

EXTRA-CURRICULAR ACTIVITIES GUIDELINES
For St. Albans City School District
Board Approved: 10/08/15

Extra-Curricular activities are those student activities that fall outside the realm of the normal school/curriculum program. Persons hired for extra-curricular activity positions will be employed at will, which means employment can end at any time for any reason or for no reason, with or without notice either by the school district or the extra-curricular employee.

The Board shall be under no obligation to implement any particular extra-curricular program. The Board may institute other extra-curricular programs at its discretion.

Offers for positions will always be contingent upon adequate participation for the activity, as determined by the Principal and the Board. All extra-curricular activity employees must complete a background investigation and complete fingerprinting requirements prior to working with students.

The Principal/Assistant Principal, with agreement from the Board shall determine what activities shall be offered and what positions shall be filled. Any offers for positions will always be determined by the Principal/Assistant Principal and the Board.

The salary for extra-curricular activity positions shall be negotiated separately from the Master Agreement. The Association and the Board shall be the negotiating agents. The negotiation shall occur during the same cycle as negotiations for a successor agreement, or at the mutual agreement of both parties.

The Board, at its sole discretion, shall establish Extra-Curricular Program Guidelines.

**Salary Schedule for St. Albans City School District
Extra-Curricular Activities**

| Sport | Stipend |
|-------------------|---------|
| Soccer | \$1100 |
| Basketball | \$1300 |
| Cheerleading | \$1100 |
| Softball | \$1100 |
| Baseball | \$1100 |
| Cross Country | \$1100 |
| Athletic Director | \$3000 |

Activities:

All activities such as Drama, Band, Chorus, Clubs and Yearbook are run through the School Enrichment program and compensated in line with that program.