

**February 17, 2026**  
**Tuesday**  
**SCCAL Athletic Directors' Agenda**  
**Soquel HS**

*"What's best for kids?"*

- I. Call to Order
- II. Roll Call of Schools
- III. Introductions
  - A. None
- IV. Correspondence
- V. Agenda Deletions, Insertions, Changes of Sequence
  - A. Need mtg. minutes taker
- VI. Old CCS Business
  - A. Action Items - 2nd readings - CCS BOM results - Ex. 1
    - 1. Baseball - yes
    - 2. Softball - #1 yes, #2 no, #3 yes, #4 no, #5 yes
    - 3. Boys Tennis - no
    - 4. Boys Volleyball - yes #1, no #2
  - B. Action Items - 1st readings - no action necessary
    - 1. Field Hockey
    - 2. Football
    - 3. GFF
    - 4. Girls Tennis
    - 5. Girls Volleyball
    - 6. Water-Polo
- VII. New CCS Business
- VIII. Old SCCAL Business
  - A. SC Sentinel A-of-the-W nominations - please continue to encourage coaches
  - B. Finances - remember to reimburse for CCS Fall Playoff fees
  - C. GFF JV schedule - Saturdays?, or Weds. at alternate sites?
- IX. New SCCAL Business
  - A. SCCAL Misconduct update - Ex. 2
  - B. B Tennis proposed bylaw change - Ex. 3
  - C. B Golf proposed bylaw change - Ex. 4
  - D. GBB requests
  - E. Adding PCS to SCCAL?
  - F. Winter End-of-Season events review - Ex. 5
    - 1. Wrestling
    - 2. B&G BB
  - G. Fall & Winter 2026-27 SCCAL schedules

H. Spring updates

1. T&F @ Harbor - 4/30 Th & 5/2 S
2. Swim @ Aptos - 5/2 S

I. New commissioner update

X. Informational Items

A. Important dates coming-up

1. 2/16 - M - 1st day of Spring scrimmages
2. 2/19 - Th - CCS BVB Sportsmanship Games
3. 2/23 - M - 1st day of Spring contests
4. 3/10 - T - Ridgeway & Lamb scholarship apps due
5. 3/15 - Sun - Spring Honor Coach apps. due
6. 3/16 - M - ADAC meeting
7. 3/19 - Th - CCS LC meeting
8. 4/1 - W - SCCAL AD & BOM meeting
9. 4/6-4/10 - M-F - Spring Break
10. 4/30 - Th - CCS Awards Luncheon
11. 6/6 - Sat - Beginning of summer

XI. Miscellaneous

- A. Next SCCAL AD mtg. - 3/17 T, 10:00 am @Stu's
- B. Next SCCAL BOM mtg. - 4/1 W, @ Seascap, 8:00 am

XII. Public Input

XIII. Adjournment