

Sports Groups

Gaming proceeds may be used in accordance with the Charitable Gaming Policies Handbook for eligible amateur sports programs at the community or regional level that benefit youth, seniors, and/or persons with disabilities.

Adult sports groups, including governing bodies:

- With a youth component must use at least 50 per cent of gaming proceeds on its youth programs
 - Remaining proceeds may be used on adult programs, if applicable
 - A program for youth is one where players are 21 years of age or under and compete against other youth aged 21 or under
- With programs for seniors or persons with disabilities must use 100 per cent of gaming proceeds for those programs
 - A program for seniors is one where seniors compete against or with other seniors
 - A program for persons with disabilities is one where persons with disabilities compete against or with other persons with disabilities

Gaming proceeds may be used for:

- Program related expenses in accordance with CGPH 4.3.16 - 23
- Facility in accordance with CGPH 4.4.10 (prior AGLC approval is required)
- Bursaries/scholarships in accordance with CGPH 4.4.3 (prior AGLC approval is required)
- Travel in accordance with 4.3.24 – 4.4.33
- Wages for positions such as coaches, instructors, equipment managers, physiotherapists, and team physicians in accordance with CGPH 4.4.21 (prior AGLC approval is required)
 - The Request to Use Gaming Proceeds to Pay Wages/Salaries ([Form 5442](#)) is required