

COACHES GUIDELINES

1. When a conflict occurs between the athletic director and any coach and it appears the problem cannot be resolved at that level, it should be referred to the Principal. If the problem is still unresolved, it should then be referred to the Superintendent. If the problem still remains unresolved, it should be referred to the Board.

2. All school activities are automatically canceled whenever school is canceled because of storms, etc. This policy is to have flexibility to allow activities to be held under certain extenuating circumstances; however, the basic intent of the policy will remain intact.

3. Students will be allowed to participate in one primary and one secondary sport per sports season. A student will only be allowed to miss practice from the primary sport to meet the requirements of the secondary sport. Primary sports include soccer, volleyball, basketball, cheering, baseball and softball. Secondary sports include golf, cross-country and any other individual sport.

4. All indoor practices should be closed. Individuals may be admitted at the discretion of the coach. If any of these individuals are not conducting themselves in a proper manner, as determined by the coach, athletic director/Principal (one or all), said individual will be denied admittance to said practice for the remainder of that sport season. All practices and games must be under the direct supervision of one of the following: coach, assistant coach, athletic director or Principal.

5. Varsity and junior varsity teams shall be separate units with varsity players participating in varsity games only; junior varsity players in junior games only, whenever possible, except for the following situation: Swing players would be allowed on an as needed basis after consultation with the coach, athletic director and Principal. The intent of this policy is to maintain two distinct teams. The JV player(s) who would swing up will not be varsity starter(s) unless injury, sickness, or other unforeseen circumstance arises.