your athletes to lean forward into the tape.

Field Rotations
Stations: Football Target Throw, Frisbee Toss, Lacrosse, Long Jump, Obstacle Course, Pin Trading, Soccer, Softball Throw, Hitting of the Tee AND one field station is a rest break and a time to visit the **concession** and avoid a long line up at lunch.

- School teams will be assigned to a group to balance the numbers with a cap of 30 athletes. Please stay with your assigned group for the field events so we do not have long line ups.
- Each rotation is about 10-15 minutes. A horn will blow when it is time to move to the next station.
- Pin Trading Station – there is a pin trading station for athletes, coaches and volunteers to trade pins and badges. Please make sure your athletes come with some items to trade!

STM

EVENTS CONT'd

4 x 50m Relay (distances are estimations)

- There are four athletes on a relay team.
- Teams can be coed and consist of multiple grade levels.
- Schools without groups of four can send individual athletes to the marshalling infield where groups of four will be formed with other schools.
- Make sure your athletes know how to pass and receive a baton.

RIBBONS / MEDALLIONS

- Different coloured ribbons will be awarded at the ***completion*** of each event at that location, including each leg of the relay, to athletes who participate.
- Each ribbon says "Winner."
- During the track events please instruct your athletes to remain in their lanes after the race until they receive their ribbons.
- Each participant needs to have a safety pin on their jersey so they can pin on their ribbons.
- Please take care of your ribbons especially in the obstacle course, as we have a limited number.

Medallions for each athlete will be given to the coaches in their registration package. These medallions can be handed out to athletes at the end of the day.

SCHEDULE

Revolving schedule, i.e. when one event finishes, the next will begin. (Times are estimates)

9am: Schools arriving, coaches picking up Registration Package, ZUMBA warm-up on Track
9:30am: Track Events Begin
10:45am: Field Rotations Begin
12:30pm: Lunch
1:00pm: Relays

POINTS TO REMEMBER

- Remember to have your athletes wear school jerseys.
- **Remind students to bring money for the concession.**
- Each competitor will have two attempts at a field event.
- **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.**

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:

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

ARTICLE 4: MEMBERSHIP

A. Every 100%publicly 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

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

CONSTITUTION

ARTICLE 5: VOTING CONT'd

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.

D. 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.

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.

CONSTITUTION

ARTICLE 8 DUTIES OF EXECUTIVE OFFICERS CONT'd

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 registration, schedules, and upcoming events on the SESAA Website and social media platforms.
- b. Inform district personnel of upcoming events and results if required.
- c. 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)
  - iii. 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

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.

CONSTITUTION

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. 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.

D. 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 2024 - 2025

ANNUAL GENERAL MEETING MINUTES
Wednesday, May 21, 2025

President: Carol McClean
Vice President: Sara Semkiw

1. **Call to Order**
2. **President's Report and Welcome / Territorial Acknowledgement –** Carol McClean
3. **Message from the School Board –** Laurae McNally
4. **Adoption of 2024 – 2025 Agenda –** Sara Semkiw
   - Adopted, no objections
5. **Adoption of 2023 - 2024 AGM Minutes –** Sara Semkiw
   - Adopted, no objections – Jennifer Tarnowski, Emily Axenty
   - The minutes are approved as distributed.
6. **Executive Reports**

Treasurer: Kerry Schwab
- Report stands
- Additional comments: Levy was $60 this past year, as there was still a surplus from Covid, unsure of what next year will look like, huge thank you to Carol McClean for all she does above and beyond her role as President

Budget Report: Serge Haché
- No report provided

Convenor Reports – Sara Semkiw

Soccer: Taylor Weakes
- No comments, report stands

Cross Country: Lisa St. James / Kim Susheski (East), Erin Santoro / Gia Sengara (North / West /Central), Ross Davidson (South)
- No comments, reports stands – missing South report

Volleyball: Jennifer Tarnowski / Vanessa Weibe
- No comments, report stands

Basketball: Erik Henderson
- No comments, report stands

Badminton: Michael Legge
- No comments, report stands

Ultimate: Kim Buchanan, Paul Thompson
- No comments, report stands

STM: Neda Matterson, Carol McClean, Marg Geddes, Connie McLean
- No comments, report stands

Track and Field: Ryan Bolton, Ross Davidson, Derrek Mullen, Joe O'Malley
- No comments, report stands

AGM MINUTES 2024 - 2025

7. Old / General Business – Carol

SESAA handbook language – Sara Semkiw

- Looking for volunteers to create a committee to continue with the rewrite: Kim Buchanan (Cougar Creek), Vicky Ma (Lena Shaw Elementary), Ninna Frances L. Azurin (Sullivan Elementary)

8. New Business – Carol McClean

8.1 Acknowledgment of Filled Vacant Position

Under new business, we have the acknowledgment of the position of Secretary, which was previously vacant but has since been filled by Dana Shiels as of May 23, 2024.

8.2 Under new business, motion to designate two new schools into an existing zone for athletic scheduling:

"I move that Theresa Clarke Elementary, opening in September 2025, be designated to the Kwantlen Park family of schools and the North-West scheduling zone.
Additionally, I move that Snokomish Elementary, scheduled to open in March 2026, be designated to the Sullivan Heights family of schools and the Central scheduling zone."

Carol McClean (first), Ann Amsing (Harold Bishop) (second
Motion is adopted.

9. Nomination of Sports Convenors for 2025 – 2026: Carol

Soccer:	Taylor Weakes (*Willing to let name stand*)
Cross Country:	Lisa St. James / Kim Susheski (East Zone) (*Willing to let name stand*) Gia Sengara and Erin Santoro (North Zone) (*Willing to let name stand*) Ross Davidson (South Zone) (*Willing to let name stand*) Central / West Zone: VACANT
Volleyball:	Jennifer Tarnowski and Vanessa Weibe (Vanessa is *willing to let name stand*)
Basketball:	Aman Dehal (AJ McLellan) Gurwinder Athwal (Kirkbride)
Badminton:	Michael Legge (*Willing to let name stand*)
Ultimate:	Kim Buchanan, Paul Thompson (*Willing to let name stand*)
Special Track Meet:	Carol McClean, Neda Matterson (*Willing to let name stand*)
Track and Field:	Ryan Bolton, Ross Davidson, Joe O'Malley (*Willing to let name stand*), Elissa Nelson, Marg Geddes, Ann-Rylynn Amsing, Christian Oskam

10. Election of New Officers for 2025 – 2026 – Carol McClean

President:	Carol McClean (*Willing to let name stand*)
Vice-President:	Sara Semkiw (*Willing to let name stand*)
Secretary:	Dana Shiels (*Willing to let name stand*)
Treasurer:	Kerry Schwab (*Willing to let name stand*)
Media:	Christina Chen (*Willing to let name stand*)
Event Planner:	Neda Matterson (*Willing to let name stand*)
Member At Large:	Mike Wood (*Willing to let name stand*)

Administrative Rep:	Jennifer Tarnowski (*Willing to let name stand*)
STA Representative:	Erik Henderson (*Willing to let name stand*)
PE Helping Teacher:	Serge Haché (position terminated)
Surrey North:	Laura Grills - stepping down (Amrik Manhas-Goldstone Park, nominated)
Surrey South:	Haley Workun (*Willing to let name stand*)
Surrey Central:	Hugh McDonald (*Willing to let name stand*)
Surrey East:	Mike Foley (???) need to connect with Mike
Surrey North – West:	Carol McClean (*Willing to let name stand*)
Surrey South – West:	Lisa St. James (Martha Currie)
Co-ed Coordinator:	Ann-Rylynn Amsing (Harold Bishop)

11. **Award Presentation –** Sara Semkiw
    Special Acknowledgement
    Thank you to Serge Haché as the PE Helping Teacher
    Glenn Young 20 Year Coaching Award
    Recipients: Orlando Zalameda, Lisa Mandau, James Chong, Andrew Zadeiks, Kimberly Buchanan
    Ross Davidson Coaching Excellence Award
    Recipients: Michael Legge
    O'Malley - McNally Longevity Award
    Recipients: Marg Geddes

12. **Adjournment –** Sara Semkiw **(second by Ryan Bolton)**
    Meeting Adjourned 5:10pm

GLENN YOUNG 20 YEAR RECOGNITION AWARD

2021 – 2022: No information available

2019 -2021: No Recipients due to Covid19 and the cancellation of the celebration banquet.

Current year recipients are **bolded.**

Lauren Adams	Rollie Christafio	Heather Hutchinson	Sherri Metcalfe	Bobby Samra
Dan Alcock	Rick Clark	Leslie Huxtable	Kathleen Michaud	Scott Sayer
Glen Alstad	Marg Coe	Mary Jenner	Anne-Marie Middleton	Bea Sayson
Ann-Rylynn Amsing	Linda Colasacco	Joel Johnson	Selina Milar	Gary Schmidt
Russell Anderson	Glen Coleman	Gordon Jones	Marilyn Miller	Walt Schroeder
Eric Andres	Bill Connor	Denise Jones	Toby Mils	Kerry Schwab
John Andrews	Graham Cooper	Bryn Jones	Chris Mohammed	Ross Scott
Peter Androsoff	Bob Coulter	Patty Kiloh	Sheila Moreau	Doug Sim
Rob Aramini	Gary Cumiford	Kathy Klassen	Barry Morley	Scott Simpson
Mark Armstrong	Kim Davidson	Herm Koot	Robin Muise	Avis Sohota
Jas Atwal	Ross Davidson	Roy Kurita	Erica Mullan	Yvonne Steves
Lorraine Babuin	Julie DeGianni	Wally Kurth	Derek Mullen	Tino Stumpf
Chris Baldry	Roger Delage	Kim Kuzik	Bruce Murdoch	Ivy Styffe
Ross Beadle	Mark Desjardins	Carol Lam	Shobna Nathan	Ken Sutton
Glen Beer	Pam Dhaliwal	Alex Lambert	Suzane Nebor	Elizabeth Swenson
Ed Bennato	John Dicken	Michael Legge	Ingrid Nelson	Jennifer Tarnowski
Jim Bennest	Trevor Driedger	Byng Leong	Nori Nishi	Paul Thompson
Mary Bennett	Diane Easton- Mackay	Chris Lewis	Jim O'Malley	Peter Thompson
Ralph Berhman	Larry Fallis	Ruth Lewis	George Padget	Simon Truelove
Lyn Bergstrand	Carlos Fedyk	Kuldip Lidder	Gurneet Pannu	John Turnill
Jean Bernier	Garth Findlay	Karen Lirenman	Alinda Patsch	Nadine Vandenberg
Launce Beveridge	Lise Fiermestad	Rob Lightbody	Jill Payne	Alison Van Wermeskerken
Joe Bidulka	Colette Flint	Natalie Lubenow	Laureen Peddemors	Brian Veach
Gladys Bittner	Lloyd Forcier	Elaine Lohner	Sue Pennefather	Kim Verrier
Don Black	Paul Frost	Wally M'lot	Gary Penner	Leanne Villeneuve
Ryan Bolton	Marg Geddes	Keith Mackenzie	Al Perry	Elmer Walker
Ixchel Bradley	Doug Gifford	Doug MacLachlin	Floyd Peverley	Barbara Wallace
Louie Breda	Vincent Gorman	Rod MacLeod	Lloyd Pinske	Nathalie Walsh
Mira Breda	Laura Grills	Louis Makin	Emi Ponak	Vickie Webster
Rachelle Breg	Margaret Groome	**Lisa Manda**	Nancy Porter	Russ Wheeler
Shelley Brett	Bill Gum	Glenna Martin	David Price	Sid White
Susan Brogno	Susan Hagen	Ron Mast	Rob Rai	Janet Whiteside
Greg Brown	Don Handy	Bob McBlain	Steve Ramdial	Kelly Wick
Steve Brugger	Dianne Harding	Scott McComb	Raminder Randhawa	Murray Wickham
Kimberly Buchanan	Bonnie Hartney	Hugh McDonald	Sandy Reid	Linda Wilson
Katherine Burden	Susan Harvey	Cheryl Mclhargey	Justin Rettig	Philip Wong
Bob Butler	Bill Haugen	Grant McIntosh	William Riley	Lee Wright
Walter Butula	Gail Hayes	Joan McKellar	Penny Robinson	Jim Wright
Al Byron	Kim Hayhurst	Susan McKenzie	John Rogers	Tracy Wright
Len Cameron	Erik Henderson	Lewis McKim	Brian Roo	Ed Youngberg
Colette Chalifour	Keith Heuchert	Connie McLean	Val Ross	**Andrew Zadeiks**
Brenda Champion	Dave Higashi	Dave McRae	Alison Rowland	**Orlando Zalameda**
Shelley Chandra	Sherry Hjorth	Al McRitchie	Ron Rusnack	Brian Zapf
Isabel Cho	Rick Horita	Lily Melone	Danica Russell	Rita Zawila
James Chong	Chris Humeston	Tom Merritt	Karma Russell	Chris Zimich
	Laura Hutchins		Bruce Rutherford	

ROSS DAVIDSON COACHING EXCELLENCE AWARD

Past Award Recipients

2024 – 2025
Michael Legge

2023 – 2024
Scott McIndoe
Mike Wood

2022 – 2023
Leanne Chow
Janet Cronkhite
Doug Doyle
Ruth Lewis
Stephanie Norris
Regan Snyder

2021 – 2022
No Award

2020 - 2021
No Award

2019 - 2020
No Award

2018 – 2019
Tejpal Mann

2017 – 2018
Chris Mohammed
Paul Langerais
Heather Reid
Charles Jungclaus

2016 – 2017
Chris Humeston
Jim Wright
Allison Rowland
Kelly Wick
Wendy Spoor
Shelley Chandra
Chris Lewis

2015 – 2016
Kim Kuzik

2014 – 2015
Scott McComb

2013 – 2014
Margaret Geddes
Rob Lightbody

2012 – 2013
Melissa Bonn
Gary Cumiford
Stephanie Norris
Elizabeth Swenson
Antonio Vendramin

2011-2012
Vince Gorman
James Pearce

2010 – 2011
Raminder Randhawa
Jennifer Tarnowski
Ryan Bolton

2009 – 2010
Carol Lam
Rod Clifford
Susan Harvey
Catherine Bryson

2008 – 2009
Jim Bennest
Wendy Mackenzie
Carrie Moody
Kali Pinto
Michelle Stecher
Russ Wheeler

2007 – 2008
Dan Alcock
Bill Caley
Bill Connor
Grant McIntosh
Laureen Peddemors

2006 – 2007
Peter Androsoff
Eric Andres
Glen Hilder
David Frankson
Bea Sayson
Peter Monroe

2005 – 2006
Dave Higashi
Keith MacKenzie
Bob Elliott

2004 – 2005
Jas Atwal
Wayne F. Morris
Kevin M'Lot

2003 – 2004
No Award

2002 – 2003
Ray Hamilton
George Kraus
Al McRitchie

2001 – 2002
Connie McLean

2000 – 2001
Graham Cooper

1999 – 2000
Chris Baldry

1998 – 1999
Mel Jorgenson

1997 – 1998
Steve Swaddling

1996 – 1997
Graham Cooper
Al McRitchie

1995 – 1996
Joe O'Malley

1994 – 1995
No Award

1993 – 1994
Sid White

1992 – 1993
No Award

1991 – 1992
Ross Davidson

1987 – 1988
Barry Morely

1986 – 1987
Bruce Rutherford

O'MALLEY – MCNALLY LONGEVITY AWARD

2024 – 2025
Margaret Geddes

2023 – 2024
Dan Alcott
Steve Swaddling

2022 – 2023
Joe O'Malley
Laurae McNally
Glenn Young
Ross Davidson
Connie McLean
Jim Bennest

APPENDIX

APPENDIX

Volunteer Information Sheet: Form #7010.1

Volunteer Community Coach Agreement: Form #7010.2

EXTRACURRICULAR ATHLETICS: CONSENT AND PARTICIPATION AGREEMENT