## PETERBOROUGH CITY SOCCER ASSOCATION

## 2024-2025 AGM Board Nominees Election

Elections will be held at the AGM to fill the following positions on the Board of Directors:

- President (two-year term), nominated: Dan Moore
- Director of Development (two-year term), nominated: Jake Garvey
- Director of Youth Teams (two-year term), nominated: Adrian Smith
- Director of Fundraising / Promotions (two-year term), nominated:
  Leanne McLaughlin

I Fevri Pazari, declare solemnly that in accordance with the By-Laws, nominations for election as directors were submitted in writing by email to me as the PCSA Administrator at least fourteen (14) days prior to the AGM, Nominations were accepted in writing from the people nominated. Nominations will be accepted from the floor at the meeting only if no one is nominated before the deadline and remains standing at the time of the election. All elected positions are for a two-year term.

## Protocol:

Step 1: All board members except for the ones in midterm are kindly reminded to join the floor at election time as they are up for reelection.

Step 2: <u>NO ONE CAN BE ELECTED IN ADVANCE- IF UNCONTESTED someone will be acclaimed by the electing officer at the AGM at election time</u>:

If at nomination closing time (2 weeks prior to the AGM) there have been submitted 2 or more candidates who have confirmed their wishes to stand in writing with the Administrator, then the floor MUST elect one of the names submitted only.

The floor will be open for other nominations ONLY IF there is no name at all submitted for the ballot.

At election time the process will be run by the designated Election Officer (most likely one of the distinguished guests).

Step 3: Running the election for each position by mentioning the nominees.

Step 4: Any position remaining vacant after AGM will be filled by appointment by the newly elected board at their next meeting(s).

Last step of protocol: Election officer declares the new board members and then will request a motion to destroy the ballots.