

2017-2018

**2017 - 2018**

**South Puget Sound League**

**Handbook**

**SOUTH PUGET SOUND LEAGUE HIGH SCHOOL PRINCIPALS' ASSOCIATION**

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## SECTION I

### THE CONSTITUTION OF THE SOUTH PUGET SOUND LEAGUE

1. **NAME:**

The name of this organization shall be THE SOUTH PUGET SOUND LEAGUE.

2. **OBJECTIVES:**

The objectives of this organization shall be: to promote good fellowship and sportsmanship among the schools of the League; to carry out the League's policies as determined by the South Puget Sound League principal/athletic director.

3. **MEMBERSHIP:**

This association shall consist of the principals or designee of the senior high schools in the South Puget Sound League.

4. **VOTING:**

- a. In deciding matters involving senior high school problems, each senior high school shall be granted one (1) vote.
- b. All decisions shall be determined by a majority vote of qualified voters, provided a quorum of eligible voters is present.
- c. A quorum shall consist of qualified representatives from one half plus one of the schools in the League.
- d. Upon request of one school and approval of the majority of member schools, voting will be by secret ballot.

5. **OFFICERS:**

- a. Delegates to the West Central District shall be elected for a three (3) year term to coincide with WCD procedures.

6. **COMMITTEES:**

- a. If needed, ad hoc committees will be appointed by a majority vote of the SPSL Principals Association.

7. **MEETINGS:**

- a. Special meetings may be called by the President when necessary, provided SPSL High School Principal's Association members have been notified of the meeting and of the subject for consideration.

8. **AMENDMENTS:**

- a. This constitution may be amended by a two-thirds vote of all member schools.
- b. All proposed amendments must be presented at least one meeting before a vote may be taken on the amendment.

**9. PRACTICES:**

- a. Practices may be altered by a majority vote of qualified voters at any regular SPSL High School Principal's Association meeting or any special meeting provided previous notice of the contemplated change has been sent to each school of the League.

**10. STATEMENT OF PHILOSOPHY:**

The Principals' Association, recognizing the need for a common philosophy and mutual understanding between the Principal/athletic director and Principals Association establish these principles for the guidance of South Puget Sound League inter-school relations:

- a. The Principal/athletic director have the responsibility for establishing policies governing League activities such as Athletics (Boys & Girls) Program, Forensics, Music, and Leadership-Student Relations.
- b. The Principals' Association has the responsibility for administering the affairs of the League in accordance with established policies.
- c. A systematic procedure shall be established for the development of policies and practices.
- d. The Principals' Association shall produce a handbook segregating and defining League policies and practices.
- e. There shall be an Athletic Directors' Association. Each high school or district of the South Puget Sound League shall appoint one person to be its representative to the Athletic Directors' Association. Said Association shall have such responsibilities for the governing of athletic matters as delegated to them by the South Puget Sound League High School Principals' Association. The Athletic Directors' Association shall be responsible to the Principals' Association and make recommendations to the Principals' Association on athletic matters.
- f. The Athletic Directors Association shall be represented by president or designee at the regular principals' meetings. The purpose of such meetings will be to review practices and policies for athletics and approve or disapprove athletic director's recommendations.

**11. GENERAL POLICIES:**

- a. The Washington Interscholastic Activities Association Handbook shall supersede any policy or practice in this handbook in the event of any conflict; however, the League still has the prerogative of establishing restrictions more stringent than those of the Washington Interscholastic Activities Association.
- b. Policies pertaining to each recognized activity shall be incorporated in the handbook under the section heading of that activity.
- c. For purposes of interpretation, a League athletic activity shall be defined as one organized on a League-wide basis involving a League Division championship and recognized by WIAA when 50% or more of the League schools participate.

## SECTION II

### PRACTICES OF THE SOUTH PUGET SOUND LEAGUE

**1. DUES:**

The amount of the membership dues for League schools shall be determined by a majority vote of the schools.

**2. PASSES:**

- a. The League Secretary or Treasurer shall print and issue passes, each of which may entitle two people to attend an activity at which a member school is host (see f. below).
- b. Each high school principal shall receive 50 passes for their school personnel. Each district shall have 7 passes for each junior high in their service area, plus 5 for the Board, plus 4 for the Superintendent and 1 for the District Athletic Director.
- c. Additional requests for passes shall be approved by the South Puget Sound League Principals' Association at the beginning of each school year.
- d. The SPSL schools may honor each other's golden age senior citizen cards for free admission to SPSL athletic events both home and away if school is participating in event.
- e. Only the official SPSL Supervisory Pass will be accepted and only if in the possession of an adult (with the exception of d. above and #3 below).
- f. SPSL passes will be suspended for football and basketball league playoffs. An administrative pass list will be established for participating schools. The SPSL will accept WSCA and WSSAAA passes from coaches and administrators of non-participating schools for league playoffs.

**3. PERMANENT PASSES:**

- a. Those eligible for permanent passes will be the high school coaches, principals and athletic directors as well as district athletic directors and principal/athletic director that have served a minimum of ten (10) year in such a position in the South Puget Sound League and are no longer in a position warranting regular annual passes.
- b. All permanent Puget Sound League passes issued prior to the establishment of the South Puget Sound shall be honored at any South Puget Sound League Activity.
- c. League passes shall be distributed by the Principals' Association.
- d. Nominations for the honor of having a permanent pass are to be made by and granted by the South Puget Sound League Principals' Association.

**4. PASSES - CHEERLEADERS:**

Cheerleaders in uniform and band members will be admitted free to athletic contests in which their school is participating.

**5. ELIGIBILITY:**

- a. All participants in South Puget Sound League high school contests must be eligible under the Washington Interscholastic Activities Association rules.

**6. TICKETS AND ADMISSIONS:**

- a. Playing squads and managers shall be admitted to contests on coaches' authorization.
- b. Cheerleaders in uniform from the visiting school are admitted free.
- c. Prices for league contests shall be set by the Principals Association. The prices are as follows:

Sport	Adults Student w/o ASB	Sr & Jr High Students with ASB & Military ID	Elem Students  Sr Citizens 62+
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All Evening Events	\$6.00	\$4.00	\$2.00
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- d. The proceeds from student tickets sold in advance shall be remitted to the host school.
- e. Pre-sale adult tickets may be arranged between schools with the understanding that the host school receives full amount of the ticket.
- f. All events starting after 5:00 PM on week-days shall charge an entry fee. This includes all sub-varsity level events preceding varsity contests. Individual sport exceptions to be approved by the league.
- g. Individual schools have the ability to properly authorize a family pass and/or ticket for home contests only.
- h. Student spectators are not allowed to return to premises after leaving upon initial entrance.
- i. Electronic facsimiles of ASB cards will not be accepted by the league for discount or admission.

**7. STARTING TIMES FOR ATHLETIC EVENTS:**

Afternoon and evening athletic contests shall begin at the time designated in the individual sport guidelines in this handbook.

**8. GAME PROTESTS AND/OR APPEALS:**

Protest Procedures:

- a. Protests of an official's judgment will NOT be heard.
- b. Protest procedures for each sport as stated in the NFHS, WIAA or SPSL rulebook for the specific sport must be followed or protests will not be heard.
- c. Protests regarding playing conditions, facilities and/or equipment must be filed prior to the start of the contest. Game officials and the opposing coach must be notified at that time.
- d. The basis of protest must involve a misapplication or misinterpretation of a rule or a game condition, which may have an undue effect upon the outcome of the game or event.
- e. The facts and reasons for the violation report must be filed with the game officials at the time the incident in question has occurred. If violation involves eligibility of player, then see Exception on page 6.
- f. The protester must file a written request, which must include the facts and reasons for the protest, with his/her Athletic Director prior to 4:30 of the next day. The Athletic Director of the protesting school will in turn notify the Sport Commissioner of the sport who will notify the President of the South Puget Sound Athletic Directors and the athletic director of the school affected. The following action will be taken as expeditiously as possible and necessary:

1. The Chairperson of the South Puget Sound Athletic Directors shall assign a Protest Committee composed of three (3) Athletic Directors from schools not involved in the protest.
2. The Sport Commissioner of that sport shall be an ex-officio member at the protest meeting. The Protest Committee shall investigate and decide on the infraction or ruling and submit their decision in writing to the Athletic Directors' and the Principals' Association.
3. Should the decision of the Protest Committee be unsatisfactory to the school submitting the protest they may invoke the appeal procedures as outlined below:

**EXCEPTION:**

A violation report may be filed at a later date if the violation involves the eligibility of a participant as established in the WIAA handbook or SPSL rulebook for that specific sport.

Appeal Procedures:

- a. Appeals regarding the Committee's decision shall be submitted in writing to the President of the Principals' Association within 3 school days following the decision.
- b. There shall be an Appeals Committee assigned by the President composed of three (3) members of the Principals' Association. The three members shall not be from schools involved in the protest.
- c. The Sports Commissioner shall be an ex-officio member at the appeal meeting.
- d. The Appeals Committee shall investigate and decide on the infraction or ruling and submit their decision in writing to the Principals' Association. Their decision shall be final.

**9. SANCTIONS:**

Sanctions will be imposed on schools/teams only after extensive investigation by the Athletic Directors. If necessary, the procedure used in Rule 8 f 1, 2, 3 above can be utilized. Athletic Directors will consult the WIAA penalty chart when determining sanctions. Decisions of the Athletic Directors may be appealed to the Principals of the South Puget Sound League.

Violations other than athletic violations will be directed to the South Puget Sound League Principals for action.

Reporting of all violations must be made within five (5) school days of the infraction discovery.

- a. Reprimand: A written warning to the school notifying the Principal of the violation. The school is responsible for the internal resolution of the situation.
- b. Probation: A school or activity is placed on trial for a specified time. The League will review the matter at the end of the specified time and advise the school or activity of its status. As a condition of probationary status the SPSL may impose one or more of the following restrictions: forfeiture of game(s) or season; playoff entry denial.
- c. Suspension: All rights and privileges of that school or activity as the League Principals deem necessary. The League may suspend a school in a particular sport or activity or in all sports and activities.
- d. Expulsion: The school's membership in the South Puget Sound League is terminated.

Appeal Procedure: Refer to page 6.

\* The vote for suspension and expulsion must be two-thirds of all member schools.

**10. PLAYER/COACH GAME EJECTIONS:** (See WIAA rule)

**11. STUDENT/SPECTATOR CONDUCT:**

a. The schools of the South Puget Sound League prohibit car parades and bonfires.

\*Homecoming royalty may be presented in front of the home grandstand only before games or during half time.

b. Bands shall not perform at games away from home except by special invitation of the host school. Good sportsmanship by all is our goal. Bands can contribute to that goal by adhering to the following:

1. Bands are to play only during the time-outs, dead ball situations and between periods.
2. Bands are to promote good sportsmanship for players, spectators and officials and avoid inciting overt attitudes toward officials. Actions by band members to try and distract players while shooting a free throw is considered poor sportsmanship, as are instruments, including drums used as distracting noise makers.
3. Noisemakers are not allowed by spectators. Band instruments, including drums, are to be used for playing music and in conjunction with approved and organized cheers led by the cheer staff, not as noisemakers.
4. If amplifiers are used, they must be turned down to a level that announcers and cheerleaders can perform their responsibilities. Game management is authorized to control the volume.

c. Any correspondence among schools which pertains to student activities should be co-signed by the principal or designee.

d. The schools of the South Puget Sound League prohibit noisemakers, including but not limited to items such as: drums, horns, megaphones, radios, tape decks, thunder sticks and the discharge of confetti during all athletic contests.

1. Cheerleaders are allowed to use megaphones in an organized cheer.
2. Hanging signs, other than the official school banner, is up to each school's administration. If signs are allowed the following guidelines must be adhered to:
  - Must be positive in nature,
  - Do not mention the opponent,
  - Cannot be hand held
  - Not brought in by the opposing school
3. Appropriate crash through banners are allowed for home teams only. (Non-offensive messages only).
4. Band instruments may be used only as part of a total band.

e. Half time presentations must be discreet, non-offensive to the opposing school and approved by the principal of the host school. **Game starting time (prior to each half) may not be affected by home school presentation. See specific sport.**

f. Student tunnels will be allowed only by students in school uniforms (bands, cheerleaders, drill teams).



- g. Any team or student guilty of misconduct or unbecoming behavior may subject themselves and their school to possible League sanctions.
- h. Host schools are not to turn gym lights off and use a spot light for team introductions, nor shall spectators be allowed on the floor during introductions unless both teams are treated equitably.
- i. SPSL contests should be preceded by a “good sportsmanship” statement.
- j. Introductions are to be respectful for both teams involved.
- k. It is recommended that student spectators not be seated in the first row bleachers.
- l. No full face paint or body paint is allowable (face decals are acceptable). Shirts are required to be worn at all times.
- m. There will be no immediate rush onto the court or field following the end of competition by spectators.

**12. AWARDS:**

- a. A standard league trophy may be purchased by member schools for champion or co-champions of each division.
- b. Team trophies may be awarded at the invitational and sub-district events that involve South Puget League members and include four or more teams.
- c. Ribbons may be awarded at invitational, conference and sub-district meets or matches.
- d. Only SPSL schools are eligible for championship (trophies) in league activities. Non-member schools may compete in the League schedule against member schools, but they are ineligible for League championships or awards.
- e. The following certificates may be available to member schools through Jostens. Schools will be responsible for reproduction and expense of certificates.
  - 1st team SPSL.
  - Sportsmanship.
  - Academic/Scholar Athlete.
  - Coach of the Year.

**13. REGULATIONS FOR CONTROL AND ADDITION OF SPORTS ACTIVITIES:**

- a. Sports activities recognized by the Washington Interscholastic Activities Association will be considered for possible inclusion as South Puget Sound League authorized activities.
- b. South Puget Sound schools are members of the Washington Interscholastic Activities Association.
  - 1. All sports must conform to Washington Interscholastic Activities Association rule and regulations.
  - 2. The schools may participate in outside leagues as an independent school.
  - 3. When a majority of League schools participate in WIAA sanctioned sport, the sport shall become an authorized League activity. Individual schools shall join the League and conform to League schedules and regulations.

**14. AUTHORIZED SPORTS:**

Authorized South Puget Sound League Sports Include:

- |                   |     |                |     |
|-------------------|-----|----------------|-----|
| (1) Football      | O   | (8) Gymnastics | G   |
| (2) Cross Country | B/G | (9) Track      | B/G |
| (3) Volleyball    | G   | (10) Golf      | B/G |
| (4) Swimming      | B/G | (11) Baseball  | B   |

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(5)	Basketball	B/G	(12)	Tennis	B/G
(6)	Wrestling	B/G	(13)	Fastpitch	G
(7)	Soccer	B/G	(14)	Bowling	G

B=Boys      G=Girls      O=Open to both Boys and Girls

**15. DIVISIONAL ALIGNMENT:**

For sport specific league divisional alignment refer to [spsl.org](http://spsl.org).

**16. PROCESS TO REQUEST LEAGUE MEMBERSHIP:**

1. Written request to the SPSL Athletic Directors for membership consideration should occur by December 1<sup>st</sup> of the year requested for membership.
2. Athletic Directors may request an oral presentation by the school(s) seeking membership.
3. Recommendation by the Athletic Directors of the SPSL to the Principals of the SPSL to accept or deny membership.
4. Principals of the SPSL to vote to accept or deny membership into the league.
5. School seeking membership will be notified in writing of acceptance or denial. In the event of a denial, the school seeking membership will receive a brief explanation as to why their application was denied.
6. Once accepted to the league, a new school may be charged a one-time admission fee as determined by the league. Entrance fee will be \$500.00. The \$500 league entrance fee will be refunded through the fourth year of membership. Beyond the fourth year a member school leaving their division would be given their full share of the treasury.

**CRITERIA FOR SPSL MEMBERSHIP CONSIDERATION:**

1. School Enrollment
  - a. Current Enrollment
  - b. Future Enrollment Trends
2. Athletic Program Offerings
  - a. District Athletic Philosophy
  - b. Athletic Program Levels
  - c. School Grade Level Structure
3. District/Community Issues
  - a. Travel/Proximity
  - b. Rivalries/Community Connection
4. League Issues
  - a. Balance of Divisions
  - b. Scheduling Issues
  - c. Facility Issues
  - d. Post-season Allocations
  - e. Willingness to Accept Leadership Roles (i.e. sport commissioners, host sites)

\*\* See Addendum at back of handbook for SPSL Membership Application

**17. 4A SPSL RE-ALIGNMENT PROCESS AND PROTOCOLS:**

By September 30 of each reclassification cycle a listing of SPSL 4A re-alignment possibilities will be collected from the AD membership by the SPSL AD President.

At the October SPSL AD's meeting re-alignment possibilities will be distributed and each AD will be instructed to review the possibilities with building level Administrators and Coaches.

At the regular November SPSL AD's meeting Athletic Directors will review oral and written presentations from league school(s) regarding the pros and cons (see list below) of each alignment scenario. Discussion points will be taken back to each school by AD's for review with building level Administrators and Coaches.

At the regular December SPSL AD's meeting Athletic Directors will be asked to vote on the re-alignment scenario that they consider the best for the SPSL 4A.

Before January 15 the rank-order outcome of the December AD re-alignment vote will be forwarded to the SPSL Principals Association President for inclusion on the February meeting agenda of the SPSL Principals Association.

During the February meeting of the SPSL Principals Association the results of the SPSL AD's vote and recommendation for re-alignment will be distributed. A discussion of rationale, pros, and Cons will be facilitated and discussion points taken back to each school for review with District Level Administrators.

At the regular March meeting (or sooner) of the SPSL Principals Association school representatives will be asked to vote on the re-alignment scenario that they consider the best for the SPSL 4A. Each school will receive one vote and a representative from each school is expected to be present to cast the vote. A simple majority vote by SPSL Principals will determine the final league alignment for the next WIAA classification period.

SPSL Schools being affected by re-alignment will be notified *in writing* by the SPSL Principals Association President no later than the last day of March of a new classification year.

**Realignment Considerations:**

What is best for the SPSL?

Democratic Process

Division Balance

Allocations to SPSL/WCD

Scheduling Considerations

Rotation Plan

Potential or choice to Opt Up/Down

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- To utilize 2 or 3 Divisions
- Balance of the number of schools in each Division
- Geography
- Transportation Costs
- Freeway Access
- Mileage / Distances
- Instructional Time Loss
- Travel/Proximity
- Districts Held Together
  - Multiple HS districts
- Like Programs
  - Sport Offerings
  - District Athletic Philosophy
  - Athletic Program Levels
  - School Grade Level Structure
- Historical Placements
  - Seniority (Longevity in the SPSL)
  - Traditional Rivalries
- School Enrollment
  - Current Enrollment
  - Future Enrollment Trends
- Scheduling Issues
  - Facility Issues
  - Post-season Allocations
  - Willingness to Accept Leadership Roles (i.e. sport commissioners, host sites)

### SECTION III

#### PRACTICES OF THE SOUTH PUGET SOUND LEAGUE

##### ATHLETIC DIRECTORS' ASSOCIATION

**1. SCHEDULED CONTESTS:**

- a. South Puget Sound League contests established by schedule may not be changed by competing schools without authorization from the Principal and/or Athletic Director from the respective schools. Any changes due to extenuating circumstances must be reported to the Commissioner of that sport so he can make the rest of the League aware of the change. Extenuating circumstances include school program conflict, official's availability, facility conflict, bereavement and emergency school closure or weather cancellations. Contest cancellations due to emergency conditions will be determined by the school district policy of any school involved.
- b. New league schedules shall be presented to the athletic directors and developed on the following timeline:
  - Fall Schedules: Draft in December, Approved in January
  - Winter Schedules: Draft in March, Approved in April
  - Spring Schedules: Draft in May, Approved in June
- c. If a school cannot participate in an SPSL scheduled contest, the school forfeits the contest or contests that were missed. Any exceptions must be approved by the AD's.
- d. Teams participating in state final playoffs may request a schedule change for their first league game(s).
- e. The sport commissioner may determine date(s) for the rescheduled game.

**2. MAKE-UP GAMES:**

- a. All make-up games should be completed prior to the end of the regular League schedule.
- b. The Sports Commissioners will be empowered to schedule League contests after the season if unforeseen circumstances warrant this action.

**3. OFFICIALS:**

- a. Officials will be furnished to the South Puget Sound League from approved officials' associations.
- b. Exception to this rule can be found under individual sports.

**4. ADMINISTRATIVE SERVICES:**

- a. The Athletic Directors shall appoint a Commissioner for each sport to interpret League rules, settle ties, select playoffs sites and times as needed, and direct rescheduling of make-up games. Interpretations of the Commissioner shall not change or alter Handbook rules.
- b. Administration will provide supervision at all boys/girls home & away basketball and football games with rivalry games by mutual agreement.

c. 2017-2018 Sports Assignments are as follows:

<u>Sport</u>	<u>Commissioner(s)</u>
Baseball	Peter Collins
Basketball	Tim Thomsen
Bowling	Bryan Streleski
Cheer/Dance	Jesse Kase
Cross Country	Kelly Kirk
Fastpitch	Jeff Baines
Football	Ed Ploof
Gymnastics	Jesse Kase
Soccer, B.	Rick Wells
Soccer, G.	Rick Wells
Swimming	Jeff Carpenter
Tennis	Thom Duncanson
Track & Field	Mike Anchors
Volleyball	Jeff Baines
Wrestling	Jim Meyerhoff
Awards	Jesse Kase
Technology	Bryan Streleski

- d. The Commissioner, or designee for each sport, is to be in attendance or available by phone at all League playoffs and tournaments involving the sport for which they are responsible. A participating coach may be a Meet Manager but may not be the designee. The designee may not be a participating coach in the relevant activity.
- e. Commissioners will send a league schedule to their respective officials' association assigning secretary.
- f. The officer of the League ADs Association shall be a President. The President shall be a SPSL AD. They shall perform the customary duties of his/her office. The President shall be elected at the last regular meeting in the spring for a term of two (2) years beginning August 1, following the election. In the event this person is no longer a SPSL AD there shall be an election for this position in addition to the other officers. To be eligible for office the presidential candidate must have been a member of the League for at least one year.
- g. The league athletic directors shall annually review and approve a stipend payment for the following league administrative positions (refer to annual budget form for stipend amounts):
- League President
  - League Treasurer
  - League Secretary
  - League Administrators (optional)

**5. COACHES MEETING:**

- a. Athletic Director Sport Commissioners must meet annually (before first contest) with head coaches for that sport and review SPSL handbook practices and policies.
- b. Post-season meetings will be arranged by the sport commissioner.
- c. Head coaches will be expected to attend all scheduled SPSL coaches' meetings and be cognizant of WIAA rules, SPSL rules, regulations, and practices, specific guidelines for their sport, and the current rules for their respective sport.

**6. VIDEOTAPING:**

The South Puget Sound League will follow the rules of filming/videotaping/drones as outlined in Washington Interscholastic Athletic Association Handbook.

**7. SPORTS RULES AND REGULATIONS:**

- a. The Athletic Directors shall administer, review and recommend changes in all sports rules and regulations.
- b. The Athletic Directors shall consider recommendations for change in a particular sport as presented by the majority of head coaches in that activity.

**8. EMERGENCY SERVICES:**

Each school shall be responsible for adequate first aid emergency procedures for visiting teams.

**9. NEWS MEDIA:**

The South Puget Sound League shall not release to the press names of students suspended from athletics for disciplinary purposes.

**10. PRACTICES:**

Individual districts are responsible to set their own practice days.

**11. SPSL SPORTSMANSHIP CODE:**

- Show pride, class, spirit, and respect.
- Display modesty in victory and graciousness in defeat.
- Please enjoy the game and promote good sportsmanship.
- In the South Puget Sound League, everyone is a winner.

**12. SPSL ATHLETIC CODE:**

The SPSL code of conduct is intended to secure the educational benefits of personal growth and physical awareness inherent by participating in our athletic programs. Member schools agree that participants are expected to display appropriate behaviors at all times throughout the year. This philosophy endorses all existing WIAA, RCW's or member school regulations. Note: The SPSL supports a calendar-year system of appropriate behavior.

**13. RADIO/TELEVISION RIGHTS:**

In general, radio or TV stations must meet with the approval of the SPSL Athletic Directors and Principals prior to the start of a particular sports season.

- a. Radio: that the SPSL permit and encourage live or delayed radio broadcasts with the approval of the home school.
- b. Television: that TV broadcast rights to SPSL games or activities receive prior approval of the SPSL Athletic Directors and Principals of the participating schools. Live telecasts must be at the regularly scheduled time of SPSL games.
- c. Media coverage of SPSL events should be arranged in a timely manner and reflect gender equity.
- d. Broadcast fees shall be established by individual districts as per site-based requirements.

**14. LEADERSHIP AND STUDENT CONNECTIONS:**

Each division may create a student leadership structure for the purpose of connecting students to the common issues of leadership, sportsmanship and/or athletics.

**15. CONCESSION SALES:**

Sales of any items by visiting schools must be approved by the contest/game manager a minimum 24 hours in advance.



## SECTION IV

### POST SEASON TOURNAMENTS/PLAYOFFS AND REVENUE SHARING

#### **1. CRITERIA FOR DETERMINING LEAGUE CHAMPIONSHIPS, SETTling TIES FOR PLAYOFF BERTHS IN THE SPSL:**

a. League championship determination:

The overall league record determines The South Puget Sound League championship unless individual sport guidelines outline an alternate format.  
Ties for the league championship are broken by head-to-head competition. If head-to-head competition does not break the tie, teams will be declared co-champions.

b. Definition of a tie:

A tie occurs when one two are more teams have the identical league record and no head-to-head advantage exists among the teams tied.

Examples:

Teams A and B are both 7-1 but team A beat team B. This IS NOT a tie. Team A would be the league champion and/or the higher seed.

If teams A and B are both 15-1 and split 2 games during the regular season, this is a true tie and the appropriate SPSL tiebreaking criteria would be applied to break the tie.

If teams A, B, and C have identical league records and are all 2-2 among themselves, this is a tie. If Team A is 3-1, Team B is 2-2 and Team C is 1-3, this IS NOT a tie. Team A is the top seed, Team B is the next seed, and Team C is the last seed. Teams may be eliminated by this formula. Team A would also be the league champion if all three of these teams had the best overall record.

c. Sport specific tie breaking criteria:

Individual sports may have unique tie breaking criteria that supercedes general SPSL tiebreaking criteria.

d. General SPSL tiebreaking criteria:

1. League record
2. Head-to-head competition
3. Power point tiebreaking system (see below)

4. Playoff at a neutral site in the event criteria 1-3 do not break the tie and the tie would eliminate one or more teams from post season play; a WCD bye, double elimination round, or the opportunity to host a WCD game. If none of the above pertains, a coin flip will determine the seeding. (See below for playoff formats)

Power Point Tie Breaking – Criteria #3

❖ Power Point Tie Breaking (How teams did according to divisional standings)

❖ For Example: Nine Team Division

- 1<sup>st</sup> Place = 9 points
  - 2<sup>nd</sup> Place = 8 points
  - 3<sup>rd</sup> Place = 7 points
  - 4<sup>th</sup> Place = 6 points
  - 5<sup>th</sup> Place = 5 points
  - 6<sup>th</sup> Place = 4 points
  - 7<sup>th</sup> Place = 3 points
  - 8<sup>th</sup> Place = 2 points
  - 9<sup>th</sup> Place = 1 point
- If two or more teams are tied for a place, add points together and divide by the number of tied teams
  - Teams earn the point values of the teams they defeat
  - Higher point total receives the higher seed or higher advantage
  - If still tied, flip a coin to determine seeds into the playoffs unless individual sport rules have specific tiebreaker language.

Playoff formats (Criteria #4)

- Three Way ties (apply tie breaking criteria a, b, c above)
  - I. One place available
    - 1. “A” vs. “B” – loser out
    - 2. Winner of 1 plays “C” for seed
  - II. Two places available
    - 1. “A” vs. “B” – Winner In/Highest Seed
    - 2. Loser of 1 plays “C” for remaining seed
  - III. Three places available
    - 1. “A” vs. “B” – loser gets lowest seed
    - 2. Apply tie breaking rules above – if still tied play game – Winner of 1 vs. “C” for the remaining two seeds
- Four way ties – use standard bracketing
- Five way ties – pigtail into standard four team bracket
- Six way ties – two pigtails into a standard four team bracket.

2. **FINANCING LEAGUE PLAYOFFS AND TOURNAMENTS:**

Schools hosting League Tournaments/Playoffs shall send a financial statement to the League Treasurer. The Athletic Directors Association shall regularly offer a full financial report of all activities to the Principals Association. Expenses incurred should be paid from gate receipts and/or entry fees whenever possible. All expenditures (including officials) must be paid by check. Any deficit will be paid by the Principals’ Association. All profits are remitted to the Principals’ Association.

**3. DISTRIBUTION OF PLAYOFF AND TOURNAMENT PROFITS:**

- a. It is SPSL policy that all playoff and tournament profits will be returned to the SPSL Principals' Association.
- b. The SPSL Principals' Association may decide to distribute excess profit between all SPSL schools at the end of each school year.
- c. If necessary, schools will be assessed to supplement the SPSL principals' treasury.

**4. PLAYOFF DRAWS:**

Whenever there is a need to flip a coin to determine tournament draws the commissioner for that sport will notify the athletic directors of the teams involved so that they can send a representative or be present for the coin flip if they so desire.

**GENERAL PLAYOFF INSTRUCTION FOR  
GAME, MEET OR TOURNAMENT MANAGERS**

**1. TOURNAMENT WORKERS:**

Attached are guidelines and pay rules for management personnel that may be needed. It may be necessary to vary, because of special circumstances, but it is hoped that costs can be kept to a minimum and rates adhered to wherever possible by the game managers.

**2. PUBLICITY:**

No money will be budgeted for publicity. The manager is responsible for getting advance and other information to the news media. He/she should also be sure that the results of the tournament will be publicized if no members of the press cover the event. The manager is responsible for reserving a press section, if possible, close to the scorer's table.

**3. OFFICIAL SCOREKEEPER:**

The official scorekeeper shall be appointed by the tournament manager. It shall be his/her responsibility to keep the official records for both teams. His/her records are official.

**4. P.A. ANNOUNCER/INTRODUCTIONS:**

Care should be taken in the selection of the P.A. announcer. He/she should be a responsible person who can set the tone for the game, meet or match. The P.A. announcer should introduce the participants and their coaches, if appropriate, before each event. He/she should then announce the event in the normal manner, announcing starting line-ups, line-up changes, etc. Avoid announcements not pertaining to the program unless officially approved by the manager. The P.A. announcer should have excellent knowledge of the athletic event.

**5. PARKING AND CONCESSIONS:**

These two items are left up to the tournament manager at local option. He/she may charge for parking but CANNOT LIST ANY EXPENSES for same. The same would be true of concessions. The host for the event assumes all expenses and takes all profits. Managers are urged to set reasonable charges for parking and concessions. Free parking should be provided for participants, officials, SPSL representatives, press and other tournament workers as deemed necessary.

**6. PROGRAMS:**

These should be provided, if feasible, and the profits may be kept by host school.

**7. TROPHIES & RIBBONS:**

Order the necessary trophies and ribbons.

**8. POLICE/SECURITY ASSISTANCE:**

Tournament managers should work with local police in their respective areas. Anticipate possible needs in the following areas.

- a. Crowd control inside facility.
- b. Parking.
- c. Traffic flow prior to and after the event.
- d. Crowd control outside the facility, especially.

**9. MEDICAL AID:**

The tournament manager shall arrange for emergency services and AED to be present or on call for all sessions.

**10. SPECIAL PROBLEMS:**

The manager is empowered to make any decisions and judgments deemed necessary that are not specifically covered in these instructions. He/she should confer with SPSL officials, if present, on any unusual problems that might occur.

**11. ADVANCE INFORMATION TO SCHOOLS:**

Each tournament manager is responsible to send instruction bulletins to participating schools and coaches. The bulletins should cover items included in this guideline and items peculiar to the particular tournament.

**CHECK LIST FOR GAME, MEET OR TOURNAMENT MANAGERS**

- \_\_\_\_\_ 1. Send out advance information bulletins to participating school and coaches.
- \_\_\_\_\_ 2. Make arrangements for tickets/ticket prices/signs.
- \_\_\_\_\_ 3. Arrange for ticket sellers, ticket takers, guards and police.
- \_\_\_\_\_ 4. Arrange for press passes for those media actually covering the event.
- \_\_\_\_\_ 5. Keep local press informed-report results.
- \_\_\_\_\_ 6. Arrange for school supervisory passes.
- \_\_\_\_\_ 7. Make arrangements for concessions, if applicable.
- \_\_\_\_\_ 8. Make arrangements for parking and traffic control.
- \_\_\_\_\_ 9. Reserve parking for teams.
- \_\_\_\_\_ 10. Arrange for emergency services and AED to be present or on call.
- \_\_\_\_\_ 11. Access to telephone in case of emergency.
- \_\_\_\_\_ 12. Arrange for P.A. system and announcer. Have ceremony to introduce all participants and coaches.
- \_\_\_\_\_ 13. Provide for official scorekeeper.
- \_\_\_\_\_ 14. Pay all event expenses.
- \_\_\_\_\_ 15. Complete Tournament Expense Forms and return to SPSL Treasurer.
- \_\_\_\_\_ 16. Arrange for officials necessary for the game, meet or match.
- \_\_\_\_\_ 17. Arrange for ordering and purchase of awards and equipment for the event when appropriate.
- \_\_\_\_\_ 18. Arrange for the presentation of awards when appropriate.

**SPSL BASEBALL/SOFTBALL PLAYOFFS**

\_\_\_\_\_ VS \_\_\_\_\_

AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults	\$7.00
Students/Military ID	\$4.00 w/ASB
Elementary	\$2.00
Senior Citizens	\$2.00

TOTAL INCOME \_\_\_\_\_

<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>	<u>Actual</u>
1. Tournament Manager	\$100 per tournament	_____
2. Game Manager	<u>\$24 per hour</u>	_____
3. Umpires	<u>Established Fee</u>	_____
4. Ticket Taker	<u>\$12 per hour</u>	_____
5. Ticket Seller	<u>\$12 per hour</u>	_____
6. Security	<u>As Required</u>	_____
7. Scorer	<u>\$12 per hour</u>	_____
8. Announcer	<u>\$12 per hour</u>	_____
9. Crowd Control	<u>As Required</u>	_____
10. Custodial	<u>As Required</u>	_____
11. School District Charges	<u>District Policy</u>	_____
12. Balls	<u>1 dozen per game</u>	_____

TOTAL EXPENSES \_\_\_\_\_

NET \_\_\_\_\_

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.

Any deficit will be paid by the SPSL Principals' Association.

These are recommended fees only. The tournament manager may make adjustments as required.

**SPSL BOYS/GIRLS BASKETBALL PLAYOFFS**

\_\_\_\_\_ VS \_\_\_\_\_

AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults \$7.00  
Students/Military ID \$4.00 w/ASB  
Elementary \$2.00  
Senior Citizens \$2.00

TOTAL INCOME: \_\_\_\_\_

<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>	<u>Actual</u>
1. Tournament Manager	\$150 per tournament	_____
2. Game Manager	<u>\$24 per hour</u>	_____
3. Officials	<u>Established Fee</u>	_____
4. Ticket Taker	<u>\$12 per hour</u>	_____
5. Ticket Seller	<u>\$12 per hour</u>	_____
6. Security	<u>As Required</u>	_____
7. Timers	<u>\$12 per hour</u>	_____
8. Announcer	<u>\$12 per hour</u>	_____
9. Crowd Control (supervision)	<u>As Required</u>	_____
10. Custodial	<u>As Required</u>	_____
11. Custodial	<u>District Policy</u>	_____
12. Rental Charges	<u>District Policy</u>	_____
13. Medical Services	<u>As Required</u>	_____
TOTAL EXPENSES		_____

NET \_\_\_\_\_

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.

Any deficit will be paid by the SPSL Principals' Association.

These are recommended fees only. The tournament manager may make adjustments as required.

**SPSL GIRLS BOWLING**

\_\_\_\_\_ VS \_\_\_\_\_

AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults No Charge

Students No Charge

Elementary/Seniors No Charge

TOTAL INCOME \_\_\_\_\_

EXPENSES: (Per Person)                      Recommended                      Actual

1. Tournament Manager                      \$100 per tournament                      \_\_\_\_\_

2. Game Manager                      \$ 24 per hour                      \_\_\_\_\_

3. Scorer                      \$ 12 per hour                      \_\_\_\_\_

4. Crowd Control (supervision)                      As Required                      \_\_\_\_\_

5. Security                      As Required                      \_\_\_\_\_

6. Rental Charges                      \_\_\_\_\_

TOTAL EXPENSES                      \_\_\_\_\_

NET                      \_\_\_\_\_

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.

Any deficit will be paid by the SPSL Principals' Association.

These are recommended fees only. The tournament manager may make adjustments as required



**SPSL CROSS COUNTRY**

\_\_\_\_\_ VS \_\_\_\_\_

AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults No Charge

Students No Charge

Elementary/Seniors No Charge

TOTAL INCOME \_\_\_\_\_

EXPENSES: (Per Person)                      Recommended                      Actual

1. Tournament Manager                      \$100 per tournament                      \_\_\_\_\_

2. Meet Director                      \$75 per tournament                      \_\_\_\_\_

3. Head Scorer                      \$50 per tournament                      \_\_\_\_\_

4. Asst. Scorer                      \$25 per tournament                      \_\_\_\_\_

5. Head Timer                      \$50 per tournament                      \_\_\_\_\_

6. Asst. Timer                      \$25 per tournament                      \_\_\_\_\_

7. Starter                      \$25 per tournament                      \_\_\_\_\_

8. Awards/Supplies                      \$250 per tournament                      \_\_\_\_\_

9. Rental Fees                      As Approved                      \_\_\_\_\_

TOTAL EXPENSES                      \_\_\_\_\_

NET                      \_\_\_\_\_

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.

Any deficit will be paid by the SPSL Principals' Association.

These are recommended fees only. The tournament manager may make adjustments as required.

**SPSL FOOTBALL PLAYOFFS**

\_\_\_\_\_ VS \_\_\_\_\_  
AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults \$7.00  
Students/Military ID \$4.00 w/ASB  
Elementary \$2.00  
Senior Citizens \$2.00

TOTAL INCOME \_\_\_\_\_

<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>	<u>Actual</u>
1. Tournament Manager	<u>\$150 per Game</u>	_____
2. Game Manager	<u>\$24 per hour</u>	_____
3. Officials	<u>Established Fee</u>	_____
4. Ticket Taker	<u>\$12 per hour</u>	_____
5. Ticket Seller	<u>\$12 per hour</u>	_____
6. Police	<u>As Required</u>	_____
7. Timer	<u>\$12 per hour</u>	_____
8. Scorer	<u>\$12 per hour</u>	_____
9. Announcer	<u>\$12 per hour</u>	_____
10. Clerical	<u>\$12 per hour</u>	_____
11. Crowd Control/Supr	<u>\$12 per hour</u>	_____
12. Custodial	<u>As Required</u>	_____
13. School Dist. Charges	<u>District Policy</u>	_____
14. Yardage Chair/Down Box Crew	<u>\$12 per hour</u>	_____
15. Medical Services	<u>As Required</u>	_____
<u>TOTAL EXPENSES</u>		_____
<u>NET</u>		_____

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.

Any deficit will be paid by the SPSL Principals' Association.

These are recommended fees only. The tournament manager may make adjustments as required.

**SPSL GOLF**

\_\_\_\_\_ VS \_\_\_\_\_

AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults No Charge

Students No Charge

Elementary/Seniors No Charge

TOTAL INCOME \_\_\_\_\_

<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>	<u>Actual</u>
1. Tournament Director	<u>\$120 per tournament</u>	_____
2. Tournament Manager	<u>\$24 per hour</u>	_____
3. Starters	<u>\$12 per hour</u>	_____
4. Rules Officials	<u>\$12 per hour</u>	_____
5. Attesters	<u>\$12 per hour</u>	_____
6. Scoreboard	<u>\$12 per hour</u>	_____
7. Clerical	<u>\$12 per hour</u>	_____
8. Awards/Supplies	<u>\$150 per tournament</u>	_____
9. Green Fees	As per course requirements	_____
TOTAL EXPENSES		_____
NET		_____

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.  
Any deficit will be paid by the SPSL Principal's Association.

These are recommended fees only. The tournament manager may make adjustments as required

**SPSL GYMNASTICS TOURNAMENT**

\_\_\_\_\_ VS \_\_\_\_\_  
AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)  
Adults \$7.00  
Students/Military ID \$4.00 w/ASB  
Elementary \$2.00  
Senior Citizens \$2.00

TOTAL INCOME \_\_\_\_\_

<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>	<u>Actual</u>
1. Tournament Manager	<u>\$150 per tournament</u>	_____
2. Meet Manager	<u>\$24 per hour</u>	_____
3. Officials	<u>Established Fee</u>	_____
4. Ticket Taker	<u>\$12 per hour</u>	_____
5. Ticket Seller	<u>\$12 per hour</u>	_____
6. Security	<u>As Required</u>	_____
7. Timer (statistician)	<u>\$12 per hour</u>	_____
8. Scorer	<u>\$12 per hour</u>	_____
9. Announcer	<u>\$12 per hour</u>	_____
10. Tickets/Clerical	<u>\$12 per hour</u>	_____
11. Crowd Control/Supr	<u>\$12 per hour</u>	_____
12. Custodial	<u>As Required</u>	_____
13. School Dist. Charges	<u>District Policy</u>	_____
14. Awards & misc.	<u>\$75</u>	_____

TOTAL EXPENSES \_\_\_\_\_

NET \_\_\_\_\_

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.  
Any deficit will be paid by the SPSL Principals' Association.  
These are recommended fees only. The tournament manager may make adjustments as required.

**SPSL BOYS/GIRLS SOCCER PLAYOFFS**

\_\_\_\_\_ VS \_\_\_\_\_

AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults	\$7.00
Students/Military ID	\$4.00 w/ASB
Elementary	\$2.00
Senior Citizens	\$2.00

TOTAL INCOME \_\_\_\_\_

<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>	<u>Actual</u>
1. Tournament Manager	<u>\$75 per tournament</u>	_____
2. Game Manager	<u>\$24 per hour</u>	_____
3. Officials	<u>Established Fee</u>	_____
4. Ticket Taker	<u>\$12 per hour</u>	_____
5. Ticket Seller	<u>\$12 per hour</u>	_____
6. Police	<u>As Required</u>	_____
7. Timer, Scorer, Announcer	<u>\$12 per hour</u>	_____
8. Tickets/Clerical	<u>\$12 per hour</u>	_____
9. Crowd Control (supervision)	<u>\$12 per hour</u>	_____
10. Custodial	<u>As Required</u>	_____
11. School Dist. Charges	<u>District Policy</u>	_____

TOTAL EXPENSES \_\_\_\_\_

NET \_\_\_\_\_

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.

Any deficit will be paid by the SPSL Principals' Association.

These are recommended fees only. The tournament manager may make adjustments as required.

**SPSL CHAMPIONSHIP SWIMMING MEET**

\_\_\_\_\_ VS \_\_\_\_\_

AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults	\$7.00
Students/Military ID	\$4.00 w/ASB
Elementary	\$2.00
Senior Citizens	\$2.00

TOTAL INCOME \_\_\_\_\_

<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>	<u>Actual</u>
1. Tournament Manager	<u>\$120 per tournament</u>	_____
2. Meet Manager	<u>\$24 per hour</u>	_____
3. Announcer	<u>\$12 per hour</u>	_____
4. Meet Referee/Starter	<u>\$12 per hour</u>	_____
5. Computer Operator	<u>\$12 per hour</u>	_____
6. Head Scorer/Clerical	<u>\$12 per hour</u>	_____
7. Timers (6)	<u>\$12 per hour</u>	_____
8. Diving Referee	<u>\$12 per hour</u>	_____
9. Pool Rental	<u>As Required</u>	_____
10. Awards	<u>\$100</u>	_____
11. Custodial	<u>As Required</u>	_____
12. Ticket Seller/Taker	<u>\$12 per hour</u>	_____

TOTAL EXPENSES \_\_\_\_\_

NET \_\_\_\_\_

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.

Any deficit will be paid by the SPSL Principals' Association.

These are recommended fees only. The tournament manager may make adjustments as required.

**SPSL TENNIS TOURNAMENT**

\_\_\_\_\_ VS \_\_\_\_\_

AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults	No Charge
Students	No Charge
Elementary	No Charge
Senior Citizens	No Charge

TOTAL INCOME \_\_\_\_\_

<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>	<u>Actual</u>
-------------------------------	--------------------	---------------

1. Tournament Manager	<u>\$120 per tournament</u>	_____
-----------------------	-----------------------------	-------

2. Meet Manager	<u>\$24 per hour</u>	_____
-----------------	----------------------	-------

3. Custodial	<u>As Required</u>	_____
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4. Tennis Balls	<u>Schools Provide</u>	_____
-----------------	------------------------	-------

5. Rental	<u>As Required</u>	_____
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6. Awards	<u>As Required</u>	_____
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TOTAL EXPENSES \_\_\_\_\_

NET \_\_\_\_\_

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.

Any deficit will be paid by the SPSL Principals' Association.

These are recommended fees only. The tournament manager may make adjustments as required.

**SPSL CHAMPIONSHIP TRACK**

\_\_\_\_\_ VS \_\_\_\_\_  
AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults \$7.00  
Students/Military ID \$4.00 w/ASB  
Elementary \$2.00  
Senior Citizens \$2.00

TOTAL INCOME \_\_\_\_\_

<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>	<u>Actual</u>
1. Tournament Manager	<u>\$240 per tournament</u>	_____
2. Meet Manager	<u>\$24 per hour</u>	_____
3. Announcer	<u>\$12 per hour</u>	_____
4. Starter	<u>\$18 per hour</u>	_____
5. Assistant Starter	<u>\$12 per hour</u>	_____
6. Ticket Seller	<u>\$12 per hour</u>	_____
7. Ticket Taker	<u>\$12 per hour</u>	_____
8. Officials/Helpers	<u>\$12 per hour</u>	_____
9. Head Judges	<u>\$12 per hour</u>	_____
10. Clerical/Scorer	<u>\$12 per hour</u>	_____
11. Video Operator	<u>\$12 per hour</u>	_____
12. School Dist. Charges	<u>\$12 per hour</u>	_____
13. Ribbon	<u>\$200</u>	_____
14. Accutrack	<u>As Required</u>	_____
<u>TOTAL EXPENSES</u>		_____
<u>NET</u>		_____

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.

Any deficit will be paid by the SPSL Principals' Association.

These are recommended fees only. The tournament manager may make adjustments as required.



**SPSL VOLLEYBALL TOURNAMENT**

\_\_\_\_\_ VS \_\_\_\_\_

AT \_\_\_\_\_ DATE \_\_\_\_\_

INCOME: Gate receipts (ticket audit attached)

Adults	\$7.00
Students/Military ID	\$4.00 w/ASB
Elementary	\$2.00
Senior Citizens	\$2.00

TOTAL INCOME \_\_\_\_\_

<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>	<u>Actual</u>
1. Tournament Manager	<u>\$120 per tournament</u>	_____
2. Game Manager	<u>\$24 per hour</u>	_____
3. Officials (including mileage)	<u>Established Fee</u>	_____
4. Ticket Taker	<u>\$12 per hour</u>	_____
5. Ticket Seller	<u>\$12 per hour</u>	_____
6. Scorer	<u>\$12 per hour</u>	_____
7. Libero Tracker	<u>\$12 per hour</u>	_____
8. Announcer	<u>\$12 per hour</u>	_____
9. Crowd Control	<u>As Required</u>	_____
10. School Dist. Charge	<u>District Policy</u>	_____

TOTAL EXPENSES \_\_\_\_\_

NET \_\_\_\_\_

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.  
Any deficit will be paid by the SPSL Principals' Association.  
These are recommended fees only. The tournament manager may make adjustments as required.

## SPSL WRESTLING TOURNAMENT

VS \_\_\_\_\_  
AT \_\_\_\_\_ DATE \_\_\_\_\_

	<u>½ DAY</u>	<u>FULL DAY</u>	<u>2 DAY TOURN. PASS</u>
ADULTS	\$ 7.00	\$ 11.00	\$ 14.00
STUDENTS	\$ 4.00	\$ 6.00	\$ 8.00
W/ASB/Military ID			
ELEMENTARY	\$ 2.00	\$ 3.00	\$ 4.00
SENIOR CITIZENS	\$ 2.00	\$ 3.00	\$ 4.00
<u>TOTAL INCOME</u>			_____
<u>EXPENSES:</u> (Per Person)	<u>Recommended</u>		<u>Actual</u>
1. Tournament Manager	<u>\$240 per tournament</u>		_____
2. Meet Manager	<u>\$24 per hour</u>		_____
3. Officials	<u>Established Fee</u>		_____
4. Ticket Seller/Taker	<u>\$12 per hour</u>		_____
5. Security	<u>As Required</u>		_____
6. Table Scorers/Timers	<u>\$12 per hour</u>		_____
7. Computer Operator	<u>\$18 per hour</u>		_____
8. Asst. Computer Operator	<u>\$12 per hour</u>		_____
9. Announcer	<u>\$12 per hour</u>		_____
10. Supervision (as required)	<u>\$12 per hour</u>		_____
11. Custodial	<u>As Required</u>		_____
12. School Dist. Charges	<u>As Required</u>		_____
13. Awards & Music	<u>\$150 per tournament</u>		_____
14. Medical Services	<u>As Required</u>		_____
<u>TOTAL EXPENSES</u>			_____
<u>NET</u>			_____

DISBURSEMENT:

Manager will send net receipts and all financial documentation to SPSL Treasurer.

Any deficit will be paid by the SPSL Principals' Association.

These are recommended fees only. The tournament manager may make adjustments as required.

**SECTION V**  
**SPORTS GUIDELINES**

**BASEBALL**

1. The National Federation of State High School Association Baseball rules shall govern baseball.
2. Special regulations regarding baseball are printed in the WIAA Handbook.
3. **MAKE-UP GAME PROCEDURE:**
  - a. Rainouts can be played on Saturdays during the entire season if both teams agree.
  - b. Non-league games shall be postponed if the game conflicts with a required rescheduled league game.
  - c. Postponed league games shall be played on the next playable date.
    1. The next playable date is the next week day from the beginning of the season until the last two weeks of the season.
    2. Prior to the last two weeks of the season a team is not required to play more than four (4) league games in any one week.
    3. Teams can play more than four (4) times before the last two weeks of the regular season if both schools agree.
    4. After the designated block of the regular season all week days must be used for make-ups.
    5. Saturdays during the last two weeks of the regular will be reserved for play to complete the regular season. The baseball commissioner will make the final decision to play if necessary.
    6. Double headers will be scheduled to help complete the season, even if it means involving more than two teams at one site.
    7. Alternate sites for games may be utilized throughout the season if both schools agree.
  - d. Makeup Scheduling:
    1. When a game is canceled because of weather or other factors that disallow the completion of what would have been a legal game the following procedure will be used:

\*Both coaches whose teams were involved in a canceled or suspended game will review their schedules and a calendar immediately and reschedule the game on the next playable date for both teams.
    2. Failure to play on the next playable date may result in a forfeit for one or both teams.
  - e. No rained out games prior to spring break will be made up during the spring break unless mutually agreed upon by the two schools involved.
  - f. During the last two weeks of the league season:
    - (1) Games involving teams that could qualify for post season play must be played first.
    - (2) Baseball Commissioner will be empowered to set the games necessary to complete the schedule during the last two weeks of the season.
    - (3) Games not made up by the competition of the last week of the schedule and having no bearing on the league championship or post season tournament will be left to the discretion of the schools involved.

**4. GAME REGULATIONS:**

- a. All games are seven innings.
- b. In case of a tie the game shall continue until the tie is broken.
- c. If a game is ended by the umpire due to weather or darkness, the following outcomes apply:
  1. It is a suspended game, to be restarted at the point of suspension on the next playable date or on the next date the two teams are scheduled to play (if mutually agreed upon by both schools), if the game was called prior to the completion of the fifth inning, or does not meet the minimum requirements for a regulation game.
  2. It is a called game, to be restarted, and made up completely on the next playable date, if the game was called prior to the completion of the fifth inning (or does not meet the minimum requirements for a regulation game, see (1) above).
  3. It is a suspended game, to be completed on the next playable date, if the game is tied at the end of the fifth inning, or last completed inning beyond the fifth. On the next playable date, the game will begin at a point reverted back to the last completed inning.
  4. It is a suspended game to be made up from the point of the interruption, on the next playable date, if the game is interrupted by human error, with human error defined as lights going out or sprinklers coming on.
- d. Games scheduled during vacation periods are to be played as scheduled. Teams are not required to play beyond Thursday of spring break.
- e. Night games may occur if mutually agreed upon by the athletic directors involved. Preferred start times will be 7:00 p.m.
- f. Both the home team and visiting team shall be allowed ten (10) minutes infield practice before the start of the game.
- g. During the regular season and SPSL playoffs, for all school day afternoon games, neither team shall have batting practice before or during the game. Batting practice includes the following: Any live pitching, the use of a pitching machine, the use of regular or dimple baseballs and/or the use of a batting cage. Prior to and not during the game the following is allowed as a pre-game warm-up: The use of batting tees, whiffle balls, tennis balls, sponge balls, restricted flight balls and soft toss. If an athlete participates in illegal warm-ups then they are ineligible to enter or re-enter a game in any capacity. If an ineligible player enters the game then it may result in forfeiture of the game.
- h. In the case of a suspended game all player participation rules are the same as if the game was never delayed.

**5. PITCHER LIMITATIONS:**

- a. **Pitcher limitation shall be determined by WIAA rule 29.5.0.**
- b. **Every legal and illegal pitch thrown from the pitching mound to a batter shall count as a pitch. This includes all foul balls and base hits. Throws from the pitching mound toward a base to put out a runner shall not count. If the umpire calls “time” or “no pitch” while the pitcher is in the wind up, the pitch shall NOT count.**
- c. **The pitching limitation applies to all regular season and post-season games, as well as to tied, suspended, discontinued or protested games.**
- d. **There will be an adult associated with the home team (non-coach) keeping track of official pitch counts—who will not also be keeping score—for all varsity home games. For sub-varsity games, an adult is preferred, but a student or player may count pitches.**

- e. Coaches will type or legibly hand-write first and last names, along with jersey numbers, on a lineup card and give it to the official, home, pitch counter.
- f. Umpires are not responsible for any aspect of the pitch count rule and will not help to settle discrepancies.
- g. Score keepers from both teams are strongly encouraged to compare pitch counts after each inning and settle discrepancies prior to the beginning of the next inning. The home pitch counter shall be the official recorder of pitch counts.
- h. The home team pitch counter will notify each coach when their pitcher reaches 100 pitches. This alerts the coach that the pitcher is nearing the 105-pitch limit.
- i. Each coach shall report the number of pitches thrown by their own pitchers by 12:00 PM the day following a contest through the WPAN website.
  - 1. A link to the reporting tool is found on the Baseball page on the SPSL website.
  - 2. Coaches will log into the website to find the reporting tool.
  - 3. Input level of game, opponent, date, names of all pitchers used in the game, number of pitches thrown by each pitcher of your team
  - 4. Another link will allow all coaches to view the number of pitches thrown by each pitcher on every team.
- j. Pitch counts will be recorded for all Varsity, Junior Varsity, and C-team games.
- k. Table of pitches thrown and rest required:
  - 1. 76-105 pitches 3 calendar days rest
  - 2. 51-75 pitches 2 calendar days rest
  - 3. 31-50 pitches 1 calendar day rest
  - 4. 1-30 pitches 0 calendar days rest
- l. Using an ineligible pitcher shall result in a forfeiture of the game in which the athlete was ineligible and other consequences as determined by the school, league, and/or the WIAA.

**6. MISCELLANEOUS REGULATIONS:**

- a. Batting practice during spring break or prior to night games is permissible as long as it:
  - 1. is done at your school.
  - 2. does not delay start of game.
  - 3. does not affect playing conditions of game field.
  - 4. is completed not less than one hour prior to the scheduled game time.
- b. Two officials will be used for varsity league games. (One allowed if necessary).
- c. A minimum of one association umpire is required for all junior varsity games.
- d. Varsity and Junior Varsity game limit - 20 games.
- e. When postponements occur, notification should be made to the visiting school prior to 12 noon for the day games and 4:00 pm for the evening games. Umpires should also be notified by the home team. Postponements will be determined by the coach or the principal or his designee.
- f. The speed up rule is in effect during league play. Choice is up to the coach whether to use options or not.

**BASEBALL PLAYOFFS:**

1. If tied and no advantage to be gained revert to power points. (page 16).
2. Placement to districts will be determined by WCD allocations.
3. Tie breaking criteria for tournament play refer to Page 16, Section IV, Rule 1.
  - a. The purpose of the tie breaking system is to eliminate playing unnecessary games.
  - b. Playoff games will be scheduled by the sports commissioner.
  - c. Two Way Ties:
    - (1) Play tie breaking games if
      - A. Tied team splits with each other and an advantage is gained due to tournament seeding with advantages to be defined as:
        - i. There is a tournament bye available to the higher seeded team.
        - ii. The higher seeded team automatically advances to the next levels.
        - iii. The higher seeded team is allowed to host in the playoffs.
      - B. Every effort shall be made to break ties with 7 inning games.
  - d. Multiple Ties (three or more tied teams): refer to page 16, Section IV, rule 1e (Same rules in SPSL playoffs as state WIAA playoff guidelines)

## BASKETBALL

1. The National Federation rules will be followed in boys' and girls' basketball.
2. The only exceptions will be those rules and regulations that appear in the official WIAA Handbook and Guidelines and the South Puget Sound League Activity Handbook.
3. Varsity games shall start at 7:00 PM or twenty 20 minutes after the end of the preliminary game, whichever is later. Warm-ups will be no less than fifteen 15 minutes for Varsity.
4. Preliminary games will start at 5:30 PM with "C" team games starting at either 4:00 pm in the main gym or 5:30 in the auxiliary gym and shall be played to completion.
5. There shall be no shooting (in any venue, competition court or auxiliary gym) by Varsity players one hour prior to start, and including half time of the junior varsity/c-team game.
6. The official game ball shall be top grade.
7. For varsity games the timer and scorer shall be adults.
8. Half time will not be longer than fifteen (15) minutes.
9. There will not be a single South Puget Sound League champion.
10. Teams will not be allowed to circle the gym as any part of their game warm up. Post introductions huddles must be at the team's respective free throw line.
11. The home team band shall not be positioned behind the visiting team bench.
12. It is recommended student spectators not be seated in the first row of bleachers. Refer to General Section, Rule K, Page 8.
13. Tie breaking criteria for tournament play:
  - a. All ties will be played off with full regulation games unless there is a Head-to-Head Advantage described in Section IV.1.b.
  - b. Multiple ties (three or more tied teams)
    1. If possible, full regulation games shall be used to break ties
    2. Scenarios are posted in the tie breaking section of this handbook
    3. If mini playoff games are required, the games shall consist of (2) 8 minute quarters.

## BOWLING

1. Rules of the United States Bowling Congress (USBC) shall govern equipment and competition.
2. Rules of the Washington Interscholastic Activities Association (WIAA) are to be followed regarding sport rules and regulations.
3. The host school is responsible for providing scorecards, collecting results, reporting results to the bowling commissioner, and calling in results to the media.
4. Five (5) players make up a bowling team.
5. A match consists of four (4) games. The first two games will be 10 frames, regulation bowling. The third and fourth games will be Baker style bowling. During the first two games players may be substituted at any time. Substitutions during Baker style bowling can only take place between games. An exception being injury.
6. Scoring for matches will be as follows:
  - a. Total pins
7. Line-ups will be set by the coach. The five (5) varsity bowlers will bowl together and the five (5) junior varsity bowlers will bowl together.
8. It shall be the responsibility of each school to keep spectators and fans out of the area immediately surrounding the scorers' table and lane playing area.
9. Team competitors shall appear in appropriate attire. No hats, sweats, yoga pants or blue jeans may be worn. Players out of uniform may not compete with the varsity or JV. No cell phones or electronic devices (i.e. iPod) in the bowling area.
10. Ties in the league standings will be broken as follows:
  - a. Two Way Ties are broken by head to head or if one team beat the other twice.
  - b. Comparing the head to head records of the three teams involved breaks three Way Ties.
  - c. When the head to head records of the tied teams are the same, the total pins accumulated in the matches between the tied teams will be used to break ties.
  - d. Ties that cannot be broken by using the above methods will only be played off when one or more teams would be left out of post-season competition.
11. Determining the overall league champion and placing teams for advancing on to the District Tournament will be done by combining the placement of each team during the regular season with their placement during the league tournament. If teams are tied, the tiebreaker will be their placement during the regular season. If teams are tied for the last spot advancing to the district tournament one game of Baker Bowling will determine the team that qualifies and the team that is eliminated.

Example:      Finishing 3<sup>rd</sup> in league + finishing 2<sup>nd</sup> at league tournament = 5  
                    Finishing 1<sup>st</sup> in league + finishing 3<sup>rd</sup> at league tournament = 4

The team with 4 would place higher in final league standings and advance to the District Tournament as a higher seed than the team with 5.



### **CROSS COUNTRY Boys/Girls**

1. The National Federation of State High School Associations Track and Field Rules shall govern Cross Country. See Rule 9.
2. Any special regulations regarding the sport of Cross Country are printed in the WIAA Handbook.
3. Additional regulations are set forth by the South Puget Sound League:
  - a. The varsity team shall consist of a minimum five (5) runners and a maximum of seven (7) runners.
  - b. There shall be no limit to the team size of the junior varsity squad.
  - c. If any school fails to field the minimum 5-member team, then the runners of this incomplete team may compete as individuals.
  - d. Schools will attempt to create a course whose length is as close to 5K as possible with the due consideration for the facility, difficulty and tradition. No course may exceed 5K in length as per Federation Rules.
4. Order of Events:
  - a. 4:00 PM Boys junior varsity race
  - b. 4:30 PM Girls combined varsity & junior varsity races
  - c. 5:00 PM Boys varsity race
  - d. Special time and race accommodations may be made by mutual agreement of all participating schools.
5. Scoring:
  - a. The top seven (7) finishers from competing schools shall determine the order of finish for purposes of scoring, with the top five (5) finishers determining the team score. Ties in team scoring shall be broken by adding the place of the sixth finisher to each team's score.
  - b. An incomplete team will forfeit the meet to all opposing teams with a score of 15-50.
  - c. Should both opposing schools field incomplete teams, there shall be no score recorded for either team.
  - d. All league meets will use dual meet scoring
6. League Standings and League Championships Meet:
  - a. Head to Head competition as well as the results of the league championship meet will determine the league champion.
    1. Qualification to the Westside Classic/WCD meet will be determined solely on your team or individual place at the league championship meet.
    2. Teams will earn 2 points for every team defeated at the first league meet
    3. Teams will earn 1 point for every team defeated in the league tri-meets
    4. Teams will earn 3 points for every team defeated in the final league meet
    5. Teams will split available points if there is a tie in any event
    6. The team with the most points earned over the season will be the league champion
    7. The maximum number of runners in the league championship meet will match bound for state regulations and West Central District regulations.

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7. Girls and Boys All-League Teams

- |    |                         |   |
|----|-------------------------|---|
| a. | League Meet Champion:   | Athlete of the Year                                     |
| b. | First Team All-League:  | 2 <sup>nd</sup> through 8 <sup>th</sup> place runners   |
| c. | Second Team All-League: | 9 <sup>th</sup> through 15 <sup>th</sup> place runners  |
| d. | Honorable Mention:      | 16 <sup>th</sup> through 23 <sup>rd</sup> place runners |

## FASTPITCH

1. National Federation guidelines and standards apply to Fastpitch.
2. Special regulations regarding Fastpitch are printed in the WIAA Handbook.
3. Special regulations are set forth by the South Puget Sound League:
  - a. All games are seven (7) innings. In case of a tie the game shall continue until the tie is broken. (See game tie-breaker criteria in item K below)
  - b. Starting time of league games will be 4:00 p.m. on school days. Night games may occur if mutually agreed upon by the athletic directors involved. Preferred start times will be 7:00 p.m. unless mutually agreed or facility conflicts prevent.
  - c. Changes in starting times during vacation periods shall be mutually agreed upon by Athletic Directors.
  - d. Both the home team and visiting team shall be allowed ten (10) minutes infield practice before the start of the game. The home team shall be the first to take infield.
  - e. During the regular season and SPSL playoffs, for all school day afternoon games, neither team shall have batting practice before or during the game. Batting practice includes the following: Any live pitching, the use of a pitching machine, the use of all balls and/or the use of a batting cage. Prior to and not during the game the following is allowed as a pre-game warm-up: The use of batting tees, whiffle balls, tennis balls, sponge balls, restricted flight balls into a net, soft toss into a net and hardballs can be used for front toss bunting only, no live hitting. Use of light flight balls can be used to hit in pre-game warm-up. Batting practice during spring break or prior to night games is permissible as long as it:
    1. Is done at your school
    2. Does not delay the start of the game
    3. Does not affect playing conditions of the game
    4. Both teams share the same spring break
  - f. Varsity game limit - twenty (20).
  - g. Make-up game procedures - any postponed game will be made-up on the next available school date. Until the last two weeks of the regular season a team is not required to play more than four (4) league games in any one week. Teams can play more than four (4) games a week before the last two weeks of the season if both teams agree. Saturdays may be used as make-up dates the last two weeks of the regular season or earlier if mutually agreed upon. The make-up games are mandatory the last 2 Saturdays of the regular season if determined by the Commissioner. Failure to play on Saturday may result in forfeit.
  - h. Postponed games - the home school shall notify umpires by 11:45 a.m. and the other school by 12:00 noon or by 3:00 PM for a night game.
  - i. If a team is leading by 10 or more runs at the end of 5 innings the game will be terminated (both JV and Varsity). No new innings started after 1 hour and 45 minutes for sub varsity games (In a stacked game situation).
  - j. Tie Breaker – Following NFHS guidelines if after the completion of eight innings of play, the score is tied, the following tie-breaker will be played to determine a winning team: Starting with the top of the ninth inning and each half inning thereafter, the offensive team shall begin

- its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on 2nd base (e.g. if the number 5 batter is the leadoff batter, the number 4 batter in the batting order will be placed on 2nd base. A substitute may be inserted for the runner).
- k. Non-league games shall be postponed if the game conflicts with a re-scheduled league game.
  - l. During a teams' spring break, rainouts are required to be re-scheduled through the Wednesday of that week. Games may be scheduled later in the week if both coaches and athletic directors involved agree.
  - m. Teams are not required to play on the Monday following their spring break. Makeup games may be scheduled on the Monday following spring break if both coaches and athletic directors involved agree.

**IF NO LEAGUE TOURNAMENT**

4. Tie Breaking Criteria for Tournament Play

A. Refer to Section IV of handbook

## **FOOTBALL**

1. The National Federation of State High School Association Football Rules shall govern football.
2. Special regulations regarding football are printed in the WIAA Handbook.
3. Additional regulations are set forth by the South Puget Sound League.
4. Only personnel involved in the administration of the game, as designated by the participating teams, shall be allowed on the sidelines.
5. The visiting team shall wear light jerseys and the home team dark jerseys.
6. All night games shall be at 7:00 pm unless authorized by the league.
7. It will be the responsibility of the host school to have a physician or medical services in attendance at all varsity games.
8. Sub-Varsity games shall be 10 minutes per quarter.
9. Sub-Varsity games shall start at 4:00 pm. with the exception of facility conflicts or unless otherwise authorized by the league.
10. SCOUTING:
  - a. Coaches agree to exchange video of their two most recent games. Exception will be the first two games of the season. Week two opponents will get week one video. Week one opponents will use own film from previous years.
  - b. The exchange will be of the wide copy. Coaches agree to make the best effort to have the video begin prior to the snap of the ball on each play and include wide outs and secondary players.
  - c. Exchanges will be made prior to 10:00 am on Saturday. The exception would be games played on Saturday, in which case the exchange of the Saturday game will be made by 10:00 am on Sunday morning. The other game will still be exchanged by 10:00 am on Saturday.
11. The South Puget Sound League shall utilize the modified Kansas Plan as established by the WIAA to eliminate tie varsity football games. All sub-varsity games shall remain tied.
12. TYPE OF BALL:

A team will have the choice of the type of ball they wish to use, leather or rubber. Each team will provide their own game balls.
13. FIELD PHONES:
  - a. Each team is responsible to bring own field phones.

14. BREAKING TIES WITHIN THE LEAGUE:

I. The following tiebreaker criteria will be used to determine playoffs and/or seeding to week ten:

A. Two-way tiebreaker criteria

1. Head to head

B. Three (or more) way tiebreaker criteria

1. Best record among the teams tied

2. Point Differential among the teams tied

(a). Add all points scored against each other

(b). Add all points given up against each other

(c). Subtract (b) from (a).

(d). Point spread is limited to 21 points

(e). Example:

Team A 7-1

Team B 7-1

Team C 7-1

Team A-7	Team B-6
Team A-14	Team C-20

Team A scored 21 points

Team A gave up 26 points

-5

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T e a		
Team B -6	Team A -7	
Team B-19	Team C-14	
Team B scored 25 points Team B gave up 21 points		
+4		

Team C -20	Team A-14	
Team C-14	Team B-19	
Team C scored 34 points Team C gave up 33 points		
+1		

Ranking:

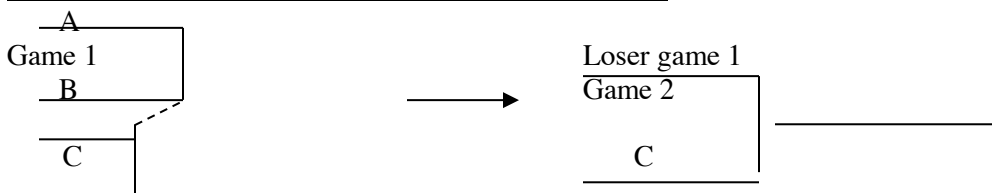
#1 Team B

Team C and Team A - **Refer back to head to head**

3. Power Ranking System (tied teams vs. 1<sup>st</sup> place team, 2<sup>nd</sup> place team, etc.....)
4. If teams are still tied, there will be a mini playoff.

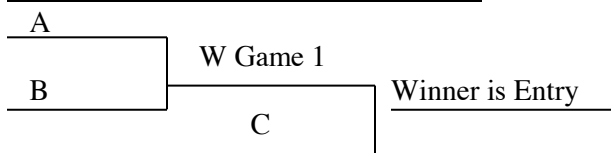
### MINI PLAYOFF FORMATS

**A. THREE TEAMS FOR TWO OR THREE ENTRIES:**



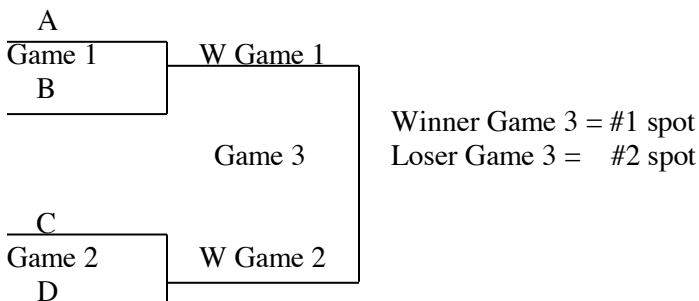
- Draw for A, B & C will be conducted by football chairman
- Games consist of two standard tie breakers from the 25 yard Each team is guaranteed two possessions.
- If C wins game #2, loser of game 2 is out or is 3<sup>rd</sup> division entry; and C will then play winner of game #1 for the 1<sup>st</sup> and 2<sup>nd</sup> division entries
- If C loses game #2, C is out or becomes division entry #3; winner of game #2 becomes division entry #2; winner of game #1 is entry #1

**B. THREE TEAMS FOR ONE ENTRY:**



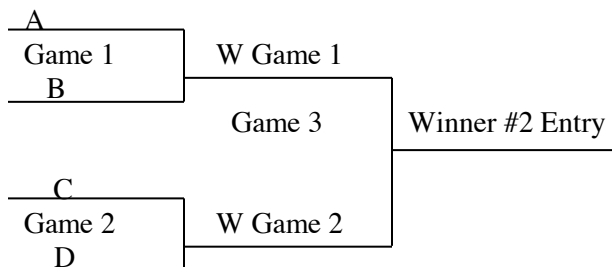
- Draw for A, B & C will be conducted by football chairman
- Games consist of two standard tie-breakers. Each team is guaranteed two possessions.
- Winner of game #1 (A/B) plays C for play-off entry

**C. FOUR TEAMS FOR TWO OR THREE ENTRIES:**



- Draw for A, B, C & D will be conducted by football chairman
- Games consist of two standard tie breakers. Each team is guaranteed two possessions.
- Winner of game #1 (A/B) plays winner of game #2 (C/D). Winner of this game (#3) is the #1 division entry and the loser is the #2 division entry. Losers of games #1 and #2 playoff for the #3 entry.

**D. FOUR TEAMS FOR ONE ENTRY:**



- Draw for A, B C & D will be conducted by football chairman
- Games consist of two standard tie-breakers. Each team is guaranteed two possessions.

Winner of game #1 (A/B) plays winner of game #2 (C/D) for the #2 division entry



## GOLF

1. The rules of the United States Golf Association shall govern the conduct of all matches with the following exception: attesting for a lower score, regardless of the result of the hole, will only result in DQ for the hole. Specific interpretations in the Rule Book shall be applied as stroke play rather than match play. The home course will determine summer or winter rules. The preferred lie/winter rule is the “pick and clean” rule. “Pick and clean” is defined as: a marker must be placed behind the ball. The ball may be picked up, cleaned, and placed within six inches of the marker, but it may not be placed closer to the hole than its original lie.  
  
“Tee through green” is defined as: anywhere on the course except within a hazard; within one club length of out-of-bounds; within one club length of fence; within one club length of tree base or on the green.
2. Each team shall consist of six members and the members shall be designated as number 1-2-3-4-5-6.
3. Each team shall furnish its own equipment. Pull carts are permitted, but power carts and caddies are prohibited. All equipment is subject to approval of host course.
4. Each league match shall consist of nine holes.
5. Home team shall tee off from first tee, individual honors after that. Members of the boys’ team will play from designated men’s tees, and members of the girls’ teams will play from the designated ladies tees using respective pars.
6. **The league champions will be derived from a combination of the win-loss record from league matches and team place finish at the Medalist tournament.**
7. Spectators are to keep a distance of at least 50 yards off the fairway and on the cart path from the players from the time of their first tee shot of the round until their scorecard has been officially recorded at the close of the match.
8. All matches on school days shall have a recommended starting time of 3:15 P.M.
9. Individuals **and/or teams** will qualify to the West Central District and State Tournament according to allocations established by the WIAA Executive Board and the West Central District Executive Board.
10. All contestants and spectators must be clothed in proper golf attire, including: 1) shirts must have sleeves and collars and must be worn at all times; 2) slacks or tailored shorts (mid thigh or longer) only; and 3) no jeans or jean (denim) material, yoga pants, or cotton sweats will be allowed, and all clothing must be worn in a neat and respectable manner from the time the players arrive at the course until the time they leave. Violators of this dress code may be asked to leave the course and may be disqualified from the match. The league recommends all coaches and spectators abide by this code as well
11. Distance measuring devices are permitted, however, terrain information and cell phones are not allowed.

12. Contest Scoring: (modified Stableford is the form of play for league matches)  
a. A player's round shall be scored as follows:

<u>Hole Score</u>	<u>BOYS</u>	<u>GIRLS</u>
Double Eagle	5 points	6 points
Ace	5 points	6 points
Eagle	4 points	5 points
Birdie	3 points	4 points
Par	2 points	3 points
Bogey	1 point	2 points
Double Bogey	0 points	1 point

- b. All six players shall be scored for the team total. If a player needs to leave the course during the round for extenuating circumstances, the player will record an "X" for all incomplete holes and any team points earned on completed holes will still be applied to the team's total.
- c. Individual Match, Team Score Tiebreaker: If two teams end a regular season match with the same number of team points, the following procedure will be used to break the tie:
1. The head scorer will count the number of "Xs" recorded for each team. The team with the fewest number of "Xs" will be declared the winner.
  2. If both teams have the same number of "Xs," then the head scorer will count the number of players who recorded an "X" from each team. The team with the fewest players recording an "X" will be declared the winner.
  3. If both teams have the same number of "Xs" and the same number of players recording an "X," or if neither team recorded an "X," then the head scorer will count the number of strokes of the players on each team who did not record an "X" and the team with the lowest total number of strokes (as counted by this method) will be declared the winner.
  4. If both teams remained tied after applying #1, #2, and #3 above, then the score shall remain a tie.
- d. Players shall attest their scorecard properly prior to presenting it to the official scorekeeper. An attest (w/signatures by both players) recognizes the score on each hole as being accurate.
- e. Each player within a group is expected to be aware of the scores of all the players in that group. All players should clearly announce their hole score prior to the next hole.
- f. A player's official scorecard will be scored by an opposing player. If no opponent is available, then a designated marker/ scorekeeper will be assigned.
- g. Should a rule be questioned by any player within the playing group, the player whose score is in question shall play two balls from the point of controversy to the close of that hole. Score both balls until the rule can be interpreted properly by a match official. (Rule 3-3, "Doubt as to Procedure")
- h. During the match, players should work together to resolve any scoring issues. After the match, coaches should work together to resolve any remaining issues. Coaches should not confront players during the round.
- i. The home team is responsible for keeping the official score of the match. The score of each player and the total team score shall be the scores of record. The home school will send the match results to the league manager, league statistician, and local newspapers at the earliest opportunity.
- j. The low stroke score among all players in the match will earn medalist honors.
13. League Medalist Tournament:

- a. The medalist tournament shall consist of 18 holes of play and be held at a site that is not the home course of any participating school.
- b. All league rules apply to the medalist tournament with the exception of:
  1. Scoring: Stroke play will score each player's round.
  2. Team: A team will be composed of only six players with six scores counting for the team total.
  3. Starting Time: The tournament manager will decide the starting time.
  4. Honors off the first tee: The groupings shall be determined by draw prior to the tournament.

14. District/State Qualifying Tournament:

- a. Allocations to the West Central District/State Qualifying Tournament will be determined by the West Central District Executive Board.
- b. The number of participants in the state qualifying match shall be approximately 2.5 times the state allocation plus ties.
- c. The participants will qualify according to their order of finish from the medalist tournament. Ties for the final qualifying position will also be permitted to play.
- d. Each player's score shall consist of a 36-hole total, which includes the 18-hole medalist tournament round and the 18-hole state qualifying tournament round.
- e. The medalist tournament manager will act as the qualifying tournament manager.
- f. The order of play from the first tee shall coincide with the order of finish from the medalist tournament. Medalist tournament ties will tee off in alphabetical order. Every effort will be made so that no player from the same school shall play in the same group. The qualifier with the higher medalist tournament score shall be placed in the next immediate group.
- g. During tournament competition, ties for the final qualifying spot must be played off. At least three alternates shall also be determined. Playoffs will be conducted by a sudden death tie breaker. There shall be a scorer assigned to the playoff group by the tournament manager.
- h. After tournament competition has concluded, if a tie must be broken due to player withdrawals, USGA tiebreaking rules will be applied.

15. MATCH LIMIT: Twelve plus jamboree

16. Coaches Coaching

- Coaches are part of the course and match management.
- Emphasis on etiquette and sportsmanship.
- Appropriate encouragement (as etiquette allows).
- Only those coaches listed on the official SPSL roster.
- Coaches may coach anywhere on the course except for the putting green in regular season matches and at the medalist tournament. Coaches should be mindful, however, of not slowing the pace of play.

## GYMNASTICS

1. **OFFICIALS RULES:**
  - a. The official rulebook is the Washington State Gymnastics Rules as stipulated in the WIAA handbook.
  - b. The only exceptions will be those rules and regulations that appear in the official WIAA Handbook and Guidelines and the South Puget Sound League Activity Handbook.
2. **STARTING TIME:** March out will start at 6:50 p.m. Competition will begin at 7:00 p.m. unless arranged differently and mutually agreed by both schools.
3. **EQUIPMENT:** Each school is responsible for furnishing safe equipment for home meets.
4. There shall only be one (1) judge per event at all regular season meets.
5. **MATCH LIMIT:** Ten (10)
6. **BAR DISCLOSURE:**  
During the pre-season coaches meeting, each team will designate whether they will use elite or extra bars with extenders at their home meets.
7. **AUDIO:**  
SPSL will allow portable auxiliary devices, such as iPods and tablets **for floor exercise.**
8. **DETERMINING DIVISION STANDINGS:**  
The league champion will be the team with the highest team score at the league championship meet. In the event of a tie, the tied teams will be noted as division co-champions.
9. **MEET CANCELLATION:**  
If at least one school that is scheduled to be at a regular season meet is not able to attend due to weather related issues and/or school district cancellation of activities, that meet may be postponed. Schools unaffected by cancellations from other Districts may still compete if two or more schools are willing.

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**SOCCER**

**LEAGUE SOCCER FORMAT:**

1. The two-year schedule is established by the Athletic Directors through recommendations by Coaches and Principals.
2. All single night games will start at 7:30 p.m. If a double header is scheduled, the first game will start at 5:30 p.m. and the second game at 7:30 p.m. Single day games will start at 3:30 p.m. Saturday game times may be changed by agreement of the two opposing schools.
3. **NEWS MEDIA:** The host school will report game scores as soon as possible.

**RULES AND REGULATIONS:**

1. **GAMES:** All play will be governed by the FIFA Laws of the game with exceptions as noted by the WIAA.
2. **WIAA RULES:** Refer to the most recent edition of the WIAA Handbook and WIAA Soccer Guidelines.
3. Ties at the end of regulation play in league matches, will remain tied. (Two sudden death five (5) minute overtime periods in playoffs only). League and state playoff matches will follow the state soccer guidelines.
4. **UNIFORMS:** Visiting schools will wear dark colored jerseys. The home coach is responsible for clearing jersey color prior to game time.
5. **OFFICIALS:** The host school shall request one Association referee and two Association linesmen. Officials must be members of the Washington Officials' Association for all varsity games. Sub-varsity games shall have an Association referee; linesmen are optional.
6. If a player is red-carded, WIAA rule 18.27.0 (Ejection from Contest) will apply. If this rule is violated by playing the player, the game will be forfeited to the other team.
7. The #5 leather ball or approved stitched ball shall be used. The rubber or molded ball is not acceptable.

**DETERMINATION OF SPSL CHAMPION:**

1. Highest point total:
  - a. Three (3) points for each win.
  - b. One (1) point for ties.
2. The league winners will be co-champions of the SPSL.

**PLAYOFF FORMAT FOR SPSL SOCCER TEAMS:**

1. Tie Breaking criteria for tournament play – refer to Page **16**, Section IV, Rule 1
  - a. Two Way Ties (Teams have the same point total)
    - Head to head competition of tied teams.
    - Aggregate goals (total goals scored against each other)
    - Away goals scored (against each other)
    - Goal differential against playoff teams (total goals scored minus total goals allowed with a CAP of 5 goals difference in any one contest)
    - Power Ranking
    - Coin Flip
  - b. Multiple Ties (Three or more tied teams with the same point totals) – refer to Page **16**, Section IV, Rule 1e.
  - c. Mini playoff games, if required, will consist of one regulation half.

## SWIMMING

1. The rules of the Swimming Guide of the National Collegiate Athletic Association, Washington Interscholastic Activities Association and the Washington State High School Swimming Coaches Association shall govern all meets.
2. The official starter of all swim meets and referee for dive portion of meet will be an adult who will also be a meet official. It is recommended to have two qualified officials at league dual meets.
3. **MEET LIMIT:** Twelve (12) Meet plus One (1) Jamboree
4. Start times of swim meets can be determined by the host school to promote swimming or to meet the pool requirements. Current Language: Start time is 3:30 unless otherwise agreed to by coaches a minimum of one day prior to the scheduled date of the meet.
5. *The host team of dual meets will determine the meet format and will forward this information one day prior to the meet. To standardize meet management, all participating schools should make use of the "Team Manager" system.*
6. Preseason and Postseason coaches' meetings will take place and attendance is required by all head coaches. If a head coach cannot attend, athletic directors will appoint a school representative to attend the meetings.
7. League Championships will be awarded. The team with the best win-loss record in regular league dual meets will be declared the league champions. If there is a tie, co-champions will be recognized. Further, the team scoring the most points in the SPSL 4A the League Championship Meet will be declared the winner of the Championship meet. Awards will be presented to both the league champion and League Championship Meet winners.
8. League dual meet scores will be reported to the SPSL 4A Swimming Commissioner and entered into the SPSL 4A website by the host team. The host team is encouraged to send meet results to local newspapers to promote swimming and give athletes recognition.
9. The head coach of each school is required to send state qualifying times in for state meet eligibility. Follow state times reporting guidelines found at the Washington Swim Coaches Association website (<http://wisca.org/>).
10. The site for the Qualifiers Meet and SPSL 4A Championship Meet will be decided by the SPSL Athletic Directors based on a recommendation by the swim coaches. Discussion and recommendation for meet locations will occur at pre and post season coaches' meetings.
11. Time standards for the SPSL 4A Championship meet are established by averaging the 24th place time from each of the past three SPSL 4A Championship meets. Qualifying for the diving event will require divers to have successfully completed an 11 dive meet during the season with *no more than 1 failed dive.*

12. SPSL Qualifiers Meet regulations will be available at the preseason meeting. Regulations will include information regarding entry procedures and deadlines, meet time format, participant eligibility, advancement to SPSL 4A Championship Meet. An athlete can only participate in the Qualifiers meet if they have not met any league standards *in an individual event*. Violation of this rule will result in the athlete being disqualified from post-season competition.
13. The SPSL Qualifiers Meet will occur one week prior to the league championship meet. The meet can take place on a Friday or Saturday, depending on pool scheduling.
14. *Diving will host one SPSL Qualifier Meet one week prior to the league championship event. This event may be held in conjunction with or separate from the SPSL Qualifier swim meet.*
15. SPSL Championship Meet regulations will be available at the preseason meeting. NFHS rules for championship meet scoring and meet procedures will be used. The meet regulations will include information regarding entry procedures and deadlines meet time format, participant eligibility, advancement to the WCD 3 Championship Meet, team scoring and individual and team awards. The school hosting the Championship meet will develop and forward all meet information to participating Schools.
16. The SPSL Championship Meet will take place one week prior to the West Central District Championship Meet. The meet can take place on a Friday or Saturday, depending on pool scheduling.
17. Time standards for the West Central District Championship Meet will be determined by averaging the 18<sup>th</sup> place time from each of the past three WCD Championship Meets in each event.
18. *In the event a host team does not have access to a certified diving well, no points will be awarded for diving; the host team must notify the visiting team that diving competition will not be held. Further, if access to a diving well is available, points are only awarded if minimum dives are completed and scored; WIAA regulations that a certified diving coach be present for each competing team must be enforced.*
19. All league diving meets will be judged by five athletes who have been trained to judge. Three would be from the home team, 2 from the visitors. Alternate arrangement may be made by mutual agreement by head swim coaches.



## TENNIS

1. Rules of the United States Tennis Association shall govern the conduct of all contests. (Except as outlined in rule #16 below)
2. There shall be South Puget Sound League Tournaments at the close of the regular season.
3. Girls' tennis shall be played in the spring, boys' tennis in the fall.
4. Contests shall consist of five (5) matches: two (2) singles and three (3) doubles. The twelve (12) point tie-breaker rule shall be used when the set score reaches 6 - All.
5. Each player shall participate in but one (1) match. The host school shall determine the order in which the matches are to be played.
6. Each match shall count one (1) point – total of five (5) points for one (1) contest.
7. Starting time for contests is no later than 3:30 p.m. A minimum of 10 minutes for warm up will be allowed prior to beginning matches.
8. If it becomes necessary to postpone any contest because of bad weather, the contest shall be replayed on the next available weekday by mutual consent of both teams. The first rain out takes preference. In last two weeks of regular season non-league contests shall be postponed.
9. Should bad weather make it necessary to stop play during a contest, only those matches which have been completed shall stand. The remaining matches shall be completed at a later date following the rule in #8 for make-ups. The score for the incomplete matches shall stand regardless of game score or set score. Serving order and court must remain the same. Stopping of the meet because of bad weather shall be by mutual agreement of the coaches.
10. Upon arrival, line-ups must be exchanged before the courts are assigned. Once the lineups have been exchanged there shall be no substitutions except for injury or illness. In this case straight substitutions may be made. After the first serve, no substitutions can be made without default of the match in which the substitution is made. The better of the two singles players on the line-up shall play in the #1 singles slot. In similar fashion, the best doubles team on the line-up shall play in the #1 doubles slot, while the second best doubles team on the line-up shall lay in the #2 doubles slot. Dual Match Defaulting Procedures: Defaulting during a dual match, no matter which position will not be playing, must begin with the lower positions: second singles, or third (then second) doubles. The other players will move up. For example: If the #1 singles in the presented line-up cannot play, the #2 singles must move up to that spot and the #2 singles will be defaulted. If the #1 doubles team cannot play, the #2 doubles team and the #3 doubles team must move up on the roster, and the #3 doubles position will be defaulted. If players have begun a match with at least one point having been scored and cannot continue due to illness or injury, then that player retires rather than defaults.

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11. There will be a two (2) minute on court coaching break between set 1 and set 2. There will be a 10-minute break between sets 2 and 3.
12. Official balls, United States Lawn Tennis Association approved shall be furnished by the host school for each match.
13. All participating players shall wear uniforms and/or appropriate tennis apparel.
14. It shall be responsibility of the host school to keep spectators at a reasonable distance from the sidelines. Spectators, players and coaches alike shall observe the rules of etiquette considered good form for tennis.
15. Games not made up by the completion of the last week of the schedule and having no bearing on the league championships or post season tournament will not be rescheduled.
16. During the regular league season, only designated coaches, will be allowed to call a time out in order to coach a player (singles) or players (doubles) during one normal changeover each set. The ~~one~~ designated coaches from each team may talk to their player(s) during this time. State rules will be applied at the League Tournament.
17. Boys can begin practicing for WCD and State tournament play twenty school days prior to the first day of the state tournament, as defined in Article 17.3.2 of the WIAA Handbook.
18. The League tournament will comprise of a maximum of 9 players from each school, 3 for individuals and 3 doubles teams. The playoffs will be a double elimination, after the first round of play-in games. The top five are ranked and placed. The other 22 participants will be drawn by random selection for seeding into the play-in games.
19. Each participating school will bring one can of unopened match balls for each entrant into the league tournament for use during the tournament.
20. Tie breaker to decide placing after first round: Two Way Tie: Head to Head winner, Three Way Tie: Head to Head winner Most matches won verses tying teams Most games won verses tying teams Coin flip

## TRACK

1. The National Federation of State High School Association Track and Field Rules shall govern track and field.
2. Special regulations regarding track and field are printed in the WIAA Handbook and State Track Syllabus.
3. Additional regulations are set forth by the SPSL.
4. MEET TIME: 3:30 p.m. unless other arrangements are made by mutual agreement of the participating schools. (*Intention is to optimize student class time*)
5. LANE ASSIGNMENTS AND TIME SCHEDULE:
  - a. Dual Meets - see page 56
  - b. Tri Meets - see page 57
6. LONG, TRIPLE JUMP, SHOT PUT, AND DISCUS THROW:

Each school will designate 4 varsity athletes for all field events. All varsity participants get 4 attempts. All JV participants get 3 attempts. It must be understood that following the varsity competition all athletes who want to jump or throw will be given an opportunity for up to 3 trials with meet officials conducting the competition. Marks will be recorded, but not used in team scores. One more than the number of places scored will advance to the finals (IF YOU HAVE FINALS). If any changes are made to this format by the meet host, the host team must notify each visiting team a minimum of one week prior to the meet.  
(*Intention is to run quality meets with the best interest of participating students in mind*)
7. HIGH JUMP AND POLE VAULT: No entry limit will be placed. Athletes are allowed to warm-up over cross bars under the condition that event judges/supervisors are present and supervising during warm-up. This will be for all meets through the SPSL league meet. In order to improve meet efficiency schools may run both boys and girls pole vault competition simultaneously.  
Starting Heights:  
High Jump – Boys-5'0" & Girls 4'0"  
Pole Vault – Boys-8'6" & Girls 6'6"
8. POLE VAULT SCORING:

For all SPSL meets, the pole vault will be considered a competitive event and be scored and conducted in the same fashion as all other events.  
In the event of dual/tri meets, if any one of the participating districts or a school does not permit the pole vault due to facilities, district or school policy, the event is not scored for that meet.

9. **HOST EVENT RESTRICTIONS:**  
Should an SPSL school be unable to host a scored event on the day of the meet (i.e. Pole Vault, Javelin, Discus), the visiting school(s) may conduct a varsity event on the day prior to the scheduled meet to establish legal marks for post season qualifying purposes only and recorded on athletic.net – NO POINTS are credited toward meet results. The results of this pre-meet competition shall be authorized by the respective athletic director on the ‘PRE-MEET EVENT RESULT SHEET’ (**SEE PAGE 60**). Pre-Meet Event Result Sheet must be completed and submitted prior to the start of the official meet.
10. **UNIFORMS:** School issue (National Federation Rules). Coaches are encouraged to review the details of the uniform rules closely and carefully.
11. **SCORING:** Scoring will be as follows:
- Dual Meets:** Top three individuals will score; any number of participants 5-3-1:  
(**All league meets will be scored as “Double Duals”**)
  - The host school is responsible to record the results of each event, including names, marks, and scoring. The host school will provide a copy of the final results to all participating schools soon after the close of the meet and scores will be entered into the WPA site.
  - The host school shall make every effort to record marks for every athlete.
  - The “SPSL League Champion” will be determined by the overall team record in league meets.
12. **LEAGUE MEET ENTRY:**  
Qualifying standards will be used to qualify for the “SPSL Sub-District Meet,” when 16 athletes have not met the qualifying standards in a certain event, the field will be filled with the top 16 placers in each event.
13. **SPSL SUB-DISTRICT MEET:** The administration and organization of this meet shall be the responsibility of the league track coaches, athletic directors, commissioners and the host school.
- The SPSL Sub-District track meet is primarily intended for seeding purposes for the district track meet. Championship scoring (10, 8, 6, 5, 4, 3, 2, 1) will be used at the SPSL League Meet and will determine the SPSL League Meet Champion.
  - League champions will be determined by the overall team records of the league contests. Any first place ties in overall records will be considered “co-champions”.
14. **PARTICIPANT LIMITATION:** An individual cannot compete in more than 10 meets per season, 2 meets per week and 4 events in any single meet. Please refer to WIAA Regulation 64.0.0 for further details.

**TRACK EVENTS**

**3:30** 800M RELAY/G  
**Following the previous race:**  
3200 RUN/G  
110M HURDLES/B  
100M HURDLES/G  
100M DASH/B  
100M DASH/G  
1600M RUN/B  
1600M RUN/G  
400M RELAY/B  
400M RELAY/G  
400M DASH/B  
400M DASH/G  
300M HURDLES/B  
300M HURDLES/G  
800M RUN/B  
800M RUN/G  
200M DASH/B  
200M DASH/G  
3200M RUN/B  
1600M RELAY/G  
1600M RELAY/B

**DUAL MEETS**

**Home gets odd lanes**

**400m and 1600m relays**

**Varsity teams are in lanes 3/4.**

**800m relay**

**Varsity teams are in lanes 1/2.**

**FIELD EVENTS**

**3:30** SHOT PUT/B \*(Girls to follow)  
SHOT PUT/G  
DISCUS/G \*(Boys to follow)  
HIGH JUMP/G \*(Boys to follow)  
HIGH JUMP/B  
JAVELIN/ B & G (open runway)  
  
POLE VAULT/G \*(Boys to follow)  
POLE VAULT/B  
LONG JUMP/B (JV to Follow)  
LONG JUMP/G (JV to Follow)  
TRIPLE JUMP/B (JV to Follow)  
TRIPLE JUMP/G (JV to Follow)

**STARTING HEIGHTS**

HIGH JUMP/B 5'0"  
HIGH JUMP/G 4'0"  
POLE VAULT/B 8'6"  
POLE VAULT/G 6'6"

**LANE ASSIGNMENTS FOR TRI MEETS**

Lane assignments at Tri Meets for the lane running events will be given using the chart below. The school number will be the order listed on the SPSL schedule. This means the home team is always team #3. If a school does not have three athletes for a particular race, the school with just 2 entries may enter a third, but no school can enter more than 3. JV race(s) will immediately follow the Varsity race.

	<b><u>EVENT</u></b>		<b><u>#1</u></b>	<b><u>#2</u></b>	<b><u>#3</u></b>
<b>3:00</b>	G 800M RELAY		2-6	4-8	3-7
<b><u>Following the previous race:</u></b>					
	G 3200M RUN	UNLIMITED	2-5-8	1-4-7	3-6
	B 110M HIGH HURDLES		1-4-7	3-6	2-5-8
	G 100M HIGH HURDLES		1-4-7	3-6	2-5-8
	B 100M DASH		3-6	2-5-8	1-4-7
	G 100M DASH		3-6	2-5-8	1-4-7
	B 1600M RUN	UNLIMITED	1-4-7	3-6	2-5-8
	G 1600M RUN	UNLIMITED	1-4-7	3-6	2-5-8
	B 400M RELAY		3-7	2-6	4-8
	G 400M RELAY		3-7	2-6	4-8
	B 400M DASH		2-5-8	1-4-7	3-6
	G 400M DASH		2-5-8	1-4-7	3-6
	B 300M HURDLES		3-6	2-5-8	1-4-7
	G 300M HURDLES		3-6	2-5-8	1-4-7
	B 800M RUN	STACKED	3-6	2-5-8	1-4-7
	G 800M RUN	STACKED	3-6	2-5-8	1-4-7
	B 200M DASH		1-4-7	3-6	2-5-8
	G 200M DASH		1-4-7	3-6	2-5-8
	B 3200M RUN	UNLIMITED	2-5-8	1-4-7	3-6
	G 1600M RELAY		4-8	3-7	2-6
	B 1600M RELAY		4-8	3-7	2-6

**PRE-MEET EVENT RESULT SHEET**

Event \_\_\_\_\_ Date \_\_\_\_\_

Site \_\_\_\_\_ Judge \_\_\_\_\_

Next day meet \_\_\_\_\_ @ \_\_\_\_\_  
(Visiting school) (Host school)

The following event was conducted on the day immediately preceding the scheduled SPSL meet because the host school is unable to host this event on the day of the meet.

**The Event Judge must initial each item below:**

- \_\_\_\_\_ 1. Each of the athletes in this event meets the participation requirements as a member of the school's team, the SPSL, and the WIAA.
- \_\_\_\_\_ 2. A maximum of six competitors from one school attempted a trial at this event.
- \_\_\_\_\_ 3. All marks were achieved under the standard rules of competition for this event.
- \_\_\_\_\_ 4. This completed form, including all signatures, will be presented to the meet officials at the start of tomorrow's meet. Marks will be credited and official with the completion of this form. **NO POINTS** will be rewarded or credited towards the meet results. All marks from this competition will be eligible for post-season seeding and qualifying only.
- \_\_\_\_\_ 5. Each of the athletes who participated in this event understands that they will be limited to one less event within the 4-event limit for tomorrow's meet.

Athlete Name	Grade	School	Best Mark	Place
1				
2				
3				
4				
5				
6				

Judge Signature: \_\_\_\_\_

Coach Signature: \_\_\_\_\_

Athletic Director Signature: \_\_\_\_\_

## VOLLEYBALL

**1. OFFICIAL RULES:**

- a. The National Federation for Girls' and Womens' Rules and Guidelines will be followed for girls' Volleyball.
- b. The only exceptions will be those rules and regulations that appear in the official Washington State Interscholastic Activities Association Handbook and Guidelines and the South Puget Sound League Sport Guidelines.

**2. OFFICIALS:**

For league varsity matches two (2) rated officials shall be used. Home school will provide all lines people. It is recommended, for varsity matches, to have adults or trained students serve as the lines people. No one in uniform is allowed to serve as the lines people (varsity match). Two scorekeepers are required (minimum). One is to keep the official score and a second to run the clock and track libero substitutions.

**3. PRE-MATCH WARM-UP:**

Prior to the 16 minute warm-up period before a scheduled match, both teams will share the court. The coin toss should take place prior to the final 16 minutes of warm-up. The final 16 minutes of warm-up will be 7 minutes for the home team; 7 minutes for the visiting team; 1 minute where both teams are serving. The home school will provide practice balls. JV warm-up will be 6-6.

**4. STARTING TIMES:**

Game times will be 5:45 p.m. for junior varsity/c-team with varsity starting no earlier than 7:15 p.m. with proper warm-up (8-8). Junior varsity warm-ups will start at 5:30 p.m. regardless of whether officials are present. JV non-deciding games will be played. All games started will be finished.

**5. LENGTH OF MATCH:**

The varsity match shall consist of best three (3) of five (5) games. The first four (4) games will be rally score to 25 with no cap and the fifth and deciding game will be rally score to 15 with no cap. Teams will not switch sides at the 8<sup>th</sup> point.

The junior varsity match shall consist of the best two (2) of three (3) games. The first two games will be rally score to 25 with no cap and the third game will be rally score to 15 with no cap.

**6. PARTICIPATION LIMITATION:** Each invitational tournament must count toward the team and individual game limitation.

**7. MATCH LIMIT:** According to the Washington State Interscholastic Activities Association Handbook rules.



8. **GAME BALL:** A white ball of top-grade leather will be used as the game ball. A multicolor top-grade leather ball may be used if both coaches agree.
9. **TIE BREAKING CRITERIA FOR TOURNAMENT PLAY (refer Page 16, Section IV, Rule 1)**
- a. Two Way Ties
1. All ties will be played off unless there is a Head-to-Head Advantage described in Section IV. 1.
- b. Three Way Ties (when no team is eliminated):
1. The teams involved will be seeded by sets-won percentage  
Example:  
KM beat KW 3-0 and lost to MR 2-3 which leaves them 5-3 and 62.5% in sets won.  
KW beat MR 3-0 and lost to KM 0-3 which leaves them 3-3 and 50% in sets won.  
MR beat KM 3-2 and lost to KW 0-3 which leaves them 3-5 and 37.5% in sets won.
  2. If teams are still tied, use the point differential between the tied teams.
- c. Three way ties (when one or more team is eliminated).
1. Teams would be seeded by sets-won percentage for a mini playoff. Matches would be the best 2 out of 3, third game to 15, no cap. The two lowest seeded teams would play the first match. The loser gets the lowest seed of the three teams. The winner plays the highest seeded team for the top two seeds.
- \*Using the example above, Kentwood and Mount Rainier would play 2/3 match and the loser would be the lowest seed. The winner would play Kent Meridian for the highest tow seeds.**
2. If teams are still tied after applying the sets won percentage or the point differential, there will be a draw to determine the seeding for a mini playoff. Matches will be the best 2 out of 3, third game to 15, no cap. Refer to Page 16, Section IV, rule 1e.

## WRESTLING

### 1. **MEETS:**

- a. National Federation Rules Book will govern wrestling.
- b. Preliminary matches shall be scheduled on the same night as varsity matches.
- c. In a dual meet, preliminary matches shall begin no earlier than 6:00 p.m. and varsity matches at **7:00 P.M.**
- d. All matches shall have Wrestling Association officials.
- e. A warm-up period of ten (10) minutes shall be allowed for each team.
- f. In league sanctioned double duals the following format will be followed unless otherwise approved by league AD's

#### **In 4 team double duals, on TWO MATS:**

- 3:45 pm: weigh in JV wrestlers, all teams
- 4:15 pm: start JV matches on 2 mats
- 6:15 pm: A vs C; B vs D varsity
- 7:30 pm: A vs D; B vs C varsity

#### **In 3 team double duals, on TWO MATS:**

- 4:15 pm: weigh in all wrestlers, all teams
- A=Home, B=Furthest Drive, C=Other visitor*
- 5:00 pm: A vs B varsity; A vs. B JV
- 6:15 pm: B vs C varsity; B vs C JV
- 7:30 pm: A vs C varsity; A vs C JV

### 2. **WEIGH-IN PROCEDURES:**

Weigh-ins shall begin at **5:00 pm**, unless agreed upon by head coaches of competing teams. Notifications to competing coaches and their AD's is required to be made no less than 24 hours prior to match time. Each coach shall have a duplicate list of his wrestlers (by weight) prior to weigh-in. The coaches shall exchange originals just prior to weigh-in. The coach shall keep his own copy on the file for verification purposed if needed for eligibility and qualification for tournaments.

3. For varsity contests the timer and/or score book personnel shall be adults.

## SECTION VI

### CHEER

1. **ADMISSIONS:** Cheerleaders in uniform will be admitted free to an SPSL activity.
2. **INTRODUCTION OF PLAYERS:**  
Introduction of players by the cheerleaders shall not delay the start of the game.
3. **CROWD CONTROL:**  
Cheer staff shall be encouraged to assist the game manager and officials in controlling the actions of their rooting section. Refer to SPSL Practices, Student Conduct on page 8, rule 11.
4. **SUPERVISOR:**  
Each school shall provide a faculty member to assume responsibility for action of the Cheerleading Staff.
5. **FOOTBALL GAMES:**  
Cheerleaders shall occupy the area directly in front of rooting section but not on the playing field.
6. **BASKETBALL GAMES:**  
Cheerleaders are to occupy the **area in front of bleachers**. Additional seating devices, such as stools etc., will not be allowed. **Visiting cheer squads should contact host school prior to attendance.**
7. **WRESTLING MEETS:**  
Strict compliance with Rule #2, Section 2, Article 1, National Wrestling Rule Book:  

“All personnel, other than actual participating contestants, shall be restricted to an area reserved for such use. This area shall be at least ten (10) feet from the edge of the mat and scoring table.”
8. **OTHER ACTIVITIES:**  
Cheer staff is permitted to conduct organized yells at any location or time that does not interfere with the contest itself or those participating.
9. Cheer staff is instructed to avoid using yells that could be disruptive, obscene, degrading or offending to officials, opposing team or opposing spectators.
10. Refer to NFHS Cheerleading Rulebook and Guidelines for all cheer squads.

## **SECTION VII**

### **MUSIC**

- 1.** There shall be a Music Educators' Association within the South Puget Sound League. Said Association shall have such responsibility for the governing of music matters as delegated to them by the South Puget Sound Principals' Association.
- 2.** All music educators in each of the member schools are eligible for membership in the South Puget Sound League Music Educator's Association.
- 3.** The President of the South Puget Sound League Music Educators' Association shall be one of the two South Puget Sound League representatives to the Music Committee of the West Central District (district No. 3). The other representative shall be a principal appointed by the South Puget Sound League President.
- 4.** No South Puget Sound League member school may participate in District No. 3 music events unless it first fulfills its obligation to the South Puget Sound League.

## **SECTION VIII**

### **FORENSICS**

- 1.** There shall be a meeting each spring of all South Puget Sound League forensic coaches for the purpose of planning all forensic activities for the coming year. Plans made by the forensic coaches shall be presented to the South Puget Sound League Principals' Association for their approval or revision.
- 2.** The forensic coach selected for Manager of the South Puget Sound League shall be responsible for calling the spring meeting.
- 3.** All forensic coaches shall be sure that their school as registered with the Washington Interscholastic Athletic Association for forensic competition.
- 4.** Schools in the South Puget Sound League may attend college-sponsored invitational tournaments at their local school or district's option in accordance with WIAA standards.
- 5.** Participation in Washington State Forensic Tournaments shall be by direct entry.