



East Basketball
GRIT&GRIND

TEAM HANDBOOK

2023-2024



Give First, Take Last

We > Me



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OUR PROGRAM AND OUR MISSION

ABOUT OUR PROGRAM

Being a part of the Duluth East Basketball program is an absolute honor. This program is one that is rich in tradition and has been very successful over the years. We have 16-State Tournament Appearances and we have competed in FOUR Minnesota State Championship games.

Being a part of a good program is an honor. Because you were selected as a part of our program, you should always demonstrate a sense of pride of being a Greyhound.

THE 4 PILLARS OF OUR PROGRAM

The old adage says, "the whole is greater than the sum of its parts", and this mantra is how we must live, especially from November-March. Ultimately, we are collectively on a hunt to achieve a true sense of **SYNERGY** on the basketball court.

SYNERGY = USING YOUR INDIVIDUALS SKILLS AND TALENT FOR US

However, we cannot achieve true synergy without putting a great deal of value in the following pillars of our program:

Selfless	<i>Unselfish and generous with your team and your teammates.</i>
Work Ethic	<i>Determination to work really hard for your team and teammates.</i>
Confidence	<i>Achieving a mental state of certainty due to your preparation individually and with your teammates.</i>
Loyalty	<i>Dedicated and devoted to the team and your teammates.</i>

Once our pillars are achieved, we'll be able to use our skill and talents *together* to compete against the best teams in the state. Without our pillars, it will be really hard to be successful.

ROAD MAP TO SUCCESS

FOCUS ON OUR PILLARS → DEVELOP OUR CULTURE → FOLLOW GRIT & GRIND TRAITS → SHOW OUR IDENTITY ON THE FLOOR → USE YOUR SKILLS AND TALENTS FOR US (SYNERGY)

= BIG TIME SUCCESS



OUR CULTURE

GRIT AND GRIND

Our goal is to be the best team in the state. Our goal is to win the section 7AAAA Championship. Our goal is to “climb the ladder” and cut down the nets. The only way we will have the ability to climb that ladder and cut down the nets is if our culture is strong enough to support our team at the moment we reach those great heights.

We want to “Climb the Ladder”. The ladder, though, represents our Grit and Grind culture. If our culture (or ladder) is really strong, we will have the ability to reach our goals. If our culture (or ladder) is weak, we will fall flat on our face.

Always remember, it takes a long time to get to the top, and only a moment to fall all the way to the bottom.

LOVE THE PROCESS AND DON'T WORRY ABOUT RESULT

We build our culture by focusing on the process of being a good team and becoming good basketball players. We feel that if we focus on the process, the results will take care of themselves.

Below, shows our values, which is really what our team culture is all about.



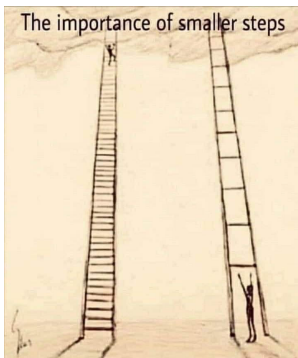
OFF THE FLOOR

Be Healthy
Share your Joy
Show your Confidence
Always give your best Effort

V A L U E S

ON THE FLOOR

Bring the JUICE
Always Compete
Do the Little Things Right
Be Disciplined
Tough



TAKE THE SMALL STEPS NECESSARY TO ACCOMPLISH GREATNESS!

You can't get to the top of the ladder with one step, but you can fall off the ladder by taking one small misstep.



GRIT AND GRIND TRAITS

We have had some very good players in our program. They weren't just "good" because they were talented. They were good because they left a legacy.

GREAT PLAYERS IN OUR PROGRAM LEAVE A LEGACY BECAUSE THEY...

→ Are We>Not Me Guys.

- They find ways to Give first and Take Last.
- They always pick up trash, even if it's not their own. They leave places better than when we found it.
- Always use "please and "thank you".
- Sit together with their teammates before games to stay connected and focused.
- They don't allow their tech devices to take the focus away from the team (i.e. bring phones/airpods into practices, film, the weight room, or on the bench.)
- Respect and care for their teammates. On and off the Floor.
- Are not worried about their stats. They only want to win. PERIOD.
- Bring the JUICE all of the time, regardless of how the game is going or how they are individually playing. The JUICE should be shown on the floor and on the bench. ALWAYS.

→ Are committed to their academics.

- They go to class on time, are ready to learn, and stay in class until bell rings.
- They treat their teachers with respect at all times.
- Communicate absences with teachers days in advance.

→ Are Prompt

- They Arrive Early, and not just show up "on time". They know that it's not about them being on time, it's about respecting our collective commitment and each other.
- They are on time for EVERYTHING. The bus, practice, game time arrival, and the weightroom. No excuses.

→ Are Mature

- They have a classy appearance.
- They don't act impulsively, they understand the difference between maturity/immaturity is one hour.
- They know there is a purpose with everything we do throughout a season.
- They control external emotions; we don't hang our heads, we don't pout, and we don't throw the ball down in anger. We don't accept poor body language.
- They accept coaching unconditionally.
- They never question an official's call verbally or visually.

→ Are “All In” off the court.

- Take good care of their bodies, like an Olympic athlete. They rest, stretch, eat healthy, and never use alcohol or drugs.
- They prepare to win by preparing their mind first. Mentally, they are always ready to be their best.
- They get after it in the weightroom. They understand the importance of the reason why we are in the weightroom.

→ Are “All In” on the court.

- They relentlessly compete in practices and games. To them, the games and practices hold the same importance.
- They understand the importance of pre-practice and post-practice discussions, film sessions, pre-game, halftime, and post-game discussions with coaches. This is where half of the learning occurs.
- They loudly communicate on the floor.
- They never quit on plays.
- They pass up good shots for great shots.
- They are committed to simple play consistently throughout the game.
- They sacrifice their bodies; they are the first to the floor for 50/50 balls.
- They take charges.
- Run everywhere; they run to help someone off the floor, to the bench when substituted for, to timeouts, and to the locker room at halftime.

It is important that all of you leave a legacy in this basketball program, like many others have done. Focus on these traits and practice them every single day.

This is what Duluth East Basketball is about!

This is what makes us different!



LEAVE A LEGACY!

OUR IDENTITY ON THE FLOOR

#1 RUN

We want to play fast. We want players to play freely and aggressively. Make or miss, we want to push the ball up the floor to create advantages for our team. We want to play fast enough that our opponent's defensive philosophy doesn't have a chance to set in.

#2 FLOW

We want to flow right into our half court offense without any stoppage, while maintaining our pace. We want our players to make quick decisions and create advantages that lead to domino scenarios for us to find great shots.

#3 DISRUPTIVE

We want to disrupt what the offense intends to do. We want to take away all rhythm and timing of their offense. We want to destroy their spacing and create scenarios where they are playing too fast. Our goal is for our opponent to take bad shots or turn them over.

#4 DISCIPLINED

We want to do the simple things we have been taught consistently. We value making a series of simple plays each possession. We know the difference between the basketball that is pretty, and the brand of basketball that is winning.

#5 CONNECTED

We want to relate to our teammates. We want to find ways to communicate effectively with your teammates. We want to show that we care for our teammates. We want to stay connected during every moment on the floor, and even when we are away from our teammates.

WE > ME

Give First, Take Last



RULES/EXPECTATIONS FOR ALL PLAYERS

These guidelines are designed to help you understand the expectations for the Duluth East High School Basketball Program. It is the belief of the coaching staff that these expectations will ensure that all team members will be focused on a common goal: the continuous development and success as a group in the game of basketball. Deviations from these expectations often tend to cause distractions to the rest of the players on your team.

GENERAL GUIDELINES

- As a member of the Duluth East Boys Basketball Program, you will be held to higher standards and expectations than other student-athletes at Duluth East High School.
- Be on time. Early is on time, on time is late, late is unacceptable.
- Always bring the JUICE (Joy, Urgency, Intensity, Concentration, Energy).
- Act like gentlemen.
- Be respectful.
- Always pick up trash.
- All weight room sessions are treated as practices.

LENGTH OF SEASON

- C-TEAM: The C-Team season starts November 20th and will conclude and is scheduled to end on March 1st.
- JV and VARSITY TEAM: The JV and Varsity Team seasons start November 20th and will extend until being eliminated from postseason play. The first round of section 7AAAA play will take place on March 6th and could potentially extend into the last day of the State Tournament on March 23rd.
- The Varsity Tournament Team is limited to 18 guys. There may be some JV players not on the tournament team.

PRACTICE EXPECTATIONS

- Attendance is mandatory. If you don't attend practice, don't expect to play in games.
- Be on time. Early is on time, on time is late, late is unacceptable.
- Use the Locker Room appropriately. Keep the Locker Room Clean.
- If you have anything in a locker, you must have a lock. No exceptions.
- If you are injured, you are still expected to be at practice.
- Bring your own water bottle.

EXPECTATIONS BEFORE AND AFTER GAMES

- Be on time. Early is on time, on time is late, late is unacceptable.
- Varsity members attend all JV Team games and are in attendance by tip off, sitting together as a team
- JV and C-Team players should be dressed and ready for warm-ups 30 minutes prior to tip-off, unless told otherwise by the coach.
- Keep your uniforms and shoes on until after post-game conversation.
- Clean up the locker room. Leave the locker room nicer than when you arrived. Our locker room is an extension of the court.

- All C-Team players attend all Varsity games and are in attendance by tip-off, sitting together as a team, behind the Varsity team bench.
- Players must ride home with the team. Team bus rides are considered a team activity and part of the “journey” of the season. We believe that bus travel is an important component of overall team bonding.
- After road games when stopping at a restaurant remember that you are representing East High School and yourself -act like gentleman, be respectful, and sit together as a team.

GAMEDAY DRESS

- Players will wear a shirt and tie for home games unless told otherwise by the coach.
- No jeans are allowed. No hoodies allowed to be worn on top of dress clothes. No hats are allowed. Players will wear dress clothes to school.
- Players will wear team issued travel gear for road games. Please wear team issued travel gear to school.
- Headbands/wristbands are not allowed.

BUS EXPECTATIONS

- Be on time. Early is on time, on time is late, late is unacceptable. If you miss the bus, you cannot play. This is a district rule.
- Players should expect to sit together and share a seat.
- Players are expected to use time on the bus as study time.
- Players must ride home with the team. Team bus rides are considered a team activity and part of the “journey” of the season.
- We believe that bus travel is an important component of overall team bonding.
- Leave the bus nicer than when you arrived. Pick up trash. Regardless if it’s yours or not.

EXCUSED ABSENCES

- Family events (wedding, funeral, or family emergency).
- Some school functions.

ATTENDANCE POLICY

- Players need to be in class, on time, every day.
- Players need to be at school for the last two hours of the school day to be eligible for game play on a game day.
- Players are eligible with excused absences (doctor’s appointment) on game days.
- We will get home late from some road games. The expectation is that ALL players are in class during the 1st hour the next day.
- If you are at school, but do not come to practices, don’t expect to play in games.

VIOLATIONS AND CONSEQUENCES

Players who violate any of the above guidelines may be assessed a consequence. The following are examples of consequences: Not starting, sitting out one half, sitting out for an entire game, sitting out for two games, extra conditioning, and removal from the team.



OTHER IN-SEASON ACTIVITIES

The success of the team depends on our players' overall health throughout the season. Engaging in other activities that would risk injury are discouraged. Players are expected to avoid all activities that use non-basketball muscle sets or are hard on the body during the basketball season. Risking injury in activities such as this jeopardizes your health and team success.

FAILURES, INCOMPLETES, AND ACADEMIC PROBATION

- At the end of each grading period, a student cannot have an "F" on a report card and must not have a "U" in conduct given by the administration.
- If a student receives an "F" on a report card, the student is ineligible for at least the first six weeks of the next grade period.
- Students must be making progress toward graduation.



LETTERING REQUIREMENTS AND POST-SEASON AWARDS

LETTERING POLICY

You must achieve one or all of the following requirements:

- You must play in at least 25% of the halves throughout a season (EXAMPLE: In a 26-game season, there are 52 halves of basketball. In order to letter, you must be checked into the game in 13 of those halves).
- You must be in good academic standing throughout the season.
- Managers have to be present at all games.
- Coaches have the ability to letter individuals at their own discretion.

POST-SEASON AWARDS

The Glove: This award will be given to the player who was willing to take on the role of best defender throughout the season. This player must demonstrate his willingness to take on the role of guarding the other team's best player and sacrifice other statistical categories and their body for the benefit of the team's defensive effort.

- *This award will be decided upon a coach's vote and defensive statistics (i.e. steals, defensive rebounds, charges, tips/deflections, and 50/50 balls) as a means of voting.*

We Not Me: This award will be given to the player who was the intangible role player who devotes his energy to all of the little things necessary to achieve overall team success. Their presence made the other players around them better. This player brought ceaseless enthusiasm and effort to make the team better.

- *This award will be decided upon a coach's vote and a player vote.*

Ironman: This award will be given to the toughest guy on the team. This player must have a relentless attitude...he is the guy who never stops competing and was the engine of the team. Willing to sacrifice his body for the team. This player never wanted to come off of the floor in practice or in games and he demonstrated his true "toughness" in all areas of our basketball season.

- *This award will be decided upon a coach's vote and a player vote.*

Most Valuable Player: This award will be given to the player who had the biggest overall impact on any success the team may have throughout our season. This player contributed offensively, defensively, and as a leader on and off of the floor.- *This award is decided upon a coach vote and a player vote.*



PLAYING TIME AND COMMUNICATION



PLAYING TIME

- Playing time is earned in practice and in games.
- It does not matter the grade that someone is in. We will play our best players. We are trying to win games.
- Playing time is not equal. It is the coaches' decision and the flow of the game that determines playing time.
- Players earn playing time by being able to execute what we are teaching them in both games and practices, buying into a role, and playing with maximum effort.
- Coaches will communicate with the players about things to work on, but players need to communicate with coaches as well as to what they need support with.
- Remember that if you are not playing you are still an important part of the team. EVERYONE IS A PIECE TO THE PUZZLE– WE>ME!

ASPECTS THAT DECREASE PLAYING TIME

- Being late/leaving early from practice.
- Unexcused absences or being tardy for class.
- Not passing classes.
- Not practicing with maximum effort.
- Not buying into a role given by coaching staff.
- Bad behavior on or off the court.
- Turning the ball over.
- Not rebounding.
- Taking bad shots.
- Not playing with great hustle.
- Not playing disciplined.
- Not playing defense.
- Playing and behaving selfishly.
- Violation of rules/expectations above.

PARENT EXPECTATIONS

- Parents will treat players, coaches, opponents, and officials with respect.
- All comments by parents and their guests from the sidelines will be encouraging and/or complimentary.
- Parents and guests will refrain from making comments about players' mistakes or errors. Parents will refrain from making derogatory comments to referees at any time.
- Coaching basketball is to be done only by coaches on staff. Parents agree to refrain from coaching or directing their child or other players during all games and practices.
- Parents will discuss player and/or team concerns and problems directly with the head coach. These discussions will not take place right before or after a game. A meeting will be scheduled. During the meeting, playing time and comparisons to other players will not be discussed. We want to talk about your kid; not someone else's kid.
- Parents will participate when possible in the raising of monies needed to sustain the needs of the basketball program, regardless of the amount of playing time given.

PARENT COMMUNICATION PROCESS

- Parents should talk to their sons about basketball daily in a positive way.
- If their son has concerns, encourage him to talk to his coach.
- The next step is to have a meeting with the player, parent, and coach.
- If there are still issues that haven't been resolved, then a meeting with the administration would occur.

DISTRICT #709 BEHAVIOR REGULATIONS/ELIGIBILITY

STUDENTS RESPONSIBILITY

- Students must serve a consequence in each activity in which they participate – MSHSL, Duluth High School Intramurals, Activities, and Fine Arts. Penalties may be served concurrently.
- Due Process including appeals procedure as defined in the MSHSL bylaw 213.02,8.

All penalties:

1. Are in effect year round (including summer and off-season.)
2. Carry over from school year to school year.
3. Carry over from sport/activity to sport/activity.
4. Are applied to MSHSL violations that occur anywhere and any time.
5. Student fully agrees to fully cooperate in any investigation honestly and truthfully.

Determination and notification of violations:

1. Any violation(s) of the MSHSL or ISD 709 policy known to a coach/advisor must be reported to the Activities Director and/or Principal in writing immediately upon learning of the violation.
2. The Principal and Activities Director are responsible for administering this policy and declaring a student ineligible. The Principal and Activities Director will conduct a thorough investigation prior to reporting findings in the case.
3. Written notification of a student's ineligibility and the reason for such should be provided to the parent, student, and the coach/advisor.
4. Serving a penalty: Students who are not in good standing due to suspension, expulsion, injury, illness, family vacations, etc are not able to be placed in a game, meet or contest and are therefore not able to count those contests toward the penalty).
5. A copy of this notification must be kept on file in the High School Activity Director's Office until the student graduates. All and any paperwork will be shredded immediately after the student no longer participates.

***MOOD-ALTERING CHEMICALS - Reference MSHSL Bylaw 205**

Twelve (12) months of the year, a student shall not at any time, regardless of the quantity: (1) use or consume, have in possession a beverage containing alcohol; (2) use or consume, have in possession tobacco; or, (3) use or consume, have in possession, buy, sell, or give away any other controlled substance or drug paraphernalia, (4) use or consume, have in possession, buy, sell or give away products containing or products used to deliver nicotine, tobacco products and other chemicals. "Tobacco products" means: any product containing, made, or derived from tobacco that is intended for human consumption, whether chewed, smoked, absorbed, dissolved, inhaled, snorted, sniffed, or ingested by any other means, or any component, part or accessory of a tobacco product, (5) use or consume, have in possession, buy, sell or give away any substance or product where the intent of such use of the substance or product is to induce intoxication, excitement, or stupefaction of the central nervous system, except under the direction and supervision of a medical doctor. Such substance or products shall include, but are not limited to, synthetic drugs, gasoline, glue, aerosol devices, bath salts, and any substances addressed by Minnesota or Federal law.

Student Code of Responsibilities - Reference MSHSL Bylaw 206

As a student participating in my school's interscholastic activities, I understand and accept the following responsibilities:

1. *I will respect the rights and beliefs of others and will treat others with courtesy and consideration.*
2. *I will be fully responsible for my own actions and the consequences of my actions*
3. *I will respect the property of others.*
4. *I will respect and obey the rules of my school and the laws of my community, state and country.*
5. *I will show respect to those who are responsible for enforcing the rules of my school and the laws of my comm., state and country.*

A student ejected from a contest shall be ineligible for the next regularly scheduled game or meet at that level of competition and all other games or meets in the interim at any level of competition, for the first ejection. All subsequent ejections shall result in ineligibility for four (4) regularly scheduled games or meets. This suspension can be deemed longer or shorter based on the violation and is up to the discretion of the building principal.

SEXUAL/RACIAL/RELIGIOUS HARASSMENT / VIOLENCE and HAZING - Reference MSHSL Bylaw 209.00

A student shall not engage in the sexual, racial, religious harassment, violence or hazing during the school year or any portion of an activity season that occurs prior to the start of the school year or after the close of the school year.

Reporting Procedures:

1. Any person who believes he or she has been the victim of sexual, racial, religious harassment, violence or hazing or any person with knowledge or belief of conduct, which may constitute hazing, shall report the alleged acts immediately to an appropriate school district official designated by this policy.
2. The building principal is the person responsible for receiving reports of sexual, racial, religious harassment, violence or hazing at the building level. Any person may report hazing directly to a school district human rights officer or to the superintendent.
3. Teachers, administrators, officials, volunteers, and employees of the school district shall be particularly alert to possible situations, circumstances or events which might include sexual, racial, religious harassment, violence or hazing. Any such person who receives a report of, observes, or had other knowledge or belief of conduct, which may constitute sexual, racial, religious harassment, violence or hazing, shall inform the building principal immediately.
4. Submission of a good faith complaint or report of sexual, racial, religious harassment, violence or hazing will not affect the complainant or reporter's future employment, grades or work assignments.

Reprisal

The school district will discipline or take appropriate action against any student, teacher, administrator, volunteer, coach, official contractor or employee of the school district who retaliates against any person who makes a good faith report of alleged sexual, racial, religious harassment, violence or hazing or against any person who testifies, assists, or participates in an investigation, or against any person who testifies, assists or participates in a proceeding or hearing relating to such sexual, racial, religious harassment, violence or hazing. Retaliation includes, but is not limited to, any form of intimidation, reprisal or harassment.

FAIR HEARING PROCEDURE — The League Constitution provides a Fair Hearing Procedure for the student or parent contesting a school's determination of ineligibility for a student. The student has 10 calendar days in which to appeal the school's decision. The appeals process includes an appeal before a hearing panel at the school and the right, if desired, to appeal that decision to the League's Board of Directors. An independent hearing examiner will hear the appeal and make written findings of fact, conclusions and a recommendation for the Board of Directors following the hearing. The Board's decision shall be final. A complete listing of the Fair Hearing Procedure may be obtained from the athletic director or principal of the high school or on Web at www.mshsl.org in the Publications section.

First Offense

1. After confirmation of the first violation, The student shall lose eligibility for the next two consecutive interscholastic contests or two weeks, 14 calendar days, whichever is greater, of a season in which the student is a participant. Students must remain during the season and finish the season in good standing in order for the penalty to be considered served.
2. The student shall make arrangements with the respective coach or advisor to establish a plan for reentry with the team or group.

A team/group/club, in conjunction with the coach/advisor as well as the knowledge and approval of the activities director and principal, may increase the severity of a penalty. The coach/advisor shall clearly communicate in writing any changes or additional consequences to the parents and students prior to the season.

Second Offense

1. After confirmation of the second violation, The student shall lose eligibility for the next six consecutive interscholastic contests or three weeks, 21 calendar days, whichever is greater, in which the student is a participant. Students must remain during the season and finish the season in good standing in order for the penalty to be considered served.
2. The student shall make arrangements with the respective coach or advisor to establish a plan for reentry with the team or group.

Third Offense (and subsequent):

1. The student shall lose eligibility for the next 12 consecutive interscholastic contests or four weeks, 28 calendar days, whichever is greater, in which the student is a participant. Students must remain during the season and finish the season in good standing in order for the penalty to be considered served.
2. The student shall make arrangements with the respective coach or advisor to establish a plan for reentry with the team or group.
A student who chooses to become a participant in a treatment program may become eligible for participation after a minimum period of six weeks after entering treatment if all of the following conditions are met:
 - a) The student is assessed as chemically dependent, enters treatment voluntarily, and the director of the treatment center certifies that the student has successfully completed the treatment program.
 - b) The treatment option cannot be used for the first or second violation. Successful completion of a chemical dependency treatment program will satisfy only the most recent violation. Any other violations for which the penalty has not been satisfied must still be served in full.

Penalties for Category II Activities and Clubs

Definition - Category II Activities: Those League-sponsored activities in which a member school does not have a schedule of interscholastic contests, exclusive of League-sponsored tournaments. Includes Fine Arts Activities:

1. Speech, Debate, Drama, Knowledge Bowl, Robotics, and Math Team, and One Act Play
2. Music Activities.
3. Visual Arts Activities. Each member school shall develop penalties which it will apply to the participants in these activities.

After confirmation of the first violation, The student shall lose eligibility for the prescribed time period set by the Principal. The student must remain during the season and finish the season in good standing in order for the penalty to be considered served.

Denial Disqualification: A student shall be disqualified from all interscholastic athletics for nine (9) additional weeks beyond the student's original period of ineligibility when the student denies violation of the rule, is allowed to participate and then is subsequently found guilty of the violation.

I understand that this policy works in conjunction with the MSHSL policy and will supersede the State League's policy.

There also may be other ramifications due to the violation, some being, but not limited to: consideration being eliminated for All Conference, Team Captain, Team Awards, and School Awards.

ISD #709 Academic Eligibility

A. Academic Eligibility - (Including enrollment at ALC, AEO, CITS, Homeschool or an online school)

At the conclusion of each grading period, a student cannot have an F on a report card and must not have a "U" in conduct given by the administration. If a student receives an F on a report card, the student is ineligible as described below. Students must be making progress towards graduation.

**No "F" for a grade period or final grade for a class.

B. Ineligibility Status

Ineligibility is described as a period of time in which the student **may practice but not participate in activities/games/contests**. Grades will be reviewed the Friday of the fourth week of the marking period.

- The student must have no F's and no administrative "U" in conduct on that day to gain eligibility.
- For **consecutive grade period violations**, a student is **ineligible** to participate until the issuance of the next report card.
- Ineligibility is described as a time the student may continue to practice but may not participate in varsity games or contests.
- If an "F" is changed to a passing grade, the student can become eligible immediately
- An "I" is considered a failing grade. If the "I" is changed to a passing grade, the student may gain eligibility.
- An "NC" will be equivalent to an "F" for purposes of eligibility

Fall 2023:

Eligibility review date for students who failed a class in Quarter 4 of the previous school year

Eligibility review date – **September 15, 2023**

End of 1st grade period - **November 3, 2023**

Winter 2023-24:

Eligibility review date for students who failed a class in Quarter 1 – **December 1

End of 2nd grade period – January 19 (All grades checked when report cards are issued)

Eligibility review date for students who failed a class end of Quarter 2 – **February 16, 2024

End of 3rd grade period – March 29 (All grades checked when report cards are issued)

Spring 2024:

Eligibility review date for students who failed a class in Quarter 3– **May 3, 2024

End of 4th grade period – **June 6 (All grades checked when report cards are issued)

Note: A student who fails a class during the fourth grading period, but passes the class for the semester will be ineligible in the fall. Students **may** take summer school to regain eligibility from a class failed in the spring.

Credit Eligibility

At the conclusion of the first semester and end of the school year, students must be making satisfactory progress toward graduation based on the credit schedule listed below. If a student falls below the credit requirements, they may be deemed ineligible for a period of time as determined by the building principal.

1. Incoming 10th grader (sophomore) – 5.00 credits, 7.875 credits at semester

2. Incoming 11th grader (junior) – 10.50 credits, 13.62 credits at semester

3. Incoming 12th grader (senior) – 15.75 credits, 18.875 credits at semester

4. 21.5 credits needed to graduate for the class of 2023 and 2024; 22.50 credits to graduate for the class of 2025 and beyond

- Have not dropped out of school or repeated a grade while in high school and will not participate in more than six (6) seasons in any sport in grades 7-12 - Will not have turned 20 before the start of the season in which I participate.

Less Than A Normal Course Load

All students must be fully enrolled (as defined by the Minnesota Department of Education) – minimum of four classes and one study hall. This includes students enrolled in PSEO classes. Students must be on track to meet the school's graduation requirements in six years (12 consecutive semesters) beginning with the first day of attendance in the 7th grade.

Special Education Programs

These rules are applicable to students enrolled in Special Education programs; exceptions, with regard to academic performance and conduct, would be noted in the student's Individual Education Plan (IEP). An IEP cannot make exceptions to established academic standards.

ISD 709 Alternative Learning Center (ALC)

Students fully enrolled in ALC may participate at East or Denfeld where their attendance area resides.

Administrative Prerogative

The Principal reserves the right to declare a student eligible or ineligible for any appropriate period.

Home School Eligibility is based on State Statute

- Student must reside in the schools home attendance area (Ie - Denfeld or East)
- Home school must be registered with ISD 709

Online Eligibility

- Students enrolled in an online school like Academic Excellence Online (Duluth Public Schools) or Minnesota Virtual Academy (MNVA), are fully eligible at either East or Denfeld - where their attendance area resides.
- If a student enrolls at an online charter school (Minnesota Transitions/Connections Academy) then that student is eligible to participate at that charter school.
- Not all online schools are created equally in the eyes of the MSHSL. Contact the activities director at East or Denfeld if you have any questions.

Cooperative Agreements

It is School District policy that ISD709 does not participate in cooperative agreements with charter or private schools. This is a decision by the school board.

- We do not offer cooperative sponsorships or articulation agreements with private or charter schools, they would take opportunities to participate away from our own students.
- Students enrolled at other schools would be eligible at their own school, or if they form a co-op with another MSHSL school.
- This includes students from; Edison, Marshall, Lakeview Christian Academy, Holy Rosary (and other parochial schools), Stella Maris High School, Harbor City, Online Charter Schools, and Montessori etc. Students from these schools are eligible at their school only, not Denfeld or East

Attendance:

- Students must be in attendance at school at least 2 hours at the end of the day in order to PRACTICE or participate in GAMES. Any unexcused absences on a game day may result in a one game suspension.
- If a student is at a medical appointment, emergency, college visit, or school related activity – accommodations can be made!
- Communicate with the AD or Coach in advance, and must be signed by the doctor, dentist, or be a family emergency.
- Student athletes must be in attendance the following day of an away event. Students are not allowed to "sleep in."