

**KSAA**  
**HANDBOOK**  
**2016-2017**



**KUWAIT**  
**SCHOOLS**  
**ACTIVITIES**  
**ASSOCIATION**  
**FOUNDED IN 2003**

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## ARTICLES OF ASSOCIATION

### Name

The name of the organization will be "Kuwait Schools Activities Association" (KSAA).

### KSAA Philosophy

We believe in the development of each student through academic, athletic, and artistic/cultural endeavors. The Kuwait Schools Activities Association (KSAA) seeks to create, promote and foster cooperation among its member schools by providing a forum for communication and discussion, by promoting and/or sponsoring activities and athletic events, and by seeking to serve as an extension of each member schools' program to enhance the development of the students, the schools, and the organization.

### KSAA Goals

KSAA sponsors activities in order to pursue the following goals:

- \* to encourage socialization.
- \* to encourage intercultural cooperation.
- \* to develop a sense of fair play.
- \* to understand principles of group participation.
- \* to develop a sense of self-control and discipline.
- \* to understand the importance of participation to the best of one's abilities.
- \* to develop skills and abilities in athletics and activities.

## GUIDING PRINCIPLES

1. There will be two major meetings per year: Spring (May) and Fall (September)
2. Each school must be represented by a key administrator and an Athletic/Activities Director at the May and September meetings.
3. Each KSAA member school must support a school representative, to be nominated at the spring meeting, whose responsibility it is to receive and distribute information regarding leagues, tournaments, meetings, etc.
4. An annual membership fee of 1450KD will be paid no later than at the September meeting of that calendar year. 1000KD for AAG.
5. Each school must be willing and able to fulfill the equivalent of 4 host credits in addition to hosting one of the sport/activity meetings for coaches each academic year. (See KSAA Event Host Credit Chart)
6. Each school must be willing / able to participate in at least nine major events / academic year.
7. Each school must abide by the rules and regulations in the KSAA handbook. Failure to abide by these rules and regulations may result in the termination of their membership.
8. The association will adopt a calendar of events at each May meeting for the upcoming academic year. Changes to this calendar will not occur without the unanimous approval of participating schools.
9. The KSAA calendar will coincide with the NESAC and OAC calendars.

10. Schools wishing to join KSAA will undergo a formal submission process and will be accepted as an associative member provided their involvement would enhance the quality of the association and the school is willing and able to support the existing guiding principles.

## MEMBERSHIP

### Full Members

American School of Kuwait (ASK)  
 American International School of Kuwait (AIS)  
 American Academy for Girls (AAG)

American Creativity Academy (ACA)  
 Bayan Bilingual School (BBS)  
 Universal American School (UAS)

### Associative Member

Dasman Bilingual School of Kuwait (DBS) - Spring Meeting 2013

### Maintaining Membership

For the purpose of maintaining membership, schools must be willing and able to host the following events on a rotational basis at least once every six years if called upon to host:

ACTIVITIES	4/5 Grade	U14	JV	V
Volleyball		*	*	*
Soccer	*	*	*	*
Basketball	*	*	*	*
Academic Games		*	*	*
Badminton		*	*	*
Track And Field		*	*	*
Speech & Debate			*	*

### Sunset Law

An activity will be added if it is successfully sponsored by a KSAA Member for two consecutive years with adequate participation (min of four schools) with the minimum number of participants from each school. The third year the activity will be included in the list of events qualifying for KSAA Membership, contingent upon a vote of the Full Members. An activity will be deleted from the list of events included for KSAA Membership if it is not hosted or adequately attended (min of four) for two consecutive years. The third year the activity will be deleted, contingent upon a vote of the Members.

### New Membership

A school seeking membership in KSAA must submit the formal KSAA application to the KSAA Chairperson no later than three (3) months prior to the Spring Planning Meeting. Schools will be considered for KSAA Membership (Associate Member) if they:

1. Operate as a school whose program promotes the types of activities sponsored by the KSAA.
2. Have on-campus facilities necessary to host a major KSAA activity or be willing and able to use off campus facilities.
3. Have demonstrated the ability to host a major event of the size and quality normally expected of a KSAA member. All aspects of a normal KSAA tournament must be demonstrated.
4. Be willing and able to follow the rules and regulations in the KSAA handbook.

### Associative Membership

Schools accepted as an Associate member of KSAA will begin a four year provisional membership period. After the second year, the school may petition to have the provisional period shortened to three years, provided various requirements have been met early. At the end of the provisional period, if all requirements are met, the school becomes a full member.

### Force Majeure on Membership Status

If a situation arises, which is considered to be beyond the control of the school involved, which causes the school to not meet the minimum criteria established for their membership status, the full membership may vote to uphold their membership status. Each situation will be reviewed on an annual basis at the Spring Meeting.

### Membership Review

At the conclusion of each school year all KSAA member schools will undergo a membership review. Schools will be evaluated on the below Membership Review Checklist. Schools not meeting their obligations will be put on probation for 1 year. This will be in writing from the Conference President addressed to the relevant school's Athletic/Activities Director. Should a member school not meet their responsibilities for 2 consecutive years their membership will be revoked in writing from the Conference President addressed to the relevant school's Athletic/Activities Director.

If a situation arises which the member schools consider to be beyond the control of the school involved and which causes the school not to meet the above minimum criteria, the KSAA Membership may vote to maintain that school's membership status. Each situation will be reviewed on an annual basis at the Spring Meeting.

### Membership Review Checklist

- Membership fee received by Fall KSAA Meeting.
- School complies completely with KSAA Handbook.
- School fulfills the requirement to host multiple KSAA events.
- School sends an Athletic/Activities Director (or representative) to the Fall, Winter and Spring meetings, and a Senior Administrator (Principal or Superintendent/Director) to the Fall and Spring meetings.
- Participate in a minimum of 70% of Official KSAA events (girls and boys) at each level (U14, JV Varsity).

\*Hosting refers to facilitating an event on campus, or arranging for the hosting for a tournament at an alternate venue and running the tournament at the venue.

\*Schools that are on probation for 2 consecutive will have their membership revoked.

## BY LAWS

### KSAA President

The KSAA Chairperson, elected at the Spring Meeting, will be a representative from a full member school only, with his/her term of office lasting one year. Any AD in their first year with KSAA may not serve as Chairperson.

1. Chair the conference meetings.
2. Determine and circulate meeting agendas.
3. Circulate the following information:
  - a. Current contact information of key personnel
  - b. Meeting minutes
  - c. Hosting, participation and tallies for each year.
4. Maintain accurate records regarding hosting and participation history, including KSAA event summaries, for a minimum of six years.

### KSAA Secretary/Treasurer

1. Provide the KSAA Chairperson with a copy of the meeting minutes within two weeks.
2. Serve as a custodian of conference funds. Distribute funds to the league conveners in September.
3. Order first place banners for KSAA events and distribute before the tournament.

### KSAA Officer History

Year	Chairman	Secretary	Treasurer
2003-2004	Robert "Fritz" Cameron - ASK	N/A	N/A
2004-2005	Robert "Fritz" Cameron - ASK	N/A	N/A
2005-2006	Robert "Fritz" Cameron - ASK	N/A	N/A
2006-2007	Robert "Fritz" Cameron - ASK	N/A	N/A
2007-2008	Geoff Morgan - AIS	N/A	N/A
2008-2009	Ricardo Machado - BBS	Robert "Fritz" Cameron - ASK	Robert "Fritz" Cameron - ASK
2009-2010	Ricardo Machado - BBS	Robert "Fritz" Cameron - ASK	Robert "Fritz" Cameron - ASK
2010-2011	Robert "Fritz" Cameron - ASK	Nadine Brown - AIS	Omar Louis - ACA
2011-2012	Robert "Fritz" Cameron - ASK	Nadine Brown - AIS	Jena-Leigh Birch - ACA
2012-2013	Zachary Slayton - BBS	Nadine Brown - AIS	Jena-Leigh Birch - ACA
2013-2014	Zachary Slayton - BBS	Jeffrey Wilusz - ASK	Jeffrey Wilusz - ASK
2014-2015	Jeffrey Wilusz - ASK	Susan Butler - AIS	Susan Butler - AIS
2015-2016	Jeffrey Wilusz - ASK	Emily Setacci - AIS	Emily Setacci - AIS
2016-2017	Zachary Slayton - BBS	Emily Setacci - AIS	Phil Parkinson - ASK

## League Convener

1. Secure the use of a facility for the league and tournament games (if necessary).
2. Track results for all league and tournament games.
3. Compose a tournament schedule and arrange for officials.
4. Distribute payments for league and tournament officials. It is recommended that he/she pay the referee and linesmen at the conclusion of each soccer match.
  - a) KSAA member schools will pay for the officials for home Volleyball and Basketball games directly to the officials at the conclusion of each game. This money will be provided by the home school. At the conclusion of each sport season the AD for each school will present the KSAA reimbursement form to the KSAA treasurer and be reimbursed from the KSAA account for the amount spent on officials for their home games.
5. It is recommended that schools responsible inform each KSAA member AD of rules, organization, etc. of the sport so they can inform their respective coaches (No league coaches meeting)
6. Submit unresolved concerns or grievances to KSAA chairperson.

## Proposals

For a proposal to be considered by the organization, the written proposal must be received by the KSAA Chairperson and full member schools no later than 30 days prior to the Spring or Fall Meeting.

## Participation Levels - Eligibility

**Varsity**: Limited to students whose twentieth (20th) birthday will fall on any day after September 1 of the year of participation. A student may not participate after graduation from the twelfth (12th) grade.

**Junior Varsity**: Limited to those students who are under 16 years of age on September 1.

**Under 14**: Limited to those students who are under 14 years of age on September 1.

**Note**: Age eligible students may participate in only one age level league for each sport or competition; students are limited to participation in only one age level tournament for each sport or competition. Students that willfully and knowingly attempt to deceive, by participating in an activity in which they are ineligible, will be suspended from participation in KSAA activities for one calendar year, including the activity in question.

## Protest/Grievance Procedures

If a coach is ejected from a match, the coach is expected to leave the premises and the game is forfeited, unless a teacher or administrator from the coaches' school is available to supervise.

Should difference in opinion or interpretation of rules and regulations arise during a KSAA league or tournament game, schools are expected to follow the guidelines listed below:

**League Games**: For all league games the **host school athletic/activities director** and/or the coaches of the league game will consult rule books, KSAA By-Laws, and all parties involved, including opposing coaches and officials, in an attempt to resolve the matter as soon as possible while all parties are in attendance at the site. The **host school athletic/activities director** should submit a report to the KSAA **league convener** if questions concerning KSAA By-Laws still remain at

the conclusion of a league game, or if a sanction is recommended. Any questions so submitted should be shared with the KSAA **Chairperson** and will be discussed at the next KSAA meeting. In the event that the **league convener** is not able to resolve the dispute, or in the case of repeat or extreme cases, the KSAA **Chairperson** has the authority to investigate the incident as necessary and may take action deemed appropriate until the matter can be addressed at the next KSAA meeting. At that meeting, the schools involved in the matter will be required to submit a report and/or present an explanation to KSAA members. The KSAA membership has the authority to decide on appropriate action.

**Tournament Games:** For all tournament games it is the responsibility of the **league convener** to attempt to resolve the matter as indicated above.

## **Sanctions**

*The following violations will result in the forfeit of a game:*

1. Failure to begin a league or tournament game within 15 minutes of the starting time.
2. Dress or play more than the maximum number of players at a league or tournament game.
3. Participation in a league or tournament with an over age player.

First Offense: Forfeit the game and make payment for the referee(s) with the KSAA treasurer.

Second Offense: Disqualification from remaining league games and the tournament.

*The following misconduct will result in disqualification from a game:*

1. Player misconduct before, during, or after a game. All players involved in a fight before, during, or after a game will receive a red card.
2. Coaching misconduct before, during, or after a game. This includes the inability or unwillingness of a coach to control his or her disruptive or disrespectful players.
3. Disruptive or disrespectful spectators before, during, or after a game.

First Offense: Disqualification from the game or the next game.

Second Offense: Disqualification from the remaining league games and the tournament.

## LEAGUE AND TOURNAMENT ORGANIZATION

### Host School's Responsibilities

1. Every effort must be made to obtain bona fide officials for all KSAA activities. The association recognizes that this is not always possible and that interpretations and applications of rules and judgments of officials are subjective. The orderly conduct of an activity dictates that decisions of officials be honored as final. Good sportsmanship is expected of all participants, including coaches. It is the responsibility of the host school athletic/activities director to identify and organize referees, scorekeepers, timekeepers, etc. for the tournament. Referees who may have a conflict of interests should not referee a tournament game.
2. The Association recommends that the director of a KSAA activity/league conduct a meeting of officials and coaches/sponsors before the start of the activity to discuss rules and procedures.
3. Designate a site manager to be present throughout the tournament or activity. Ensure that the latest version of the KSAA Handbook is available at the scoring table.
4. Respond to all KSAA member questions, concerns, or disputes arising during the league, tournament, or activity. Unresolved issues should be reported to the KSAA Chairperson.
5. Publish league results, event locations, timings, and fixtures for the tournament or activity according to the guidelines and timelines noted in the KSAA handbook.
6. Provide for athletic events a basic first aid kit which includes the following: band aids, tape, gauze, disinfectant cream, scissors, butterfly band aids, eye patches, triangular bandages, cold pack, q-tips, cotton balls, cleaning disinfectant, and wire mesh for splints.
7. Within two weeks following the completion of a tournament or activity, the director of the event will forward to the KSAA Chairperson and participants a summary of results and comments regarding the conduct of the event. (See Appendix A of the KSAA Handbook)
8. Schools may not use sponsorship for KSAA events.
9. KSAA teams must have team uniforms

### Visiting School's Responsibilities

1. Arrive at the host school at least 20 minutes before game time.
2. Due to added supervision responsibilities, KSAA students should not travel as spectators to league or friendly games at other KSAA schools.
3. Know and observe the host school campus guidelines for participants and spectators.
4. Coaches and Sponsors are responsible for the supervision of their players and spectators from the time they enter the host school until they depart.
6. Know and observe KSAA guidelines for maximum and minimum participants per team.
7. Upon request provide an official roster to the opposing coach at each league or tournament game.
8. Visiting schools are encouraged to supply referees but are not required to do so.
9. Report available league results to the convener at least one week prior to the tournament.
10. KSAA teams must have team uniforms

### Scheduling Guidelines/Student Travel

Tournaments are open to all KSAA member schools that make a participation commitment at the Spring Meeting for the following year and who place in the top four of the round robin league. For volleyball, soccer, and basketball, there will be a round robin league followed by a single elimination format tournament. Teams should not be required to play back to back games. KSAA tournaments will be capped at four (4) girls teams and four (4) boys teams. However, where emphasis is on participation, i.e. Academic Games, and Track and Field, the number of participating schools may exceed four. Although KSAA events are reserved for KSAA members only, KSAA invitational events may include schools that are not KSAA members. A minimum of four (4) participating schools is necessary to constitute a KSAA event. Unless specified otherwise, week day games are expected to start at 3:30. The amount of school time lost for student participation in KSAA activities should be held to a minimum. Whenever possible, activities should be conducted with no school time lost. Games/Activities should not be scheduled to begin before 3:30 or on Tuesdays before 4:30 unless the chairperson has been notified and the participating schools are in agreement. League Games are to be played on Mondays and Wednesdays.



## Volleyball

### I. RULES

Rules approved by the FIVB.

### II. RULE EXCEPTIONS

A. Uniform numbers from 0-99 must be worn.

B. Net height:	JV Girls and U14 Girls	2.18m / 7'2"
	JV Boys and U14 Boys	2.24m / 7'4 1/8"
	Varsity Girls	2.24m / 7'4 1/8"
	Varsity Boys	2.43m / 7'11 5/8"

C. The first two sets played are up to 25 points, win by two. If a third match is needed, that match will be played up to 25, win by two, teams will change sides when the first team reaches 13 points (this is not a time out). All matches, including the Championship, will be the "best out of three" sets.

D. Eight substitutions are permitted per set. (See substitutions)

E. Each team will have two time outs per set.

### III. ROSTERS

A maximum of 12 players per league game and tournament game can be dressed/present on the bench. (U14 – 16 players)

\*\* See Visiting Schools' Responsibilities

### IV. SUBSTITUTION

A maximum of 8 substitutions will be permitted per team per set, using F.I.V.B. Rules with one change. These substitutions may be made all at once or during separate legal interruptions.

A starting player may leave the court twice in one set but may only enter the set in their previous position in the lineup. A substitute may enter the court twice in one set for any starting player, but may only be replaced by the same starting player.

EXAMPLE: Starter Smith is replaced by Jones- first substitution  
Jones is replaced by Smith- second substitution  
Smith is replaced by Jones - third substitution  
Jones is replaced by Smith - fourth substitution

This is the maximum number of substitutions allowed in one game at one position.

## V. FACILITIES

While it is recommended that league games take place indoors it is expected that tournament games will take place indoors.

## VI. SPECIAL EQUIPMENT

Scoreboards visible to coaches must be used in all games.

A good quality Game Ball (i.e. Mikasa VL200 or Tachikara SV SW8) must be used.

## VII. OFFICIALS

Referees who may have a conflict of interest should not officiate a KSAA tournament game. It is expected that the host school will organize officials for the KSAA tournament. Officiating assignments for league games are expected to be a shared responsibility of the participating schools. One referee for each league or KSAA tournament game will be paid KD10 from KSAA funds. (See page 41)

## VIII. TOURNAMENT FORMAT

See Tournament Organization

## IX. TIE BREAKER

Tie Breaking Procedures Volleyball

If two or more teams are tied at the end of the round robin league play, the following criteria will be applied, in order:

- a) The team having the best ratio of won/lost matches, considering matches between the tied teams, will be ranked higher;
- b) The team having the best ratio of won/lost sets; considering matches played between the tied teams, will be ranked higher;
- c) The team having the best ratio of points for/against, considering matches played between the tied teams, will be ranked higher;
- d) The team having the best ratio of won/lost sets, considering all matches of the round, will be ranked higher;
- e) The team having the best ratio of points for/against, considering all matches played during the round, will be ranked higher;
- f) As determined by the KSAA chairperson (e.g. extra game, toss of coin, etc.).

When you apply this rule to break a tie you should follow this sequence:

- 1) When two teams are tied, the tie-breaking criteria are applied one after the other until the tie has been broken.
- 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.

Note: This means that if there is a tie among teams X, Y and Z and criteria "b" is able to determine X as first, Y as second and Z as third, then no further criteria are to be used. The tie is broken. However, if criteria "b" determines X as first and there is still a tie between Y and Z, then the ranking of the remaining teams will be determined by proceeding to criteria "c" and so on, if necessary. Do not start at "a" again. Continue through the sequence of criteria

## X. OTHER RULES

- A. The team that serves first gets full use of the court for 4 minutes to practice setting and spiking from all positions while the other team does warm-up on the court sides. The other team then takes the court for hitting practice for 4 minutes while the first uses court-side space for warm-up. Two minutes of warm-up are given to both teams simultaneously to practice serving.
- B. Should a match require a third set to be played, teams will change sides when the first team reaches 13 points. This is not a time out. Play resumes immediately with players taking the same position they held prior to the switch, and the same team serves.
- C. Time outs are 30 seconds.
- D. Substitutions that occur during time outs must be reported to the scoring table and referee.

XI. AWARDS

There will be a first place banner for the KSAA Tournament Championship team.

XII. SPECTATORS

According to the rules of the host school

## Soccer



Leagues and tournaments take place prior to the last weekend in November for Varsity, prior to the first weekend in December for JV, and prior to the winter break for U14.

### I. RULES

A. F.I.F.A. Rules as outlined in "Referees Chart," published by F.I.F.A.

#### B. Yellow Card

Referees will issue yellow card warnings to players for infringements of F.I.F.A. rules. Any player who is shown two yellow cards during a game will be evicted from the game (no replacement permitted) and suspended from participating in the next game.

Referees will issue yellow card warnings to players for foul play infringements that are prohibited by F.I.F.A. rules, including misbehavior and commenting on referees decisions on the field. In particular, players should be warned to immediately take the customary ten yards distance for a free-kick and keep that distance until after the free-kick is taken. Also, players should refrain from kicking the ball away when the opposing team is awarded a free-kick or throw-in, and should avoid unnecessary delay of game. Such infractions can result in a yellow card.

#### C. Red Card

Any player shown a Red Card will be evicted from the game (no replacement permitted) and suspended from participating in the next game.

Note: One yellow card is one foul point and one red card is two foul points. Four points accumulative for an athlete means that athlete is out of the tournament. If a team accumulates more than twenty foul points it is out of the tournament. After each game coaches are expected to provide their athletic director with a record of the yellow/red card infractions for their team. Athletic Directors will then share this information with the soccer tournament host, who must keep a tally of yellow/red cards received.

### II. RULE EXCEPTIONS

#### A. Playing Time

1. All girls games are 2 x 20 minute halves with a 5-minute halftime break.
2. All Boys games are 2 x 25 minute halves with a 5-minute halftime break.

#### B. Fields

The Varsity Boys field should be 50m x 90m and the goal size should be 2.44m x 7.32m (8' x 24'). All other teams are expected to play on a field that is 45m x 60m with a goal size that is 2m x 5m. It is understood that in some cases this may not be possible. However, in case an exception may be necessary, the chairman must be notified in advance and the participating schools must approve the exception.

III. ROSTERS

All teams will dress a maximum of 16 players for league or tournament matches with the exception of Varsity Boys who will dress a maximum of 18 players.

IV. SUBSTITUTION

Unlimited substitution. Either team may substitute on goal / corner kicks while the team in possession may substitute on a throw-in.

V. FACILITIES

It is expected that the host school will organize grass pitches for the league and tournament.

VI. SPECIAL EQUIPMENT

A good quality leather or synthetic soccer ball must be used.

VII. UNIFORMS

Unless other arrangements are made, the home team will wear light colored jerseys and will be listed first on the schedule. During the tournament, the higher seed will be the home team.

VIII. OFFICIALS

Referees who may have a conflict of interest should not officiate a tournament game. It is expected that the host school will organize officials for the KSAA tournament. Officiating assignments for league games are expected to be a shared responsibility of the participating schools. (See page 41)

IX. TIE BREAKER FOR SEEDINGS

Tie Breaking Procedures Soccer

If two or more teams are tied at the end of the round robin league play, the following criteria will be applied, in order:

- a) The team having the best **record** of won/lost games, considering games between the tied teams, will be ranked higher;
- b) The team having the best ratio of goals for/against, considering games played between the tied teams, will be ranked higher.
- c) The team having the best ratio of goals for/against, considering all games played during the round, will be ranked higher;
- d) As determined by the KSAA chairperson (e.g. extra game, toss of coin, etc.).

When you apply this rule to break a tie you should follow this sequence:

- 1) When two teams are tied, the tie-breaking criteria are applied one after the other until the tie has been broken.
- 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.

Note: This means that if there is a tie among teams X, Y and Z and criteria "b" is able to determine X as first, Y as second and Z as third, then no further criteria are to be used. The tie is broken.

However, if criteria "b" determines X as first and there is still a tie between Y and Z, then the ranking of the remaining teams will be determined by proceeding to criteria "c" and so on, if necessary. Do not start at "a" again. Continue through the sequence of criteria

X. TIE BREAKER FOR PLAYOFF GAMES

Penalty kicks will be taken by five players (who were playing at the end of the game) from each team. A coin flip will determine which team kicks first. The referee will record the shooting order with the penalty kicks alternating between teams. If a tie still exists after these five kicks, the goalkeeper may be changed. Then "sudden death" penalty kicks are taken by players other than those who have already taken one.

XI. TIE BREAKER FOR CHAMPIONSHIP GAMES

Penalty kicks will be taken by five players (who were playing at the end of the game) from each team. A coin flip will determine which team kicks first. The referee will record the shooting order with the penalty kicks alternating between teams. If a tie still exists after these five kicks, the goalkeeper may be changed. Then "sudden death" penalty kicks are taken by players other than those who have already taken one.

XII. TOURNAMENT FORMAT

See Tournament Organization

XIII. AWARDS

There will be a first place banner for the KSAA Tournament Championship team.

XIV. SPECTATORS

Spectators are not permitted to be on the same side of the field as the teams.

XV. EARLY DISMISSAL

In the event a school has a 3:00pm match the school may request a letter from the League President requesting their students be dismissed early from school on the day of the game.

# Basketball



## I. RULES

FIBA Rules as outlined in the "Official Rules," published by the English Basketball Association.

## II. RULE EXCEPTIONS

A. Uniform numbers from 0-99 may be worn.

B. There will be no pressure in the backcourt for U14 games.

### C. Playing Time

\* All halftimes will be 5 minutes and the time between quarters will be 2 minutes.

\* All games will be stop time per/quarter: Varsity (8 min), JV (7 min) and U14 (6min)

D. If the score is tied at the end of playing time in the fourth period, the game shall continue with as many extra periods of three (3) minutes as is necessary to break the tie.

E. When the score differential reaches 20+ points, the clock will continue to run, except on time-outs and free-throws. If the score comes back under 20 points, the game resumes as normal

## III. ROSTERS

A maximum of 12 players per league game and tournament game can be dressed/present on the bench. (U14 – 16 players)

## IV. FACILITIES

While it is recommended that league games take place indoors, it is expected that tournament games will take place outdoors. Team benches are expected to be located on the same side of the court as the scoring table.

## V. SPECIAL EQUIPMENT

A good quality leather ball (i.e. Wilson Jet-Pro, Spalding Top Flite) must be used.

A (28.5) women's ball is used (i.e. Spalding Ladies Top Flite 100) for girl's games.

## VI. UNIFORMS

Unless other arrangements are made, the home team will wear light colored jerseys, and will be listed first on the schedule. During the tournament the higher seed will be the home team.

VII. OFFICIALS

Referees who may have a conflict of interest should not officiate a KSAA tournament game. It is expected that the host school will organize officials for the KSAA tournament. Officiating will be done by one refereeing association. Each level will have at least 2 refs per match.

VIII. TIE BREAKER

Tie Breaking Procedures Basketball

If two or more teams are tied at the end of the round robin league play, the following criteria will be applied, in order:

- a) The team having the best ratio of won/lost games, considering games between the tied teams, will be ranked higher;
- b) The team having the best ratio of points for/against, considering games played between the tied teams, will be ranked higher;
- c) The team having the best ratio of points for/against, considering all games played during the round, will be ranked higher;
- d) As determined by the KSAA Chairperson (e.g. extra game, toss of coin, etc.).

When you apply this rule to break a tie you should follow this sequence:

- 1) When two teams are tied, the tie-breaking criteria are applied one after the other until the tie has been broken.
- 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.

Note: This means that if there is a tie among teams X, Y and Z and criteria "b" is able to determine X as first, Y as second and Z as third, then no further criteria are to be used. The tie is broken.

However, if criteria "b" determines X as first and there is still a tie between Y and Z, then the ranking of the remaining teams will be determined by proceeding to criteria "c" and so on, if necessary. Do not start at "a" again. Continue through the sequence of criteria.

IX. LEAGUE FORMAT

There will be a round robin league. However, schools may choose to play friendlies at their own expense.

X. TOURNAMENT FORMAT

See Tournament Organization

XI. AWARDS

There will be a first place banner for the KSAA Tournament Championship team.

XII SPECTATORS

According to the rules of the host school

# BADMINTON

## RULES:

International Badminton Federation

## FORMAT AND RULES EXCEPTIONS

1. Rosters must be submitted to the league convener prior to the first league match and should include an indication of the categories in which each player will participate. There can be no changes to the roster once it is submitted to the convener. The league convener is responsible for monitoring the rosters and the results and should provide each school with a copy of the rosters.
2. In the event that one of the top four players is unavailable to play a scheduled match, the fifth seed player may take his/her place. The original player may return for the next schedule match. If the fifth seed player is not available as a substitute, the match will be considered a forfeit.
3. Teams will consist of five boys and five girls per group: VB, VG, JVB, JVB, U14B and U14G.
4. Each player on the team, except for the fifth seed player, must play at least one match and no more than two matches.
5. Players are expected to be at court side 15 minutes prior to the scheduled match and will begin immediately if the preceding match finishes early.
6. Each match will be preceded by two minutes of warm-up on the court.
7. Teams compete in the following categories: SB1, SB2, SB3, SB4, SG1, SG2, SG3, SG4, BD1, BD2, GD1 & GD2.
8. Every match is a best of 3 sets of 15 points fixed.
9. Coaches may coach for 30 seconds between sets.
10. League play will consist of 2 matches that take place on a Saturday. The first match will determine the seeding for the final match.

## SUBSTITUTION

In case of an injury, a school's fifth seed player may substitute for the injured player. This substitution is for the remainder of the match. The injured player may return to play in a future match.

## OFFICIALS

1. Athletes will referee their own game and both players will report the score to the table.
2. In case of a disagreement between players, the two coaches will decide the ruling.

## TIE BREAKER

In case of a tie: Head to head between the two teams, number of sets won, point difference.

## AWARDS

### Team Awards

A banner will be awarded to the Overall Team first place JVB, JVG, VB, VG, JVB, JVG, U14B and U14G.

- Overall winner will be calculated based on the accumulation of points gained by each team:
- Tie-breaker will be point differential between winning sets

### Individual Awards

There will individual medals for top 3 participants in each category

# Track and Field



The event will take place on a Saturday during March for the U14, Junior Varsity and Varsity. For the purpose of KSAA school practices, it is recommended that the KSAA Track Meet Coordinator attempt to organize, on three or four occasions, the rental of a Track and Field facility prior to the annual KSAA Track Meet. The KSAA Track and Field Meet is a “closed” event: Students who are not participating in the KSAA Track and Field Meet may not attend the KSAA Track and Field Meet, with the exception of those non-participating students who enter with and are actively supervised by their parents or teachers from the time they enter the track facility until the time they depart. Participating or non-participating students may not leave the track facility and return unless they are accompanied by their parents, coach or teacher and may not order taken-away food while at the track facility. Schools that have more than 10 scratches at the KSAA Track and Field Meet will be placed on probation for the KSAA Track and Field meet the following year.

## I. RULES

- A. The International Amateur Athletic Federation (IAAF) rules will be in effect.
- B. KSAA will hire professional throws judges for the KSAA Track & Field meet

## II. RULE EXCEPTIONS

- A. Each school may enter 3 participants in each event and each athlete may enter a total of 5 events. Relays count toward this total.
- B. Athletes must check in with the officials at each of their events, either personally or through their coaches, not by sending another athlete. An athlete who has not checked in to an event before the first flight/heat begins will not be eligible to compete in that event.
- C. Conflict of Events
  - 1. Track events have priority over field events.
  - 2. In the event of a conflict of events, a competitor who misses their place in the flight of a field event must return to the event within 5 minutes of the competition or forfeit all missed rounds.
  - 3. Athletes who have a conflict of events must check in to their field event before going to run on the track. The field judges will excuse the first absence from a flight. In the high jump event, this will count as a pass and the athletes must take their next jump at whatever height the bar is set when they return from the track. The bar will not be lowered during the competition.
  - 4. A rules/appeals/protests committee will be available and will consist of the Meet Director and/or assistant as well as the Head Track or Field Official, whichever is appropriate.
  - 5. The Meet Director must be notified by a coach, not an athlete, of a complaint within 30 minutes of an event being completed.

## III. ROSTERS

There are six groups: Varsity Boys, Varsity Girls, JV Boys, JV Girls, U14 Boys and U14 Girls.

No more than 12 players may dress for each group.

IV. SPECIAL EQUIPMENT

The host school(s) in conjunction with the track facility, will provide all accessories (hurdles, high jump bar, etc.). Athletes should bring spikes suitable for the all-weather track. Only spikes up to 1/4" or 7mm will be allowed.

**OFFICIAL IMPLEMENTS – WEIGHTS AND MEASURES:**

<b>BOYS</b>	<b>11-13</b>	<b>14-15</b>	<b>16+</b>
Shot	3 kg	4 kg	5 kg
Discus	1 kg	1kg	1.5 kg

<b>GIRLS</b>	<b>11-13</b>	<b>14-15</b>	<b>16+</b>
Shot	2 kg	3 kg	4 kg
Discus	1 kg	1kg	1kg

Hurdles (High, Intermediate and Low)

110m Boys(16+)	High Hurdles:
- height	0.914 m = 3'
- distance to first hurdle	13.72m
- distance between hurdles	9.14m
- distance between H#10 - finish	14.02m

100m Girls 16+ & Boys 14-15	Low Intermediate Hurdles:
- height	0.84m = 2'9"
- distance to first hurdle	13.00m
- distance between hurdles	8.50m
- distance between H#10 - finish	10.50m

100m Girls 14-15	Low Hurdles:
- height	0.76m = 2'8"
- distance to first hurdle	13.00m
- distance between hurdles	8.50m
- distance between H#10 - finish	10.50m

100m Boys and Girls 11-13	Low Hurdles
- height	0.76m = 2'6"
- distance to first hurdle	13.00m
- distance between hurdles	8.50m
- distance between H#10 - finish	10.50m

400m Boys 16+	High Intermediate Hurdles:
- height	0.84 m = 2'9"
- distance to first hurdle	45m
- distance between hurdles	35m
- distance between H#10 - finish	40m

400m Girls 16+	Low Hurdles:
- height	0.76m = 2'6"
- distance to first hurdle	45m
- distance between hurdles	35m
- distance between H#10 - finish	40m

No Girls' or Boys' (11-13, 14-15) on the 400m hurdles.

**Triple Jump:** Distance from take-off board for **all age-groups! 10, 8, 7, 6 meter (dependent on track availability). Athletes must designate their board and are then obliged to keep it for the rest of that competition.**

V. SPECIFIC RULES

A. Shot Put / Discus / Long Jump / Triple Jump

1. Each athlete will be permitted one throw/jump in each of the first three flights. The order of throwing/jumping will be drawn randomly.
2. In the event of a tie, the next best jump or throw will decide the placing for all places.

B. High Jump

1. The order of jumping will be drawn randomly.
2. The officials will notify the competitors when there is: one minute, 30 seconds and 10 seconds remaining for the completion of the jump. If the jump has not been completed before 90 seconds have elapsed, the attempt will be counted as failed.
3. All jumps must be completed within 90 seconds of the competitor's name being called by the officials.
4. A competitor who wishes to "pass" in any round must signal their intention to "pass" at the time their name is called by the officials.
5. A competitor who leaves the high jump event to compete on the track must enter the High Jump event at the height of the bar upon their return. The bar will not be lowered.
6. A competitor is eliminated from the high jump event when three successive "failed attempts" have been recorded, regardless of the height at which the third successive "failed attempt" is recorded.
7. A competitor who is absent when called during the round of the high jump, but returns before the last competitor in that round has been called by the officials, may upon checking in with the officials, take their attempt at the end of that round.
8. The event will be held on an all-weather surface; athletes may wear spiked shoes.
9. Count back: In the event of a tie, the following procedure will be used to determine the final placing:
  - a. The competitor with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place. If still tied:
  - b. The lowest total number of failures up to and including the height last cleared will be counted. If still tied:
  - c. For First Place, athletes will have one jump at the previous height cleared. If a tie still exists, the Head Field Judge will raise or lower the bar to an announced height, until the tie is decided. Competitors must jump at each height until the tie is decided.

C. Track Events

1. The following events will be run in heats: 100m, 200m, 400m, 800m, 100m hurdles, and the 110m hurdles.
2. Heats will be run in the 4 x 100m and 4 x 400m relays if more than six scoring teams are competing.
3. The 800m race will be run in lanes until the breaking line past the first turn.
4. All lanes will be drawn randomly in advance of the meet by the Meet Director. The draw will be done the same way f
5. The 1500m and 3000m races and the 400m hurdles will be raced as finals only.

6. Placing will be awarded according to fastest times run in heats (Places 1-6).
7. Calls: First Call is 20 minutes before event.  
Second Call is 10 minutes before event.  
Final Call is 2 minutes before event.
8. Lanes: In the events which are run in lanes, all athletes must stay in their lanes at the end of the race until cleared to leave by the Head Timer.
9. Athletes will be instructed by the Clerk of the Course/Bullpen manager before the race. Once they have been assigned to a lane or position on the track, they must stay there until receiving the starter's orders.
10. Starts: For these events, 4 x 100m, 4 x 400m, 100m hurdles, 110m hurdles, 400m hurdles, 100m, 200m, and 400m, there will be three commands by the starter:  
"Take Your Marks", "Set", Gun  
For the 800m, 1500, and 3000m events, only two commands will be given: "Set", Gun  
The 800m race will be run in lanes until the breaking line past the first turn.
11. Overtaking: All athletes must ensure that when overtaking they do not cut in front of the runners behind. Turn judges will be looking for infringements and athletes may be disqualified for obstruction.
12. There will be a final race for a Track Event that has more than one heat.
13. The first false start in an event will result in a warning to the entire field. The second false start in an event will result in a disqualification

D. Scoring:

	<b>Individual</b>	<b>Relay</b>
<b>1</b>	6	12
<b>2</b>	5	10
<b>3</b>	4	8
<b>4</b>	3	6
<b>5</b>	2	4
<b>6</b>	1	2

VI. OFFICIALS

- A shared responsibility of the participating schools/organized by the host school(s).
- KSAA shall pay a licensed medical professional 60KD for working the track meet.

VII. AWARDS

There will be six first place banners for the KSAA Invitational Track Meet Championships:

Varsity Boys, Varsity Girls, JV Boys, JV Girls, U14 Boys and U14Girls.

Medals for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place will also be given for each specific event, at each level.

**KSAA MINIMUM STANDARDS FOR ALL EVENTS as of (08-09)**

	BOYS			GIRLS		
	U14	JV	VARSIITY	U14	JV	VARSIITY
<b>Shot</b>	7	7.5	8.0	4.5	5.0	5.5
<b>Discus</b>	14	19	20	7.0	10.0	12.0
<b>Long Jump</b>	3.0	4.0	4.5	2.2	3.0	3.0
<b>High Jump</b>	1.1	1.3	1.5	1.0	1.1	1.2
<b>Triple Jump</b>	NA	7.0	8.0	NA	5.5	6.0
<b>100 meter</b>	16	14	13.5	17.5	16	16
<b>200 meter</b>	32	30	27.5	37	35	35
<b>400 meter</b>	1:30	1:20	1:15	1:40	1:30	1:30
<b>4 x 100</b>	1:06	1:00	0:56	1:12	1:06	1:06
<b>4 x 400</b>	6:30	6:00	5:30	7:00	6:30	6:30
<b>800 meter</b>	3:45	3:00	2:50	4:00	3:45	3:45
<b>1500 meter</b>	8:00	7:00	6:30	8:30	8:00	8:00
<b>3000 meter</b>	16:00	14:40	14:00	17:00	16:00	15:00

# **JUNIOR VARSITY ACADEMIC GAMES**

## **U14 Academic Games (Quiz Bowl Only)**

### A. Official Event

- The Academic Bowl Competition is the only official scoring event of the competition.
- The event must take place on a single day on a weekend.
- Host school is responsible for a mandatory workshop to train readers prior to the event.
- U14 Quiz Bowl and JV Academic Games must use approved Academic Games buzzers
- If the tournament is set to last more than 3.5 hours, AD's must be made aware a week in advance that their respective schools need to bring food with them or that there will be food available at the school.
- Teams of four or less players will compete on a round-robin basis in the Academic Bowl Challenge. Placement in the semi-final rounds will be based upon a team's win-loss record. The four teams with the most wins will be placed into the semi-final rounds. If there are teams with an equal record of wins and losses, a team's total points gained in all of the rounds will be used to determine the placement. The Host school will implement a league prior to the tournament.

### B. Academic Quiz Bowl Questions Source (website: <http://www.greatauk.com/pristine.html>)

Academic Hallmarks, 2301 West Second Ave, PO Box998, Durango, Colorado 81301  
Phone: 1-800-321-9218 or 970-247-0997  
Bill Brown (bill@greatauk.com)

Information required for each pristine order:

- The name and date of the event.
- A list of participating schools.
- Grade level(s) of participation in each competition.
- The format required (e.g.. 4 rounds of 60 with 5 alternates, 15 rounds of 12 toss-up and 12 bonus)
- The email address to which the questions should be sent.
- The billing address (and a purchase order number if required at your end)
- Visa or Mastercard number, expiration date and cardholder name.

### Practice Questions Prior to the Games

All participating schools should be informed that practice questions from previous year's U.S. and international games can be ordered from the same company.

### C. Academic Games Rules

1. Each KSAA school may enter 2 teams of 4 students each. This brings it into line with varsity and keeps the numbers under control and manageable.
2. The scheduling of competitors shall be by a draw and this will be done in advance by the host school.
3. A round (game) lasts for 15 minutes. The final round between two teams will last 25 minutes.
4. There shall be two types of questions:

- a. A toss-up question worth five points is asked. The two teams have seven seconds in which to press the buzzer switch in order to answer the question.
  - b. If that team answers the question correctly, it is awarded five points and is given a chance to answer a bonus question, which is worth two points. No points are deducted from the team that answers a question incorrectly.
5. The reader will give the subject of the question prior to reading the question. The question will usually be stated only once, but if the reader chooses to, he/she may repeat the question. Coaching from the audience will disqualify a question and its points.
6. A computer, programmed for the competition, will indicate the team which pressed its buzzer first. That team is given 15 seconds to answer. The contestant may complete his/her answer to the question as long as he/she started before the 15 seconds time limit. This is not true when the final bell rings signaling the end of the game.
7. If the team, which received the question, answers it incorrectly, the other team automatically receives the question and has 15 seconds in which to give an answer.
8. If that team answers the question correctly, it is given a chance to answer a bonus question.
9. The second team may not, however, have an opportunity to answer the bonus question missed by the first team.
10. If a team buzzes before the question has been fully read, the reader will stop in mid-sentence and will NOT finish the question. The team then has 15 seconds to answer.
11. A second team choosing to answer an incorrectly answered and partially read toss-up question will have the question completed (reading from the beginning) for them and it is NOT taken out of their 15 second time limit.
12. Answering the question is a team effort. Thus, team members are encouraged to consult with each other before answering. The person pressing the buzzer does not have to answer the question. Anyone on the team may answer the question, although many teams have a designated spokesperson or captain who will state the team's answer.
13. The reader will decide on the accuracy of the response to each question and tell the scorekeeper how to record it. If the reader wants a second opinion, the timer/judge will be consulted. The reader will then make a decision and the decision will be final.
14. A pencil, paper, and calculator will be made available to each team member for his/her use during the questioning period.
15. There will be a limit of 60 toss-up and bonus questions in the 15-minute preliminary rounds. There is no question limit during the semi-finals or the final rounds.
16. The winning team is the one with the most points at the end of the 15-minute round or at the end of the sixty-question limit.
17. When the bell rings indicating the round is over, neither a question nor an answer will be completed. An answer must have been given in its entirety BEFORE the bell. Nothing spoken after the bell will be accepted.
18. In case of a tied score at the end of the 15-minute round, a three-minute overtime round will be played. Total points earned during the three-minute tiebreaker will determine the winner.
19. Placement in the semi-final rounds will be based upon a team's win-loss record. The four teams with the most wins will be placed into the semi-final rounds.

20. If there are teams with an equal record of win-loss, a team's total points gained in all the rounds will be used to determine the placement.
21. The scorekeeper will record the running total points for each team on a board visible to all contestants and spectators. At the end of each round, the scorekeeper and reader will record the score on the competition score package. The reader will then turn the score sheet and question package for the round into the Academic Games "Control Center".
22. **CHALLENGES:** If a team wishes to challenge an answer or question, the challenge must be made immediately following the question, NOT at the end of the round. The reader will mark the challenged question and continue with the round. The reader should note the answer given and whether the opposing team was awarded five points for that question as well as the two points for the bonus question. Immediately following the round, the challenging team must find a source that will prove their answer is correct and show that proof to the reader and judge. All challenges should be reported and examined by the Academic Games Coordinators. Numerous reference books, textbooks, dictionaries, encyclopedias, and calculators will be available to students and coaches.
23. At the end of the round, the contestants are to leave the challenge area as quickly as possible so the next round can be set up.
24. If a team is not present at the time listed for the beginning of a match, the team will forfeit that game. If some of the members are present, they may choose to continue with the match, but late arriving teammates may not participate.

D. Evaluation

All coaches should complete and submit the evaluation form on the games. The host school will send a summary of the opinions and suggestions to all coaches.

E. Officials' Responsibilities

- a. **Reader:** It is the reader's responsibility to collect the question package from the "Control Center" prior to the round, and to read the question out to the participants during the 15-minute event. Before reading the question, the reader will state if it is a toss-up question for 5 points, or a bonus question for 2 points, and the category of the question. If the final answer given is incorrect, the reader will state the correct answer. The reader should mark beside each question a "T" for toss-up or a "B" for bonus.

**Challenges to the Reader:** If a team wishes to challenge an answer or question, the challenge must be made immediately following the question, NOT at the end of the round. The reader will mark the challenged question and continue with the round. The reader should also note whether the opposing team was awarded five points for that question as well as the two points for the bonus question. Immediately following the round, the challenging team must find a source that will prove their answer is correct and show that proof to the reader and judge. All challenges should be reported and examined by the Academic Games Coordinator. Numerous reference books, textbooks, dictionaries, encyclopedias, and calculators will be available to students and coaches.

- b. **Timer/Judge:** It is the timer's responsibility to set the timer for the 15-minute event. During the questioning period, students have 15 seconds to respond once they press their buzzer. The timer has a stopwatch to check on the 15 seconds. In addition to the timing responsibilities, the reader may ask the timer/judge for a second opinion on a response to an answer. The reader makes the final decision. The timer/judge also enters the names of the teams into the computer and makes sure there are note pads and pencils on the desks.

- c. **Scorekeeper:** It is the scorekeeper's responsibility to put the team names on the chalkboard and to keep accurate score during the 15-minute event. The reader will decide on the accuracy of the response to each question and tell the scorekeeper how to record it. The scorekeeper should keep a running total on the board but should NOT erase any points until the reader has recorded the scores. Toss-up questions are worth 5 points and bonus questions are worth 2 points. No points are deducted from the team that answers a question incorrectly. At the end of the competition, the scorekeeper and reader will record the score on the competition score sheet.
- d. **Math Challenge Supervisor:** During the Academic Games tournament, participants will have the option of taking part on an individual basis in the math challenge event. It is the math supervisor's responsibility to collect the question package from the Academic Games coordinator in the "Control Center". The supervisor will record the students' names, pass out the challenge paper, calculators, scratch pads, collect everything after the 15 minute time limit, grade the question, and then return the complete package to the Academic Games Coordinator.
- e. **Games Room Supervisor:** It is the responsibility of the Games Room Supervisor to be present when teams are between rounds. Students will be able to use various recreational areas during this time. The supervisor can check equipment out to students but should collect it before going off duty.

F. Unofficial Events

Listed below are unofficial events of the KSAA J.V. Academic Games competition, which may occur provided there is sufficient time and all participating schools have been informed in advance. However, the scoring of these events will not contribute towards the official score.

- a. **Spelling Bee Competition:** Each school is encouraged to enter its entire academic games team in this optional event. The competition is conducted as a single elimination tournament with participants competing until they miss a question.
- b. **Math Challenges:** Each school should encourage their students to enter this optional event. Students will compete as individuals and not as members of a team. The math challenges are held at numerous times throughout the tournament, with different questions at each event. The computation skill level is grade six, but the questions involve higher level thinking and are challenging. If there are students with the same final score, then a run-off takes place.
- c. If possible, the KSAA J.V. Academic Games should open and close with two Mystery Challenges that change every year. The Challenges should be fun and require a lot of interaction among the participants, yet be "academic" in nature. Teams should be made up of students drawn from all schools. These two events should encourage students to mix more from the different schools, and lessen the school rivalry.

SPELLING COMPETITION

1. Each school is encouraged to enter its entire academic games team in this event. Participants from all schools will gather in the designated site in an orderly fashion. The pronouncer will give the first contestant a word; if the contestant is successful, then he/she will remain where he/she is. If the contestant is unsuccessful, then he/she leaves the designated site and joins the audience.
2. Words shall be selected from the *1993 Words of the Champions* booklet.

3. Words shall be pronounced according to the diacritical markings in an unabridged dictionary. Webster's Third New International Dictionary of the English Language (copyright 1986) is a source.
4. After the pronouncer gives the contestant a word, the contestant will be encouraged to pronounce the word before spelling it and after spelling it. No contestant, however, will be disqualified for failing to pronounce a word. The pronouncer will decide on the time limit the contestant has before he/she must start to spell the given word.
5. The contestant may request the pronouncer to re pronounce the word, define it, or use it in a sentence. The contestant may ask for the language origin of a word. NO other information about the etymology or history of a word will be given. If the contestant has a specific root word in mind, the contestant may ask if the dictionary lists that word as the root of the word to be spelled. The pronouncer shall grant all such requests until the judges agree that the word has been made reasonably clear to the contestant. Judges may disqualify any contestant who ignores the request to start spelling.
6. Having started to spell a word, a contestant may stop and start over, retracing the spelling from the beginning, but in retracing, there can be no change of letters and their sequence from those first pronounced. If letters and sequence are changed in the respelling, the speller will be eliminated.
7. Upon missing the spelling of a word, the contestant immediately drops out of the test. The next word on the pronouncer's list is given to the next contestant.
8. When the contestants are reduced to two, the elimination procedure changes. At that point, when one contestant misspells a word, the other contestant shall be given an opportunity to spell that same word on the pronouncer's list. If the second contestant correctly spells the word AND the subsequent word from that list, then he/she shall be declared the champion.
9. If one of the last two spellers misses and the other speller corrects the error, but misspells the new word submitted to him/her, then the misspelled new word shall be referred to the first speller. If the first speller then succeeds in correcting the error and correctly spells the next word on the pronouncer's list then he/she shall be declared the champion.
10. If both spellers misspell the same word, both shall continue in the contest, and the one who first misspelled the word shall be given a new word to spell. The contest shall then continue under Rules 7 and 8.

Webster's Third New International Dictionary shall serve as the final source for the spellings of words in the competition. If more than one spelling is listed for a word, any of these spellings will be accepted as correct if the word appears in bold face type and if it either matches the pronunciation and definition provided by the pronouncer, or it is clearly identified as being a standard variant of the word that the contestant has been asked to spell. Bold face spelling used in other locations (such as North, Midland, South, British, Irish) having archaic, obsolete, or regional labels that are different from those at the main entry will not be accepted as correct.

Any questions relating to the spelling of a word should be referred to the judges immediately. The deadline for making a protest is before the contestant affected receives his/her word had he/she stayed in the contest. No protest will be entertained after that word has been given to another speller. When only two spellers remain, a protest must be made immediately, that is, before the second speller has started to spell the word given him/her, or if both have missed the same word before the correct spelling is given to the audience.

The pronouncer and judges are in complete control of the spelling competition. Their decision shall be final on all questions concerning the Spelling Bee.

**Awards:** There will be a first place banner for the Academic Bowl Competition winner.

# VARSDITY ACADEMIC GAMES

Varsity Academic Games will take place prior to the third weekend in October.

## Official Event

- The Academic Bowl competition is the only official scoring event off the competition. The host school will implement a league prior to the tournament.
- Host school is responsible for a mandatory workshop to train readers prior to the event
- The event must take place on a single day on a weekend
- If the tournament is set to last more than 3.5 hours, AD's must be made aware a week in advance that their respective schools need to bring food with them or that there will be food available at the school.

## Academic Bowl First Place Team

- a. Students compete in school teams of four students in a round robin event with 15 minute preliminary rounds and 25 minute final rounds.
- b. Teams earn one point per win in the round robin, two points for a win in the consolation round, two points for a win in the semi-finals, and three points per win in the finals.
- c. The overall winning Academic Bowl team is the winner of the Championship Round.

(See JV Academic Games for more details).

## Unofficial Events

Listed below are the unofficial events of the KSAA Varsity Academic Games competition, which may occur provided there is sufficient time, and all participating schools have been informed in advance. However, the scoring of these events will not contribute towards the official scoring of the Varsity Academic Games competition. Some events require individuals from one team to compete against individuals from other teams, but most events will require teamwork, group planning, and cooperation. If time permits, the Mystery Challenges (Mixed School Teams) will take place at the beginning and the end of the competition.

### 1. Academic Olympiad First Place Team

This category of competition requires more higher-level thinking than the Academic Bowl and will be referred to as the Academic Olympiad. The events in this competition take approximately 45 minutes to complete, and will be spaced throughout the tournament. There will be from three to five events, depending on the number of teams attending, and the time available. Students will work in pairs or as a team, depending on the event. A description of the events may be sent to participating schools prior to the tournament, and students from each team can sign up in advance for the events requiring only two team members to work together.

- a. Teams earn three points for 1st place, two points for 2nd place, and one point for 3rd place.
- b. Overall Academic Olympiad team determined by totaling team points earned in all the Academic Olympiad events.
- c. All team points earned throughout the Academic Olympiad go towards the team's total points for the Academic Games overall winner.

### 2. Individual Spelling Bee Winner

- b. Students earn three points for their team for first place, two points for second place, and one point for third place.

c. All team points earned during the Spelling Bee go towards the team's total points for the Academic Games overall winner.

### 3. Individual Math Challenge Winner

a. Students earn three points for their team for first place, two points for second place, and one point for third place.

c. All team points earned during the Math Challenge go towards the team's total points for the Academic Games overall winner.

The Math Challenge will be approximately 30 minutes in length and the level of questions should be suitable for students in grade ten and above. Questions will be non-routine and not geared to curriculum that follows grade ten. There will be more questions than a student can do in the given time in order for the score to reflect a student's speed as well as ability. As with the Spelling Bee, all students will participate in the Math Challenge at a given time. It will not be scheduled several times throughout the tournament. A 15 minute Math Challenge run-off will be scheduled in the case of a tie. Students should bring their own calculators.

### **Awards**

There will be a first place banner for the Academic Bowl Competition winner.

## **SPEECH & DEBATE**

KSAA Speech & Debate shall follow the format of the NSDA for all KSAA events. Please go to [www.speechanddebate.org](http://www.speechanddebate.org) to download the latest version of the NSDA guidelines.

# KSAA EVENT HOST HISTORY

	EVENT	TEAM	03/04	04/05	05/06	06/07	07/08	08/09	09/10
1	Fall Planning Mtg.	NA	ASK/AAG	ASK/AAG	AIS/ACA	AIS/AAG	AIS/AIS	ASK/AIS	BBS/AAG
2	Volleyball Coach Mtg.	ALL	NA	NA	NA	NA	AIS	AIS	BBS
3	Soccer Coach Mtg.	ALL	NA	NA	NA	NA	ACA	ACA/B	ASK
4	Basketball Coach Mtg.	ALL	NA	NA	NA	NA	ASK	UAS	ASK
5	A. Games Coach Mtg.	ALL	NA	NA	NA	NA	AAG	AAG	AAG
6	Track Coach Mtg.	ALL	NA	NA	NA	NA	UAS	AIS	AIS
7	Badminton Coach Mtg.	ALL	NA	NA	NA	NA	BBS	BBS	BBS
8	*Volleyball	VAR	ASK	ASK/UAS	ASK/UAS	ASK/UAS	ASK/UAS	BBS/UAS	BBS/UAS
9	*Volleyball	JV	ASK	ASK/UAS	ASK/UAS	ASK/UAS	ASK/UAS	BBS/UAS	BBS/UAS
10	Volleyball	VAR B	ACA	ACA	AIS	AIS	BBS	AIS	AIS
11	Volleyball	VAR G	BBS	ACA	ASK	UAS	ASK	BBS	BBS
12	Volleyball	JV B	AAG	BBS	ACA	BBS	BBS	AIS	AIS
13	Volleyball	JV G	AAG	BBS	ACA	ACA	UAS	UAS	BBS
14	Volleyball	U14 B	AAG	ACA	BBS	BBS	BBS	ACA/B	ACA/B
15	Volleyball	U14 G	AAG	ACA	ACA	ACA	ACA	ACA/G	ACA/G
16	Fall AD's Mtg.	NA	NA	NA	NA	AIS/ACA	AIS/AIS	ACA/B	ACA/G
17	Soccer	VAR B	UAS	UAS	UAS	UAS	ACA	BBS	UAS
18	Soccer	VAR G	AAG						
19	Soccer	JV B	UAS	UAS	UAS	UAS	BBS	ACA	ACA/B
20	Soccer	JV G	AAG						
21	Soccer	U14 B	ACA	ACA	ACA	ACA	ACA	ACA/B	ACA/B
22	Soccer	U14 G	AIS						
23	*Model UN	HS	AIS	ASK	ASK/AIS	ASK	AIS	ASK	ASK
24	Winter AD's Mtg.	NA	NA	NA	NA	AIS/ACA	AIS/AIS	BBS	AIS
25	*Basketball	VAR	ASK	ASK/UAS	ASK/UAS	ASK/UAS	ASK/UAS	ASK/UAS	ASK/UAS
26	*Basketball	JV	ASK	ASK/UAS	ASK/UAS	ASK/UAS	ASK/UAS	ASK/UAS	ASK/UAS
27	Basketball	JV B	ASK	AIS	ACA	BBS	ACA	BBS	BBS
28	Basketball	JV G	AIS	BBS	BBS	BBS	BBS	UAS	UAS
29	Basketball	VAR B	AIS	AIS	AIS	ACA	ACA	ASK	ASK
30	Basketball	VAR G	AIS	ACA	ASK	UAS	UAS	UAS	UAS
31	Basketball	U14 B	ACA	ACA	BBS	ACA	ACA	UAS	ACA/B
32	Basketball	U14 G	BBS	ACA	AAG	ACA	ACA	ACA/G	ACA/G
33	MSSF/ Basketball	NA	NA	NA	NA	AAG	AAG	AAG	AAG
34	MSSF/Soccer	NA	NA	NA	NA	AIS	AIS	ACA/B	ACA/B
35	MSSF/Volleyball	NA	NA	NA	NA	AIS	AIS	ACA/G	ACA/G
36	Academic Games	JV	AIS	AIS	ACA	AIS	AAG	AIS	AAG
37	Academic Games	VAR	AIS	AAG	AAG	AAG	AAG	AAG	AAG
38	Spring AD's Mtg.	NA	NA	NA	NA	AIS/ACA	AIS/AIS	AIS	UAS
39	*Track and Field	VAR	ASK	ASK	ASK	ASK	ASK	AIS	AIS
40	*Track and Field	JV	ASK	AIS	AIS	UAS	UAS	ASK	ASK
41	*Track and Field	U14	ACA	AAG	AAG	AAG	AAG	ACA/G	ACA/G
42	Badminton	VAR	BBS	AIS	AIS	BBS	ASK	BBS	BBS
43	Badminton	JV	BBS	AIS	BBS	BBS	BBS	ACA/B	ACA/B
44	Badminton	U14	NA	NA	NA	NA	AIS	AIS	AIS
45	Spring Meeting Mtg.	NA	ASK/AAG	ASK/AAG	AIS/ACA	AIS/AAG	AIS/AIS	ASK/AIS	BBS/AAG

# KSAA EVENT HOST HISTORY

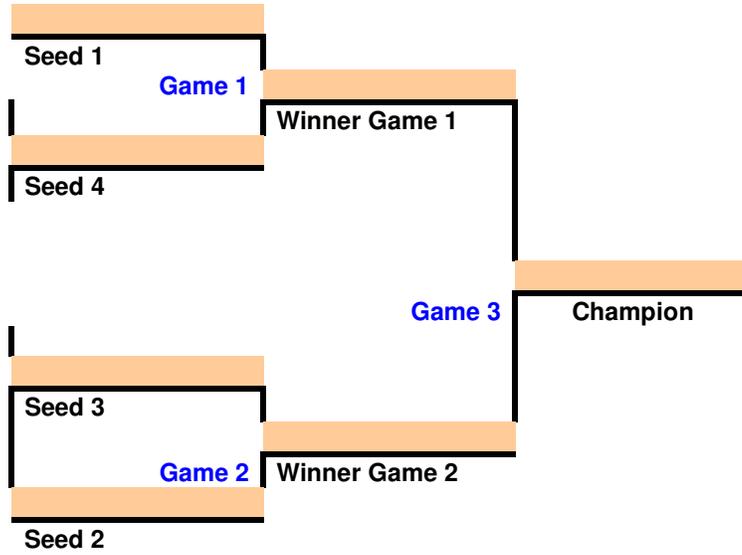
	EVENT	TEAM	10/11	14/15	15/16	16/17
1	Fall Planning Mtg.	NA	NA	ASK	BBS	BBS
2	Volleyball Coach Mtg.	ALL	BBS	-	-	-
3	Soccer Coach Mtg.	ALL	ASK	-	-	-
4	Basketball Coach Mtg.	ALL	ASK	-	-	-
5	A. Games Coach Mtg.	ALL	AAG	-	-	-
6	Track Coach Mtg.	ALL	AIS	UAS		-
7	Badminton Coach Mtg.	ALL	BBS	-	-	-
8	*Volleyball	VAR	BBS/UAS	-		-
9	*Volleyball	JV	BBS/UAS	-		-
10	Volleyball	VAR B	AIS	AIS		AIS
11	Volleyball	VAR G	BBS	AIS		AIS
12	Volleyball	JV B	AIS	AIS		ASK
13	Volleyball	JV G	BBS	AIS		ASK
14	Volleyball	U14 B	ACA/B	AIS		
15	Volleyball	U14 G	ACA/G	AIS		
16	Volleyball	U12 B				DBS
17	Volleyball	U12 G				BBS
18	Fall AD's Mtg.	NA	ACA/G	BBS		
19	Soccer	VAR B	UAS	ASK		UAS
20	Soccer	VAR G	AAG	AIS		AIS
21	Soccer	JV B	ACA/B	DBS		ACA
22	Soccer	JV G	AAG	ACAG		ACA
23	Soccer	U14 B	ACA/B	DBS		DBS
24	Soccer	U14 G	ACA/G	ACAG		DBS
25	Soccer	U12 B				ACA
26	Soccer	U12 G				DBS
27	*Model UN	HS	ASK	-		-
28	Winter AD's Mtg.	NA	AIS	ACAG		UAS
29	*Basketball	VAR	ASK/UAS	-		
30	*Basketball	JV	ASK/UAS	-		
31	Basketball	JV B	BBS	BBS		
32	Basketball	JV G	UAS	BBS		
33	Basketball	VAR B	ASK	BBS		
34	Basketball	VAR G	UAS	BBS		
35	Basketball	U14 B	ACA/B	BBS		
36	Basketball	U14 G	ACA/G	BBS		
37	Basketball	U12 B				
38	Basketball	U12 G				
39	Quiz	U14				DBS
40	Academic Games	JV	AAG	AAG	AAG	AAG
41	Academic Games	VAR	AAG	AAG	AAG	AAG
42	Spring AD's Mtg.	NA	UAS	-		ASK
43	*Track and Field	VAR	AIS	UAS		
44	*Track and Field	JV	ASK	UAS		
45	*Track and Field	U14	ACA/B	UAS		
46	Badminton	VAR	BBS	ASK	ASK	
47	Badminton	JV	ACA/B	ASK	ASK	
48	Badminton	U14	AIS	ASK	ASK	
49	Badminton	U12				
50	Spring Meeting Mtg.	NA	ASK/AIS	ASK	BBS	BBS

## KSAA EVENT HOST CREDITS

	EVENT	TEAM	HOST CREDITS
<b>1</b>	<b>*Volleyball</b>	<b>VARSDITY AND JV</b>	<b>2</b>
<b>2</b>	<b>Volleyball</b>	<b>VARSDITY BOYS</b>	<b>1</b>
<b>3</b>	<b>Volleyball</b>	<b>VARSDITY GIRLS</b>	<b>1</b>
<b>4</b>	<b>Volleyball</b>	<b>JV BOYS</b>	<b>1</b>
<b>5</b>	<b>Volleyball</b>	<b>JV GIRLS</b>	<b>1</b>
<b>6</b>	<b>Volleyball</b>	<b>U14 BOYS</b>	<b>1</b>
<b>7</b>	<b>Volleyball</b>	<b>U14 GIRLS</b>	<b>1</b>
<b>8</b>	<b>Soccer</b>	<b>VARSDITY BOYS</b>	<b>1</b>
<b>9</b>	<b>Soccer</b>	<b>VARSDITY GIRLS</b>	<b>1</b>
<b>10</b>	<b>Soccer</b>	<b>JV BOYS</b>	<b>1</b>
<b>11</b>	<b>Soccer</b>	<b>JV GIRLS</b>	<b>1</b>
<b>12</b>	<b>Soccer</b>	<b>U14 BOYS</b>	<b>1</b>
<b>13</b>	<b>Soccer</b>	<b>U14 GIRLS</b>	<b>1</b>
<b>14</b>	<b>*Basketball</b>	<b>VARSDITY AND JV</b>	<b>2</b>
<b>15</b>	<b>Basketball</b>	<b>VARSDITY BOYS</b>	<b>1</b>
<b>16</b>	<b>Basketball</b>	<b>VARSDITY GIRLS</b>	<b>1</b>
<b>17</b>	<b>Basketball</b>	<b>JV BOYS</b>	<b>1</b>
<b>18</b>	<b>Basketball</b>	<b>JV GIRLS</b>	<b>1</b>
<b>19</b>	<b>Basketball</b>	<b>U14 BOYS</b>	<b>1</b>
<b>20</b>	<b>Basketball</b>	<b>U14 GIRLS</b>	<b>1</b>
<b>21</b>	<b>Academic Games</b>	<b>VARSDITY</b>	<b>1</b>
<b>22</b>	<b>Academic Games</b>	<b>JV</b>	<b>1</b>
<b>23</b>	<b>*Track and Field</b>	<b>VARSDITY, JV, AND U14</b>	<b>3</b>
<b>24</b>	<b>Badminton</b>	<b>VAR</b>	<b>1</b>
<b>25</b>	<b>Badminton</b>	<b>JV</b>	<b>1</b>
<b>26</b>	<b>Badminton</b>	<b>U14</b>	<b>1</b>
			<b>36</b>

# Tournament Formats

## Single Elimination Chart – 4 Teams



## KSAA Volleyball Score Sheet

Team: \_\_\_\_\_

Set: 1      2      3 (circle one)

No. \_\_\_\_\_  
 No. \_\_\_\_\_  
 No. \_\_\_\_\_  
 No. \_\_\_\_\_  
 No. \_\_\_\_\_  
 No. \_\_\_\_\_


Time Outs	
1	2

Score	

1 2 3 4 5  
 6 7 8 9 10  
 11 12 13 14 15  
 16 17 18 19 20  
 21 22 23 24 25  
 26 27 28 29 30

Libero	

Team: \_\_\_\_\_

Set: 1      2      3 (circle one)

No. \_\_\_\_\_  
 No. \_\_\_\_\_  
 No. \_\_\_\_\_  
 No. \_\_\_\_\_  
 No. \_\_\_\_\_  
 No. \_\_\_\_\_


Time Outs	
1	2

Score	

1 2 3 4 5  
 6 7 8 9 10  
 11 12 13 14 15  
 16 17 18 19 20  
 21 22 23 24 25  
 26 27 28 29 30

Libero	

## KSAA EVENT ROSTER FORM

**School**

**Team**

**Coach**

	<b>Name</b>	<b>Birthday D/M/Y</b>	<b>Age</b>	<b>Un#</b>
<b>1</b>				
<b>2</b>				
<b>3</b>				
<b>4</b>				
<b>5</b>				
<b>6</b>				
<b>7</b>				
<b>8</b>				
<b>9</b>				
<b>10</b>				
<b>11</b>				
<b>12</b>				
<b>13</b>				
<b>14</b>				
<b>15</b>				
<b>16</b>				

## KSAA EVENT REPORT FORM

**Host School**

**Event**

**Date (s)**

**Event Director**

### RESULTS

	First	Second	Third	Fourth	Fifth	Sixth
Girls						
Boys						

**Problems or Concerns** (please use a separate page if necessary):

**Recommendations** (please use a separate page if necessary):

## **KSAA RED CARD NOTIFICATION FORM**

Should a KSAA coach or student, upon investigation according to KSAA guidelines receive a Red Card, the KSAA Convener will forward the KSAA Red Card Notification Form to the coach or student's Athletic/Activities Director and to the KSAA Chairman. The Athletic/Activities Director will provide the coach or student with official notification about the Red Card. Should differences of opinion or questions remain, KSAA AD's will meet as soon as possible to further discuss the incident in question. According to KSAA guidelines, students or coaches receiving a second Red Card during an academic year will be suspended for one calendar year, including the same activity the following year. Red Cards given for not wearing shin guards are not cumulative.

EVENT		EVENT DATE	
CONVENER		DATE SUBMITTED	

	Player or Coach Receiving Red Card	School	
1			
2			
3			
4			
5			

Describe briefly the circumstances surrounding the incident.

# **KSAA SOCCER REFEREE AND LINESMAN CONTRACT**

**Referee or Linesman** \_\_\_\_\_

**The undersigned referee or linesman agrees to fulfill the obligations of the above position. Responsibilities include but are not limited to the following:**

## **A. MANDATORY DRESS ATTIRE**

1. Solid black slacks or shorts
2. Solid black or white socks
3. Solid black or white sports shoes
4. KSAA referee shirt
5. Head gear not permitted

## **B. MANDATORY EQUIPEMNT**

1. Card holder containing red and yellow cards and score sheets
2. Whistle
3. Stopwatch
4. Coin for pre game toss
5. Keep current copy of rules where accessible at all times during the contest.

## **C. MANDATORY PRE GAME ROUTINE**

1. Arrive 15 minutes before game time.
2. Meet with other officials to clarify responsibilities.
3. Ensure parents and spectators are on the opposite side of field as the players.
4. Ensure that the players and coaches form a line and shake hands.
5. Discuss expectations of sportsmanship from players, coaches, parents and spectators.
6. Check shin guards, uniforms, balls , equipment and playing filed
7. Ensure that the game starts on time.

## **D. DURING THE GAME**

1. An official can be a teacher as well as a judge. Take time to explain calls instead of just asserting them.
2. Remember that the contest is under your control from start to finish, including time out, half time, etc.
3. Enforce rules without partiality.
4. Be confident and consistent in your calls.
5. Remember that you and your fellow officials are a team.
6. Be sure that all signals are clearly visible to the players, coaches and spectators, so that they immediately understand the call.
7. Any problems with coaches, players, or spectators should immediately be brought to the attention of the KSAA convener.
8. In case of injury inform the convener, who will ensure that the parents are contacted.

## **E. POST GAME RESPONSIBILITES:**

1. Secure the game ball.
2. Have the two opposing teams line up and shake hands at the end of the game. (If possible)
3. Provide the convener with all game reports.

Referees or Linesmen who are unable to attend a regularly scheduled match are expected to inform the convener ahead of time and to make arrangements for a substitute referee or linesman if possible. Referees or Linesmen who are not willing and able to maintain the minimum requirements should not expect to receive the full published compensation.

Referee or Linesman \_\_\_\_\_ Date \_\_\_\_\_

Convener \_\_\_\_\_ Date \_\_\_\_\_

# REIMBURSEMENT FORM

## Boy's League/Tournament

<b>Teams</b>	<b>Date</b>	<b>Ref. School</b>	<b>KD</b>
ASK vs UAS			
ASK vs ACA			
ASK vs BBS			
ASK vs AIS			
ASK vs DBS			
AIS vs ACA			
AIS vs BBS			
AIS vs UAS			
AIS vs DBS			
ACA vs BBS			
ACA vs UAS			
ACA vs DBS			
BBS vs UAS			
BBS vs DBS			
UAS vs DBS			
<b>League Total</b>			
Seed 2 vs 3			
Seed 1 vs 4			
Final			
<b>Tournament Total</b>			
		<b>Total</b>	

# REIMBURSEMENT FORM

## Girl's League/Tournament

Teams	Date	Ref. School	KD
ASK vs UAS			
ASK vs ACA			
ASK vs BBS			
ASK vs AIS			
ASK vs AAG			
ASK vs DBS			
AIS vs ACA			
AIS vs BBS			
AIS vs UAS			
AIS vs AAG			
AIS vs DBS			
ACA vs BBS			
ACA vs UAS			
ACA vs AAG			
ACA vs DBS			
BBS vs UAS			
BBS vs AAG			
BBS vs DBS			
AAG vs UAS			
AAG vs DBS			
UAS vs DBS			
<b>League Total</b>			
Seed 1 vs 4			
Seed 2 vs 3			
Final			
<b>Tournament Total</b>			
		<b>Total</b>	

## KSAA Referees Pay Scale

<b>Volleyball</b>	VG VB League	1 Referee	10 KD
	VG VB Tournament	2 Referee Up & 1 Referee Down	15KD
	VB VB League	1 Referee	10 KD
	VB VB Tournament	2 Referee Up & 1 Referee Down	15 KD
	JVG VB League	1 Referee	10 KD
	JVG VB Tournament	2 Referee Up & 1 Referee Down	15 KD
	JVB VB League	1 Referee	10 KD
	JVB VB Tournament	2 Referee Up & 1 Referee Down	15 KD
	U14 VB League	1 Referee	10 KD
	U14 VB Tournament	1 Referee	10 KD
	U12 VB League	1 Referee	5 KD
<b>Soccer</b>	VG Soccer League	3 Referee: 1 Official and 2 Linesman	KD20 KD for the Official 15 KD for each linesman
	VG Soccer Tournament	3 Referee: 1 Official and 2 Linesman	KD20 KD for the Official 15 KD for each linesman
	VB Soccer League	3 Referees: 1 Official and 2 Linesmen	KD20 KD for the Official 15 KD for each linesman
	VB Soccer Tournament	3 Referees: 1 Official and 2 Linesman	20 KD for the Official 10 KD for each linesman
	JVG Soccer League	1 Referee	KD20 KD for the Official
	JVG Soccer Tournament	1 Referee	KD20 KD for the Official
	JVB Soccer League	3 Referee: 1 Official and 2 Linesman	KD20 KD for the Official 15 KD for each linesman
	JVB Soccer Tournament	3 Referee: 1 Official and 2 Linesman	KD20 KD for the Official 15 KD for each linesman
	U14 Soccer League	1 Referee	KD20 KD for the Official
	U14 Soccer Tournament	1 Referee	KD20 KD for the Official
	U12B Soccer League	1 Referee	KD5 KD for the Official

<b>Basketball</b>	VG BB League	2 Referees	10 KD each ref
	VG BB Tournament	2 Referees	10 KD each ref
	VB BB League	2 Referees	10 KD each ref
	VB BB Tournament	2 Referees	10 KD each ref
	JVG BB League	2 Referees	10 KD each ref
	JVG BB Tournament	2 Referees	10 KD each ref
	JVB BB League	2 Referees	10 KD each ref
	JVB BB Tournament	2 Referees	10 KD each ref
	U14 BB League	1 Referee	10 KD each ref
	U14 BB Tournament	1 Referee	10 KD each ref
	U12 BB	1 Referee	5 KD each ref

# KUWAIT SCHOOLS ACTIVITIES ASSOCIATION

## Application for Membership

Name of school: \_\_\_\_\_

Address: \_\_\_\_\_

Phone : \_\_\_\_\_ Fax: \_\_\_\_\_

Name of Chief School Administrator: \_\_\_\_\_

Email: \_\_\_\_\_

Name of Athletic / Activities Director: \_\_\_\_\_

Email: \_\_\_\_\_

### Participation Capabilities:

1. Describe in detail (including the number of participants, facilities used, etc.) the recent inter-scholastic activities in which your school has participated.

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2. List those KSAA activities in which your school would like to participate.  
(Please indicate age group: Under 14, Junior Varsity, Varsity).

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### Hosting Capabilities:

1. Which KSAA activities could your school host using school-owned facilities?  
(Please describe these facilities in detail.)

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## **KSAA Facilities and Spectator Overview**

### **American Academy for Girls – AAG**

- 1 indoor gym (U14 only)
- 2 Outdoor Volleyball Courts (U14 Only)
- 3 Outdoor Basketball Courts (non-regulation)
- 4 Outdoor Soccer Pitch

*Spectator Policy* - When you travel to ASK, parents (and their children) and teachers may enter the campus. If a group of students would like to come support their team, they must arrive by school transport and be accompanied by a faculty member.

### **American Creative Academy (Girls Campus) – ACAG**

- 1 indoor gym (non-regulation) U14 VB and BB
- 1 outdoor U14 only basketball court
- 1 4-lane 25 meter pool
- 1 auditorium (small)
- 3 outside badminton courts (U14)

*Spectator Policy* - If a group of students would like to come support their team, they must arrive by school transport and be accompanied by a faculty member. No men are allowed on campus at any time. No men from families are allowed to view any ACA Sport Game.

### **American Creative Academy (Boys Campus) – ACAB**

- 1 11-side soccer pitch (can be split into 2 8-side soccer pitches)
- 1 full size regulation basketball court
- 4 badminton courts (used for friendlies) and low ceilings may cause the point to be re-played if hit.

*Spectator Policy* - The spectators' entrance is the same as for the athletes. ACA has a Non-smoking campus rule which will be enforced. Spectators must sit or observe from designated spectator area/s. All spectators must remain on the side opposite the player's benches. There will be an administrator present at all matches.

### **American International School Kuwait – AIS**

- 1 Outdoor Roof-Top Pitch (Artificial Surface) Non-Regulation; Can be used for 8 a-side football.
- 2 Indoor gyms-Main Gym/ES Gym (2 Regulation Volleyball Courts (Main Gym can be split into 2 courts with limited serving areas), 2-Basketball Courts, 5-Badminton Courts (Main Gym only)
- 1 Outdoor Court (Covered) Basketball/Volleyball
- 1 Full size auditorium with stadium seating, stage, lighting, audio

*Spectator Policy* - Supervised groups of students-from visiting schools-are welcomed, but must arrive to AIS by school transport and be accompanied by a visiting school staff member. The supervising staff-to-student ratio must be 5:1. Visiting students are also asked to follow the "Positive Manners" protocol for cheering.

### **American School Kuwait – ASK**

- 2 indoor regulation basketball/Volleyball courts (narrow sidelines)
- 1 indoor regulation volleyball court/non-regulation basketball court (U14 VB & Basketball Only)
- 10 regulation badminton courts (6 in the bubble, 4 in the auditorium)
- 1 8-side Soccer Pitch
- 1 6-lane 25 meter pool
- 1 Auditorium with stage, lighting, audio

*Spectator Policy* – When you travel to ASK, parents (and their children) and teachers may enter the campus. If a group of students would like to come support their team, they must arrive by school transport and be accompanied by a faculty member.

### **Bayan Bilingual School – BBS**

- 3 indoor regulation basketball courts
- 3 indoor regulation volleyball courts

10 regulation badminton courts  
1 renovated theater with stadium seating for forensics & debate and band & choir

*Spectator Policy* - When you travel to BBS please be aware that only parents (and their children) and teachers may enter the campus. If you wish to bring a large group of students from your school to support your school then this group must arrive on a school transport and be accompanied by your faculty. There should be a 5 to 1 student to teacher ratio.

**Dasman Bilingual School – DBS**

1 8-Side Football Pitch (JV)  
1 8-Side Football Pitch (U14)  
1 Volleyball Court (U14)  
1 Swimming Pool (Elementary Competitions)

*Spectator Policy* – Spectators may not be allowed on the field before or after the game. Only students of school organized and approved activities will be allowed on the field. Other groups allowed are at the discretion of campus and authorized personnel. Children under the age of 12 must be accompanied by an adult. State of Kuwait laws, MOE and school policies will be in effect concerning alcoholic beverages, any kind of tobacco, controlled substances, and distribution of any type of literature. Due to security concerns, backpacks and handbags may be searched.

**Universal American School – UAS**

1 indoor regulation basketball court (wooden floor)  
1 indoor regulation volleyball court (minimum ceiling height required by FIVB)  
2 volleyball courts are available (using the width of the main court – service line within 1 ft. of wall)  
5 regulation badminton courts: (5th court back lines are 1ft from wall)  
\*A 6th badminton court can be taped in our multi-purpose room  
1 indoor 4-lane 21.6 meter pool  
1 auditorium with stage and stadium seating  
2 outdoor basketball and volleyball courts

*Spectator policy* - When you travel to UAS, parents (and their children) and teachers may enter the school. If you have students who wish to attend, they must be accompanied by a teacher. (1-3 ratio) We do not encourage outside students to attend due to our limited spectator area. (Space becomes available when two visiting schools are competing in the KSAA tournament)

## **The Coaches Code of Ethics**

The function of a coach is to educate students through participation in interscholastic competition. An interscholastic program should be designed to enhance academic achievement and should never interfere with opportunities for academic success. Each student should be treated with the utmost respect, and his or her welfare should be considered in decisions by the coach at all times. Accordingly, the following guidelines for coaches have been adopted by the KSAA.

**The coach** shall be aware that he or she has a tremendous influence, for either good or ill, on the education of the student and, thus, shall never place the value of winning above the value of instilling the highest ideals of character.

**The coach** shall uphold the honor and dignity of the profession. In all personal contact with students, officials, athletic directors, school administrators, the KSAA, the media, and the public, the coach shall strive to set an example of the highest ethical and moral conduct.

**The coach** shall take an active role in the prevention of drug, alcohol and tobacco use.

**The coach** shall avoid the use of alcohol and tobacco products when in contact with players.

**The coach** shall promote the entire interscholastic program of the school and direct his or her program in harmony with the total school program.

**The coach** shall master the contest rules and shall teach them to his or her team members. The coach shall not seek an advantage by circumvention of the spirit or letter of the rules.

**The coach** shall exert his or her influence to enhance sportsmanship by spectators, both directly and by working closely with fans,, pep club sponsors, and administrators.

**The coach** shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against the officials. Public criticism of officials or players is unethical.

**The coach** should meet and exchange cordial greetings with the opposing coach to set the correct tone for the event before and after the contest.

**The coach** shall not exert pressure on faculty members to give student special consideration.

**KSAA HANDBOOK ADDENDUM  
2016-2017**

1. Membership review added (page 5).