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GIRLS WATER POLO

ANN ARBOR HURON RATATORIUM

EAST REGION CHAMPIONSHIPS



2015

ANN ARBOR HURON, PIONEER & SKYLINE
BIRMINGHAM GROVES & SEAHOLM
DEXTER, OKEMOS & SALINE
Friday, May 15 & Saturday, May 16

MWPA East Region Championships

Friday, May 15

Saturday, May 16

Ann Arbor Huron (1)

Game 1

4:00 PM

Game 1 Winner

Box Score

Saline (4)

Game 5

10:30 AM

Box Score

Dexter (2)

Game 2

5:15 PM

Game 2 Winner

Box Score

Birmingham Seaholm (3)

Ann Arbor Pioneer (1)

Game 3

2:45 PM*

Game 3 Winner

Box Score

Birmingham Groves (4)

Game 6

11:45 AM

Box Score

Ann Arbor Skyline (2)

Game 4

6:30 PM*

Game 4 Winner

Box Score

Okemos (3)

- Exhibit Respect for the Officials.** The officials of any contest are impartial arbitrators who are trained and who perform to the best of their ability. Mistakes by all those involved in the contest are a part of the game. We should not rationalize our own poor or unsuccessful performance or behavior by placing responsibility on the officials. The rule of good sportsmanship is to accept and abide by the decision made. This value is critical for students to learn for later application in life.
- Display Openly a Respect for Opponents.** Opponents are guests and should be treated cordially, with thoughtfulness, be provided with the best accommodations, and accorded tolerance at all times. Be a positive representative for your school, team and family. This fundamental is the Golden Rule in action.
- Display Pride in your Actions at Every Opportunity.** Never allow your ego to interfere with good judgment and your responsibility as a school representative. Regardless of whether you are an adult, student, player, coach, or official, this value is paramount since it suggests that you care about yourself and how others perceive you.

GOOD SPORTSMANSHIP

sports'man ship' (n.) the practice of playing fair, of taking loss or defeat without complaint or victory without gloating, and treating opponents with fairness, generosity, courtesy, etc.

Every year the MHSAA has been emphasizing the importance of good sportsmanship. Many people have not had good sportsmanship explained to them. The following six steps will help those people to understand their responsibilities at an athletic contest.

- 1. Gain an Understanding and Appreciation for the Rules of the Contest.** The necessity to be well informed is essential. Know the rules. If you are uninformed, refrain from expressing opinions on the officials, coaches, players, or administrative decisions. The spirit of good sportsmanship depends on conformance to a rule's intent as well as to the letter of a given rule.
- 2. Exercise Representative Behavior at All Times.** Good sportsmanship requires one to understand his/her own prejudices that may become a factor in his/her behavior. The true value of interscholastic competition relies on everyone exhibiting behavior which is representative of a sound value base. A proper perspective must be maintained if the educational values are to be realized. Your behavior influences others whether you are aware of it or not.
- 3. Recognize and Appreciate Skilled Performance Regardless of Affiliation.** Applause for an opponent's good performance displays generosity and is a courtesy that should be regularly practiced. This not only represents good sportsmanship, but reflects a true awareness of the game by recognizing and acknowledging quality.



Game 5 Winner

Game 8

4:45 PM

Box Score

Game 6 Winner

Game 5 Loser

Game 7

3:30 PM

Box Score

Game 6 Loser

Upper team is home and wears dark caps.

**Note the non-standard start time for these two games.*

Game 8 Winner

REGIONAL CHAMPION

Game 8 Loser

2nd Place

Game 7 Winner

3rd Place

Game 7 Loser

4th Place

ANN ARBOR HURON RIVER RATS

cap number/name/grade

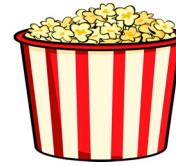
- #1 Claire DenHouter 10
- #2 Lynsey Kingma 10
- #3 **MaryClaire Chamberlain *12**
- #4 Emily Marsh 10
- #5 **Lucy Moran *12**
- #7 Adela Baker 11
- #8 Sarah Wang 12
- #9 Keri Haddrill 11
- #10 Ani Weiss 11
- #11 **Katherine Wardner *12**
- #13 Kate Monnett 13
- #14 Helen Miller 14
- #15 Abby Dittmar 11
- #16 Kirby Gardner 10
- #17 Hannah Frazier 10
- #18 Elaina Baker 9
- #19 Sophie Flott 10
- * captain

HEAD COACH: Mike Gottliebse

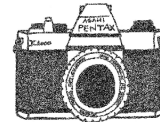
ASSISTANT COACH: Bob Anderson



WELCOME TO ANN ARBOR HURON



Please visit the Athletic Lobby (follow signs at the pool entrance) for concessions



Team photographers are welcome to come down to the pool deck during games but please, **no flash photography.**



Restrooms are located in the Athletic Lobby and at the end of the pool concourse hallway.



Good luck Teams!



! WARNING: RIVER RAT HAZARD



- On land these creatures are warm, kind and friendly.
- But in water they become ferocious and aggressive against other creatures in their territory.
- Avoid being in their water path of travel.

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ANN ARBOR PIONEER

cap number/name/grade

- #1 Michelle Syer 11
- #1A Maya Burris 11
- #1B Emma Packard 9
- #2 **Sophie Anderson * 12**
- #3 Brianna Coury 10
- #4 Abbey Stepnitz 11
- #5 Kira Peck 11
- #6 Gloria Fall 11
- #8 **Irene Wei * 12**
- #9 Rachel Powers 10
- #10 Rachel Starosta 9
- #11 Marissa Leach 11
- #12 Cristina Pappas 10
- #13 Leah Weingarten 11
- #14 Veronica Woods 11
- #15 Callie Woodside 10
- #16 **Lehna Smallwood * 12**
- #18 **Elizabeth Erkkinen * 12**

COACHES: Will Hart and Elisabeth Bradley

MANAGERS: Marely Wolff



ANN ARBOR SKYLINE EAGLES

cap number/name/grade

- #1 Sabrina Hartwell (12)
- #1A/5 Allie Milot (10)
- #2 Claire Koelling* (12)**
- #3 Sylvie Isaac (11)
- #4 Kelsey Carpenter* (11)**
- #5 Allie Milot (10)
- #6 Erica Noble (11)
- #7 Miranda Stuart (10)
- #8 Maggie Stevens (10)
- #12 Hebe Clarke (12)
- #13 Ruby Dudley (9)
- #16 Sarah Morris (9)
- #17 Riley Beemer* (12)**
- #20 Maya Taleb-Bendiab (10)
- #26 Maddie McAdams (9)
- * captain

HEAD COACH: Rebecca Godek

ASSISTANT COACH: Marley Andrews

MANAGER: Emma Rose Carpenter



CAP NUMBERS



- ◆ Signals are made using both hands when the number exceeds five.
- ◆ One hand shows five fingers with the other hand showing additional fingers to make up the sum of the player's number.
- ◆ For ten, a clenched fist is shown.
- ◆ If the number exceeds ten, one hand is shown as a clenched fist with the other hand showing additional fingers.
- ◆ The referee shows the higher number of fingers on the right hand. For example, to signal number 16, the referee will clench the right fist and then show five fingers with the left hand, followed by the thumb of the left hand.
- ◆ To indicate cap number 20, the referee raises and clenches both fists.
- ◆ To indicate cap numbers above 20, the referee clenches both fists and then raises the correct number of fingers on the right hand to indicate cap numbers 21 through 25 or uses two hands if the cap number is above 25.

COMMON REFEREE SIGNALS



start



attack direction



exclusion



double exclusion



substitution



w/o substitution



5 meter penalty shot



goal



holding



sinking



pull back



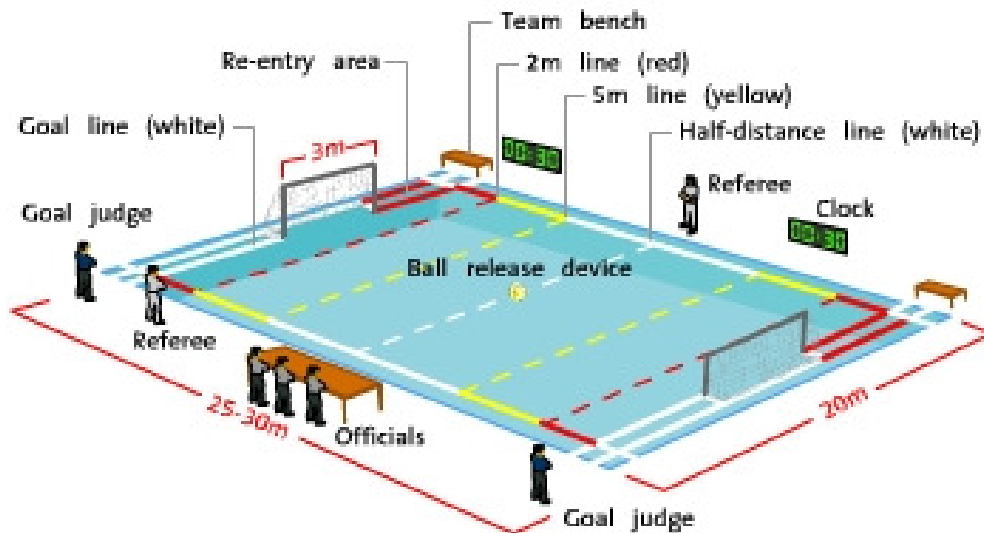
kicking



striking



confused



BIRMINGHAM GROVES GATORS

cap number/name

- #1 Kiera Filbin
- #2 Lizzy Crorey
- #3 Madison Drake
- #4 Jackie Sullivan
- #5 Demery Gijbers*
- #6 Abby Sovran
- #7/1A Hanna Balicki
- #9 Charlotte Pierce
- #10 Rachel London
- #11 Julia DeMarco
- #12 Marta Plumhoff
- #13 Jessica White
- #15 Frankie Antenucci*
- #16 Sarah Gulker
- #17 Amelia Plumhoff
- #19 Ashley Moore
- * captain

HEAD COACH: Austin Myers

ASSISTANT COACH: Mark Rogers



BIRMINGHAM SEAHOLM MAPLES

cap number/name/grade

#1 Maggie Stagner 11
#1A Ana Cameron 10
#5 Ellie Hoag 11
#6 Abby Parsons 11
#7 Hannah Shiner 10
#8 Sarah Basile 11
#9 Maggie Fitch 10
#10 Bethany Jokisch 10
#13 Mara Kuhne 10
#14 Korin Foss 12
#15 Amanda Pierce 11
#16 Alex Mancuso 10
#17 Franny Schulte 12*
#18 Celia Hoag 12
#19 Jillian Lawrence 11
#20 Kaity Pifer 11
#21 Olivia Ruiz 12*
#25 Kelly Pierce 9
#29 Phoebe Benet 11
* captain

HEAD COACH: Chalmers McGillivray



- o When a penalty foul is called, the offending player is charged with a penalty foul (a “personal foul”) and the opposing team is awarded a penalty throw (a “5-meter”).
 - ◆ If a team is awarded a penalty throw, any player on that team, except the goalkeeper, may take the penalty throw.
 - ◆ The player taking the penalty throw must take the throw from the offensive 5-meter line.
 - ◆ With floating goals, the defending goalkeeper must be entirely inside of goal (i.e., inside of the goal and behind the goal line). With wall-mounted goals, the goalkeeper’s hips must be on the goal line.

Time-outs

- Each team may call three time-outs during the four quarters of regular play.
 - o A team may call only one time-out during any over-time periods.
 - ◆ All time-outs are 2-minutes long.
- When the ball is in play, only the team in possession of the ball may call a time-out.
 - o If the offensive team calls a time-out, the defensive team may call a time-out before the ball is put into play.
- Either team may call a time-out after a goal is scored or before the taking of a penalty shot.

The “Advantage Rule”

The referees shall refrain from declaring a foul if, in their opinion, such declaration would be an advantage to the offending player’s team. The referees shall not declare an ordinary foul when there is still a possibility to play the ball. The referees shall apply this principle to the fullest extent. They should not, for example, declare an ordinary foul in favor of a player who is in possession of the ball and making progress towards the opponent’s goal, because this is considered to give an advantage to the offender’s team.

If a referee believes that a foul is an advantage to the player committing the foul, then the referee should not call that foul. There is an important caveat to this rule --- player safety. Any foul that endangers a player’s safety, especially fouls around a player’s head and neck, must be called.

o The player who was fouled (or a teammate) puts the ball into play with a free throw. As above ("ordinary foul"), play does not stop during "dead time."

o The excluded player must swim to the team's re-entry area without interfering with play.

- ◆ If an excluded player interferes with play, that player is charged with a penalty foul and the offended team is awarded a penalty throw.

o An excluded player may re-enter the game when:

- ◆ There is a change in possession.
- ◆ A goal is scored.
- ◆ 20-seconds of playing time elapses.
- ◆ The referee signals a change in possession.
 - When re-entering the game from the re-entry area, a player may not push off the side or bottom of the pool.

o An exclusion foul is a "personal foul."

- ◆ If a player receives three personal fouls (exclusion + penalty fouls), he/she is excluded from the remainder of the game with substitution.

o Examples of exclusion fouls include (but are not limited to):

- ◆ Holding, sinking, or pulling back a player who is not holding the ball.
- ◆ Interfering with the taking of a free throw.
- ◆ Splashing water in an opponent player's face.
- ◆ To commit an act of misconduct (e.g., obscene or abusive language) or disrespect.

• If a player exits the pool from anywhere other than the re-entry area during actual play (i.e., climbs out of the water along the edge of the pool), it is considered disrespect. The player would be excluded from the remainder of the game with substitution.

- ◆ Brutality (a player who commits an act of brutality is excluded from the remainder of the game without substitution).

• **Penalty Foul**

o For a penalty foul, the referee blows the whistle twice and then raises his/her hand above the head with five fingers extended.

o It is a penalty foul to commit any offense within the 5-meter line that prevents a team from scoring a "probable goal."



DEXTER DREADNAUGHTS

cap number/name/grade

#1 Kristine Westman 11

#2 **Allie Stilber* 12**

#3 Jessica Diestel 11

#4 **Megan Carr* 12**

#5 Ryann Scherdt 11

#6 Morgan Fuson 11

#7 **Sarah Daugherty* 12**

#8 Allison Schneider 12

#9 **Katie Stilber* 12**

#10 Rachel Clark 11

#12 Ally Hauke 11

#13 Danielle Westman 10

#14 Sarah Lynch 11

#15 Reagan Maisch 12

#16 Brielle Chalou 9

#17 Claire Ward 10

#18 Heather Brouwer 9

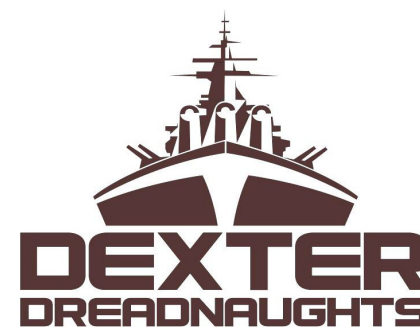
#19 Elisabeth Johanson 9

#20 Anna Akbarifard 12

#21 Maeve Donevan 9

* **captain**

COACHES: Brian Semple, Kourtney Gattler, and Grant Cole



OKEMOS CHIEFS

cap number/name/grade

#1 Dawn Hawkins 11
#1A Maddie Godby 11
#2 Carly Seeterlin 12*
#3 Alex Chow 12*
#4 Emma Ydreskog 11
#5 Jennifer Przybylo 10
#6 Ryann Quillinan 10
#7 Suvi Pohjola 12
#8 Sydney Fountain 10
#9 Maya Pegler-Gordon 10
#10 Isabella Morris 10
#11 Sydney Garijo 9
#12 **Abby Baron 12***
#14 Sarah Williams 10
#15 Emma Petroff 9
* captain

HEAD COACH: Matt Latham

ASSISTANT COACH: Lucas Wilson



- ◆ If an illegal player (i.e., an 8th player or a player who has fouled-out of the game) enters the field of play, that player is excluded from the remainder of the game and the opposing team is awarded a penalty throw.

Fouls

- Ordinary foul: The most common type of foul called is the "ordinary foul."
 - For an ordinary foul, the referee blows the whistle once and points in the direction of the attack (i.e., the direction that the offensive team is moving).
 - The player who was fouled (or a teammate) puts the ball into play by taking a free throw.
 - ◆ If the ordinary foul is against a defensive player, the offensive team retains possession of the ball and takes the free throw. If the ordinary foul is against an offensive player (an "offensive foul"), the defensive team takes possession of the ball and takes the free throw.
 - ◆ If a defender interferes with the taking of the free throw, the defender is excluded (ejected or "kicked-out," see below).
 - ◆ In most cases, a player taking a free throw cannot take a shot at the opponent's goal.
 - During the period of time between the referee's whistle and the taking of the free throw ("dead time"), players may continue to swim and strive for position (i.e., play does not stop).
 - Examples of some common ordinary fouls include (but are not limited to):
 - ◆ Touching the ball with two hands (does not apply to goalkeeper inside of the 5-meter line).
 - ◆ Walking on or pushing off the bottom of the pool (does not apply to the goalkeeper inside of the 5-meter line).
 - ◆ Impeding a player who is not holding the ball.
 - ◆ Throwing the ball out of the field of play.
 - ◆ Failing to take a shot within 35 seconds (letting the shot clock expire).
 - There is no limit to the number of ordinary fouls that a player can commit during a game.
- Exclusion foul (a.k.a. ejection or kick-out)
 - For an exclusion foul, the referee blows the whistle several times, points in the direction of the attack with one arm, and with a sweeping motion of the other arm signals the player to the team's re-entry area (the corner of the field of play immediately in front of the team's bench).



A SPECTATOR'S GUIDE TO WATER POLO

Quick Start

Field of Play

- In a 25-yard (meter), six- (or eight-) lane pool, the entire pool constitutes the field of play. In larger pools, the perimeter of the field of play may be indicated by lane lines. The maximum size of the field of play is 75 feet (25 meters) long by 66 feet (20 meters) wide.
- The pool (field of play) is divided into areas by colored markers along the side of the pool. The markers are placed as follows:
 - Goal line – white
 - 2-meter line – red
 - 5-meter line – yellow
 - Mid-pool – white
 - ◆ For each of the above lines (or areas of the pool), watch for the following:
 - **Goal line:** A goal counts only when the ball goes completely across the goal line and into the goal (close does not count); the ball is out of bounds if it goes completely across the goal line and not into the goal.
 - **2-meter line:** No offensive player is allowed to swim inside of the 2-meter line unless he/she has possession of the ball.
 - **5-meter line:** If a defensive player commits a foul inside of the 5-meter line which prevents a “probable goal,” the defensive player is charged with a penalty (personal) foul and the opposing team is awarded a penalty throw (a “5-meter”). If an offensive player is fouled outside of the 5-meter line, the offensive player may pick up the ball and take an immediate shot at the opponent’s goal (i.e., two players do not have to touch the ball before a goal can be scored).
 - **Mid-pool:** After each goal is scored, play is re-started at mid-pool; the goalkeepers are not permitted to go across the mid-pool line.

Players

- Each team must have seven players (six field players and one goalkeeper) in the water when the game starts.
- The visiting team’s field players wear white (or light colored) caps, the home team’s field players wear blue (or dark colored) caps. The goalkeepers wear red or “quartered” (red plus another color) caps.
- Either team may substitute players freely after a goal is scored, during a time-out, or between periods.
 - During actual play, substitutions must occur through the team’s re-entry area (the corner of the pool in front of the team’s bench).

SALINE HORNETS

cap number/name

- #1 Devyn Howe***
- #1A Alyssa Deal
- #2 Mary Mitchell
- #3 Sam Fitch
- #4 MacKenzie Lockhart
- #6 Maddy Murphy
- #9 Ariana Brown***
- #10 Holly Harmon
- #12 Cassie Anderson
- #16 Sara Rash***
- #19 Gillian Gatecliff
- * captain**

HEAD COACH: Katie Neidermire

ASSISTANT COACH: Barbara Lanier

MANAGER: Annie Satin





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