

SPORT. EDUCATION. PRIDE.

IRSEQ

GMAA

Elementary

Handbook

2011 - 2012

All Rules, Schedules
and

Registration forms

Can be found on the

G.M.A.A.

Website

www.gmaa.ca

Elementary Directory

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***All Registration Forms are found on the GMAA
Website: www.gmaa.ca***

GENERAL RULES

OBJECTIVES

- a) To emphasize **mass participation** and to introduce the concept of competing in sports, therefore no champions declared.
- b) To emphasize **participation of all students with all levels of ability**, therefore players have equal time.
- c) To encourage schools to participate, programmes are designed to encourage classroom teachers to bring their entire class and **divide students into teams of equal strength**.
- d) Workshops/jamborees organised to show teachers how to teach students to play a specific game.

Inter school competitive leagues with school teams have not been developed.

PARTICIPATION RULE

In GMAA activities where a grade level is specified, only students in specified grades may participate.

Exception: When there is an insufficient number of pupils in the school at that level only then may students from a lower level be brought up to complete the team.

N. B. "Stacked" or "Elite" teams are discouraged for Playdays.
The purpose of participation is destroyed when schools enter very strong teams.

RULES

1. REGISTRATION

Schools must register their teams by the entry deadline. Maximum 2 teams per level.

2. STAFF SUPERVISION

Every school **must** send **1 adult** to supervise every **15 students**. At least **one** of those adults from that school must be a **staff member** of that school.

3. STAFF MEMBER

Schools sending teams to an elementary GMAA activity must have a staff member who will assume the following responsibilities:

- Make sure the students are in uniform, i.e. all wearing a T-shirt of the same colour with the school name on it.

OR

- A pinnie that is **firmly attached**, with the school name on pinnie.
- **The school name must be visible at all times.**
- Make sure each team has an adult who will supervise each team.
- Review the tasks of the supervising adult with **each adult supervisor.**
- Review **standards of behaviour** each adult supervisor must personally meet & expect of the students in his/her charge.

4. ADULT SUPERVISOR

- Must be with the students under his/her charge at all times:
 - in the locker room
 - on the bench
 - with the students when the team is not playing.
- Keep the team in uniform at all times.
- Insist on behaviour that shows respect for:
 - team mates
 - players from the opposing team
 - officials
 - rules of the game
 - GOOD SPORTSMANSHIP
- Supervise students when they are not playing, students should be sitting quietly together. **NOT RUNNING AROUND**
- Supervise students to ensure that when they snack or eat their lunch they do not litter.
- Supervise students who go to the bathroom.

Students visiting another school must be on their best behaviour.

Anyone behaving in an unsportsmanlike manner will be ejected from that game and possibly from all games remaining in the playday. The sanction to be applied will be left to the discretion of the playday organizer.

5. UNIFORM

Students must wear a T-Shirt of the same colour with the school name on it.

or

A pinnie that is firmly attached with the school name on the pinnie.

The school name must be visible at all times.

First Offense

A letter of warning will be sent to the principal.

A fine equal to the participation fee will be levied against each school every time that school sends a team to a GMAA event out of uniform.

Second Offense

The school will be suspended from participating in that activity for a period of 1 year.

The uniform rule and fine will be included on the entry form.

6. WITHDRAWALS.

Schools withdrawing from a playday after the schedule has been drawn up, i.e. as soon as GMAA begins to draw up the schedule for the Playday or the Jamboree, will be fined.

7. PLAYDAY CO-ORDINATOR

Tasks:

- a) Secure venue and fix dates of each playday for that sport, and arrange for officials for each playday.
- b) Deadline for finding venue and fixing dates by June 15 of the previous school year. This will allow GMAA to publish dates and places of playdays for each sport by September of each school year.
- c) Assign a person to run the playday at each school. This person may be a physical education teacher, school administrator or adult who is competent and able to keep a playday running.
- d) Assign a school representative to supervise the playday
 - To greet teams as they arrive.
 - Review ground rules of the host school and playday.
 - Set up first aid procedure and notify schools participating how such a procedure will be effected.
 - Notify each school supervisor what is expected in terms of behaviour of students in terms of running in the halls, going to the bathroom, eating lunch.
 - Emphasize **Fair Play** and incorporate into the playday - hand shakes after each game.
 - Make sure ice, bandages, first aid and phone are available.
- e) Develop a plan of action to promote **Fair Play** for that sport.

8. PLAYDAY ORGANIZER

Prior to the 1st game

Meet with officials prior to the start of the playday to:

- a) explain the rules and how you want them called;
- b) explain the system of rotation you want the officials to follow;
- c) give each official a game ball and make them responsible for it.
- d) Check that all equipment is out and set up correctly.

During the playday

- Identify court lines in and out of bounds.
- Signal halftime and substitute time if required.
- Signal end of game.
- Time for each game is running time.
- Do not exceed the time per game.
- Do not waste time between games. You do not have time to wait until all teams are ready to play before starting the clock for each game.
- Keep the playday running on schedule. If you start late, make up the time by shortening the game time.
- Make sure all students and coaches behave in a sportsmanlike fashion. If you have problems call on the coordinator for help.
- The playday organizer is responsible for ejecting students who behave in an unsportsmanlike manner. The playday organizer shall decide whether to eject the student just for that game or for the duration of that playday.

9. SPORTSMANSHIP

Fair play and good sportsmanship must be shown at all times by all participants.

- a) Players not contradicting referees;
- b) Players not screaming at team mates or calling them names;
- c) Players/Spectators not booing other team;
- d) Applauding good plays from both teams;
- e) Shaking hands at the end of the game;
- f) Respecting other people - being courteous;
- g) Respecting other people's property;
- h) Leaving the school clean;
- i) Picking up everything players brought, including lunch bags and wrapping paper;
- j) Taking care of the host school.



Iso-Active is a tool designed to instill healthy lifestyle habits in Quebec youth. It was created by the Quebec Government in conjunction with the Fédération québécoise du sport étudiant and distributed through the regional school sports associations.

What is it?

The program promotes 3 core lifestyle habits: *Physical Education, Healthy Eating and Smoke-Free living.*

How to Sign-Up:

The basic program is **Free** thanks to a grant!

In the fall, fill in the Registration Form on our web-site (click on Elementary, Iso-Active) and fax it in to us. You will receive a Binder explaining the program along with a Coroplast Poster to hang in your gym.

In the spring, fill out another form (Grid) which lists all the health promoting activities your school has done throughout the year. Send it in and you will be sent a “level” sticker (Excellence, Gold, Silver, Bronze, or Participation) to add to your poster and another huge Vinyl Poster to proudly display outside your school which makes you officially *Iso-Active Certified!*

**Sign-up each year and continue trying to improve your level of participation!
*That's it!***

Additional Material

There are other items which can be ordered to help you in your efforts. Call for more info and pricing.

- . **Gym en forme** – the updated version of the old Canada Fitness Program.
- . **5 Fruits & Vegies Binder** – Full of great healthy eating ideas.
- . **Passesport Santé** – A binder of fun activities to try.
- . **Ethique Sportive** – Posters to help promote good sportsmanship.

MINI SOCCER RULES

This is a non-competitive Play-Day.

Tournaments

Grade 5: Mixed Team: No more than 5 boys may be on the field at any one time

Grade 6: A playday will be run for Grade 6 boys and Grade 6 girls.

Cancellation:

The tournament may be cancelled due to inclement weather. A decision to cancel will be made by 7:00 a.m. the day of the tournament. It is understood that weather being unpredictable, may cause the tournament to be cancelled after 7:00 a.m. If possible the tournament will be rescheduled.

RULES

1. **NO CLEATS ALLOWED. Footwear is to be running shoes.**
2. Every team must have a coach.
3. There are 9 players on the field.
4. There shall be 2 halves of 10-15 minutes running time.
5. To permit as much play as possible and avoid wasting time there will be no off-sides;
6. There will be no penalty kicks.
7. There is no crease.
8. All free kicks are to be indirect – that is the ball must be touched by someone else before scoring.
9. A throw in will take place for all out of bounds calls.
10. A goal kick will be taken from the goal line.
11. Goals - Traffic cones will mark the goals. The scoring of a goal will of necessity be a judgment call by the referee, with guidelines for the goal height to be within the reach (i.e. extended arm) of the goalie.
12. Coaches & spectators must stand on sidelines & not behind the goal line.
13. Every school must have their students clearly and easily identifiable with the school name in order to play. Schools will be sent home without playing if they do not wear an identifiable uniform.

Rules of the Day

- a) Be on the field and ready at your scheduled playing times.
- b) Do not leave garbage on the field.
- c) Only the locker rooms are to be used in the host school & only for changing. Students are forbidden to be in any other part of the host school.
- d) Any student who questions a referee's call or swears on the field or makes any obscene gestures or talks back to the referee will be put out of the game.
- e) All members of a team must be identified by a distinctive pinnie

EQUIPMENT: BRING: 2 balls

June 2010

CROSS COUNTRY RUN

THIS IS A 2 KM RUN

This event goes on rain or shine!

There will be one (1) boys race and one (1) girls race open to grade 6 elementary students who have trained and are capable of running the race. The terrain consists of two hills which are steep: (140 m., 91m.)
Students must be physically and mentally prepared to challenge themselves.

PLACE: Parc des Hirondelles (near Our Lady of Pompei Elementary School – St. Michel district)

WALK-ABOUT: Students and coaches wishing to “preview the course’ are asked to start their walk at 12:30 p.m. or earlier.
-Use your map
-Follow the course markers; arrows painted on the grass, flags, orange pylons (cones). Also watch for “spotters” with an orange or yellow vest.

RACE SCHEDULE:

1:15	Girls to start line.
1:30	Girls 2 km Race
1:35	Boys to start line.
1:50	Boys 2 km Race

Clean-up! Presentation of awards end the afternoon.

STRATEGY

Cross Country Running requires an ability to run well while applying good strategy. *The key is to know your strengths as a runner and work out your pacing based on the demands of the terrain and the opportunities to pass other runners.

ETIQUETTE

1. At the start of the race, runners must keep alert. They are to avoid any pushing and shoving by giving space. Runners should not crowd into each other but rather should be focusing on establishing their pacing and smooth breathing.

*Parc des Hirondelles is a demanding location. Successful participants use “common sense”. They distribute their energy over the 2 km distance!

2. Runners are expected to allow faster runners to pass by on the path.

MEET RULES

1. Spiked shoes are not permitted.
2. Students **must** be at the start line **15 minutes before** the start of the race.

3. Students must line up by school with the fastest runner in the front, down to the slowest runner behind.
 4. Schools may enter a maximum of 15 boys and 15 girls.
 5. Each participating school is required to have at least 1 adult supervisor/coach AND provide, upon request, 1 competent official.
1. The race will be started in the following manner.
 - (a) Starter lines up runners
 - (b) Starter checks number of participants per school
 - (c) Starter gives safety and etiquette reminders
 - (d) Starter says "On your Mark"
 - (e) Starter pistol goes off

COURSE

Runners will start on grass then encounter asphalt, dirt, gravel and more grass. At intersections of paths a **spotter with an Orange or yellow vest** will direct runners.

Hill area is restricted to officials. Keep away please! Allow the runners to be properly supervised during this tough section of the course.

Runners who are waiting for or have completed their event, must **stay clear of the course** and refrain from running alongside team-mates shouting directions, etc.

CLOTHING

Each school must have their students clearly and easily identifiable: THAT IS, T-shirt with school name in order to participant, otherwise students cannot participate.

Please make sure children are dressed appropriately and come prepared for rain, and have warm clothes to wear before and after the race. Remember it can be quite cold by 3:00 p.m. in late September or early October!

SUPERVISORS

Schools should have their first aid kit, as well as the appropriate telephone and medicare numbers for their runners.

Review standards of behaviour.

Upon arrival, designate your "meeting spot" away from the 2 km course.

Leave the area clean.

Think sun! All the Best!!

SCORING: Team Concept

The finish position of the 1st six runners will be added together. Thus it is your “best 6” of your max. 15..

1. The team with the lowest total will be presented with a banner; boys, girls.
2. 1st 6 runners in 1st place team will receive 1st place ribbons.
3. 1st 6 runners in 2nd place team will receive 2nd place ribbons.
4. 1st 6 runners in 3rd place team will receive 3rd place ribbons.
5. Individual awards (ribbons) will be given to the top 6 runners.
6. Times will be given (at a later date) for at least 1st 10 finishers

Following their race, runners need to report back to their school coach/supervisor with their placement tag in order for school results to be tabulated quickly.

GMAA ribbons are presented to top finishers.

OFFICIALS

Meet Director requires -

- 1 Starter
- 2 Timers/Recorders
- 2 Finish Line Judges
- 1 Tagger

?? Spotters (depends on course selected)
eg. Parc des Hirondelles – 24

June 2011

MINI VOLLEYBALL RULES

ELIGIBILITY: Grade 6 Boys and Grade 6 Girls

EQUIPMENT: Please bring 2 balls

NUMBER OF PLAYERS: 6 players on the court at any one time, the positions and rotation of players will follow the Canadian Volleyball rules.

PLAYING TIME

Where ever possible the playing time will be 15 minutes.

Please be ready and on the court at your scheduled playing times.

GENERAL RULES

1. Court

The match will be played on a badminton court.

2. End of a Match

Teams will line up on the end line on their half of the court and on the official's signal both teams will come forward and shake hands.

3. Serve – net serve is not loss of serve.

- a) The serve will be a **volleyball serve** which may be made anywhere in the back half of the court. Emphasis should be placed on serving the ball to the back part of the opposing team's court.
- b) A player may not take more than 5 consecutive serves.
- c) After 5 serves, rotate player. Possession of ball does not go to opponent.

4. Receiving the Serve

- a) The **1st player** to receive the ball must bump or volley or tip the ball, and immediately pass the ball.
- b) The 2nd player must catch the ball. The catch must be a hand catch not a cradle. The **ball cannot be held but the movement in receiving (catching) the ball and passing the ball must be continuous.**
- c) The 3rd player must volley, tip or bump the ball. Emphasis should be placed on controlling the ball upon receipt of the ball and carrying out a passing pattern. **The ball may be volleyed or tipped or bumped, but not spiked.**
- d) 3 players must throw/volley the ball before the ball is returned to the opposing team.
- e) **Touches should be 2-handed and no steps can be taken while in possession of the ball.**

5. Out of Bounds and Net Violations

Follow the Canadian Volleyball Rules.

June 2011

MODIFIED MINI VOLLEYBALL RULES

ELIGIBILITY: Grade 5 Boys and Girls

NUMBER OF PLAYERS: There shall be only 6 players per team on the court playing at any time. All teams from the same school must be balanced in strength.

LENGTH OF GAME: Wherever possible the playing time will be 15 min – with a minimum of 10 minutes straight time. This will allow time for shaking of hands at the end of the game.

GENERAL RULES

1. Start of Game

All games shall start and end at the sound of a horn.

2. Team Members

Team members must play on their designated team.

3. Rotation of Players

Follow the Canadian Volleyball rules.

4. Substitution

Substitution may occur when the serve is won but the substitute must rotate into the serving position.

5. The Serve

- a) The serve may be **thrown (underhanded only)** over the net or **served** as in the Volleyball serve.
- b) The serve may not be helped over the net by the ball being tipped or hit by another player.
- c) The server must wait for the nod or whistle from the referee before serving.
- d) The line of service maybe moved closer to the net for smaller students.
- e) Net Serve is **not** loss of serve.

6. Rules of Play

- a) The **1st and 2nd players** must receive the ball with a **catch**. The **3rd player** to receive the ball must **bump, volley or tip** the ball over the net. The ball may not be spiked over the net.
- b) **Players may not run or take steps while in possession of the ball.**
- c) Should a player catch the ball in the air, he/she may land using a one or two step landing, but the player may not take additional steps.
- d) The ball may be played from the net.
- e) When two players catch the ball simultaneously, that shall be considered as two catches.
- f) No Fumbles – a player cannot catch his/her own throw or fumble, that is no double touch.
- g) A ball that is tipped by a player counts as a catch.
- h) Should the ball touch the floor or hit an object or person that is out of bounds (such as a hanging basket or ropes) the team committing the fault will lose the serve.
- i) Only 2-handed touches allowed.

June 2010

MINI BASKETBALL JAMBOREE

This Jamboree is put together by the best in basketball:

Quebec Basketball Federation
McGill Departments of Athletics & Physical Education
GMAA

It is geared to Grade 5 and 6 classes and their teachers. Students will be very active all day.

OBJECTIVES

1. To help teachers teach the game of basketball and have fun doing it.
2. To provide teachers with a wealth of drills which can be used in class, intramurals and lead to GMAA mini-basketball tournaments.
3. To introduce students to the skills of the game.
4. To have students experience fun and challenging drills.
5. To have students play a simple game.

FORMAT

Classroom teacher and 24-30 students. Students will be divided into groups the morning of the event, where only 2-3 students from the same school may be in the same group. Each group will consist of students from different schools.

RULES OF THE DAY

Be on time.

Hours: 9:00 a.m. to 1:00 p.m.

Don't bring valuables – there is no place to lock up items.

Bring a lunch – there will be no time to buy food.

Bring running shoes & shorts (running shoes **must** not be the same shoes students wear outside so as not to track in sand and salt)

ADULT IN CHARGE OF EACH GROUP - RESPONSIBILITIES

- Carry valuables of your group.
- Supervise your group, students should not run around the building at anytime.
- Eat with your group – make sure all garbage is picked up and put in garbage cans.

IMPORTANT TO BRING:

1 ball per student - absolutely essential even if ball is not a basketball.

Pinnies

Name Tags Write first name of student, so that the instructor can see & read the name of each student to help when addressing each student.

**THIS IS A POPULAR PROGRAM
LIMITED NUMBER OF PARTICIPANTS! (FIRST COME FIRST SERVED)**

June 2010

MINI BASKETBALL PLAYDAY RULES

This is a non-competitive Play-day. *It is designed for kids who would like to try basketball in a fun setting – make sure all kids and coaches know. No pressure defense can be used, players must remain at arms distance, no scores are kept and teams should be balanced. **Coaches must use strategies to balance the scores if they see a game becoming too lop-sided.***

PLAYDAY: A team will play a minimum of 3 games.

EQUIPMENT: Bring 2 balls

NUMBER OF PLAYERS

1. Each team should have **10 players.**
2. These 10 players are organized into 2 separate lines **of equal ability.**
3. **Minimum** number of players per team shall be **8.**

UNIFORM: Students playing must wear pinnies with numbers & uniform with school name.

PLAYING TIME

1. Be on the court ready to play at scheduled times.
2. The game shall be divided into 4 quarters of 5 min. each.
3. The time shall be straight running time.
4. There are no time-outs and no time between quarters.
5. Line changes must be immediately effected in order not to lose playing time.
 - a) No player may play fewer than 2 quarters.
 - b) No player may play more than 3 quarters.

Substitution

There is no substitution during quarters.

1st quarter: 1st line plays

2nd quarter: 2nd line plays

3rd quarter: 1st line plays

4th quarter: 2nd line plays

DEFENCE

1. Players must play player to player defense, however they may only pick up their player at half court - **ARMS DISTANCE.**

PLAYERS MUST REMAIN AN ARMS DISTANCE AWAY FROM EACH OTHER. This must be demonstrated prior to each tournament.

2. No zone defense may be used.

GENERAL RULES

1. There is to be absolutely no contact while a player is in the air taking a shot.

2. **All fouls on a shot**

The player causing the foul will be given the foul. The ball will be awarded to the non-offending team out of bounds at a spot closest to where the foul occurred.

Fouls occurring in the back court

A foul in the backcourt will result in the ball being awarded to the non-offending team.

3. A player receiving 4 fouls is out of the game.

4. **Scrambles for loose ball** (bunching or pushing to recover rebounds)

The ball will be immediately awarded to the defending team out of bounds.

5. A player may steal the ball when their opponent is dribbling the ball.

Stealing the ball from an opponent who is holding the ball is considered a violation.

6. **Continuous dribbling** is to be discouraged - constant violation shall result in loss of possession of the ball.

7. **No 3 seconds** violation will be called.

8. **No backcourt** violation will be called.

9. 5 seconds will be called holding the ball.

10. **Coach**

Each team shall have a coach whose responsibility shall be to be with the team at all times, offering support & encouragement, showing good **sportsmanship** & requiring students to behave.

11. Teams not playing must stay together seated off the court.

Referees should be grade 11 and 10 students no younger.

BE CONSISTENT

June 2010

HALO ROAD RACE ELEMENTARY SCHOOLS

The Halo is a very popular annual event that has been held on Mount Royal beside Beaver Lake for over 25 years.

It is open to Cycle 2 & 3 boys and girls, to a maximum of 5000 participants.

Cycle 2 students (grades 3 & 4) - 1 km race which is a bit strenuous as the first part of the race is uphill.

Cycle 3 students (Grades 5 & 6) - 2 km race which requires some endurance.

N.B. Students may race in an older age category.
Please note the distance of the race increases the higher the age category.
Be sure your students are fit and capable of running longer distances.

. One Adult Supervisor is required for every 15 students

Medical Examination Report

Only Students who have been **MEDICALLY EXAMINED** and classified as fit for all physical activities or have parental permission to participate may be permitted to participate in activities of this association.

. You must allow a 2 1/2 hour time frame in order to race. Choose either:

9:00 a.m. to 10:35 a.m. or 10:40 a.m. to 1:45 p.m.

. Each individual must accept responsibility for safeguarding his/her property.

. There is no storage area.

Please prepare small adhesive labels with each runners name and school printed on them, to be affixed to the finishing card at the finish line. This will help us to identify the runners and post the results on our website. Ex.:

Jane Smith Parkdale School

June 2011

MINI FLAG FOOTBALL HANDBOOK RULES

ELIGIBILITY: Grade 5/6 Boys teams and Grade 5/6 Girls teams (or mixed)

EQUIPMENT: .A junior (Size 6) football will be used. The offense may use their own ball if they wish
. Players must wear 2 flags (one on each side of the hips). The part of the flag exposed must be a minimum of 14 inches. The flags may not be covered by any piece of clothing.
. Cleats (rubber or metal) **are not permitted.**

NUMBER OF PLAYERS: 7 players on the field.

General Rules

- 1. Field**
The field will be 1/2 of a regulation soccer/football field. (It can be played cross field provided there is enough room for a 10-15 yard end zone). Goal posts must be padded if they are in the playing area.
- 2. Playing Time**
There will be 2 halves of 15 minutes.
- 3. Start of Game**
There will be no kick-off. At the beginning of each half and after a touchdown play will start from the 10 yard line.
- 4.** On every offensive play, the ball is put in play by snapping it between the legs to the quarterback. A ball that bounces before it reaches the quarterback, or if the quarterback drops the snap, it is a dead ball. This will result in a loss of down and play will resume from the original line of scrimmage.
- 5.** The quarterback must be at least 5 yards from the line of scrimmage when the ball is snapped.
- 6.** The rusher must also be 5 yards from the line of scrimmage when the ball is snapped and may rush the quarterback as soon as the ball is snapped. All other defensive players may cross the line of scrimmage only after the rusher has crossed or the quarterback has released the ball.
- 7.** Only 1 forward pass per offensive play is permitted.
- 8.** The play is over when the flag is removed from the ball carrier. The

defensive player must **immediately** raise the flag to show the referee it has been removed. All fumbles are dead balls at the point the ball touches the ground

9. The ball carrier may not guard the flag with the hand or arm or dip the shoulder to prevent the defensive player from reaching the flag, but may spin to avoid having the defensive player reach the flag, however one foot must remain on the ground at all times (no jumping).
10. The defensive player may not grab or hold the ball carrier in order to get the flag.
11. Blocking and obstruction **are not permitted**.
12. A team has 4 downs to either score or gain 10 yards for another first down. Of these 4 downs, there must be at least **1 completed forward pass** for the first down to be awarded. If not, the ball will be turned over to the defensive team but the yards gained will be kept.
13. Punting will be permitted but there will be no runback. The ball will be played from where it is caught or touches the ground. (The kicking team cannot down or recover the ball).
14. Score will not be kept and there will be no convert attempts.
15. A safety will result in a loss of down and the ball will be scrimmaged from the original line of scrimmage or the 10 yard line (whichever is closer to the end zone). The marker for the first down yardage will stay in the original spot.
16. **PENALTIES.**
 - All defensive penalties except off-side, will result in a 1st and 10 from the point of infraction. If interference occurs in the end zone, the ball will be put in play from the 1 yard line.
 - Defensive off-sides will result in a 5 yard gain for the offense and repeat of down.
 - Offensive penalties at or behind the line of scrimmage will result in a loss of down and the ball will be played from the original spot.
 - Offensive penalties down field (blocking, protecting the flag etc.) will result in a loss of down from the point of infraction. Yards gained will be kept.
 - Offensive pass interference will be ruled an **interception** at the point of infraction. If it occurs in the end zone, the ball will come out to the 10 yard line.

SPORT. EDUCATION. PRIDE.



GMAA

Elementary Playday Feedback

We need your input! Please fill in this form and return it to us by inter-office mail, fax 514-487-0121, or e-mail robin@gmaa.ca

Name _____

School _____

Date of Activity _____

Activity: _____

Comments/Suggestions: _____

Thank you!