

Gaming proceeds may be used to support eligible sports groups:

1. Gaming proceeds may be used to pay for the rental fees of a facility or venue for the group's sporting events.
2. Gaming proceeds may be used to pay for officiating and judges' fees, if the officials or judges are approved by the sport's governing body. Groups are not required to complete the "Request to Use Gaming Proceeds to pay Wages/Salaries" form (Form 5442) to pay for these positions during regular or tournament competition.
3. Groups may use gaming proceeds to pay for the reasonable costs of certifying officials and judges in their sport, including training and education costs.
4. Gaming proceeds may be used to pay for coaching/instructor fees providing the duties performed by the coach/instructor are essential to the group's program delivery, the duties of the coach/instructor are performed by a person with specialized qualifications and the duties of the coach/instructor cannot be reasonably performed by a volunteer.
5. Gaming proceeds may be approved to purchase uniforms and equipment as long as they are required for the participation in the sport. The uniforms and equipment may not be for personal use, and ownership shall remain with the group.
6. Gaming proceeds may be used to pay for membership, registration, affiliation or insurance fees to tournaments or to local, provincial, national or international governing bodies when the membership, registration, affiliation or insurance is related to a group's specific objectives and individual members of the group do not also pay the fee.
7. Gaming proceeds may be used to pay for the following costs associated with attending a competition away from the team's or athlete's home facility. (Note: The athlete or team must meet the criteria for approved travel specified in Section 5.21 – Travel: Sports – Use of Proceeds):
  - a) transportation costs to and from the competition;
  - b) local transportation costs while at the competition; and
  - c) accommodation and meal costs during the period of competition, excluding liquor.
8. Gaming proceeds may be used to pay for awards such as trophies, plaques and ribbons. Such awards must be earned by achievement and not granted for volunteer appreciation. The use of gaming proceeds for cash or merchandise prizes or any other prize of value is prohibited.
9. Adult sports groups with a youth component must use at least 50 percent of its gaming proceeds on its youth programs.
10. If the group proposes to use gaming proceeds on coaching/instructor fees, the Licensing Support Section shall ensure a "Request to Use Gaming Proceeds to pay Wages/Salaries" form (Form 5442) has been submitted by the group.