Athletics Administrative Report Date: 5-15-20

We are all on hold until the MHSAA releases their plan to open up summer/fall sports. At this time, the statement will be made on May 22nd as to how to proceed with school athletics as we head into the summer. The best-case scenario is starting summer workouts with teams on June 1st for their allowed 15 contact dates (on campus workout could begin on June 10th). The other scenarios are 1.) July 1st open to out of season work outs-waiving the mandatory dead week, 2.) no summer/out of season work outs at all this summer 3.) August 1st preseason conditioning starting for Fall sports only. There are also a few rumors out there about what sports will look like in the fall. A few I have heard are: Cancel fall sports completely, allow fall sports that are noncontact, and/or flip the spring and fall seasons with baseball/softball/track/golf in fall and football/volleyball/CC and swim in Spring. These are just rumors at this time and this type of speculation will continue to go around until the MHSAA makes a confirmed statement about the plan for next year.

As for our programs, coaches can have contact with their athletes virtually but not in person or as a group. Our school campus is not open to any student for any reason at this time. We will follow the guidelines of the MHSAA, MDE and Governor Whitmer. I have been encouraging our coaching staff to keep the student-athletes active and positive at this time. Some of our student-athletes do not agree with the "rules" regarding the restrictions of athletics, but we must all follow the orders we have been given. I hope to have better news for you in the next Board of Education Update.

We will officially finish up our obligation to our prior athletic conference on June 30 with the Lenawee County Athletic Association and begin our new membership with the Tri-County Conference on July 1. It has been a smooth transition so far. I continue to meet with both leagues as I have all year but now it is through virtual meetings.