



BY-LAWS
2026

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MCSAA BY-LAWS

The MCSAA By-Laws shall govern all MCSAA inter-school activities.

ACTIVITIES:

1.1. Official Activities

1.1.1. The activities available for inter-school competition under MCSAA jurisdiction are the following:

1.1.1.1. Volleyball

1.1.1.2. Basketball

1.1.1.3. Badminton

1.1.1.4. Track and Field

AWARDS:

1.1. Available Awards - The following awards will be given out for these sports:

1.1.1. **Volleyball:** Banner to first place, banner to finalist, circulating trophy for first place in Tiers 1 and 2; third place trophy for schools to keep for Tiers 1 and 2. Consolation champion banner for Tier 1 only. All awards will be decided per sport at the discretion of the Directorship, referring to Volleyball By-Law 2.2.

1.1.2. **Basketball:** Banner to first place, banner to finalist, circulating trophy for first place in Tiers 1 and 2; third place trophy for schools to keep for Tiers 1 and 2. Consolation champion banner for Tier 1 only. All awards will be decided per sport at the discretion of the Directorship, referring to Basketball By-Law 2.2.

1.1.3. **Badminton:**

11.1.3.1. Individual medals for 1st place and ribbons for 2nd, 3rd and 4th place.

11.1.3.2. Two banners will be presented. One for grades 7 and 8 girls, and one for grades 7 and 8 boys. The banners will be awarded based on the accumulation of points for singles, doubles, and mixed doubles. Points will be awarded as follows: 1st place = 5 points, 2nd place = 4 points, 3rd place = 3 points, 4th place = 2 points, quarter finalists = 1 point.

1.1.4. **Track and Field:**

1.1.4.1. Individual medals supplied by the Knights of Columbus.

1.1.4.2. One banner for Grades 7 & 8 boys, one banner for Grades 7 & 8 girls, one banner for Grades 4, 5 and 6 boys, and one banner for Grades 4, 5, and 6 girls team. Banners will be awarded based on the final results as recorded by the Track and Field Convenors. Ties would be broken based on 1st place finishes (then 2nd if needed, etc.) Points will be awarded as per the Track & Field By-Laws.

ELIGIBILITY OF ATHLETES:

1.1. Eligibility rule for team sports:

1.1.1. Participation is open to all grade 6, 7 and 8 students, 14 years old and under, as of January 1st of the particular year. Students are allowed only three years of competition.

1.1.2. **Levels of Competition****Tier 1 Competition**

Tier 1 teams shall be open to all grade 6, 7, and 8 students (within the age range stated in 1.1.1.) and comprised of the most competitive athletes based on criteria established by the coach. A student's development ability will take precedence over chronological age.

Tier 2 Competition

Tier 2 teams shall be comprised of competitive and developmental multi-levels and open to all grade 6, 7, and 8 students (within the age range stated in 1.1.1.). Teams shall be created to accommodate a wide range of athletes from competitive to developmental abilities. Tier 2 shall include those athletes who were not selected to compete in Tier 1. The coach shall determine which level an athlete should compete to enable an athlete to achieve individual excellence.

Junior League

Junior League teams shall be comprised of developmental multi-levels and open to all grade 6, 7, and 8 students (within the age range stated in 1.1.1.). Teams shall be created to accommodate a wide range of athletes from introductory to developmental abilities. Junior Leagues shall include those athletes who were not selected to compete in Tier 1 or Tier 2. The coach shall determine which level an athlete should compete to enable an athlete to achieve individual excellence.

1.1.3. All MCSAA teams should consist of players that reflect the vision of the MCSAA found in Constitution Article 2.1.

1.1.4. Schools that enter a team in a sports season must play that season in its entirety. Once schedules are finalized, if a school pulls their team out of any sports season, there will be a \$200 fine for the offending school.

1.1.5. All schools who have a 'second boys' or girls' team must pay a \$20 'Extra Teams' fee.

1.1.6. Any schools whose fees are late, include Track & Field Fees, season fees, or extra team fees, will not be able to participate in the following sports season. This will carry over to the following school year unless payment(s) are made by June 30 of that school year.

1.2. **Eligibility Sheets**

1.2.1. It is mandatory that the schools of participating teams in the MCSAA competition submit to the Sports Convenor and Vice-President a list of participating athletes with Name, Date of Birth, and Grade signed by the principal of the school involved **for both Competitive and Junior League rosters.**

1.2.2. Only players eligible to play in regular season or playoff games are those on the roster. Rosters need to be submitted before the first league game to the Sports Convenor and Vice-President. **Failure to submit rosters on the Friday before the sports season begins will result in the forfeiting of games for any team with a late roster along with a \$100 fine until a roster is submitted.**

- 1.2.2.1. Athletes, who are playing on a development team, may be called up to play on a Competitive team at any time during the season, to a maximum of two games. If that player plays three or more games, they must continue to play on **that team** for the remainder of the season and playoffs. When a player is about to play their third game, the addition of this player must be reported to the Sports Convenor and Vice-President before the third game.
- 1.2.2.2. If the current sports season does not have tiers, teams may not move players laterally from one team to the other in the same tier unless that school declared their teams to be Tier 1 and Tier 2 at the sports specific meeting.
- 1.2.2.3. Once playoffs begin, players from a level below may play a level up, but must stay on that team for the duration of the playoffs. Rosters changes must be submitted to the Sports Convenor and Vice-President prior to the game.

1.3. Exceptions

- 1.3.1. Requests for exceptions to eligibility rules may be submitted in writing to the President two weeks prior to the league play for discussion by the Directorship.
- 1.3.2 The MCSAA endeavors to provide equal opportunities for all athletes. Athletes may try out for the boys or girls' team, if there is no team to play on that corresponds to their gender identity (example, there is no girls or boys' program):
 - They may not play on both the girls' and boys' team for the same sport in the same season. Schools should make every effort to create both boy and girls' teams and athletes should be encouraged to play for their respective gender.
 - The School Physical Education Teacher and Principal, on behalf of the athlete who wishes to play on a different gender team, must submit an Exceptions for Eligibility form in writing (Exceptions for Eligibility Form: See Appendix E) to the President and Superintendent, which would be forwarded to the MCSAA Directorship.
 - The form must be submitted 10 school days prior to the first league game for that sport. There will be no exceptions once the deadline has expired and athletes may not switch teams once an exception has been granted and accepted.
 - It is the responsibility of school Physical Education Teachers and Principals to inform all athletes and coaches of these requirements at least 15 school days prior to the first league game of that sport.
 - The process outlined above must always be in keeping with the Manitoba Human Rights Code and the Manitoba Catholic Schools Respect for Human Dignity and Equality Policy.
- 1.3.3. If a school does not have enough players to form one team in either Basketball or Volleyball (6 or less players sign up from grades 6-8), that school's player(s) may play on another school's Tier 2 or Junior League team. Both schools must supply supervisors.
- 1.3.4. If two schools do not have enough players to form teams in either Basketball or Volleyball (6 or less players sign up from grades 6-8), these schools may combine athlete(s) to form a team if they cannot form a team. Both schools must supply supervisors.

HOME AND VISITING TEAM RESPONSIBILITIES

- 1.1. It shall be the responsibility of the home team to:
 - 1.1.1. Supply the equipment necessary to the contest.
 - 1.1.2. Provide necessary dressing facilities.
 - 1.1.3. Provide officials and personnel necessary for the operation of the contest, which includes a minimum of 1 certified referee for Volleyball; Basketball must have 2 referees regardless of age. It is the Phys. Ed. staff's job to properly train scorekeepers for both Volleyball and Basketball games.
 - 1.1.4. Provide teacher supervision
 - 1.1.4.1. At all games each school must be represented by a staff supervisor/staff coach, from their own staff **in the crowd to supervise spectators**. In the case of a staff supervisor, they are to make themselves known to the head official, and scorer's table, by signing the score sheet. If a teacher supervisor is not present, there will be a fine of \$50 for the offending school.
 - 1.1.5. Home teams are responsible to e-mail the Volleyball and Basketball scoresheets/results to the Convenor and League Website Coordinator within 24 hours of the game. Failure to do so will result in a \$50 fine for the home team's school.
- 2.1. Convenors meet with all Physical Education representatives/Athletic Directors from all schools before the season begins and explain what is expected of them. The expectations above should be distributed to all coaches and referees.
- 3.1. It is the administration's responsibility for overseeing the mode of transportation and student behaviour to and from games.
- 4.1. Coaches are responsible for checking assigned locker rooms prior to and following use by their team members.
- 5.1. A visiting teacher supervisor/teacher coach does not leave a school until all his/her students are out of the school.
- 6.1. That teacher supervisor/teacher coach can evict any student who has evidently been involved in substance abuse. Example: drinking, drugs. This eviction should be reported to the administration concerned.
- 7.1. Supervisors check periodically all parts of the building to which students have access. That no students be allowed to loiter in the hallways. That all students be seated in the gym or be out of the school.
- 8.1. Schools who are unable to host because of a lack of a gym space and must play four 'home games' at another school, must bring referee fees to the games that are their designated home games.

SPORTSMANSHIP POLICY AND PROTEST PROCEDURES:

1.1. General Guidelines/Recommendations

- 1.1.1. All MCSAA sports follow MCS policy as pertaining to Sportsmanship and ensure that the school personnel are aware of the responsibility to observe the policies and proper conduct.
- 1.1.2. All coaches and volunteers involved in coaching all Constitutional sports must have their **Respect in Sport Certification** completed before the sports season they are coaching begins. It is the school representative's responsibility to ensure all coaches are certified. All certificates must be registered with first rosters.

1.2. Sportsmanship Policy

- 1.2.1. Sportsmanship Rule: High standards of courtesy, fair play, and sportsmanship must be features of all MCSAA competitions.
- 1.2.2. Any student-athlete, coach, or member school may be subject to suspension or probation from MCSAA competition for reported violations of sportsmanship, as per Sportsmanship By-Law 1.2.5., not following team eligibility rules as per Eligibility By-Laws, or not following Home/Visiting Team By-Laws. Member schools must report violations as per Sportsmanship By-Law 1.3. Member schools have the right to appeal to the Directorship as outlined in Sportsmanship By-Law 1.3.4.
- 1.2.3. It shall be the responsibility of the School Administrator to foster good sportsmanship at all levels of competition.
- 1.2.4. The integrity of schools, coaches, representative teams and competitors shall be above reproach. Competition should be in the spirit of friendly rivalry rather than enmity. Emphasis should at all times be on the activity rather than on the result.
- 1.2.5. League Penalties
 - 1.2.5.1. **Volleyball League Penalties:** Any player/coach/spectator who uses abusive language deemed to be racist, sexist, derogatory, discriminatory, or malicious or displays any inappropriate conduct towards any player, coach, official, or spectator will receive a suspension as follows:
 - 1st Time Offense:** One game suspension for player/coach
 - 2nd Time Offense:** Season/Playoff suspension for player/coach
 - 1.2.5.2. **Basketball League Penalties:** Refer to MABO Minimum Penalties in Basketball By-Laws

1.3. Incident Reporting

- 1.3.1. Directorship Authority: The MCSAA vests authority in its President and Directorship to investigate and take appropriate action on any reported flagrant violation of the Sportsmanship rule occurring during inter-school competition.
- 1.3.2. All reported violations of sportsmanship occurring during MCSAA competition must be reported using the Incident Report Form for Volleyball or the Technical Reporting Form for Basketball per Basketball By-Law 5.4. within 24 hours of the incident to the Sports Convenor and President by the principal and/or member school representative of the school registering the protest. When applicable, player name and jersey number or coach name must be included in the report.

- 1.3.3. Upon receipt of the report, the president of the Directorship shall investigate the said incident. After consultation with the Directorship members, the President shall respond to the report in an appropriate manner. All reported violations shall be resolved in a manner sufficient to correct the problem as per Sportsmanship By-Law 1.2.
- 1.3.4. Appeals of the ruling shall be submitted to the President by the school principal and member school representative within three teaching days after receipt of the ruling. Thereupon, the President, Directorship, and Superintendent will hear the appeal at the earliest convenience to all parties. During the appeal process, suspended players/coaches must be absent from competition.
 - 1.3.4.1. Any member of the Directorship involved in an incident or appeal must excuse themselves from the investigation until it is completed.
- 1.3.5. If an incident has been resolved between the two schools, note that at the bottom of the Incident Report Form. Both schools must sign the report.
- 1.3.6. **Major Incidents:** Physical incidents (during and/or after game), deliberate intent to injure, as well as language described in Sportsmanship By-Law 1.2.5. Continual repeated minor incidents may lead to being deemed a major incident.

Manitoba Catholic Schools Athletic Association
Zero Tolerance Policy Regarding Abuse of Officials

The most important aspect of being part of the Manitoba Catholic Schools Athletic Association is holding high standards of courtesy, fair play, and sportsmanship. Attendance at Manitoba Catholic School Athletic Association sponsored events entitles players, coaches, referees, parents, and fans, an opportunity to enjoy an exhibition of skills by student athletes in a Catholic school setting. An important part of this is being respectful and encouraging to all athletes, officials, coaches and all spectators. At all times, the integrity of schools, coaches, representative teams and competitors shall be above reproach. Competition should be in the spirit of friendly rivalry rather than enmity. Emphasis should at all times be on the activity rather than on the result.

Prior to the start of the athletic season, Physical Education representatives, coaches, parents, and athletes from all schools should be reminded of the Association's Zero Tolerance Policy. In addition, "BE A FAN...NOT A FANATIC" banners need to be displayed in all facilities housing MCSAA events.

Through the course of gameplay, coaches or designated team captains may ask for clarification of rules during stoppages in play. Under no circumstances, may a coach, player, or spectator call out, question, or yell at an official during gameplay. Coaches and captain designates are to be courteous at all times when making requests for clarification.

In the event that the above guidelines are not met during a sponsored Manitoba Catholic Schools Athletic Association event, it is at the discretion of the official, with support of the School Administrator or gym supervisor to take the following actions:

1. When a **PLAYER** challenges an official's decision in an uncourteous manner, the appropriate sanction as outlined by that sport will be called. The official, with support of the School Administrator or gym supervisor has discretion to immediately eject the player from the game without warning, depending on the severity of the offense. Once ejected from a game, a player may sit on their team's bench, without further incident. If there is continued haranguing from the player on the bench, or, the original offense is deemed too severe, the official, with support from the School Administrator or school supervisor, may eject the player from the gymnasium. The player may wait outside the gym, supervised by a school parent or supervisor until an appropriate method of transportation has arrived for the child.

If the player refuses to leave the gymnasium, or delays in doing so, the official will advise the coach that their team will forfeit if the player does not leave. Once the player has left, the remaining players will be reminded that another breach of the league's Zero Tolerance Policy will result in forfeiting the game. The official's decision of a forfeit is final.

2. When a **SPECTATOR** challenges an official in an uncourteous manner, the appropriate sanction for that sport will be called on the team that they support. If the spectator refuses to leave, or delays in doing so, the official will advise the coach that their team will forfeit if the spectator does not leave. Once the offender has left, it is the job of the coach to remind spectators that any further outbursts will result in their team forfeiting the game. The official's decision of a forfeit is final.
3. When a **COACH** challenges an official's decision in an uncourteous manner, the appropriate sanction as outlined by that sport will be called. The official, with support of the School Administrator or gym supervisor has discretion to immediately eject the coach from the game without warning, depending on the severity of the offense. If the coach refuses to leave the gymnasium, or delays in doing so, the official will end the game immediately and said coach's team will forfeit the game. Note: If there is no school representative to replace the ejected coach, the game will also end in a forfeit. The official's decision of a forfeit is final.

4. Parents/Spectators

The game will be stopped by game officials when parents/spectators displaying inappropriate and disruptive behavior interfere with other spectators or the game, including players. The game officials will identify violators to the coaches for the purpose of removing parents/ spectators from the spectator's viewing and game area. Once removed, play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by the school administrator and the MCSAA Directorship. This inappropriate and disruptive behavior shall include but not limited to:

- Use of obscene or vulgar language in a boisterous manner to anyone at any time.
- Taunting of players, coaches, officials or other spectators by means of baiting, ridiculing, threat of physical violence or physical violence.
- Throwing of any object in the spectators viewing area, player's bench, or playing field.

All flagrant violations of the Zero Tolerance Policy at Manitoba Catholic Schools Athletic Association sponsored events that lead to ejections from facilities must be reported. The report must be in writing and must be received within three teaching days of the incident by the President of the Association. The principal of the school is responsible for registering the protest. Any further actions lie with the Manitoba Catholic Schools Athletic Association President and committee to investigate and then take appropriate action. Reported violations shall be resolved in a manner sufficient to correct the problem and may range from a written statement of findings by the Manitoba Catholic Schools Athletic Association Committee to the school administrators, to probation or suspension for the school's players, coaches and/or team.

Appeals of the ruling shall be submitted to the Chair of the Manitoba Catholic Athletic Association by the school principal within three teaching days after receipt of the ruling. Thereupon, the Manitoba Catholic Schools Athletic Association Committee will hear the appeal at the earliest convenience to all parties. (Refer to Sportsmanship By-Law 1.3.4.)

CONVENOR CHECKLISTS**Volleyball / Basketball Convenor Checklist**

1. Prepare and circulate an agenda for the sports meeting no later than 2 weeks prior to the meeting. (Constitution Article 9 outlines when By-Law Notices of Motions must be submitted)
2. Secure a venue for the Volleyball / Basketball semifinal and final round of tournament play.
3. At sports meeting:
 - 3.1. Review pertinent MCSAA Constitutional sections:
 - 3.1.2. "It is mandatory that the schools of participating teams in the MCSAA competition submit to the Convenor a list of participating athletes with Name, Date of Birth, and Grade signed by the principal of the school involved." (Eligibility of Athletes By-Law 1.2.1)
 - 3.1.3. "It shall be the responsibility of the home team to:
 - 3.1.3.1. Provide teacher supervision (Home/Visiting Team Responsibilities By-Law 1.1.4.)
 - 3.1.3.2. Email the Volleyball / Basketball score sheet to the Convenor and League Website Coordinator within 24 hours after the game. Failure to do so will result in a \$50 fine for the home team's school." (Home/Visiting Team Responsibilities By-Law 1.1.5.)
 - 3.1.4. Review sport by-laws.
 - 3.1.4.1. Games for Volleyball / Basketball will be played Mondays and Wednesdays.
 - 3.1.5. Distribute eligibility sheets and set deadline for return.
4. Create and distribute Volleyball / Basketball league schedule (recommended starting dates: Volleyball - 1st week of October, Basketball - 3rd week of January).
5. Check that all participating teams have submitted eligibility sheets and have abided by MCSAA eligibility rule (Eligibility of Athletes By-Laws).
 - 5.1. Inform MCSAA Treasurer of schools with extra teams. There is a \$20 'extra teams' fee
 - 5.2. Alert MCSAA Directorship President of any suspected violations of the Sportsmanship By-Laws.
 - 5.3. Send or email a copy of eligibility sheets to MCSAA President.
6. Collect Volleyball / Basketball trophies, banners, plaques in preparation for final tournament. (MCSAA Directorship will order banners.)
7. Create and distribute Volleyball / Basketball playoff schedule.
 - 7.1. For Volleyball - Playoffs and finals are to be completed on the last weekend of November, provided that it is the weekend before Volleyball Provincials take place.
 - 7.2. For Basketball - Playoffs and finals are to be completed on the last weekend before the last week of classes prior to the start of the AWCS and CSC spring break.

8. Facilitate and be present for Volleyball / Basketball semifinal and final tournament.
9. On behalf of the MCSAA, present awards to teams at the final tournament.
10. Send results to all MCSAA participating schools.
11. Complete and present to the MCSAA Directorship a written Annual Report including: order of finish, trophies awarded, highlights and successes, difficulties and failures, personnel deserving credit, recommendations for the future, name of succeeding Convenor and financial statement where applicable. The Annual Report must be completed as soon as possible after the completion of the sport activity season.

Badminton Convenor Checklist

1. Prepare and circulate an agenda for the sports meeting no later than 2 weeks prior to the meeting. (Constitution Article 9 outlines when By-Law Notices of Motions must be submitted)
2. Secure venues for the singles, doubles, and mixed doubles badminton tournament.
3. At sports meeting:
 - 3.1. Review pertinent MCSAA Constitutional sections:
 - 3.1.2. "It is mandatory that the schools of participating teams in the MCSAA competition submit to the Convenor a list of participating athletes with Name, Date of Birth, and Grade signed by the principal of the school involved." (Eligibility of Athletes By-Law 1.2.1)
 - 3.1.2. Badminton coaches should try to fill an absent registered players spot with another player on the day of the tournament to alleviate scheduling difficulties. (Badminton By-Law 4.1.)
 - 3.1.3. Distribute badminton team entry forms and eligibility sheets and set deadline for return.
4. Create badminton tournament draw.
5. Acquire badminton medals and ribbons in preparation for badminton tournament.
6. Arrange for tournament supervisor at both venues for badminton tournaments.
7. Present awards to badminton winners on behalf of MCSAA.
8. Deliver banners to winning schools after all tournament results have been tabulated. (MCSAA Directorship will order banners)
9. Send list of winners to all MCSAA participating schools.
10. Complete and present to the Directorship a written Annual Report including: order of finish, medals awarded, highlights and successes, difficulties and failures, personnel deserving credit, recommendations for the future, name of succeeding Convenor and financial statement where applicable. The Annual Report must be completed 1 week after the completion of the sport activity season.

Track & Field Convenor Checklist

1. Contact Knights of Columbus, Track & Field representative to begin coordinating the event.
2. Book a facility for both the regular date as well as a rain date.
3. Arrange for first aid to be present at the Track Meet.
4. Prepare and circulate an agenda for the sports meeting no later than 2 weeks prior to the meeting. (Constitution Article 9 outlines when By-Law Notices of Motions must be submitted)
5. At sports meeting:
 - 5.1. Review dates of Track Meet and distribute schedule of events. Distribute entry forms and set up deadline for return.
 - 5.2. Review age categories.
 - 5.3. Complete duty roster (each school is responsible for supplying equipment for event, except high jump)
 - 5.4. Arrange to borrow high jump equipment from a school.
 - 5.5. Review sport by-laws.
6. Arrange for 'runners' at Track Meet to bring results from finish line and/or event location to Convenor's table and medal presentation area.
7. Be familiar with how to score the Meet and determine medal winners.
8. Collect track and field trophies at MCSAA Annual General Meeting in preparation for Track Meet.
9. Collaborate with MCSAA President (or designate) on the decision to postpone or cancel the Track Meet. A decision must be made by 7:00 A.M. the day of the Track Meet, or earlier. A phone call is to be placed, no later than 7:00 A.M., to the radio station 'CJOB', regarding the cancellation or postponement of the Track Meet. Identify the Track Meet to the radio station as the "Knights of Columbus, Catholic Schools Track & Field Meet".
10. Send list of medal winners, within 1 week after the completion of the Track Meet, to all MCSAA participating schools.
11. Deliver banners to winning schools after all track and field results have been tabulated. (MCSAA Directorship will order banners.)
12. Send list of records broken at track meet to record keeper.
13. Complete and present to the MCSAA Directorship a written Annual Report including: order of finish, medals awarded, highlights and successes, difficulties and failures, personnel deserving credit, recommendations for the future, name of succeeding Convenor and financial statement where applicable. The Annual Report must be completed 1 week after the completion of the sport activity season.

VOLLEYBALL BY-LAWS:

1. The Canadian Official Volleyball Rules will govern the game. Exceptions:

- 1.1. A team may have as many spares as it wishes and all players may enter the match.
- 1.2. The high of the net will be 2.20 meters for Competitive Boys, 2.15 meters for Competitive Girls, Junior League Boys, and Junior League Girls. Schools must have at least one official game ball: **MIKASA VQ200W-CAN** to be used for all Competitive games.
- 1.3. In the Competitive Leagues, players may take **one step** over the back line during an **underhand serve only**.
- 1.4. In the Junior League, players **MUST** underhand serve. You may serve from the service box in the Junior League **ONLY**. **In the Competitive Leagues, there will be a 5 serve limit**. Once a server has reached 5 consecutive serves, then that team must rotate to the next server.
- 1.5. A match is won by the team that wins 2 out of 3 sets. A set is to 25 points, in the event it is 24-24, a team must win by 2 points (no cap). The third set will be to 15 points. In season play, the third set will always be played. In playoffs, the third set will only be played if needed as a tie breaker.
- 1.6. Athletes who play in the first set may not play in the second set. The third set of the best of three is exempt from personnel limitations. See substitution exceptions below:
 - 1.6.1. The six players who start the first set must play the entire set unless there is an injury. Players who did not start the first set must start and play the entire second set.
 - 1.6.2. Substitutes are allowed if a team has more than 12 players in the first and second set.

2. Competitive Leagues

- 2.1. Schools must notify the Convenor at the September meeting if they will have teams competing in Volleyball.
- 2.2. The Volleyball Competitive Leagues will be divided into two tiers – Tier 1 and Tier 2. Tier 1 and Tier 2 will have separate playoffs and championships.
 - Teams shall declare as either Tier 1 or Tier 2 before the regular season begins. If there are less than 5 teams that declare as Tier 1 teams, and all the teams are playing together for the regular season.
 - The Volleyball leagues will be divided into two classifications based on school population sizes:
 - **Boys:** Schools who have more than 50 boys in Grade 6-8 will be automatically considered into Tier 1 and schools below that population will be automatically considered into Tier 2.
 - **Girls:** Schools who have more than 50 girls in Grade 6-8 will be automatically considered into Tier 1 and schools below that population will be automatically considered into Tier 2.
 - Any school that has sound reasoning that they have an exception to this rule can submit an Exception to Tiering Form, found in Appendix B.

- A school in Tier 2 may opt into the Tier 1 league play.
- A school in Tier 1 may enter two teams of different skills levels. The second team will enter the Tier 2 league, unless they opt into Tier 1.
- Playoff formats will still remain the same – Tier 1 teams will stay in Tier 1, with the top Tier 2 teams filling in the spots to have 8 teams in the Tier 1 playoffs. Tier 2 playoffs will consist of the remaining teams.
- If a Tier has 8 or less teams, resulting in an uneven round robin, the first time two teams play each other, that game will be considered an exhibition match and will not count towards league standings.
- School representatives will need to report their population in Grade 6-8 at the September meeting.

2.3. Competitive League play shall consist of 8 games.

2.4. Competitive League games will be scheduled by the Convenor on Monday's and Wednesday's.

2.4.1. If there are scheduling difficulties due to a large number of teams, games may be scheduled on Tuesday's or Thursday's at the Convenor's discretion. If a school has more than four teams, the Convenor may create an unbalanced home/away schedule to accommodate.

2.4.2. The Convenor will prepare both the season schedule and playoff brackets prior to the season beginning in order to prepare teams for playoff draws.

2.4.3. All schools may submit a maximum of one no-play date per team entered. A no-play date is a date where that school cannot play whatsoever.

2.4.4. All schools may submit no-host date but are limited to a maximum of three dates per team entered. A no-host date is a date where that school can play but cannot host. Exceptions include schools that do not have a gym.

2.5. Any changes to the schedule must be initiated by the school having the conflict, with the team that they are to play. The team initiating the change will notify the Convenor and League Website Coordinator.

2.6. For all unplayed games, any games that were previously rescheduled, as per By-Law 2.5, schools that are unable to play in those rescheduled games would receive the loss and the other team a win.

2.7. Rescheduled games played after the official end of the league schedule will not be counted in rankings for the playoffs.

2.8 **Coaches Meeting** – There will be a Zoom coaches meeting for Volleyball that all coaches should be encouraged to attend. The meeting will cover Sports By-Laws and provide a question and answer period. The meeting/date time will be determined by the MCSAA Directorship two weeks prior to the meeting date.

2.9. **Competitive League Volleyball Playoffs** - Format will be as follows:

- If there are less than 8 teams in Tier 1, the top teams from Tier 2 will fill in the remaining spots in Tier 1 throughout the playoffs. Teams will compete for first place, third place, or Consolation champion in Tier 1. Tier 2 playoffs will proceed as usual without a Consolation side.

- If there are more than 8 teams in Tier 1, the lower placed teams drop into Tier 2 playoffs, based on their seeding at the end of the regular season, becoming the top seeds in Tier 2 playoffs.
 - If there are less than 12 teams total in the league, then all teams will compete in one side of playoffs – the winning teams of the Quarter-Final games will play for the Tier 1 championship and the losing teams of the Quarter-Final games will play for the Tier 2 championship.
 - Tier 1 and 2 Quarter-Final Games shall be played at the higher ranked team's school. Tier 1 and 2 Semi-Finals and Finals shall be at St. Paul's High School.
- 2.10. Boys' playoff games will be scheduled on Monday and Wednesday of the playoff week. Girls' playoff games will be scheduled on Tuesday and Thursday of the playoff week.
- 2.11. Playoffs and finals are to be completed on the last weekend of November, provided that it is the weekend before Volleyball Provincials take place. Boys' playoff games will be scheduled on Monday and Wednesday of the playoff week. Girls' playoff games will be scheduled on Tuesday and Thursday of the playoff week. **The winning teams from MCSAA Tier 1 leagues will attend the Volleyball Junior High Provincials.**

3. Junior Leagues

- 3.1. Declaration of Junior League teams must be made at the Volleyball meeting.
- 3.1.1. Declaration of teams to be divided as mainly Grade 6/7 or Grade 7/8 at the Volleyball meeting. If possible, the Convenor can attempt to have better match ups with age groupings.
- 3.2. Junior League play shall consist of 6 games. Games will be scheduled on Tuesday's and Thursday's.
- 3.3. Minimum requirement of 4 teams. If less than 4 teams, no Junior League will be organized.
- 3.4. No scores need to be submitted nor standings kept by Convenor.
- 3.5. There can be a season ending, final tournament for any schools willing to host.
- 3.6. Junior League Volleyball By-Law Exceptions:
- 3.6.1. Triple Ball rules apply. (See Rules at end of Volleyball By-Laws)
- 3.6.2. Coaches may decide whether to play six players for an entire set or rotate their team through.
4. Teams should arrive at designated schools for games as soon as possible for a 4:00 p.m. start, unless a school designates a later start time. A game will be defaulted 15 minutes after the scheduled game start time, unless prior arrangements have been made.

5. Referees

- 5.1. The hosting team is responsible for obtaining a referee for the matches. Referees should be paid a minimum of \$20.
- 5.2. Referees must meet the following qualifications:

- 5.2.1. Must be at least a senior high school student.
- 5.2.2. Must have attended a referee clinic.
- 5.3. MCSAA will reimburse hosting schools of playoff games \$30 per referee to a maximum of \$30.
6. If there is an incident during a Volleyball game, it is the responsibility of the home team to submit an Incident Reporting Form to the Sports Convenor and President within 24 hours of the game in which the incident happened. The Incident Reporting Form can be found in Appendix F. Upon receipt of the form, the President and Directorship shall investigate the incident as outlined in the MCSAA Sportsmanship Policy By-Laws.
7. The home team is responsible for emailing in the score sheet to the Convenor and League Website Coordinator within 24 hours after the game as per Home/Visiting Team Responsibilities By-Law 1.1.5.
8. All players should be dressed in their school's team uniform. Players must wear athletic footwear. Players are allowed to play in clothing as per their religious or cultural background, without discrimination, such as hijabs or leggings.
9. Participation is open to all grade 6, 7, and any grade 8 who is 14 years of age or under as of January 1st of that school year (per By-Law
10. Player selection and coaching for the all leagues should be in keeping with the vision of the MCSAA found in Constitution Article 2.1.

11. Volleyball Tie Breakers

- 11.1. Once teams are qualified, they are seeded by their ranking, as per Volleyball By-Law 2.2.
- 11.2. No teams can qualify for the playoffs if they are not willing to play all of their season games. The exception is forfeits or schedule changes made by the Convenor.
- 11.3. Volleyball Tie Breaker Formula (as taken from Volleyball Canada)
 - 11.3.1. If two or more teams are tied at the end of the season, the following criteria will be applied, in order:
 - 11.3.1.1. The team having the best ratio of **won/lost whole games, considering games played between the tied teams**, will be ranked higher.
 - 11.3.1.2. The team having the best ratio of **won/lost sets, considering matches played between the tied teams**, will be ranked higher.
 - 11.3.1.3. The team having the best ratio of **won/lost sets, considering all matches in the season**, will be ranked higher.
 - 11.3.1.4. The team having the best ratio of **sets points for/against, considering games played between the tied teams**, will be ranked higher
 - 11.3.1.5. The team having the best ratio of **set points for/against, considering all games played during the season**, will be ranked higher.
 - 11.3.1.6. Coin toss
 - 11.3.2. Volleyball Tie Breaker Rules
 - 11.3.2.1. When two teams are tied, the tie-breaking criteria are applied one after the other until the tie is broken
 - 11.3.2.2. When three or more teams are tied, the tie-breaking criteria are applied one after the other until all the tied teams have been ranked.

Volleyball Rule Reminders...

- a. The Volleyball is still considered 'live' if it hits the net off a serve and goes over the net.

- b. A set must be won by 2 points. First and second sets shall be won by the team that has scored 25 points first and is at least 2 points ahead (no cap). The third set is won by the team that has scored 15 points first and is at least 2 points ahead. The third set may be played even if the outcome has already been decided in season play only.

- c. In Competitive Leagues ***only***, you may receive a serve with a volley.

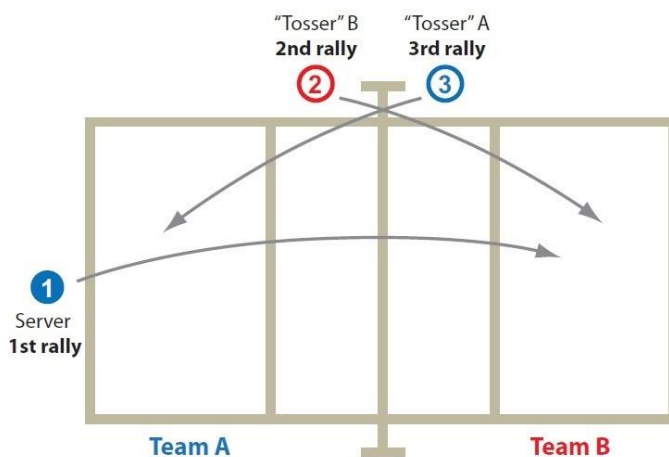


Tripleball Rules

Tripleball is the official competition format for Canadian regions offering 13U age competitions. It is recommended that tripleball be played during the first half of the season in the 14U age category when a 13U age category does not exist. The goal of tripleball is to promote better skill development, participation, meaningful competition, and fun.

Overview of the Tripleball Sequence:

- The game follows a sequence of three rallies (service, tossed ball 1, tossed ball 2).
 - * 1st rally – introduced by the server
 - * 2nd rally – tossed ball given to the receiving team
 - * 3rd rally – tossed ball given to the serving team
- The service rotates between teams after each three-ball sequence.
- A team must rotate and introduce a new server when it is their turn to serve.
- Every ball introduced is worth one point.



Tripleball Diagram

Tripleball Rules:

- Switching to a different position from your service order during a rally is **NOT ALLOWED**.
- Each rotation will have a different designated setter. The player in position #3 or #2 in service reception will be the designated setter; this position must be noted on the score-sheet by the coach.
- Fair Play substitutions rules apply.
- Time-outs cannot occur during a 3-ball sequence, **these requests must be made before the introduction of serve.**
- Athletes must play the tossed ball with a forearm pass, otherwise a replay will occur.
- All other standard volleyball rules not listed above continue to apply.

**Recommendation for officials to use an elastic band to keep track of serving order*

Guidelines for Tossers:

- The Head Coach, Assistant Coach or a competent volunteer may be the “Tosser” and introduce balls to their own team.
- Balls are tossed underhand with two hands, with little to no spin and above the height of the antennae to allow athletes time to play the ball.
- The Tosser can step into the court to introduce the ball but must immediately move a safe distance away from the court after the toss.
- The free ball must be tossed directly to the athlete in position six, otherwise a replay will occur.
- The free ball will be introduced when the front row players are at the net and ready to transition; the Tosser verbally cues the athletes by calling “Free Ball”. Tossers encourage a fast paced transition between an end of a rally and the next toss.



Volleyball Warm-Up Routines for Referees

1. Allow teams to warm up on their side of the court until the 10-minute warm up mark.
2. Referees calls captains to determine first serve and first team to hit for warm ups before the 10-minute mark.
3. **Winning captain can call serve or receive. Winning captain hits first for warm ups.**
4. 10 minutes for hitting and serving warm ups.
5. **Warm up hitting is done separately, five minutes per team – four minutes for hitting, one minute for serving.**
6. Team A hits for four minutes while Team B stands behind their baseline to catch balls. **NO PLAYERS MUST STAND ON THE COURT DURING HITTING!** Team B will designate a player to stand at the net opposite the hitting team to hand volleyballs back to Team A players. Team A does serving on both sides of the net for the final minute.
7. Repeat Step 6 for Team B.
8. Game time.



Volleyball Warm-Up Routines for Phys. Ed. Staff

1. Ensure net height is proper height:
 - **2.20 meters for Competitive boys**
 - **2.15 meters for Competitive girls & Developmental**
2. Provide MIKASA VQ200W-CAN volleyballs as game balls and ensure they are properly inflated.
3. Ensure referee knows proper warm-up routine and substitution procedures.
4. Ensure scorekeepers know to score-keep properly and how to keep track of substitutions.

Volleyball Warm-Up Routines for Scorekeepers

1. Ensure both teams fill out their roster on the game sheet.
2. Ensure both teams have lineup cards.
3. Keep track of points, timeouts taken by both teams, and substitutions during the game.

BASKETBALL BY-LAWS:

1. The official, FIBA rules, will govern the game (Basketball Manitoba), with the following exceptions (applies to league and playoffs):
 - 1.1. Man to man defense must be used in the entire game (guideline: defender must be within 6 feet of opponent). A zone defense is not permitted. There will be no clear out or isolation offences. Double teaming the ball on the court during Basketball for **Competitive League** is allowed.
 - 1.2. Full court pressure is allowed in the entire game providing the team pressing is not up by more than 15 points.
 - 1.3. Each team will be allowed 2 x 60 second time-outs in the first half, and 3 x 60 second time-outs in the second half (no carry over).
 - 1.4. Each game will consist of four, eight-minute quarters, stop time. The first two quarters will be divided into 4-minute periods in which new players are played alternately. The scorekeeper will sound the horn at 4 minutes. The team with the ball will retain possession.
 - 1.5. The 4th quarter will be running time if one team is leading by 15 points (or more) at the end of the third quarter, or anytime during the 4th quarter.
 - 1.6. Participation:
 - 1.6.1. If a team has more than 10 players they may be substituted in during the four-minute periods (see 1.4 above). No player shall play more than a total of 8 minutes in the first half (unless the team has less than 10 players).
 - 1.6.2. If a team has less than 10 players, no player may play more than 2 - four-minute periods in a row, in the first half (see 1.4 above).
 - 1.6.3. In the event that an opposing coach is met with a team consisting of less than 10 players, the first coach has the option of matching players with the same number of players as the opposing team.
 - 1.7. Three-point field goals awarded.
 - 1.8. If a team is leading by 40 or more points, the score will be frozen on the score clock, but the actual score will be kept on the score sheet and reported to the Basketball Convenor and website for league standings.
 - 1.9. Schools must have at least one official game ball: **Wilson Evolution size 6 (28.5") basketball** to be used for all league games.

2. Competitive Leagues

- 2.1. Schools must notify the Convenor at the December meeting if they will have teams competing in Basketball.
- 2.2. The Basketball Competitive Leagues will be divided into two tiers – Tier 1 and Tier 2. Tier 1 and Tier 2 will have separate playoffs and championships.

- Teams shall declare as either Tier 1 or Tier 2 before the regular season begins. If there are less than 5 teams that declare as Tier 1 teams, and all the teams are playing together for the regular season.
- The Basketball leagues will be divided into two classifications based on school population sizes:
 - **Boys:** Schools who have more than 50 boys in Grade 6-8 will be automatically considered into Tier 1 and schools below that population will be automatically considered into Tier 2.
 - **Girls:** Schools who have more than 50 girls in Grade 6-8 will be automatically considered into Tier 1 and schools below that population will be automatically considered into Tier 2.
 - Any school that has sound reasoning that they have an exception to this rule can submit an Exception to Tiering Form, found in Appendix B.
- A school in Tier 2 may opt into the Tier 1 league play.
- A school in Tier 1 may enter two teams of different skills levels. The second team will enter the Tier 2 league, unless they opt into Tier 1.
- Playoff formats will still remain the same – Tier 1 teams will stay in Tier 1, with the top Tier 2 teams filling in the spots to have 8 teams in the Tier 1 playoffs. Tier 2 playoffs will consist of the remaining teams.
- If a Tier has 8 or less teams, resulting in an uneven round robin, the first time two teams play each other, that game will be considered an exhibition match and will not count towards league standings.
- School representatives will need to report their population in Grade 6-8 at the September meeting.

2.3. Competitive League play shall consist of 8 games

2.4. Competitive League games will be scheduled by the Convenor on Monday's and Wednesday's.

2.4.1. If there are scheduling difficulties due to a large number of teams, games may be scheduled on Tuesday's or Thursday's at the Convenor's discretion. If a school has more than four teams, the Convenor may create an unbalanced home/away schedule to accommodate.

2.4.2. The Convenor will prepare both the season schedule and playoff brackets prior to the season beginning in order to prepare teams for playoff draws.

2.4.3. All schools may submit a maximum of one no-play date per team entered. A no-play date is a date where that school cannot play whatsoever.

2.4.4. All schools may submit no-host date but are limited to a maximum of three dates per team entered. A no-host date is a date where that school can play but cannot host. Exceptions include schools that do not have a gym.

2.5. Any changes to the schedule must be initiated by the school having the conflict, with the team that they are to play. The team initiating the change will notify the Convenor and League Website Coordinator.

2.6. For all unplayed games, any games that were previously rescheduled, as per By-Law 2.5, schools that are unable to play in those rescheduled games would receive the loss and the other team a win.

2.7. Rescheduled games played after the official end of the league schedule will not be counted in rankings for the playoffs.

2.8 **Coaches Meeting** – There will be a Zoom coaches meeting for Basketball that all coaches should be encouraged to attend. The meeting will cover Sports By-Laws and provide a question and answer period. The meeting/date time will be determined by the MCSAA Directorship two weeks prior to the meeting date.

2.9. **Competitive League Basketball Playoffs** - Format will be as follows:

- If there are less than 8 teams in Tier 1, the top teams from Tier 2 will fill in the remaining spots in Tier 1 throughout the playoffs. Teams will compete for first place, third place, or Consolation champion in Tier 1. Tier 2 playoffs will proceed as usual without a Consolation side.
- If there are more than 8 teams in Tier 1, the lower placed teams drop into Tier 2 playoffs, based on their seeding at the end of the regular season, becoming the top seeds in Tier 2 playoffs.
 - If there are less than 12 teams total in the league, then all teams will compete in one side of playoffs – the winning teams of the Quarter-Final games will play for the Tier 1 championship and the losing teams of the Quarter-Final games will play for the Tier 2 championship.
- Tier 1 and 2 Quarter-Final Games shall be played at the higher ranked team's school. Tier 1 and 2 Semi-Finals and Finals shall be at St. Paul's High School.

2.10. Boys' playoff games will be scheduled on Monday and Wednesday of the playoff week. Girls' playoff games will be scheduled on Tuesday and Thursday of the playoff week.

2.11. Playoffs and finals are to be completed on the last weekend before the last week of classes prior to the start of the AWCS and CSC spring break.

3. Junior Leagues

3.1. Declaration of Junior League teams must be made at the Basketball meeting.

3.1.1. Declaration of teams to be divided as mainly Grade 6/7 or Grade 7/8 at the Basketball meeting. If possible, the Convenor can attempt to have better match ups with age groupings.

3.2. Junior League play shall consist of 6 games. Games will be scheduled on Tuesday's and Thursday's.

3.3. Minimum requirement of 4 teams. If less than 4 teams, no Junior League will be organized.

3.4. No scores need to be submitted nor standings kept by Convenor.

3.5. There can be a season ending, final tournament for any schools willing to host.

3.6. Junior League Basketball By-Law Exceptions:

3.6.1. Games are 4 -10-minute quarters, running time. The clock will stop for all personal fouls and free throws, as well as the last two minutes of the fourth quarter.

3.6.2. Substitutions every 5 minutes (all game).

3.6.3. Junior League games will use a Junior League Free Throw Line measured two feet in from the Free Throw Line.

4. Teams should arrive at designated schools for games as soon as possible for a 4:00 p.m. start, unless a school designates a later start time. A game will be defaulted 15 minutes after the scheduled game start time, unless prior arrangements have been made.

5. Referees & Assignor

5.1. **Referees:** Two certified referees must be at every Competitive and Junior League game.

5.1.1. Must be at least a senior high school student.

5.1.2. Must have attended a referee clinic and their certification must have been renewed within the current or previous playing season.

5.1.3. If there is only one referee available to officiate the game, the game may go on if both teams agree.

5.1.4. Schools using high school students must use at least one certified adult referee paired with a student referee at Competitive League games. Student referees can referee Junior League games as long as there are two referees.

5.2. **Assignor:** An assignor shall be used for all the referees needed for all the Competitive League games in the division, if one is available. The assignor could also take care of games as well if a school so chooses. If a school has referees that would be interested refereeing with the league, they may submit their name to the assignor. For schools that would like to use their own referees, they must use minimum one referee from the assignor with their own referee.

5.3. All players, coaches, parents, and spectators must follow the MCSAA Sportsmanship Policy By-Laws towards all referees and officials.

5.4. If a technical foul occurs in a game, it is the responsibility of the home team to submit a Technical Foul Report Form to the Convenor and League President within 24 hours of the game in which the technical foul happened. The Technical Report Form can be found in Appendix B. Upon receipt of the form, the League President and Directorship shall investigate the incident as outlined in the MCSAA Sportsmanship Policy By-Laws.

5.5. MCSAA will reimburse hosting schools of playoff games \$30 per referee to a maximum of \$60.

6. The home team is responsible for emailing in the score sheet to the Convenor and League Website Coordinator within 24 hours after the game as per Home/Visiting Team Responsibilities By-Law 1.1.5.

7. All players should be dressed in their school's team uniform. Players must wear athletic footwear. Players are allowed to play in clothing as per their religious or cultural background, without discrimination, such as hijabs or leggings.

8. Participation is open to all grade 6, 7, and any grade 8 who is 14 years of age or under as of January 1st of that school year. (per Eligibility By-Law 1.1.1.)
9. Player selection and coaching for the all leagues should be in keeping with the vision of the MCSAA found in Constitution Article 2.1.

10. **Basketball Tie Breakers**

- 10.1. Once teams are qualified, they are seeded by their ranking, as per Basketball By-Law 2.2.
- 10.2. No teams can qualify for the playoffs if they are not willing to play all of their season games. The exception is forfeits or schedule changes made by the Convenor.
- 10.3. Basketball Tie Breaker Formula (as taken from Basketball Manitoba)
 - 10.3.1. **Ranking:** Teams are ranked by their win-loss record.
 - 10.3.2. **Head to Head:** The record of a team against another. The head to head comparison is the highest method of breaking a tie.
 - 10.3.3. **Point Differential:** The total number of points for scored for a team minus the points against. The teams will be ranked by who has the highest to lowest point differential.
 - 10.3.3.1. Point Differential Cap: Any games won by more than 15 points would only be scored as a plus 15 for the winning team and minus 15 for the losing team.
 - 10.3.4. Basketball Tie Breaker Rules
 - 10.3.1.1. If two teams are tied with the same record, the result of the head to head matchup will be used to break the tie.
 - 10.3.1.2. If two teams are tied and they did not play each other, then team with the best point differential wins the tiebreaker.
 - 10.3.1.3. If three teams are tied and Team A won the head to head matchup against the Team B and Team C, then the Team A has won the tiebreaker. The remaining two teams will be compared using the head to head rule.
 - 10.3.1.4. If three teams are tied and no team has beaten the other two tied teams head to head, then rank them by their point differential. Then drop the bottom team and compare the two remaining teams using the head to head rule.
 - 10.3.1.5. If four teams are tied and one team has beaten the other three teams head to head, then that team wins the tiebreaker. Rank the remaining three teams by their point differential. Then drop the bottom team and compare the top two remaining teams by using the head to head rule.
 - 10.3.1.6. If four teams are tied and none of the teams have beaten the other three teams, then rank the four teams using the point differential. Then drop the bottom two teams and compare the top two teams using the head to head rule. The bottom two teams will be ranked by point differential.
 - 10.3.1.7. If two teams are tied but have not played each other or the played twice with each team winning one and losing one, then use the point differential rule of all games played in the season to break the tie.
 - 10.3.1.8. If both teams have the same point differential, then the following rules apply:
 - 10.3.1.8a. The team with the most points scored wins the tiebreaker.
 - 10.3.1.8b. If still tied, the team with the least point scored against wins the tiebreaker.
 - 10.3.1.8c. If still tied, then the winner of a coin toss wins the tiebreaker.

Basketball Rule Reminders....

- a. **Overtime:** If the score is tied at the end of the 4th quarter, play shall continue without change of baskets for 1 or more extra periods with a 1-minute intermission before each extra period. The length of each extra period shall be 4 minutes. As many such periods as are necessary to break the tie shall be played. Extra periods are an extension of the 4th quarter.
- b. Penalty free throws are on the 5th team foul of every quarter, and there are an automatic two free throws awarded (1 point each)

MABO/MHSAA Minimum Penalties

Incident	1 st Offence	2 nd Offence	Repeat Offences	Examples
Coach Disqualification – 2x Technical – Behaviour	Warning	2 games	5+ games	Demonstrative gestures, continuously disrupting calls, entering playing court
Coach Disqualification – 2x Technical – Language	Warning	2 games	5+ games	Profanity, abusive comments, threats, intimidation
Coach Disqualification – 3x Bench Technical – Any Reason	Warning	1 game	2+ games	Assistant coach behaviour, substitute behaviour, delay of game
Coach Disqualifying Foul – Any Reason	3 games	Indefinite	Ban	
Player Disqualification – 1 Technical / 1 Unsportsmanlike	Warning	1 game	2+ games	
Player Disqualification – 2x Technical – Behaviour	Warning	2 games	4+ games	Inappropriate gestures, taunting, arguing, faking fouls
Player Disqualification – 2x Technical - Language	Warning	2 games	4+ games	Profanity, abusive comments, threats, intimidation
Player Disqualification – 2 x Unsportsmanlike – Excessive Contact	1 game	3 games	5+ games	Hard pushes, blocks, hits, etc. that go above normal levels of contact
Player Disqualifying Foul – Hard Foul	1 game	3 games	10+ games	Hard pushes, blocks, hits, etc. that go above excessive levels of contact
Player Disqualifying Foul – Push Airborne Player	1 game	3 games	10+ games	Pushing or undercutting an airborne player
Player Disqualifying Foul – Act of Violence - Punch/Kick	1 game	4 games	10+ games	
Player Disqualifying Foul – Act of Violence - Fighting	5 games	Indefinite	Ban	
Player Disqualifying Foul – Act of Violence – Throwing Object	1 game	3 games	10+ games	
Player Disqualifying Foul – Act of Violence - Other	2 games	4 games	10+ games	Spitting, tripping, biting, racism
Spectator Ejection	Warning	Indefinite	Ban	
Before/After Game – Abuse of Officials	2 games	Indefinite	Ban	Following officials into the dressing room, engaging in hallway or parking lot
Before/After Game - Behaviour	2 games	Indefinite	Ban	Altercations with spectators or opponents, damage to property
Player Technical (for abuse of official) – Carryover game-to-game	3 techs = Warning	5 techs = 1 Game	7 techs = 2 Games	

This process was put into place in order to protect officials as the abuse of officials continues to escalate.

The Technical Foul offences related to possible game suspension do not include administrative Technicals (i.e. delay of game).

All offences must be reported to the Sports Convenor & President.

Follow Sportsmanship By-Laws 1.3. for incident reporting and appeals.

These guidelines apply in the same season and reset at the end of the season. These penalties are intended to outline the minimum penalties and to ensure consistency across the province.



Basketball Warm-Up Routines for Referees

1. Ensure scorekeepers understand clock stoppage rules.
2. Ensure both they and the scorekeepers are on the same page throughout the game.

Basketball Warm-Up Routines for Phys. Ed. Staff

1. Ensure basketballs are properly inflated.
2. Ensure referee and scorekeepers have score sheet prepped and ready.
3. Ensure scorekeepers know how to properly keep track of a running score, personal fouls, team fouls, and timeouts.
4. Ensure scorekeepers understand clock stoppage rules.

Basketball Warm-Up Routines for Scorekeepers

1. Ensure both teams fill out their roster on the game sheet.
2. Ensure communication with referee about clock stoppage rules and score sheet rules.



MCSAA Basketball Game Rules

Competitive League Games – 8-minute quarters, STOP TIME. *

Junior League Games – 10-minute quarters – RUN TIME. **

Competitive League Game Rules:

1 – In competitive league play, the fourth quarter will be running time if one team is leading by 15 points (or more) at the end of the third quarter, or anytime during the 4th quarter.

2 – **Time outs** – 2 x 60 second per team in the 1st half, 3 x 60 second per team in the 2nd half.

*3 – **Playing time** – Fair play for the first half. Subs will happen roughly at 4 minutes. A player may not play more than 2 shifts in a row, IF their team has less than 10 players.

Example: Team of 10 – 5 player shifts, switching every 4 minutes equally, no players will be able to double shift.

- More than 10 players – Still switch every 4 minutes, no players will be able to double shift.
- Less than 10 players – Switch every 4 minutes, all players on the bench MUST go in, no players can play more than 2 shifts in a row.
- Less than 7 players – Switch every 4 minutes, all players on the bench MUST go in, no players can play more than 3 shifts in a row.

4 – Man to man defense must be used. Double teaming the ball is allowed. No zone defenses or isolation/clear-out offenses allowed.

5 - Full court pressure is allowed in the entire game providing the team pressing is not up by more than 15 points.

6 - Penalty free throws are on the 5th team foul of every quarter, and there are an automatic two free throws awarded (1 point each).

Junior League Game Rules:

**1 – 10-minute quarters, RUN TIME, with subs every 5 minutes. Clock will stop for all personal fouls and free throws, and the last 2 minutes of the 4th quarter.

2 – Fair play is through the entire time.

3 – Man to man defence, no press the entire game.

4 – May use developmental free throw line (2 feet from regulation free throw line)

BADMINTON BY-LAWS:

1. Official International Badminton Federation Rules shall be used with the exception of type of shuttle & length of game.
2. Competitions will be held in the following events:
 - 2.1. Boys & Girls – Singles
 - 2.2. Boys & Girls – Doubles
 - 2.3. Mixed Doubles
3. Each school is allowed to enter 2 singles boys, 2 singles girls, 2 doubles boys, 2 doubles girls, and 2 mixed doubles team at each grade level (7 & 8).
 - 3.1 Balmoral Hall may submit three girls' doubles teams in each grade, to compensate for their inability to put mixed doubles teams into the tournament.
4. A player may enter two events.
 - 4.1 Badminton coaches should try to fill an absent player with another player the day of that player's competition.
 - 4.2 A set deadline of noon the day of the tournament, the Convenor needs to be notified of any change (replacing an absent player).
5. **Tournament Format**
 - 5.1. Tournament will be a round robin format, followed by a single elimination. All matches shall consist of one 21-point game, win by two, cap at 30.
 - 5.2. Players will be required to supply own racquets.
 - 5.3. **Yonex Mavis 350 Blue Cap, Yellow Skirt shuttles must be used in all MCSAA Badminton competitions.**
 - 5.4. Players must be ready to play 15 minutes prior to their game.
 - 5.5. The Convenor shall make three calls for a late contestant, after which failure to respond shall result in default.
 - 5.6. **To decide serve, the players will toss the birdie. The winner of the toss decides serve or court.**
 - 5.7. The **WINNER** of each match must report the results to the scoring desk.
 - 5.8. The honour system of refereeing shall be used for all games except the semi-finals and finals, a neutral coach shall act as referee.
6. Each team must provide a teacher–supervisor to be present for all games. Players must forfeit the game if no supervision is present.
7. The competition shall be held after spring break; date to be determined by the Convenor.

8. All players should be dressed in their school's team uniform. Players must wear athletic footwear. Players are allowed to play in clothing as per their religious or cultural background, without discrimination, such as hijabs or leggings.

Badminton Rule Reminders...

- a. When serving, the server must keep the racquet head below waist level when hitting the bird, and must have both feet **ON THE GROUND** and in the server's court.
- b. It is a **FAULT** to **STAND ON A LINE** while serving or receiving.
- c. A bird landing on a line on the edge of the area to which it was to be hit is good.
- d. A bird touching the net (either in service or in rally) and landing in the correct court is good.
- e. A bird hitting a player or his clothing is a fault for the side on which the player was hit.
- f. To reach **OVER** the net to hit a bird is a fault, but if the bird is hit on the proper side of the net, and the racquet follows it over the net without hitting the net, then the shot is good.
- g. It is a fault if a racquet or any part of a player touches the net during the rally.
- h. Disputes will be mediated by the Convenor or Phys. Ed. staff hosting/officiating the tournament.
- i. Coaches are not to interfere or interrupt matches.
- j. If the score reaches 20-20, the players continue playing and must win by two points. The score is capped at 30 points.

TRACK & FIELD BY-LAWS

ELEMENTARY TRACK MEET

- AGE GROUPS: As of January 1st, of each school year
 - Grade 4
 - Grade 5
 - Grade 6

- EVENTS:
 - Track
 - 80 meter heats and final
 - 600 meter timed final
 - 150 meter final
 - 4 x 100 meter timed final
 - Field
 - Ball Throw
 - Shot Put
 - Long Jump
 - High Jump

JUNIOR HIGH TRACK MEET

- AGE GROUPS: As of January 1st, of each school year
 - Grade 7
 - Grade 8

- EVENTS:
 - Track
 - 100 meter heats and final
 - 1200 meter timed final
 - 300 meter timed final
 - 800 meter timed final
 - 4 x 100 meter timed final
 - Medley Relay (400 meter, 200 meter, 200 meter, 800 meter)
 - Field
 - Discus
 - Shot Put
 - Long Jump
 - High Jump

Track & Field Point System	
Place	Points Earned
1st	8
2nd	7
3rd	6
4th	5
5th	4
6th	3
7th	2
8th	1

TRACK & FIELD GUIDELINES:

- a. 3 entries in an event per school.
- b. Each student can enter a maximum of 3 events, not including relays (4 events total for Elementary or 4-5 events total for Junior High if relays are included as one of the events).
- c. Track spikes are allowed to a maximum of 7 mm or less.
- d. With a proper discus cage at the track meet, a spin delivery is allowed.
- e. All schools must have a minimum of 3-4 staff members supervising both Elementary and Junior High Meets: One teacher to run a field event and a second adult to help **OR** one teacher to run a track event, one to coach and direct students to events, and one to supervise students in the stands.
- f. All schools must send the lead teacher responsible for running events to the Track & Field Meeting in order to review all Track & Field event rules and procedures to run their even properly. They must relay this information to anyone running the event to ensure proper adherence to the procedures.

SCHOOL IDENTIFICATION

- All schools participating in the MCSAA Track and Field Meets must have their students wear an identifying symbol which indicates which school the student belongs to. This would be applicable to all students from a school, competitors and helpers that would be at the Track Meet. This symbol may take the form of a pinnie, T-shirt, competitor's number, wrist band, etc. By clearly identifying which school a student belongs to, will help in the supervision process at the Track Meet. It will also become apparent who is a welcomed participant and who is a trespasser.
- Each school must submit an entry form with the students' names, as well as, the school's identifying symbol

INSTRUCTIONS FOR TRACK & FIELD OFFICIALS GRADES 4 – 8**1. Starter's and Recall Starter's Duties:**

- 1.1. The starter shall have entire control of the competition. They shall be the sole judge of any facet connected with the start of the race. The starter shall recall competitors by the firing of the gun in any race if in his/her opinion the start was not a fair one.
- 1.2. Check that timekeepers are ready and can see the flash of the pistol. Check the mechanism of the gun.
- 1.3. Speak to the competitors who should be gathered on assembly line. (Relax them, give method of start, orders given, and explain false starts – firing of second shot.)
- 1.4. Sound whistle – check to make sure judges and timers etc., are ready.
- 1.5. Order – "On your marks" – check hand and/or foot positions, correct them if necessary.
- 1.6. Order – "Set" – watch for competitors breaking.
- 1.7. "Smoke or Fire" – If there is a false start – recall runners – give warning to offenders (by number).
- 1.8. On false start, give order to "Stand Up." Begin starting process again. Must disqualify on second false start.

2. Track Marshall duties:

- 2.1. Ensure runners are in correct heat or race.
- 2.2. Place runner in correct lane or station.
- 2.3. Assemble runners on assembly line (behind starting line).
- 2.4. Signal starter when runners are properly placed.
- 2.5. Ensure first person in relays has a baton.
- 2.6. Reassemble runners after false start or on starter's orders "Stand up."

3. Umpires duties:

- 3.1. Are assistants to the Referee without power to give a decision.
- 3.2. Corner duties – Watch for runners out of lane (all races will be run in lanes).
- 3.3. Report infractions to referees, noting lane and competitor number.

4. Relay Take-over Duties:

- 4.1. Outgoing runner is within the authorizing starting distance from the box at the start (Box 22 yd. plus 11 yd.). That the baton is passed within the allowed zone. That if the baton is dropped then the person who dropped it must pick it up. That outgoing runner gets back in the box to get the baton if it is retrieved by the incoming runner who dropped it. That if any of the other teams were impeded by the dropped baton. That the runner stays in his/her lane after passing baton until all other runners have passed him/her.

5. Timekeepers:

- 5.1. Start timing on the flash or smoke of the gun.
- 5.2. Stop when any part of the torso reaches the perpendicular plane of the nearer edge of the finish line. Torso must be distinguished from the head, neck, arms, legs, hands or feet.
- 5.3. Do not return watches to zero until instructed to do so, by the chief timekeeper.

6. Chief Timekeepers' duties:

- 6.1. Assign timing duties to timekeepers.
- 6.2. Record times on record sheet.
- 6.3. Order watches to be returned to zero.

7. Track Referee:

- 7.1. See that the rules are observed.
- 7.2. Allocate specific duties to each judge in each event.
- 7.3. Ensure that all competitors are familiar with the rules and any special conditions, ex: hand – over zones, etc.
- 7.4. Power of disqualification of any competitor for rule infractions, improper conduct, etc.
- 7.5. Check final results.
- 7.6. Place Umpires in strategic locations.

8. Track Judges

- 8.1. Will decide the order in which competitors finish. Placing is decided when the "Torso" reaches the perpendicular plane of the nearer edge of the finish line.

9. Chief Judge

- 9.1. Ensure that all places are being judged before the start of the race.
- 9.2. Record positions as given by judges.

COMMON RULES TO ALL TRACK EVENTS:

- a. All races up to and including 400 m will be run in lanes.
- b. Both feet must be in contact with the ground when starting.
- c. H a n d s or fingers must be behind, NOT on the starting line.
- d. A false start will be signaled by the firing of a second shot.
- e. B a t o n changing errors:
 - A person who drops a baton must pick it up.
 - In picking it up, he/she must not impede other runners.
 - Incoming runners must stay in lane after passing off until track is clear.
- f. The baton must be handed over in the box, NOT thrown.
- g. During the progress of an event, no competitor shall receive any assistance from any person whatsoever (i.e. pacing a runner)
- h. Clothing must be clean and not objectionable. No cut-off jeans or T-shirts.
- i. Not less than six competitors shall qualify for the final

1. Judging the Long Jump

1.1. Head Judge:

- 1.1.1. Supervise drawing all equipment, and its return at the conclusion of an event.
- 1.1.2. Be sure pit is prepared.
- 1.1.3. Keep pit area and runway clear of spectators.
- 1.1.4. Take draw attendance and explain procedure for trials to jumpers.
- 1.1.5. Announce order of trials.
- 1.1.6. Watch board for faults.
- 1.1.7. Read and record results after each jump.
- 1.1.8. Compute results 1st – 8th and send to Chief Recorder.

1.2. Helper #1:

- 1.2.1. Help watch for foot faults
- 1.2.2. Hold recording end of tape at front take off board (front)
- 1.2.3. Keep take off board clear of dirt.

1.3. Helper #2:

- 1.3.1. Hold "0" end of tape in mark in sand closest to the jumping board (Usually heels).

1.4. Helper #3:

- 1.4.1. Rake pit

1.5. **PROCEDURE FOR TRIALS:**

- 1.5.1. Competitors will take a jump when called, until all have had three trials.
- 1.5.2. At conclusion the top 8 jumpers will be given three more jumps.
- 1.5.3. The best jump of the 6 trials will count towards standings.
- 1.5.4. In the end of a tie, the next best jump will determine first place.
- 1.5.5. Any part of the foot (however so slight) will count as a fault, if it protrudes beyond the front of the take-off board.
- 1.5.6. All measurements will be from the front of the takeoff board, to the nearest mark in the pit.

1.6. **EQUIPMENT:**

- 1.6.1. Tape measure, rake, clip board, pen and official recording sheets.

2. Judging the High Jump

2.1. Head Judge:

- 2.1.1. Supervise the drawing of all equipment and its return at the conclusion of the event.
- 2.1.2. Take draw attendance and explain procedure of trials to jumpers.
- 2.1.3. Call order of trials.
- 2.1.4. Watch for any jumping faults.
- 2.1.5. Keep record of results.
- 2.1.6. Break any ties.
- 2.1.7. Compute results 1st – 8th and send to Chief Recorder.

2.2. Helper #1:

- 2.2.1. Watch bar and replace when knocked off.
- 2.2.2. Keep spectators back from pit and jump area.
- 2.2.3. Help measure and set new heights.

2.3. Helper #2:

- 2.3.1. As helper #1

2.4. General Rules

- 2.4.1. Jumper may start at any height beyond the chosen starting height.
- 2.4.2. Each jumper has a maximum of three jumps to make a height.
- 2.4.3. Each jumper has 2 minutes from name call to make an attempt, or a miss shall be counted against him.
- 2.4.4. A jumper may choose to pass at any given height.
- 2.4.5. Any style is permitted except a 2 foot take off.
- 2.4.6. Breaking the plane of the bar without clearing the bar is a failure.

2.5. Breaking a Tie

- 2.5.1. The jumper who, marking back, missed the least jumps, is the winner.

EXAMPLE:

		1.90	1.95	2.00	2.05	2.10	
JUMPER A	X	X	X	OOX	OOO		Winner is B
JUMPER B	X		OX	X	OX	OOO	

- 2.5.2. Jumper who had the least # of jumps over all.

EXAMPLE:

		1.90	1.95	2.00	2.05	2.10	
JUMPER A	X		PASS	X	X	OOO	Winner is A
JUMPER B	X		X	X	X	OOO	

3. Judging the Discus

3.1. Head Judge:

- 3.1.1. Supervise the drawing of all equipment and its safe return at the conclusion of the event.
- 3.1.2. Take draw attendance and explain procedure for trials to throwers.
- 3.1.3. Announce order of trials.
- 3.1.4. Watch for throwing faults.
- 3.1.5. Read and record results.
- 3.1.6. Compute results 1st – 8th and send to Chief Recorder.

3.2. Helper #1:

- 3.2.1. Help watch for throwing faults
- 3.2.2. Supervise general area around circle
- 3.2.3. Hold recording end of tape
- 3.2.4. Receive discus from helpers #2 & 3 & give to next thrower

3.3. Helper #2:

- 3.3.1. Hold "0" end of tape
- 3.3.2. Help mark landing spot of discus

3.4. Helper #3:

- 3.4.1. Mark landing spot
- 3.4.2. Safely return discus to Helper #1

3.5. **Procedure for Trials:**

- 3.5.1. Each competitor will get three trials, one trial per rotation.
- 3.5.2. The top eight will then be given 3 more trials.
- 3.5.3. The winner will be determined by his or her best throw of the total 6 throws.

3.6. **Throwing Faults:**

- 3.6.1. Touching the top of the stop board of circle
- 3.6.2. Touching the ground beyond the circle
- 3.6.3. Not leaving the circle from a controlled position
- 3.6.4. Not leaving the back of the circle
- 3.6.5. The discus not landing within the prescribed boundaries

3.7. **Equipment:**

- 3.7.1. Correct size discus (bring 2 minimum), 1 kg. discus for all, 1 tape measure (long), marking pegs, clip board, pen or pencil & official sheets

4. Judging the Shot Put

4.1. Head Judge:

- 4.1.1. Supervise drawing of all equipment, and its safe return at conclusion of event.
- 4.1.2. Take draw attendance and explain procedure of trials to competitors.
- 4.1.3. Announce order of trials.
- 4.1.4. Watch for faults.
- 4.1.5. Record & read results.
- 4.1.6. Compute results 1st – 8th and send to Chief Recorder.

4.2. Helper #1:

- 4.2.1. Keep watch for throwing faults
- 4.2.2. Supervise general area around circle
- 4.2.3. Hold recording end of the tape

4.3. Helper #2:

- 4.3.1. Hold "0" end of tape
- 4.3.2. Help mark & return shot

4.4. Helper #3:

- 4.4.1. Mark landing spot of shot
- 4.4.2. Safely return shot to circle (Helper #1)

4.5. **Procedure for Trials:**

- 4.5.1. Each competitor will get three trials, one trial per rotation.
- 4.5.2. The top eight will then be given 3 more trials.
- 4.5.3. The winner will be determined by his or her best throw of the total 6 throws.

4.6. **Throwing Faults**

- 4.6.1. Touching the top of the stop board or circle
- 4.6.2. Touching ground beyond circle
- 4.6.3. Not leaving circle from controlled position
- 4.6.4. Not leaving back half of circle
- 4.6.5. Putting from behind the plane of the shoulders (throwing)
- 4.6.6. Not landing within prescribed boundaries

4.7. **Equipment**

- 4.7.1. Correct size shots (bring 2 minimum), 6 lb. shot for everyone, 1 tape measure (long), marking pegs, clip board, pen or pencil & official sheet.

5. Shot Put Rules and Discus Rules:

- 5.1. The shot shall be put from the shoulder with one hand only.
- 5.2. At the time of the commencement of the put, the shot shall touch or be in close proximity to the chin.
- 5.3. The shot must not be brought behind the line of the shoulders at any time.
- 5.4. Up to the time of the release of the shot, the hand must not be dropped below its starting position.
- 5.5. If the thrower contravenes any of the above, it shall be an invalid throw.
- 5.6. The competitor is not permitted after he has stepped into the circle and started his throw, to touch with any part of his body the ground outside the circle, the top of the circular iron-board or the top of the stop board.
- 5.7. A competitor must commence the throw from a stationary position inside the circle.
- 5.8. The competitor must not leave the circle until the implement has touched the ground, and he/she shall then, from a standing position, leave the circle. The diameter of the circle is indicated by a chalk or painted line. When leaving the circle, the competitor's first contact with the top of the iron band or the ground outside the circle must be completely behind the center line and the first step outside the circle shall be behind the line or its extension.
- 5.9. With regard to any Shot-put and Discus Rules not mentioned above, Canadian Track & Field Association Rules will apply.

6. Ball Throw Rules:

- 6.1. Three attempts only are allowed.
- 6.2. Competitors are allowed a three-step approach in preparation to throw.
- 6.3. Competitors must use the ball supplied by the judge.
- 6.4. Failures:
 - 6.4.1. Any part of the competitor landing on or crossing over the restraining line at any time prior to, during, or after the throw.
 - 6.4.2. Any throw which lands outside the area designated as "In Bounds."
 - 6.4.3. Making more than the allowed 3 – step approach.
- 6.5. Procedure for Trials
 - 6.5.1. Each competitor will get three trials, one trial per rotation.
 - 6.5.2. The top eight will then be given 3 more trials.
 - 6.5.3. The winner will be determined by his or her best throw of the total 6 throws.

These By-laws shall be enforced upon approval of the membership at the appropriate meeting or AGM as outlined in the MCSAA Constitution of 2026 and replace all previous By-laws.

Approved at the AGM of the MCSAA

Date: 4/23/2026

President Leanne Langstaff

Vice-President Matt Eichel





MCSAA BY-LAWS APPENDIX A

MCSAA CONVENOR SCHEDULE

CONVENORSHIP ROTATION 2018/19 – 2030/31

	2018/19	2019/20	2020/21	2021/22	2022/23	2023/24
Volleyball	St. Emile	Holy Ghost	Holy Ghost	Holy Ghost	Holy Ghost	Holy Ghost
Basketball	St. Charles	St. Charles	Westgate	Westgate	Westgate	Westgate
Badminton	St. Alphonsus	St. Ignatius	St. Ignatius	St. Ignatius	St. Ignatius	St. Ignatius
Jr. High Track	Balmoral Hall	Balmoral Hall	Balmoral Hall	Balmoral Hall	Balmoral Hall	Balmoral Hall
Elementary Track	St. Maurice	St. Maurice	St. Maurice	St. Maurice	St. Maurice	St. Maurice

	2024/25	2025/2026	2026/27	2027/28	2028/29	2029/30
Volleyball	Holy Ghost	Holy Ghost	Holy Ghost	Holy Ghost	Holy Ghost	Holy Ghost
Basketball	Linden Christian	Linden Christian	Holy Cross	Holy Cross	St. John Brebeuf	St. John Brebeuf
Badminton	St. Ignatius	St. Ignatius	St. Ignatius	St. Ignatius	St. Ignatius	St. Ignatius
Jr. High Track	Balmoral Hall	Balmoral Hall	Balmoral Hall	Balmoral Hall	Balmoral Hall	Balmoral Hall
Elementary Track	St. Maurice	St. Maurice	St. Maurice	St. Maurice	St. Maurice	St. Maurice
MCSAA Website	St. Gerard	St. Gerard	St. Gerard	St. Gerard	St. Gerard	St. Gerard

	2030/31	2031/32	2032/33	2033/34	2034/35	2035/36
Volleyball	Holy Ghost	Holy Ghost	Holy Ghost	Holy Ghost	Holy Ghost	Holy Ghost
Basketball	IHMS	IHMS	Christ the King	Christ the King	St. Emile	St. Emile
Badminton	St. Ignatius	St. Ignatius	St. Ignatius	St. Ignatius	St. Ignatius	St. Ignatius
Jr. High Track	Balmoral Hall	Balmoral Hall	Balmoral Hall	Balmoral Hall	Balmoral Hall	Balmoral Hall
Elementary Track	St. Maurice	St. Maurice	St. Maurice	St. Maurice	St. Maurice	St. Maurice
MCSAA Website	St. Gerard	St. Gerard	St. Gerard	St. Gerard	St. Gerard	St. Gerard

MCSAA BY-LAWS APPENDIX B

Exceptions to Eligibility Form
Incident Reporting Form
Technical Reporting Form
Appeal to Directorship Form
Exceptions to Tiering Form
(PDF Fillable Forms Available www.mcsaa.ca)



MCSAA Exceptions to Eligibility Form

Athlete name: _____

Athlete age: _____

Athlete gender: _____

Team athlete wishes to play on: _____

School: _____

The parents, athlete, physical education teacher and administration are aware that this athlete is requesting to participate on a team of the opposite gender, which will be competing against teams of the opposite gender. They are aware and accept that there may be certain risks associated with this, and understands the nature and level of play based on the sport they are involved in. The athlete is wishing to participate on the team because there is not a team of their own gender available at this school.

Athlete Signature

Date

Parent Signature

Date

Physical Education Specialist

Date

Administration Signature

Date

MCSAA approval: _____ YES

_____ NO

MCSAA President Signature: _____ Date: _____



MCSAA Incident Report Form

School Filing Formal Complaint: _____

Date of Competition/Game: _____

Location of Incident: _____

Schools Involved: _____

Incident(s):

Action(s) Taken:

Phys. Ed. Staff/Athletic Director Signature Date

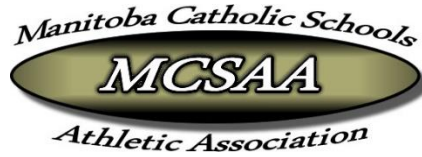
Coach/Teacher Supervisor Signature Date

Administration Signature Date

Received by MCSAA President & Directorship

For all protests/incident reporting, please refer to Sportsmanship By-Laws 1.3.

All protests/incident reports must be reported in writing, using this form, within three teaching days of the incident to the President of the Association by the principal of the school registering the complaint.



MCSAA Technical Reporting Form

Game Date: _____

Teams Playing: _____

League: Girls / Boys

Foul Type (Technical/Unsporting, etc.) – Please describe the nature of the foul (does it involve inappropriate language, excessive contact, etc.)

Name of Player (with jersey number)/Coach Receiving the Foul:
(If a parent is asked to leave please let us know that as well)



School Filing Appeal: _____

Explanation/Reasoning of Appeal:

Phys. Ed. Staff/Athletic Director Signature

Date

Administration Signature

Date

Received by MCSAA President & Directorship

Sportsmanship By-Law 1.3.4. - Appeals of the ruling shall be submitted to the President by the school principal and member school representative within three teaching days after receipt of the ruling. Thereupon, the President, Directorship, and Superintendent will hear the appeal at the earliest convenience to all parties. During the appeal process, suspended players/coaches must be absent from competition.

Sportsmanship By-Law 1.3.4.1. Any member of the Directorship involved in an incident or appeal must excuse themselves from the investigation until it is completed.

