



ASSOCIATED & CATHOLIC COLLEGES
of WESTERN AUSTRALIA

CHARTER OF OPERATIONS

INCLUSIVE CRICKET CARNIVAL

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1.0 General information

The ~~No Limits~~ ISP Cricket Carnival is run in partnership with WA Cricket and SEDA College WA (cricket program) and is a modified all abilities version of the game of cricket. Any student with a disability (Years 7 to 12), whether enrolled in an Education Support unit or not, is eligible to attend. Associated & Catholic Colleges (ACC) Integrated carnivals encourage schools to nominate a ~~minimum~~ maximum of three mainstream students to also participate in each school team(s), ~~each of which has eight (8) - ten (10) players.~~ Team nominations which do not include any mainstream students will still be accepted.

DATE Friday 8th March 2024

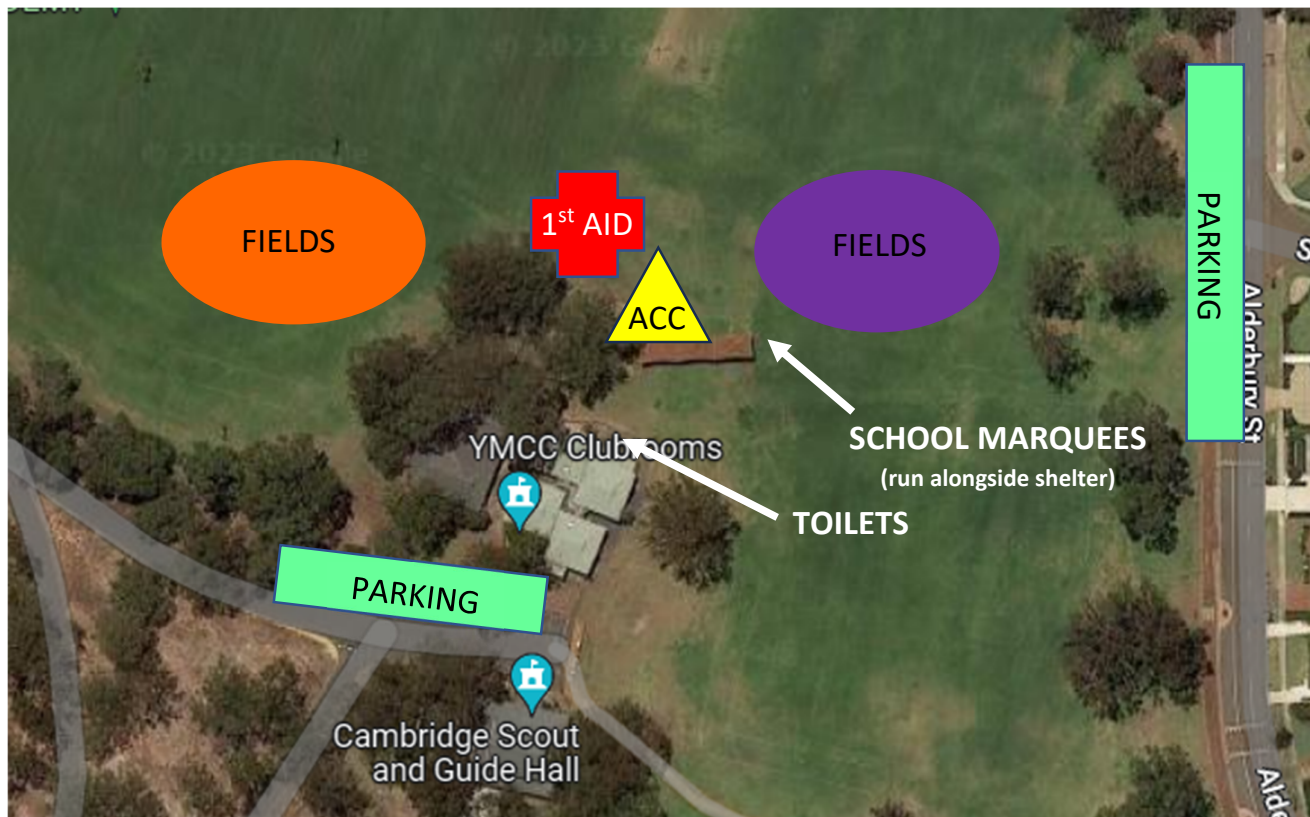
TIME 10:00am – 1:30pm

Schools are asked to arrive at 9:30am for marquee set up

VENUE Alderbury Reserve, Floreat (access via Alderbury Street or Perry Lakes Drive)

COSTS Costs for the day will be shared amongst participating schools which include venue booking and St John Ambulance support

NOTE : all costs will be invoiced for the full year, at the end of Term 4, 2024



2.0 Nominations of students

- Any student with a disability (Years 7 to 12), whether enrolled in an Education Support unit or not, is eligible to attend.
- Teams are made up of eight (8) - ten (10) players, with a maximum of three (3) mainstream members
- If a school does not have enough players to form a full team(s), this should be stated on the nomination form. The ACC will coordinate for these students to join another school team
- ~~➤ Schools are encouraged to bring a maximum of three mainstream students per team, to participate in the integrated format.~~
- All participants will engage with an activity session prior to the round robin fixtures, of 'Rapid Fire'
- Schools are reminded that mainstream students provide support to their peers, are not to take any opportunity away from them, not limited to batting.

NOMINATIONS DUE Friday, 23rd February 2024

Nominations can be submitted via:

<https://www.accsport.asn.au/carnivals/inclusive-sports-program/isp-cricket-carnival-2023/nominations>

3.0 Supervision

Schools nominating students must make arrangements for adequate supervision and ensure adequate number of staff are available to supervise all of your students in their school cricket team. School supervising staff are required to assist with students needs throughout the day.

4.0 First Aid

Injuries are to be attended by the individual school staff. The ACC will provide First Aid at the event which will be an oncost for all participating schools. Students receiving First Aid care **must** be under the supervision of a staff member who can communicate the student's relevant medical history and specific needs as required. Schools and students are to wear sun protection at all times.

5.0 Marquees and weather

- All schools are **encouraged to source their own provisions for shade/shelter/protection**, as the permanent shade structure **and surrounding trees** are insufficient to accommodate all attending. In the event that the forecast for the day is inclement weather, the ACC will SMS all school Inclusive Coordinators representatives and advise accordingly by 8.30am on the morning of the carnival.
- Marquees are to be set-up by schools to use on day. Please bring your school marquee and tarpaulin for seating if required.

NOTE: ~~There is limited shelter at the venue and weather is expected to be hot this time of year.~~

6.0 Equipment

- All cricket equipment required for the carnival, will be provided by ~~SEDA College WA and~~ WA Cricket
- The formats played ~~is a modified cricket game~~, utilises plastic and wooden bats, rubber balls, **plastic hitting tees, and where necessary, players will be accommodated with tennis rackets**

7.0 Format of the day

- Schools are to arrive at the venue by 9.30am to set up their school base and erect any shade or shelter provisions.
- At 9.35am the Sport Operations Manager, Inclusion (ACC) and a WA Cricket representative will formally welcome and address all schools in attendance and usher the teams to their designated coaching area group.
- All teams will attend a short 30-minute coaching clinic conducted by the SEDA College WA students focusing on **fun, engagement** and the skills of ~~the modified~~ cricket ~~games 'Rapid Fire'~~.
- **Fixtured** Round Robin games will follow the activity session
- All teams and staff will assemble back to their school position and break for morning tea and lunch according to the program of events. A Semi-Final and Final round will conclude the carnival.
- Support with the coaching / scoring / umpiring will be provided by WA Cricket ~~and SEDA College WA~~
- All participants will receive an ACC / WA CRICKET participation certificate, and the winning **team** of the will receive a winners trophy and the perpetual shield.

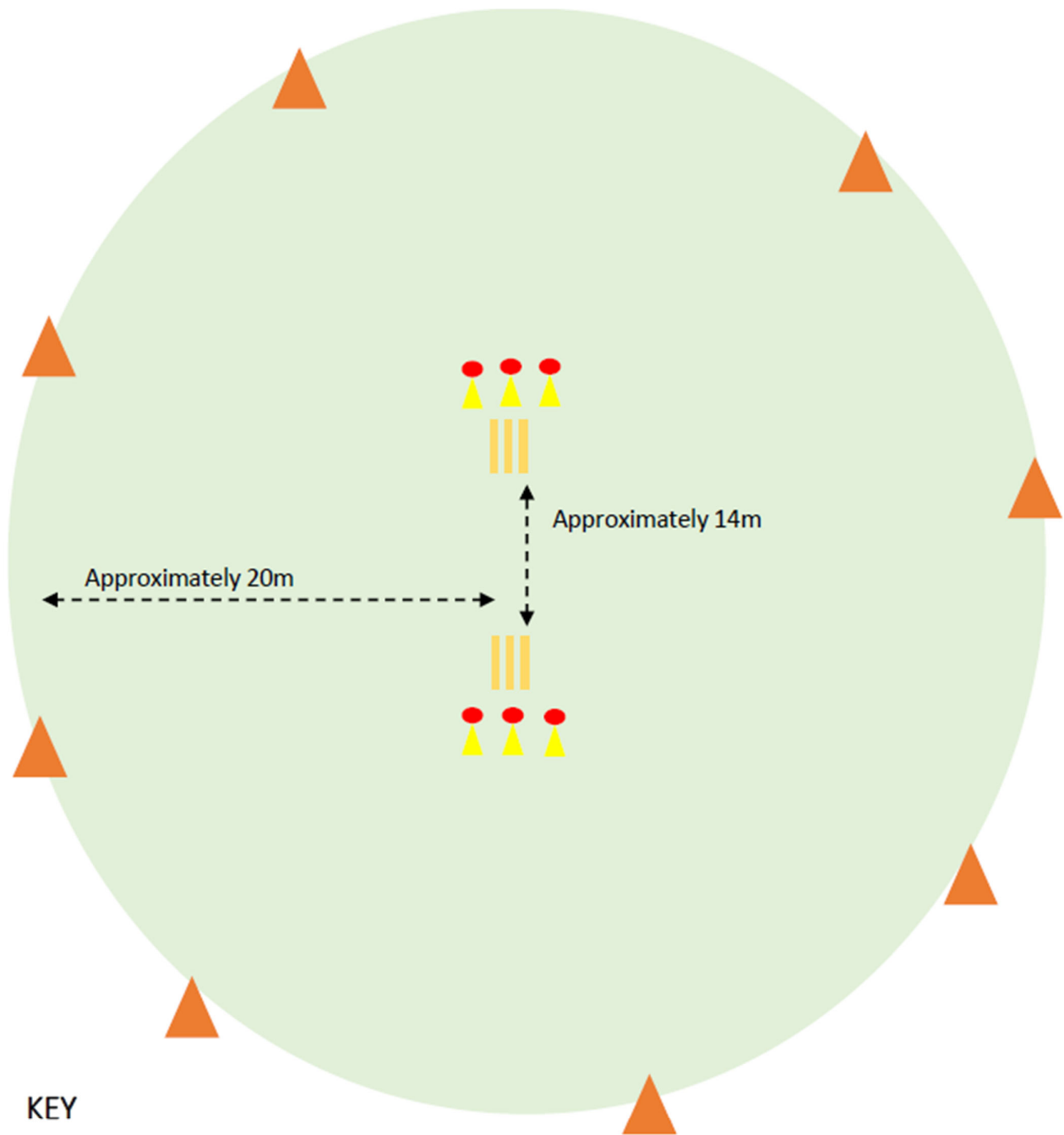
8.0 ACC Integrated 'Rapid Fire' Cricket rules

- 'Rapid Fire' is a game played in two teams, one batting and one fielding
- A coin toss (or bat flip) will be used to determine which team is batting first
- Fielding teams have a maximum of 10 players on field at one time, with a maximum of three (3) mainstream students (if available) and 5 inclusive students
- 2 players from the batting team strike (in quick succession), 3 balls each off the tees, ~~one after the other~~
- Only once all six balls have been hit (3 each by both batters) can the batters then start to run between the two stumps
- Batters do not stop running until the fielding team return the balls to their original position on each of the six tees (3 tees at each batting end)
- Balls can be hit in any direction
- One run is awarded for every run the pair complete
- Cones on the field represent the 'Safety Line' and suggested fielding team positions
- The fielding team cannot move from the 'Safety line' (marked by cones) until all six balls have been hit (3 by each batter)
- Fielding team may catch the ball if it is within reach. A successful catch will result in 5 runs been deducted from the oppositions batting team's score.
- Fielders may physically carry the balls back to the tees, or throw to teammates.
- Once all balls are returned and placed on tees, the umpire will ask the batters to stop running and total runs scored recorded.
- The batting team then sends out the next pair. Once all batters have batted once, the two teams swap over.
- No pair may score less than zero
- The team with most runs scored is declared the winner
- Maximum time for game is 25 minutes

EQUIPMENT

- Plastic hitting tees
- Cones for fielding positions
- Wooden and plastic bats. Tennis racquets may be used by those requiring such
- Soft plastic cricket balls

9.0 ACC Integrated 'Rapid Fire' Cricket field



KEY



Balls on tees



Cones for fielder placement



Stumps

10.0 Rapid Fire Match scorecard



ACC & WA CRICKET ISP CRICKET CARNIVAL



'RAPID FIRE'

GAME NUMBER :			
BATTING TEAM			
	RUNS	CATCHES	TOTAL
Batter 1 & 2			
Batter 3 & 4			
Batter 5 & 6			
Batter 7 & 8			
Batter 9 & 10			
TOTAL TEAM SCORE			

BATTING TEAM			
	RUNS	CATCHES	TOTAL
Batter 1 & 2			
Batter 3 & 4			
Batter 5 & 6			
Batter 7 & 8			
Batter 9 & 10			
TOTAL TEAM SCORE			

SPIRIT OF CRICKET

TEAM _____ SCORE /5

TEAM _____ SCORE /5