

EXTRA-CURRICULAR ELIGIBILITY POLICY

It is the responsibility of the student to know and adhere to the eligibility code of their school. Participation in extracurricular activities is a student's privilege, not a right, which can be removed at designated times for failure to meet the standards and requirements of Armada Area Schools. For the purpose of this policy, an "extra-curricular" activity is defined as any activity that is not part of the required curriculum for a course or is outside the regular course of study. This includes but is not limited to dances, athletic events, clubs, and performances.

These standards must be met in order to participate in any extra-curricular activity:

1. Satisfactory or better behavioral citizenship in five (5) of six (6) classes on Progress Reports, Report Cards, and weekly teacher reports - checked each Friday.
2. Maintenance of a Grade Point Average (GPA) of 2.0 each Friday.
3. Student-athletes must adhere to the Armada Athletic Code of Conduct.
4. Must meet Acceptable Behavior Program Standards (see student handbook).

Athletic and Extracurricular Activities, Except Dances:

First Violation:

- A warning is issued to the student and the parent, informing the student of the need to improve their academic and/or behavioral standing before the following Friday.

Subsequent Violations:

- Student is ineligible for a period of 1 week (including weekends) from Monday to Sunday. The student will be allowed to sit on the bench, but not participate in games, while ineligible.
- The student can regain eligibility if he/she submits a Progress Report signed by each of his/her teachers on Friday of the *following week* which indicates the above Standards have been met. Otherwise, the student will remain ineligible.

Dance Eligibility:

First Violation:

- A one-time Warning is issued to the student and parent, with the student still able to attend the following week's dance.

Subsequent Violations:

- The student will not be able to attend the upcoming dance.

The Armada Advantage: Achievement, Community, Innovation