



ASSOCIATED & CATHOLIC COLLEGES
of WESTERN AUSTRALIA

COASTAL ASSOCIATED SCHOOLS

CHARTER OF OPERATIONS

Contents

1.0	AIM.....	4
2.0	PARTICIPATING SCHOOLS.....	4
3.0	SPORTS STAFF CONTACTS.....	4
4.0	INVOLVEMENT.....	4
5.0	SPORTS.....	5
6.0	FIXTURE FORMAT.....	5
7.0	DAYS OF PLAY.....	6
8.0	HOURS OF PLAY.....	6
9.0	MEETINGS.....	6
10.0	CONVENOR SCHOOL.....	6
11.0	GENERAL CONDITIONS OF PARTICIPATION.....	7
11.1	Match policy start and finish times.....	7
11.2	Staffing.....	8
11.3	Staff authority.....	8
11.4	Umpires / referees.....	8
11.5	Summer.....	9
11.6	Winter.....	9
11.7	Send off rule.....	10
11.8	Points.....	10
11.9	Protective equipment.....	11
11.10	Reporting of results.....	11
11.11	Home and away fixturing.....	12
11.12	Venues.....	12
11.13	Final team placings and trophies.....	12
11.14	Weather policy.....	13
11.14.1	Wet weather.....	13
11.14.2	Hot weather.....	13
11.14.3	Cancelled fixtures.....	14
11.14.4	Cancelled fixtures - due to advice from external authorities.....	14
11.15	First Aid.....	14
12.0	CHANGE OF RULES / CONDITIONS OF PLAY.....	15
13.0	MINIMUM MATCH REQUIREMENTS.....	15
14.0	FORFEITS.....	15
15.0	MERCY RULE.....	16

16.0	APPENDIX	18
16.1	Basketball Conditions of Play / Rules.....	18
16.2	Cricket Conditions of Play / Rules	19
16.3	CAS cricket 10/10 Match Scoresheet.....	22
16.4	Indoor Cricket Conditions of Play / Rules	24
16.5	Indoor Beach Volleyball Conditions of Play / Rules.....	29
16.6	Volleyball Conditions of Play / Rules.....	32
16.7	Netball Conditions of Play / Rules.....	34
16.8	Soccer Conditions of Play / Rules	35
16.9	Touch Conditions of Play / Rules	36
16.10	AFL Football (Boys) Conditions of Play / Rules	38
16.11	AFLW Football (Girls) Conditions of Play / Rules.....	41
16.12	Inclusion / No Limits Soccer Conditions of Play / Rules	44
16.13	General Fixtures	47
16.14	Venues.....	47
16.15	Sport Injuries.....	47
16.16	Instructions to Umpires/Referees	47
16.17	Game Procedures and Etiquette	48
16.18	Codes of Behaviour	49
16.19	Working with Children Legislation.....	51

1.0 AIM

It is the aim of the Coastal Associated Schools, as a Sub-Association of the Associated and Catholic Colleges, to conduct interschool sport, encouraging participation, sportsmanship, and healthy competition.

2.0 PARTICIPATING SCHOOLS

SCHOOL	ADDRESS	PHONE
Irene McCormack CC	Bradman Dr, Butler 6036	9562 2400
Lake Joondalup Baptist College	8 Kennedy Dr, Joondalup 6027	9300 7444
Mater Dei College	107 Treetop Ave, Edgewater 6027	9405 4777
Peter Moyes ACS	Elliston Pde, Mindarie 6030	9304 5500
Prendiville Catholic College	Prendiville Ave, Ocean Reef 6027	9307 2000
St James' AS	2 Graceful Blvd, Alkimos 6038	6336 8330
St Mark's ACS	St Mark's Dr, Hillarys 6025	9403 1300
St Stephen's School, Duncraig	100 Doveridge Dr, Duncraig 6023	9243 2100

3.0 SPORTS STAFF CONTACTS

SCHOOL	HEAD OF SPORT	EMAIL	PHONE	MOBILE
Irene McCormack CC	Jeremy Carbone	jeremy.carbone@cewa.edu.au	9562 2400	0428 555 991
Lake Joondalup Baptist College	Joel Smith	joel.smith@ljbcb.wa.edu.au	9300 7444	0448 065 537
Mater Dei College	Jordan Webster	jordan.webster@cewa.edu.au	9405 4777	0415 241 918
Peter Moyes ACS	Bernie Streeter	bstreeter@pmacs.wa.edu.au	9304 5500	0434 745 766
Prendiville Catholic College	Amanda Cunningham	amanda.cunningham@cewa.edu.au	9301 6254	0438 358 976
St James' AS	Emily Haywood	emily.haywood@stjames.wa.edu.au	6336 8330	0422 861 382
St Mark's ACS	John Simmons	jsimmons@stmarks.wa.edu.au	9403 1355	0401 756 585
St Stephen's School, Duncraig	Jaime Jenkin	jaime.jenkin@ststephens.wa.edu.au	9243 2178	0433 497 662

SCHOOL	HEAD OF PE	EMAIL	PHONE	MOBILE
Irene McCormack CC	Neil Bright	neil.bright@cewa.edu.au	9562 2400	0419 197 912
Lake Joondalup Baptist College	Ben Allsop	ben.allsop@ljbcb.wa.edu.au	9300 7444	0420 550 058
Mater Dei College	Ryan Coutts	ryan.coutts@mdc.wa.edu.au	9405 4777	
Peter Moyes ACS	Lorrelle Fortune	lfortune@pmacs.wa.edu.au	9304 5500	
Prendiville Catholic College	Kim Panton	kim.panton@cewa.edu.au	9301 6254	0435 345 581
St James' AS	James Parsons	james.parsons@stjames.wa.edu.au	6336 8330	
St Mark's ACS	Sharon McCarthy	smccarthy@stmarks.wa.edu.au	9403 1300	0417 910 278
St Stephen's School, Duncraig	Matthew Richmond	matthew.richmond@ststephens.wa.edu.au	9243 2121	N/A

4.0 INVOLVEMENT

- All schools involved in CAS are committed to make every effort to field teams in all Year Groups and in all sports.
- Mater Dei College participating in CAS senior from 2022.

- St James' Anglican School participating in CAS junior from 2022.
- CAS Junior play seven rounds without finals.
- Year 7 boys and girls selected in year group teams.
- Year 8/9 boys and girls selected in both separate and combined year group teams.
- Year 10-12 boys and girls selected in combined year group teams.

ACC AGE POLICY : It is the policy of the ACC that students competing in ACC sport must be under 19 years of age as of 31st December. Students who have turned 19 years of age are not permitted to participate in ACC sport. It is also ACC policy that student participation is limited to "secondary school students" and that the minimum level for participation is enrolment in Year 7.

5.0 SPORTS

SUMMER	Year 7	Year 8	Year 8/9	Year 9	Year 10-12
Basketball	B, G	B, G		B, G	B, G
Cricket	-	-	B/N	-	-
Indoor Cricket			M		
Touch Football			G		G
Indoor Beach Volleyball			M		
Volleyball					B, G

WINTER	Year 7	Year 8	Year 8/9	Year 9	Year 10-12
Soccer	B, G		B, G		B, G
Netball	G*	G		G	G
Football (AFL)	B/N		B/N		B, G

KEY: B = Boys, G = Girls, M = Mixed, N = Neutral (i.e., open to the opposite gender)

* Yr 7 and Yr 7B grades

6.0 FIXTURE FORMAT

TERM 1	Weeks 1-2	Preparation
	Weeks 3 – 5	SENIOR fixtures (for those schools competing in weekly fixtures)
	Weeks 3 – 9	JUNIOR fixtures
	Week 5	SENIOR One day carnivals (for those schools competing)
	Week 6	SENIOR general bye
	Week 7 – 8	SENIOR cross over finals
	Weeks 10	Catch up round
TERM 2	Week 1	Preparation for CAS junior, fixtures commence for CAS senior
	Weeks 2 - 10	JUNIOR fixtures
	Weeks 2 – 4	SENIOR fixtures (for those schools competing in weekly fixtures)
	Week 3	SENIOR One day carnivals (for those schools competing)
	Week 5 – 7	SENIOR exam bye
	Week 6 – 7	JUNIOR general bye
	Week 8 – 9	SENIOR cross over finals

TBC

SENIOR boys football WAFC Jakovich division knockouts

TERM 3	Week 1	Preparation for SENIOR and JUNIOR girls football
	Weeks 2 – 6	Fixtures for JUNIOR girls football
	Weeks 2 – 8	Fixtures for SENIOR girls football

7.0 DAYS OF PLAY

Tuesdays	Year 10, 11, 12 (SENIOR)
Wednesday	Year 7, 8, 9 (JUNIOR)
Thursday	Year 7, 8, 9 (FOOTBALL)

8.0 HOURS OF PLAY

Summer	4:00pm – 5:15pm
Winter	4:00pm – 5:00pm

Winter matches must finish at 5:00pm and games to be adjusted accordingly

9.0 MEETINGS

Meetings will be convened on the following dates for 2024:

a) Sport Coordinators

TERM 1	Thursday 22 rd February 2024
TERM 2	Thursday 18 th April 2024
	Thursday 20 th June 2024
TERM 3	Monday 12 th August 2024

b) Principals and Sport Coordinators combined. Meetings are scheduled for 8am or alternative time at the Host School

TERM 2	Tuesday 4 th June 2024
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- The Principal of the Convener school will chair meetings, whilst the Sports Coordinator is to act as minute's Secretary.
- The Sports Coordinator chairs the Sports Coordinators meeting and is responsible for minutes derived from the meeting.
- Minutes derived from all meetings are to be circulated within one week of the meeting. Schools must have representation at all levels of meeting.

10.0 CONVENOR SCHOOL

The Chairpersons for the combined Principals and Sport Coordinators, and the separate Sport Coordinators meetings are duly elected as follows:

1996	-	St Stephen's School (During Development stages)
1997	-	Prendiville Catholic College
1998	-	Lake Joondalup Baptist College
1999	-	St Mark's ACS
2000	-	Kingsway Christian College
2001	-	St Stephen's School
2002	-	Prendiville Catholic College
2003	-	Lake Joondalup Baptist College
2004	-	St Mark's ACS

2005	-	St Stephen's School (Carramar)
2006	-	St Stephen's School (Duncraig)
2007	-	Peter Moyes ACS
2008	-	Irene McCormack
2009	-	Prendiville
2010	-	Lake Joondalup
2011	-	St Mark's
2012	-	St Stephen's School (Carramar)
2013	-	Irene McCormack
2014	-	Peter Moyes ACS
2015	-	Prendiville
2016	-	St Stephen's School (Duncraig)
2017	-	Lake Joondalup
2018	-	St Mark's
2019	-	Irene McCormack
2020	-	Peter Moyes ACS
2021	-	Prendiville
2022	-	St Stephen's School (Duncraig)
2023	-	Lake Joondalup
2024	-	Mater Dei
2025	-	St Mark's
2026	-	Irene McCormack
2027	-	Peter Moyes ACS
2028	-	Prendiville
2029	-	St Stephen's School (Duncraig)
2030	-	Lake Joondalup

11.0 GENERAL CONDITIONS OF PARTICIPATION

11.1 Match policy start and finish times

- All schools must adhere to the official CAS match start time of 4:00pm. Teams must endeavour to arrive at the playing venue no later than 3:50pm in readiness for a 4:00pm start. This should allow for an adequate warm up and communication between coaching staff to occur. The official start time of 4:00pm must be adhered to. If a school arrives late, a prompt start must occur. Summer to finish by 5:15pm, Winter 5:00pm.
- If a late arrival, matches must start before 4:20pm to meet the minimum match requirement times. After 4:20pm a forfeit will be declared, and a social match be played.
- The playing time will be reduced by mutual agreement between coaches ensuring equal half playing periods and a 5:15pm finish time in summer and a 5:00pm finish in winter. (See point 13 for minimum match requirements)
- Forfeits** that result from a late start must be declared by the offending coach before the start of the match. Both coaches must sign the scorecard to acknowledge this outcome. The supervising sports coordinator must also be informed. If the forfeit is not 'declared' before the match, then the result will stand as long as the minimum match requirements have been met.
- Schools **MUST** ensure that they educate staff, students and coaches/umpires of this late start forfeit rule to ensure that this rule is implemented in the right spirit. It is essential that fixtures finish at the prescribed time ensuring that the return journey is coordinated to enable parents to pick up students as near to a common time as possible. Summer fixtures can be played up to 5:15pm if necessary (and

5:15pm for cricket) to allow games to meet the minimum playing requirements. In winter all matches must finish by 5:00pm. Games can finish before this time if the match has met the minimum playing requirements.

- f) In the event of a late start to a fixture, **due to an unforeseen circumstance** the playing time for that fixture is to be reduced by mutual agreement ensuring equal **half** playing periods and the correct finish time. Games must adhere to meeting the minimum match requirements (see heading 14) for the results to be deemed official and valid. If the game(s) cannot meet the minimum playing requirements the team responsible for the unforeseen circumstance e.g. - bus break down, bus not booked must forfeit the games affected.

11.2 Staffing

Suitable teaching staff are assigned a coaching or managing task by the principal in consultation with the Sports Coordinator in such a way that each team is accompanied by a teacher or a responsible adult acting on written authorization from the Principal (including split venues).

If necessary, qualified (in the estimate of the Principal and Sports Coordinator) parents or past students or senior present students may be authorised by the principal to coach teams (assuming the presence of an adult manager). Individual schools should be aware of “Duty of Care” issue and ensure the presence of staff at each venue.

Duties of scorer, timer, linesmen, and boundary umpires are carried out by competent reserves or suitable persons nominated by the Coach/Manager.

Each school engages all necessary staff and meets its own cost in this regard. In-services in coaching skills are provided by member schools on a shared basis.

11.3 Staff authority

Staff from both schools engaged in a fixture, have the authority to address and or discipline students from the opposite school.

11.4 Umpires / referees

Schools should endeavour to source acceptable and accredited umpires for all CAS sport fixtures. Senior Students may only be used where necessary and as a last resort. Sports Coordinators agree that it is in the best interest of the CAS competition that senior students do not referee senior matches.

- AFL umpires will be sourced by accredited sources i.e., WAFC
- Schools are encouraged to use Football West for Senior Soccer matches whenever possible.

It is an expectation that all referees wear professional umpiring attire that makes them easily identifiable to both teams. If student referees are used, they must have adequate knowledge of the sport and always uphold a professional manner. This expectation will ensure fair and acceptable calls are made on behalf of both teams and in the right spirit of the game.

CONTROL

If in the opinion of both coaches, the umpire has a lack of game control, and student safety is at risk or student behaviour is deemed inappropriate, then action should be taken.

- The first course of action is for both coaches to approach each other and agree that there is a problem.
- The game should then be stopped by the coaches and the players on both teams spoken with.

- After a restart if the umpire control is still not satisfactory both coaches should again confer and if they both agree, the game should be stopped, the coaches may take over the umpiring for the remainder of the match.

POOR LANGUAGE

Coaches should remove students from the field or court. Referees instructed to penalize using yellow card in sports where applicable (soccer and football) for poor language.

11.5 Summer

SENIOR

BASKETBALL

Each school to provide one (1) referee per team for home and away. (Coordinated through Warwick Basketball Stadium).

TOUCH RUGBY

Home team to provide one referee. (Coordinated through Touch Football WA 2020)

VOLLEYBALL

Each school to provide one official to assist the main referee for each game they are involved. Officials will be competent senior students or staff.

JUNIOR

BASKETBALL

Home school to provide two referees per game.

~~JUNIOR CRICKET 8/9~~

~~Home school to provide two umpires, one central (high quality) and one square leg (competent). Each school to provide a competent scorer. Coach/Manager/Staff member can score, however, prefer them to supervise/control team. CAS Cricket Final – each team to provide 1 umpire each.~~

~~INDOOR CRICKET 8/9~~

~~Venue will provide umpire / scorer for every fixture. Each school to have a Coach / Manager / Staff member to supervise team~~

TOUCH RUGBY

Home team to provide one referee.

11.6 Winter

SENIOR

NETBALL

Each school to provide one umpire per team for home and away.

SOCCER

Home school will provide one (1) central referee for boy's game. Home school will provide one (1) central referee for girl's game. Each team home & away is to provide one linesperson for each game.

FOOTBALL

Home team is to provide two (2) central umpires (always required for senior football). Each team is to also provide one (1) boundary umpire and one (1) goal umpire (these can be students). If no boundary umpires are available, the game will be played using the last touch rule (out of bounds). Central umpires should be acquired from reputable sources i.e., WAFC or SSO. Please note - CAS schools are responsible for the cost of the umpires supplied.

JUNIOR

NETBALL

Home team to supply two umpires per game.

SOCCER

Home school to provide two referees, one referee for each game. Each school to provide one linesperson for each game.

BASKETBALL

Home school to provide two referees per game.

FOOTBALL

Home team is to provide one (1) central umpire paired with a confident senior student for junior football games. Home team is to also provide two (2) boundary umpires. Each team, home and away, is to provide one (1) goal umpire (these can be competent senior students). If no boundary umpires are available, the game will be played using the last touch rule (out of bounds). Central umpire should be acquired from reputable sources i.e., WAFC or SSO. Please note - CAS schools are responsible for the cost of the umpires supplied.

CAS FINALS

As a general rule, in CAS finals games where two umpires/referees are required, each school should supply one umpire. In games where only one umpire/referee is required, it shall remain the responsibility of the home team to provide the umpire. Umpires or referees for finals should be external and qualified/accredited.

11.7 Send off rule

If a student is sent from the field of play in any CAS sport, the normal relevant association rules will apply as to whether and when the player returns. The umpire/referee should indicate the reason for the send-off to the team coach and the player concerned when it is convenient. A written report is to be made and copies sent to the Sports Coordinators of each school. The Sports Coordinators should then take appropriate action.

REFER: APPENDIX 16.16 "INSTRUCTIONS TO UMPIRES/REFEREES", APPENDIX 16.17 "GAME PROCEDURES AND ETIQUETTE".

11.8 Points

WIN	3 Points
LOSS	0 Points
DRAW	1 Point each
FORFEIT	Winning team = 3 Points Losing Team = 0 Points

Teams with equal points on weekly and final competition ladders will be separated in the following manner:

Basketball	Points for and against (Points difference)
Cricket	Runs for and against (Runs difference)
Indoor Cricket	Runs for and against (Runs difference)
Soccer	Goals for and against (goal difference)
Netball	Goals for and against (goal difference)
Touch	Tries for and against (Tries difference)
Volleyball	Sets then games for and against (set or games difference)
Beach Volleyball	Sets then games for and against (set or games difference)

NOTE: In the case of incomplete or extended ROUND ROBIN fixturing, a match ratio will be used to determine the final ladder.

11.9 Protective equipment

It is recommended that protective equipment is always worn and that the equipment is maintained at optimal levels. All soccer players must wear shin pads. It is highly recommended that all players wear mouth guards.

11.10 Reporting of results

Results of all fixtures are reported using the GoJaro online results system through the ACC web site.

For CAS the home team for result entry will be the first mentioned team in the fixtures. The home team enters all results in GoJaro within 24 hours of the fixture. A print screen of the results must be sent to the other team and the ACC office.

The away team needs to check all results entered on GoJaro within 48 hours and confirm with the other parties that the results are accurate. They must also report any errors to the ACC and the home team in their communication.

Once results are confirmed by the away team the ACC Office will then do a final online confirmation of results. The away team must check results within 72 hours otherwise results entered by the home team will stand. Failure of the home team to comply with this condition will invoke a penalty of 1 point for the "responsible" team involved for that fixture.

It is suggested that the GoJaro system be promoted to coaches, students, and parents and that the ladders be used to motivate individuals, teams, and coaches/managers throughout the season. All schools, coaches, students, and parents have access to the ACC app, which has a direct link to the GoJaro ladders for accurate and up to date results of the CAS competition. This is a very useful tool to promote to your coaches.

If for any unforeseen circumstance, the home team using GoJaro cannot enter the results then the away team should enter the results. If GoJaro is down and results cannot be entered online then the results can be emailed or facsimiled to the ACC, provided that the reporting staff member's handwriting is initially legible, or the results have been typed.

The above is subject to change if the association moves to a new platform or provider.

NOTE : Results reported are considered final - both team's coaches/managers and captains must settle scoring discrepancies before scorecards are signed.

11.11 Home and away fixturing

Equal home and away opportunities for teams within each year group, gender and sport are scheduled within each cycle of fixtures. However, venue constraints are of prime concern in this regard, calling for cooperation and assistance between Sports Coordinators from each of the competing schools on each day of play.

REFER: APPENDIX 16.13 "GENERAL FIXTURES".

11.12 Venues

It is the responsibility of the school providing the venue to ensure that all ground/court markings are complete and adequately maintained. Costs related to the hire of venues, are to be met by the home team, or by mutual agreement in reference to 11.7 above. Volleyball or Beach Volleyball played at a central venue may be booked by the ACC office, but costs shared by CAS schools.

REFER : APPENDIX 16.14 "VENUES"

11.13 Final team placings and trophies

Final team placings are determined at the end of the CAS Finals playoffs. Only 1st v 2nd place finals will be played.

In the event that teams finish on equal points or goals at the end of the normal playing time, extra time (listed below) will be played to determine the winner and the team that finishes the season in top position (Tally of Placings).

CAS SPORTS	FINALS EXTRA TIME REQUIREMENTS
Basketball	3 minutes extra time, no timeouts allowed
Cricket	N/A
Indoor Cricket	N/A
Tennis	1 pair from each school to play a tie break
Touch Football	Flip of a coin to select playing end or tap to commence the extra time. 1 player drop off after each minute of extra playing time. No substitutes allowed and play continues until a team scores a 'golden try'
Volleyball	Finish the third set to 15 OR declare a winner once team leads of 2 and is at least 8 points played.
Netball	2 x 3-minute halves. Swapping ends after the first half.
Soccer	Penalty shootout of 5 and 5 (5 shots each team taken in order). If scores are still level after 5 penalties, the penalties should continue until deadlock is broken i.e., Team misses and the other team scores 6-5.
Australian Rules Football	2 x 5-minute halves. Swapping ends after the first half

In the event that it remains a draw and the scores are still level after the extra time requirements have been played (i.e., cricket, basketball, netball, football) OR there is no CAS final played at all (abandoned), the team that finished on top of the ladder shall be deemed the champion team.

A single plaque will be awarded to each school acknowledging each premiership team for that school in that year of CAS sport. Individual team plaques will not be awarded until end of year awards, although a CAS "pennant" flag will be made available to schools for presentation at finals matches.

11.14 Weather policy

By 12.00pm (noon) on the day of competition Sports Coordinators are to consult with their opposition school and if the consensus is that weather conditions are too extreme the games will be cancelled. If doubtful teams are to travel to venues and a decision will be made at that time. Home sports coordinator will make a final decision on site.

11.14.1 Wet weather

- Winter fixtures should only be cancelled if weather conditions are extreme and pose a major risk to student/staff safety. Lightning, hailstorms, and destructive winds would be considered extreme conditions and could be cause for cancellation. Rain itself is not considered as extreme weather and should not be a cause for cancellation of games unless it renders the playing surface unplayable and dangerous.
- Schools should endeavour to make available rubber/squeegee brooms that can be used to sweep excess water off outside courts so that the surface can be made playable.
- When home teams postpone games due to weather only those sports affected by weather should be abandoned and any indoor games should still go ahead as normal. Points for games played indoors in these cases will count, if all fixtured games were played at all venues.

11.14.2 Hot weather

- Sports Coordinators check weather bureau by 12.00pm on the day before the match and liaise with their principal on whether a decision to cancel is required. If weather conditions are extreme, the host school is to initiate contact with the opposition school to decide prior to competition. The convenor school and the ACC must be made aware of this decision. Indoor sports within the CAS competition should go ahead. ~~Indoor sports within the CAS Year 7 Lightning Carnival will not go ahead to keep things equitable with all sports cancelled on the day.~~
- When home teams postpone games due to weather only those sports affected by weather should be abandoned and any indoor games should still go ahead as normal. Points for games played indoors in these cases will count if all fixtured games were played at all venues.
- Where possible the following guidelines should be followed when matches are played in hot/humid conditions:
 1. Normal sun protection measures (hats/sunscreen) should be strictly followed.
 - ~~2. Reduce match length or period length.~~
Duration and intensity of exercise should be reduced where possible, with shorter games, and therefore shorter periods of high intensity exercise.

SPORT	GAME TIME
Basketball	Game conditions of play adhered to, ensuring point 4. is followed
Touch Rugby	4 x 10 minute quarters
Indoor Beach Volleyball	Game conditions of play adhered to, ensuring point 4. is followed
Indoor Cricket	
Volleyball	

3. Increase player rotation through the bench.
- ~~4. Provide frequent rest/drink breaks.~~
Activities should have more breaks in play/activity to allow for frequent drink breaks, and ensuring that all breaks (for outdoor activities) are taken in the shade. Coaches can call time outs as needed to accommodate such.
- ~~5. Ensure rest breaks are in shaded areas.~~

The provision of water is the responsibility of individual players and the team manager, not the home school.

6. Water/ice buckets and fans are encouraged

11.14.3 Cancelled fixtures

In the event that two (2) or more schools cancel fixtures in a particular sport/year/grade then the following process should be enacted:

- Where possible the cancelled matches should be played at a rescheduled time by mutual agreement between the schools involved.
- If a suitable time/date/venue cannot be mutually agreed upon then the match(s) will be abandoned, and the match results status will be “cancelled”.
- If any match in a sport/year/grade is “cancelled” then the entire round of fixtures for that sport/year/grade will be considered “void” and a mutual forfeit, there will be no points awarded to any school.
- In the case of a mutual forfeit due to weather all CAS schools are to be notified and no results are to be entered into GoJaro. Please contact the ACC so that the match status can be changed to “cancelled”, with no points allocated to either school.

It is in the spirit of the CAS competition that schools canceling matches due to extreme weather should not be penalized on the ladder. In situations where some games are cancelled at one venue and played at other venues the policy is:

- In fixtures where games are played at one venue and not played at another in the same sport.
 - Where possible, cancelled games should be rescheduled and played at a mutually agreed time.
 - If a rescheduled time cannot be agreed upon then ALL results for that round, at all venues in that sport/grade are considered to be “cancelled” and the results null and void.
- If fixtures are cancelled all CAS schools are to be notified so that only relevant scores are entered into GoJaro for that round. ACC is to be notified so cancelled fixtures can be displayed as cancelled in GoJaro.

11.14.4 Cancelled fixtures - due to advice from external authorities

In some cases of extreme weather events there may be an advance weather warning advisory issued to schools by external authorities such as the Bureau of Meteorology, Catholic Education Office, or Department of Education. In these extreme cases schools may be advised to cancel outside activities or to close. Schools would therefore be compelled to cancel sporting activities and it may not be possible for them to follow the usual CAS weather policy as outlined above. In these cases, games will be considered as cancellations and results processed as per item 11.12.3 of the charter. Schools affected should advise the other CAS schools if this situation arises.

NOTE : This charter clause should not cover standard weather warnings issued by the Bureau of Meteorology and is only to be enacted if there is a clear directive from an external authority to either close schools or cease outside activity.

11.15 First Aid

In the event of serious injuries, a **staff member** from the school must be responsible for the welfare of that student, seeing that appropriate care is afforded.

It is highly recommended that players wear mouthguards in all contact sports. Prevention of injury is emphasised. Each school engaged in fixtures must have access to their own first aid kits.

NOTE: All open wounds must be covered.

REFER Appendix 16.15 for "SPORTS INJURIES DOCUMENT".

12.0 CHANGE OF RULES / CONDITIONS OF PLAY

Change of conditions of play and rules governing the conduct of the Coastal Associated School's Interschool Sporting Competition are to be made at properly convened meetings, **prior** to the commencement of the forthcoming season.

13.0 MINIMUM MATCH REQUIREMENTS

When games are reduced in time due to late arrivals or unforeseen circumstances the minimum match playing requirements must be met. Games must meet these requirements to constitute 'full time' for results to be deemed official and valid. All schools must follow these guidelines.

Basketball	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Cricket	A minimum of 8 overs is to be faced per side to constitute a match for a result.
Indoor Cricket	A minimum of 8 overs is to be faced per side to constitute a match for a result
Football	A minimum of 15 minutes per half constitutes 'full-time' for a game result.
Soccer	A minimum of 15 minutes per half constitutes 'full-time' for a game result.
Netball	A minimum of 4 x 8-minute quarters constitutes 'full-time' for a game result.
Volleyball	A minimum of 2 sets and to 12 twelve points in the third set.
Beach Volleyball	A minimum of 30-minute total playing time constitutes a match for a result. A minimum of 2 sets.
Touch Football	A minimum of 15 minutes per half constitutes 'full-time' for a game result.

14.0 FORFEITS

Early communication is essential to alleviate problems arising from forthcoming forfeits. The latest time for a forfeit to be communicated is **lunch time 12pm** on the day of the fixture. Principals from schools concerned are to be informed of the decision. **The Principal and / or School Executive being informed of an opposition school forfeiting, can then discuss with said school Principal and / or School Executive, the recuperation of expenses incurred from the game(s) not being played, which may include (but are not limited to) venue hire, referee costs and bus hire.**

A team causing the forfeit will receive 0 points, whilst the opposition receives 3 points for that fixture. To assist with the separation of teams with equal points on weekly and final competition ladders, the team

winning a forfeit, will be awarded a predetermined score for that sport. The team losing will be awarded the reverse of the predetermined score.

When entering a forfeit into GoJaro note that this can only be done through 'Results Entry', i.e., not through 'Bulk Results Entry'. Underneath the relevant school's name, tag the circle which reads 'Forfeit this game' then click 'submit'. GoJaro will then calculate points automatically.

FORFEIT SCORES

SUMMER	BASED ON CAS RESULTS		
	FOR	AGAINST	GAMES
Basketball	40	0	
Touch Football	8	0	
Beach Volleyball	2	0	
Volleyball	2	0	
Cricket	0/80	0	
Indoor Cricket	0/80	0	

WINTER	BASED ON CAS RESULTS		
	FOR	AGAINST	GAMES
Soccer	7	0	
Netball	30	0	
Basketball	40	0	
Touch Football	8	0	
Football	50	0	

15.0 MERCY RULE

CAS schools have agreed that a 'mercy rule' can be applied to all summer and winter sports (excluding Indoor Beach Volleyball) if necessary. Once a blowout score has been reached, the Mercy rule must be offered at any stage of the game but does not have to be accepted. The coaches collaborate and record the final scores to reflect the maximum margin (see table below) at that point in the game. The game then continues until full time with coaches/officials in charge of matches determining the best course of action to encourage games to be competitive so that ALL students have a positive playing experience. Coaches should use their discretion to implement measures to ensure that matches are not one sided. Possible examples of "mercy rule" changes are:

- Take off the best starting line up if scores look like a blowout.
- Reduce playing numbers on the field to match the opposition if they are short of players.
- Loan opposition some players (even after half time).

If a coach overlooks the Mercy Rule and the margin is incorrect, the final result will be adjusted by the Sports Coordinator before entering into GoJaro. The adjustment will be made by reducing the winning school's score until the margin is accurate.

MAXIMUM MARGIN TABLE

SPORT	PROPOSED MAXIMUM MARGIN
-------	-------------------------

Basketball	40 points
Touch Football	8 tries
Cricket	N/A
Indoor Cricket	N/A
Tennis	N/A
Volleyball	N/A
Soccer	7 goals
Football	50 points
Netball	30 goals

16.0 APPENDIX

16.1 Basketball Conditions of Play / Rules

TEAMS

Teams are to consist of 5 on-court players with up to five (5) substitute players.
Minimum of five (5) players.

DRESS

Basketball strip with numbered singlets or bibs from 4 to 15. Non marking shoes are to be worn in games played indoors.

START TIME

4:00pm

EQUIPMENT

The size of the basketballs used for CAS games is as follows:

- All girls – size 6
- Year 7 & 8 boys – size 6
- Year 9 and above – size 7

DURATION OF PLAY

Games are to consist of ~~two (2) x twenty (20) minute halves~~ **four (4) x ten (10) minute quarters** with 5 minutes changeover at half time. (Running clock.) Time outs are to consist of maximum 1-minute duration. Games are to finish no later than 5:15pm summer and 5:00pm winter.

Tied game. Play 3 minutes extra time for all home and away games and finals provided this falls inside the 5:15pm summer and 5:00pm winter finish. No time outs permitted in extra time.

In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the 5:00pm/5:15pm finish time. A minimum of 10 minutes per half constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES AND CAS FINAL)

The rules of the Australian Basketball Association will apply except as stated otherwise in this document. 3 points will be counted in all year groups, where court markings exist.

No zone defences are to be permitted in junior basketball. Schools should encourage man-to-man defence.

SUBSTITUTES

Are to be made via the referee.

TIME OUTS

There are no time-outs in the last 3 minutes of each half. Maximum two per half. Maximum 1-minute time outs.

SCORECARDS

Timekeepers and scorers from opposing teams must **SIT TOGETHER**.

Scorecards are to be signed by the umpire/s or referee/s and captains or coach of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture should they occur, and that results reported to the ACC office are final.

16.2 Cricket Conditions of Play / Rules

TEAMS

Teams are to consist of a maximum of **11** players. **Per Batting Retirement if a ten (10) over game is being played, the number 11 will not bat.** The minimum number of players to constitute a game is 8 players. If a team is playing with a reduced number e.g., 8 or 9 players (both coaches are to review batting list and suggest “mid-range/mid-level” batsman will get opportunity bat twice i.e., to make up the final pairings. Girls are encouraged and permitted to play cricket.

DRESS

All white (long trousers or shorts) or the full physical education uniform is to be worn. Mixing of uniforms is not to occur. College hat or sport cap to be worn. No mixing of caps is permitted.

All batsmen must wear helmets for safety.

START TIME

4:00pm – 5:15pm

“The Home Team will always bat first” – please ensure batting first batting pair is ready to go as soon as the **away** fielding team arrive to help save time.

Both teams will bowl from the same end – one end. This will save time changing after each over and both teams will bat in the same conditions facing the bowling from the same end.

DURATION OF PLAY

Games are played over one (1) day. All games are 10/10 overs format (or less). The minimum overs to constitute a game is to be 8 overs per team. Each team is to ensure approx. 30 minutes per innings.

At the beginning of the game an agreement is to be reached by the coaches and umpires as to the number of overs to be bowled by each team pending the time/players available e.g., 8 or 10 overs. The overs will be calculated as one over every 3-4 minutes. The time limit cut off is 5:15pm. The umpires and coaches are to confer as to the number of overs that will be bowled per team pending the start time. At all times, each team innings must have equal overs for the game to be valid.

RULES (QUALIFYING FIXTURES AND PLAY-OFFS)

The game consists of six (6) ball overs bowled by each side with a maximum of seven (7) balls per over (apart from the final over – see below).

~~If a ball deviates unnaturally from the edge of a synthetic pitch or expansion slots halfway along the pitch, the ball shall be deemed a ‘Dead Ball’ and be bowled again. Naturally, a batsman losing his wicket under such circumstances is not out and any runs scored are not counted.~~

No Balls: If a ball deviates unnaturally from the edge of a synthetic pitch or expansion slots halfway along the pitch, the ball shall be deemed a ‘No Ball’ and will be bowled again. The batting team will receive one (1) run for the no ball. A batsman losing his wicket to a no ball is not out except in the case of a run out. A batsman can score off a no ball and will receive the 1 run bonus + whatever runs are scored. In the case of a subsequent no ball in the same over the batting team will receive 2 runs each no ball, however the ball will not be re bowled. E.g., maximum of a seven (7) ball over.

Bouncing above shoulder height.

Full toss above waist height.

Ball bounces more than once.

Wides: If the umpire signals a wide the ball shall be bowled again, and the batting team will receive one (1) run for the wide. In the case of a subsequent wide in the same over the batting team will receive 2 runs each wide, however the ball will not be re bowled. E.g., maximum of seven (7) ball over. It is recommended that coaches confer before the match as to what deliveries will constitute a wide.

Upon the call of a “wide” the ball shall remain live i.e., batsman can choose to run on a wide to receive an extra run

The final over of each innings must have six (6) legal deliveries bowled.

FIELDING RESTRICTIONS

No more than 4 fielders on the leg side at any one time.

BOWLING

Each person of the fielding side shall bowl one (1) over each. Bowlers may be permitted to bowl a maximum of two (2) overs (cannot be concurrent - 2 overs in a row). The wicketkeeper can choose to either bowl or not bowl.

BATTING PENALTY

When a wicket is taken (bowled, caught, LBW, run out, or stumped) the batting team will be penalised three (3) runs for each wicket taken. Batsman must swap ends after losing a wicket.

BATTING RETIREMENT

All batsmen bat for two (2) overs and then swap with the new batting pair ensuring all player’s bat. Batting team may choose to send out a batsman that has already batted with the Number 11 to form the final batting pair. If only ten (10) over game is played, the number 11 will not bat.

Boundaries - 4 runs scored as normal for a ball running along the ground or bouncing through the boundary
Boundaries - 6 runs scored for any ball passing over the boundary on the full

UMPIRING / SCORING

Home team is to provide two umpires (one quality central umpire and one competent square leg umpire). Each team to provide a competent scorer. Coaches, umpires, and scorers for cricket MUST be experienced and have the knowledge/skills required to perform their task.

It is essential that a record of the number of runs should be kept after each over. The winner of the match is the team, which scores the greatest number of runs at the completion of the innings, which will be given to the ACC Office. All other rules are as for a normal game of cricket as outlined by the Australian Cricket Board.

SUBSTITUTES

No substitutes are permitted - a batsman may only choose to retire due to injury.

EQUIPMENT

Batsmen **MUST** wear gloves, pads, helmet, and box (groin protector). Umpires may stop play until batsmen are correctly attired.

Wicketkeeper – Gloves, pads, helmet also advised when keeping close to the stumps i.e., spinner

Balls to be supplied by the home team (2). Balls are to be indoor balls on grass pitches and 2-piece leather on hard wickets. A new ball is required for each innings. Year 8 & 9 to be 156 grams.

PITCH/BOUNDARIES/WICKETS

Home team is to provide wickets/stumps.

Grass/Synthetic (hard) or Turf Pitch can be used. Full flexibility is granted. Ideally, Year 7-8 to be 18m length and Year 9-10 to be 20.1m standard length. Chalk, Tape or Paint to mark crease.

Boundaries will be minimum 50m maximum. Ideal 40m – 50m range with both boundaries being the same equal radius. The Home team is responsible for setting boundaries cones and wickets.

SCORECARD AND SCORING

Scorecards/scorebooks are to be signed by the umpires and captains or coaches at the conclusion of the game. It is assumed that scoring discrepancies are settled immediately and that results reported to the ACC office are final.

Scoring is based on the team, which has the most runs after the equivalent number of overs at the finish time.

FORFEITS

Should any team forfeit a match, full points for a win (3 points which includes the uniform point) and 80 runs shall be credited to the opposing team. Teams forfeiting receive 0 points.

16.3 CAS cricket | 10/10 Match Scoresheet

CAS CRICKET | 10/10 MATCH SCORESHEET

DIVISION:

ROUND:

DATE:

INNINGS OF:

BATSMAN	RUNS SCORED BY OVER								PAIR TOTAL	
	Over 1				Over 2				RUNS	WICKETS
Pair 1										
	Over 3				Over 4				RUNS	WICKETS
Pair 2										
	Over 5				Over 6				RUNS	WICKETS
Pair 3										
	Over 7				Over 8				RUNS	WICKETS
Pair 4										
	Over 9				Over 10				RUNS	WICKETS
Pair 5										
	Total								Runs	Wickets

INNINGS OF:

BATSMAN		RUNS SCORED BY OVER								PAIR TOTAL	
		Over 1				Over 2				RUNS	WICKETS
Pair 1											
Pair 2											
Pair 3											
Pair 4											
Pair 5											
		Total								Runs	Wickets

Match Won by: _____ Final Score: _____

Coach/Manager Sign: _____

16.4 Indoor Cricket Conditions of Play / Rules

TEAMS

Teams are to consist of a minimum number of 6 players and a maximum of 10 players.

8 a side

32 overs per game | 16 overs per innings

5 6 ball overs

Each player bowls a maximum of 2 overs.

Each batting pair has 4 overs.

FIELDING | Max 8 on the field (6 fielders, 1 bowler, 1 wicket keeper).

* If there are extra, the coach can sub extra fielders on/off. Players may be of either gender.

UNIFORM

School sports uniform. Helmet Ruling: It is recommended that all batsmen wear a helmet, provided by the school.

PLAYING TIME

1 hour playing time from 4pm – 5pm. Games are played at central venue (Bouncers, Joondalup) which are booked for one hour only. All schools are to ensure that teams are dropped to Bouncers, before any of their teams are dropped for Beach Indoor Volleyball. All games should be played rapidly to aim to be completed inside 50 minutes.

EQUIPMENT

Schools are to provide a ball as well as general batting equipment. Central venue can provide some stumps and spare game balls which are used for their social sporting competitions.

RULES OF THE GAME

FIELDING A TEAM

- A game is played between two teams, each with a maximum of 10 players.
- No team can play with less than 6 players.
- A scheduled game will proceed if a minimum of 6 players for each team are present.
- To take part in a match, a player must be able to bat and bowl, except in the case of the Substitutes Rule.
- A team must nominate a captain for each game.

THE GAME

- The game consists of 1 batting and 1 bowling innings per team.
- Each innings consists of 16 overs with 5 6 ball overs.
- The run deduction for a dismissal will be 5 runs, and other penalties will be 5 runs or multiples of 5 runs.
- Each player must bowl 2 overs except in the case of the Player Short/ Substitutes/ Injured Players Rule.
- Prior to the start of each over the umpire must be advised of the bowler's name in order for the game to start/resume.
- A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 5 runs for each over offended.
- A delivery commences from the moment a bowler (with the ball in their hand) starts their run up and continues until the same time of the next delivery.
- A batting innings is divided into 4 sections. Each section consists of 4 overs.

- The batting team bats in pairs with each pair batting for 4 overs. Upon arrival at the batting crease the batters must inform the umpire of their respective names in order for the game to start/resume.
- Batters continue batting for the entire 4 overs, whether they are dismissed or not. When a player is dismissed, 5 runs are deducted from their team's score.
- Batters must change ends at the completion of each over.
- No batter may bat more than once, except in the case of the Player Short/ Substitutes/ Injured Players Rule.
- A team must not declare an innings closed.
- The team compiling the highest number of runs will be the winner.
- THE TOSS The umpire will toss a coin or token to determine the order of the innings. The umpire will advise which team is to call.

EQUIPMENT

- **BATS** Must be made of wood with dimensions no larger than 96.5 cm in length and 10.8 cm in width and have a suitable bat grip. If an umpire is not satisfied with the suitability of a bat or bat grip, they should not allow it to be used. Note: Bat grips must be of a non-slip material and in good order.
- **BATTING GLOVES** A batting glove (which completely covers the hand from the wrist) must be worn on each hand by both batters. If an umpire notices a batter is not wearing two suitable gloves, play must not continue until 2 gloves are worn.
- **KEEPER'S GLOVES** The wicket keeper has the option to wear 0, 1 or 2 suitable gloves. The gloves may be wicket keeping or batting gloves, or a combination of both. No other style of gloves from other sports are permitted. Keeper's gloves may only be worn by the wicket keeper in the approved area.
- **FIELDING PROTECTION** Players may wear suitable protective equipment when fielding provided the safety of that player and all other players on the court is not compromised. The decision to allow players to use protective equipment rests with the duty manager.
- **GAME BALLS** will be provided by the venue
- Protective and other equipment not in immediate use must be placed outside the court until required. Players will be warned to remove unused protective and other equipment. Refusal to do so will result in a 5 run penalty to the offending team.
- The Stumps will be "Wilkins" style collapsible stumps. The base plate is considered to be part of the stumps.
- Bails may be wooden or plastic and must be tied to the stumps. (Venue may provide stumps)

UMPIRE

- The central venue will provide umpires for all games, with this cost included in the total charge to all schools.
- The umpire has the right to alter their decision provided it is done promptly.
- The umpire's ultimate decision during a game is final. No dispute, written or otherwise, will alter the result.
- The umpire will be the sole judge of fair and unfair play.
- The captain of the fielding side or the batter at wicket may query an umpire's decision. Once the umpire has replied, any further talking to, at or about the umpire, or their decision, may be penalised.

ARRIVAL/LATE PLAYER(S)

All teams are to be present at the games counter a minimum of 2 minutes prior to the scheduled commencement of their game to do the toss. Any team failing to arrive on time will forfeit the right to a toss. The non-offending team can choose to field first or wait until the offending team has 6 players present and bat first. ii. If both teams are late, the first team to have 6 players present will have the right to choose to bat or field first.

PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS PLAYER SHORT

- If a team is 1 player short: When batting: after 12 overs, the captain of the fielding side will nominate 1 player to bat again in the last 4 overs with the remaining batter. When fielding: after 14 overs, the captain of the batting side must choose 2 players to bowl the 15th and 16th overs. The non-consecutive overrule still applies.
- If a team is 2 players short: When batting: after 12 overs, the captain of the fielding side will choose 2 players to bat again in the last 4 overs. When fielding: after 12 overs, the captain of the batting side must choose 2 players to bowl 2 of the last 4 overs. The non-consecutive overrule still applies.
- If a selected player is not available to bat again, a 10 run penalty will apply and another player must be selected. This rule does not apply to a player who has to leave the game early for legitimate reasons 6 provided both captains and the umpire had knowledge of the player's early departure.
- When a team is reduced to less than 6 players (irrespective of the reason) and a substitute is unavailable, the offending team will forfeit the game.

SUBSTITUTES

- A substitute player is one who joins the game, after it has officially commenced, to replace an existing player who is incapable of completing the game due to injury or illness suffered during the game. This may only occur on the approval of the umpire or duty manager.
- Substitutes only apply to a team's fielding innings. Batters who are unable to complete their allocated overs due to injury or illness are not substituted, but merely replaced by a nominated team member.
- A substitute player cannot bat, bowl or wicket keep.
- A substitute must be in the correct uniform or uniform penalties will apply.
- A team may not use a substitute pending the late arrival of a nominated player.
- Once substituted, a player may take no further part in the match.

FIELD PLACEMENT

- **FIELDER'S PER HALF COURT** : the court is divided into two halves with the dividing line being the non-striker's running crease. No more than 4 fielders may be in either half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. On the line is considered in the other half. If this rule is contravened, the umpire will call "No Ball".
- **Fielders on Pitch** With the exception of the bowler, no fielder (including a wicket keeper), can move on or extend over the pitch from the commencement of the bowler's run up until the ball is played at by the batter or passes the striker's wickets. If this rule is contravened, the umpire will call "No Ball".
- **EXCLUSION ZONE** : an area will be marked in an arc extending at a radius of 3 metres from the batting crease. No fielder can move on or extend over the Exclusion Zone from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting in position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call "No Ball".
- **WICKET KEEPER**
 - A fielder is classified as a wicket keeper if they take up position behind the stumps at the striker's end in the area designated for the wicket 8 keeper.
 - The area designated for the wicket keeper is between the imaginary lines extending along the extremities of the pitch to the back net and the line running at right angles through the stumps at the striker's end. (See diagram on court layout).
 - The wicket keeper must take up a position with both feet wholly inside the designated area and cannot move out of that area until the ball leaves the bowler's hand. If this rule is contravened, the umpire will call "No Ball".

- A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided, they are legitimately getting into position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call "No Ball".
- The wicket keeper cannot take the ball either in front of or from the side of the wickets unless the ball strikes the batter's body or equipment. If this rule is contravened, the umpire will call "No Ball".
- The wearing of gloves by the wicket keeper is optional. [See Rule 5C]
- vii. A wicket keeper is optional.

SCORING

Runs may be scored as follows:

- When both batters cross between the batting crease and the non-striker's crease, and make good their ground, 1 run is scored. This run is referred to as a "physical run".
- Physical runs can be attempted at any time the ball is live.
- Bonus net runs are scored when a batter hits the ball with the bat or the hand/s holding the bat into perimeter netting. This includes balls unintentionally deflected off the bat or batter's hand/s holding the bat onto protective equipment, deflected by fielders and unintentionally deflected from the non-striker's body or equipment.

The following bonus net runs will apply:

ZONE A (FRONT NET) 0 RUNS

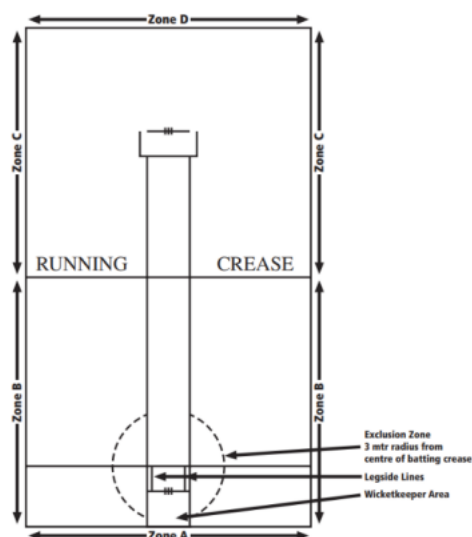
ZONE B (SIDE NET) 1 RUN

ZONE C (SIDE NET) 2 RUNS

ZONE D (BACK NET) 4 RUNS ON BOUNCE

ZONE D (BACK NET) 6 RUNS ON FULL

ZONE B OR C ONTO ZONE D 3 RUNS



SCORECARDS

Completed scoresheets will be printed by the venue, and provided to schools. It is then the home teams responsibility to have these signed by the umpires and captains or coaches at the conclusion of the game. It is assumed that scoring discrepancies are settled immediately and that results reported to the ACC office are final. Constant liaison between both sets of scorers and captains/teams is necessary. Scoring is based on the team, which has the most runs after the equivalent number of overs.

FORFEITS

Should any team forfeit a match, full points for a win (3 points) and 80 runs shall be credited to the opposing team. Teams forfeiting receive 0 points and 0 runs.

CAS FINALS

Finals matches are played based on the ladder position at the end of the round robin.

1st place team v 2nd placed team at central venue

3rd place team v 4th placed team at central venue

All games must finish by 5:00pm with no extra time.

If teams draw, the highest on the ladder wins. Bus companies are to be notified to pick up at 5:15pm for finals.

Central venue is to hold a presentation hosted by the Sport Coordinator or lead teacher. All teams will be acknowledged and winning plaques given at the end of the year.

Results should be sent to the ACC office within 24 hours.

16.5 Indoor Beach Volleyball Conditions of Play / Rules

TEAMS

Teams are to consist of six (6) players with a maximum of four (4) substitute players. Minimum team numbers are four (4).

Schools field one mixed junior team. Ratio is set as a maximum 4:2 of either gender at all times on court. Ratio can be played as 3:3.

Games played at a central venue – Joondalup Indoor Beach Volleyball.

DRESS

Players are to dress in school sports uniform, bare feet on court.

START TIME

4:00pm

DURATION OF PLAY

Games are to be contested over a set period between 4:00pm – 5:00pm. The minimum time required to constitute a match is 30 minutes. Sets will be timed – 13 minutes each set. Short 2-minute timeouts/drink interval will occur between sets.

Set 1: 13 minutes, Set 2: 13 minutes: Set 3: 13 minutes

RULES

Indoor Beach Volleyball (IBV) is a game played by two teams on a sand covered volleyball court surrounded by netting, where the ball is played rebound off the nets, with NO outs, therefore the ball is live at all times. The ball may be hit with any part of the body above the waist (no intentional head butting), but each side is limited to three consecutive hits, no player is allowed to make two consecutive contacts.

SCORING

Best of three sets (will be used for CAS matches): Sets are played to time (13 minutes). The team that is leading at the completion of the time period will be awarded that set. A team wins the match by winning two sets. If a team wins the first two sets, a third set will still be played as a social set – this enables participation and enjoyment. The result will stand as 2-0 when entering results.

Points & Service:

If the serving team wins a rally, it scores a point and continues to serve.

TO WIN A SET: The team which is leading the points at the completion of time (13 minutes). No minimum lead of two points is required. In the case of a 18-18 tie, play is continued with a deciding point to determine who wins the set.

The sets completed at the call of time shall constitute the match. The final match result will be determined by each team's total sets won.

Both 'sets and total number of games are entered into GoJaro e.g.

Set 1 won by School A 17 - 12

Set 2 won by School B 16 – 20

Set 3 won by School A 14 – 12

GoJaro would then show:

SCHOOL A		SCHOOL B
2	set	1
47	points	44

OFFICIALS

The game is controlled by an umpire who scores and keeps the time. In any sport, there are close calls where players will disagree, but the umpire's decision is always final. Any arguing with or abuse directed at an umpire can result in a point reduction, followed by a sendoff.

SERVING AND POSITIONS

- The ball must be served within one meter from the back net and the right-hand side net.
- The ball can be served over arm or under arm.
- The ball must not have contact with any nets whilst being served.
- All players must serve. Players are to rotate clockwise on winning the serve.
- The ball must be set at least once on receiving the serve before returning the ball over the center net.

BALL AND NET ABUSE

Any kicking of the ball may result in a deduction of two points at the umpire's discretion. Players abusing the nets may be sent off.

SIDE AND TOP NETS

All nets can be used in general play, except when serving the ball, or contact with the top net when it is returned over the center net to the oppositions side of the Court, this is deemed a foul.

GENERAL PLAY

- Any contact with the center net by a player whilst the ball is in play, will result in a foul.
- A block at the center net is not included as part of the three hits.
- The blocking player is entitled to play at the ball again on the consecutive shot.
- Two hands must be used to be called a block.

FOULS

THE POINT OR SERVE IS LOST WHEN:

- The ball touches the ground
- Team plays the ball more than three times in succession
- The ball touches a player below the waist
- A player touches the ball twice consecutively (except on a block)
- A player touches the center net
- The ball touches the top net (except when setting to your own player)
- A player blocks or spikes the ball back over the net off the serve
- The ball does not pass over the net on the serve
- The umpire calls a carry
- A player interferes with an opponent's player
- A player intimidates an opponent or abuses another player
- The serve is made from outside the serving area
- A player kicks the ball
- A player attacking or defending reaches over the net
- A player abuses the umpire
- The ball hits a net when served
- Blood rule - must come off at once

SUBSTITUTES

On a rotation basis at the change of serve.

SCORECARDS

The games completed at the call of time shall constitute the set. The final match result will be determined by each team's total sets won.

NB: Results reported are considered final - scoring discrepancies must be settled by both team's coaches/managers and captains before scorecards are signed.

16.6 Volleyball Conditions of Play / Rules

TEAMS

Teams consist of six (6) on court players with up to six (6) substitutes. Minimum number of players is four (4). Schools field one girls' team and one boys' team.

DRESS

Players are to dress in school sports uniform.

UMPIRES

CAS member schools will arrange for central umpires to umpire all Volleyball games. Each team shall provide a second umpire to assist the referee for each game in which they are involved, (reserve umpire if required) and one scorer.

EQUIPMENT

Year 10-12 girls and boys standard size ball.

Volleyball Net Height: 2.35m (boys) and 2.15m (girls)

START TIME

4:00pm – 5:00pm

VENUE

CAS schools that have court availability during their fixture games. Neutral or central venues may also be used.

DURATION OF PLAY

Games are to be contested over the best of 3 sets.

RULES

The rules of the WA Volleyball Association (International rules FIVB) will apply except as stated otherwise in this document. FIVB rules are available for download at: <http://www.fivb.ch/>

The first two sets are played to 25 points, the third set to 15 points. If a school wins the first two sets, then the third set is still played but not counted and the result is recorded as a 2-0 win. If both schools are a draw (one set all) then the third set is played to determine the winner. In this case, if the third set is not completed when time limit expires, the game is a draw unless one team has achieved eight (8) points or more and has a two (2) point advantage. In the third set teams will change ends after 8 points has been achieved. If the game is a draw, a count back of points is required to determine the winner.

COURT Remain the same as for general volleyball.

SERVE All general rules apply to the serve except that players may serve directly from the hand (i.e., the ball does not have to come off the hand into the air to be hit).

POINTS AND SERVICE

If the serving team wins a rally, it scores a point and continues to serve.

If the receiving team wins a rally, it scores a point and it must serve next.

1. Each server can only serve five (5) times in succession before the serving team is required to rotate one position to continue serving with a new player. (Team retains the serve but changes the server).

In addition, a sin bin rule: 5 minutes for minor offences.

The host school is to provide the match ball.

SCORING

Both sets and total number of points are entered into GoJaro, e.g

Set 1 won by School A 25 - 10

Set 2 won by School B 16 – 25

Set 3 won by School A 15 – 6

GoJaro would then show:

<u>School A</u>		<u>School B</u>
2	set	1
56	points	41

Should the final ladder placings display more than two teams with the same points, set difference and match ratio, schools will need to refer to the total number of points scored for the season to determine 1st and 2nd place for finals.

SCORECARDS

Scorecards are to be signed by the umpires and captains of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture. Umpires are to coordinate scorecards and ensure they concur at each break. Results reported to the ACC office are considered final.

TIMERS AND SCORERS

Scorers from opposing teams **must sit together** for the duration of the game.

16.7 Netball Conditions of Play / Rules

TEAMS

Teams are to consist of seven (7) players with unlimited substitute players. Minimum of five (5) players.
Junior: Schools are to field one team for each year level - 7, 8 & 9.

Senior: Schools are to field two senior teams. The teams will be a combination of year 10-12 students and are to be graded into two teams on strength and ability – 'A' and 'B'.

DRESS

Players are to wear sports uniforms (which may include shorts if they are an official part of the sanctioned uniform of that school) and lettered bibs.

START TIME

4:00pm- 5:00pm

EQUIPMENT

The size of the netball used for CAS games is the official size for 10 years and above – size 5.

DURATION OF PLAY

Games are to consist of four (4) x twelve (12) minute quarters with a 3-minute changeover at quarter and three-quarter time and a 5-minute changeover at half time.

A reduction in time to two halves is to occur, if the game has not commenced by 4:20 pm; the length of halves is determined by the amount of remaining time.

A minimum of four (4) x eight (8) minute quarters constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES)

Rules are in accordance with the Western Australian Netball Association.

In the circumstance where dual (wrap around netball and basketball) goals are a permanent fixture of the court, ricocheted goals are to be considered "out of play", as is the case when the ball rebounds into court.

CAS FINALS

Games are to consist of four (4) x twelve (12) minute quarters with a 3-minute changeover at quarter and three-quarter times and a 5-minute changeover at half time.

SUBSTITUTES

Notification of substitutes must be made to the opposition or team management and can only be made at the end of each quarter. Players may be interchanged when injured.

Unlimited interchange rules are to apply to support the philosophy of participation.

SCORECARDS

Scorecards are to be signed by the umpires and captains of each team at the conclusion of the fixture.

It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture. Umpires are to coordinate scorecards and ensure they concur at each break. Results reported to the ACC office are considered final.

TIMERS AND SCORERS

Timers and scorers from opposing teams, **must sit together** for the duration of the game.

16.8 Soccer Conditions of Play / Rules

TEAMS

Teams are to consist of eleven (11) players with a maximum of four (4) interchange players. Minimum number of eight (8) players. Teams with 9 or more players are not required to reduce their team numbers to match the number of players on the opposing team.

DRESS

Players are to be dressed in uniform soccer tops, shorts, and socks.

START TIME

4:00 pm- 5:00pm

EQUIPMENT

The size of the soccer ball used for CAS games should be the official size for 12 years and above – size 5. Year 7 girls can use a smaller ball if appropriate.

DURATION OF PLAY

Games are to consist of two (2) x twenty-five (25) minutes halves with five (5) minute changeover at half time.

In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the 5pm finish time.

A minimum of 15 minutes per half constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES)

Rules are in accordance with the Australian Soccer Federation. Offside can be eliminated in girls' soccer matches if both coaches agree.

SUBSTITUTES

Substitutes are to be made via the umpire.

Interchange rules are to apply to support the philosophy of participation.

EQUIPMENT

All players must wear shin pads. It is highly recommended that players wear mouthguards.

The home team is to have corner flags in place (corner flags are an important aid in determining "offside").

Nets are to be used wherever possible.

Each team is to provide a linesman who is in possession of a flag.

SCORECARDS

Scorecards are to be signed by the referee and captains or coaches at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results reported to the ACC office are final.

16.9 Touch Conditions of Play / Rules

TEAMS

Teams are to consist of six (6) players with a maximum of seven (7) interchange players. Subs made via the coach not the umpire.

Minimum number of players is five (5).

DRESS

Players are to be dressed in school sports uniform.

START TIME

4:00pm – 5:15pm

DURATION OF PLAY

Game consists of two (2) x twenty (20) minute halves with a three (3) minute break between halves.

RULES

Rules are in accordance with the Australian Touch Association Rules Book. Rules can be downloaded off the following web site: <http://www.austouch.com.au/index.php?id=1273>

In addition, the following modifications are to be instated:

1. When a try is scored the referee is to hold play until defenders are in position for the start of the next play.
2. Defenders are required to move forward from the try line whilst the attacking team is playing the ball on the 5m line. The referee is to encourage this to happen.

SUBSTITUTES

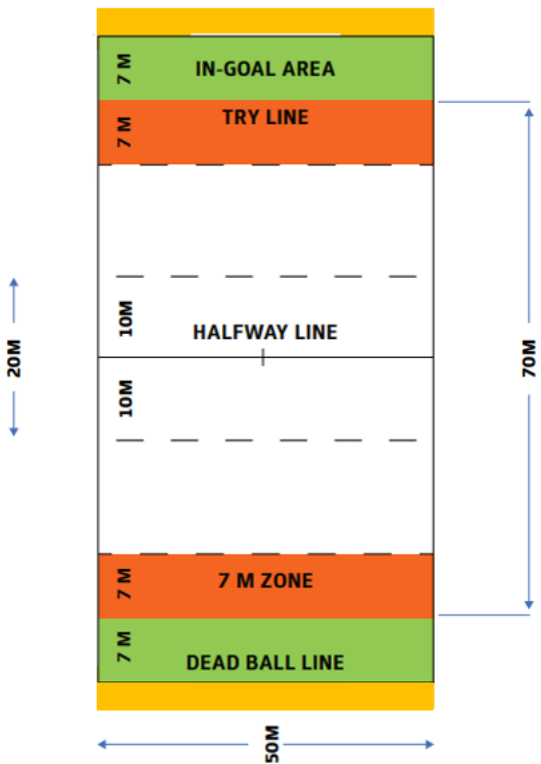
Substitutes are to be made via the coach.

EQUIPMENT

The home team is to have suitably sized markers of a distinguishing colour and made from a safe and pliable material which is to be positioned at the intersection of sidelines and score lines (total of six (6) markers). The field measures 70m in length and 50m wide. See diagram below for field markings.

SCORECARDS

Scorecards are to be signed by the referee and captains at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results reported to the ACC office are final.



16.10 AFL Football (Boys) Conditions of Play / Rules

TEAMS

All schools should endeavor to field 15 players on the field in the Year 7, Year 8/9, and Senior CAS football Competition. This is in current alignment with WAFC playing requirements including 15 on field for the Jakovich Division (SENIOR boys WAFC).

FURTHER INFORMATION TO CONSIDER

Year 7 teams are to consist of a minimum 13 players on the field. Teams with less than 13 players results in an immediate forfeit. Schools can have as many players on the interchange bench as they want. This is to encourage participation and prevent turning away keen players.

Year 8/9 teams & Senior teams are to consist of a minimum 13 players on the field. Teams with less than 13 players results in an immediate forfeit. Maximum of (7) interchange players for Year 8/9 teams and maximum of (4) interchange players for Senior.

NOTE Schools are not obligated to reduce their playing number if they arrive at the venue with the correct number of fifteen (15) players for the Year 7, Year 8/9 & Senior teams and the opposition have less than fifteen (15). E.g., 13 or 14 players.

However, both schools MUST meet the minimum number of players (13) for the game to record a valid result. If this does not happen, a forfeit must be called PRIOR to the start of the game if both teams agree to play a "scratch match".

DRESS

Players must wear numbered school football jumpers, uniform shorts, and socks. Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and, if agree, tracksuit tops may be worn, but NOT bottoms. ***Mouthguards are mandatory for all players.***

A penalty point system where a team is penalised a point when any player is not in the correct school sports uniform. The coaches of each team shall confirm the penalty points immediately after the fixture has been completed. Coaches must write the penalty point on the scorecard, sign off before umpires sign. Teams who forfeit matches receive 0 points but the team, which wins on a forfeit, receives 4 points (3 points for a win and 1 point for correct uniform). Coaches are to BOTH sign scoresheets at the end of the game. All scoresheets to include a space to give a uniform penalty point. **If scoresheets are not signed by both coaches, then a penalty uniform point CAN be imposed.**

START TIME

4:00 pm- 5:00pm

DURATION OF PLAY

Games will consist of two (2) twenty-five (25) minute halves with no time on. The half time break will be of five (5) minutes duration. There is no "time on".

A minimum of 15 minutes per half constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES)

Rules are in accordance with the Australian Football League rules.

The central umpire/s has/have the authority to send players off the ground for whatever reason deemed necessary. If a player has been sent off, **he is not to return to the field** of play for the duration of the game. An interchange player **may not** replace him. Bad language, argument and undue rough play are of particular concern.

The umpire should inform the coach for the reason of the send-off at the next formal break in play. The umpire is to make a written report on the incident and supply a copy to both Sports Coordinators who will take appropriate action.

REFER ITEM 11.7 "SEND OFF RULE"

Sin bin rule: 5 minutes for minor offences.

RULE (CAS FINALS)

Games will consist of two (2) twenty-five (25) minute halves with no time on. The half time break will be of five (5) minutes duration. There is no "time on".

A minimum of 15 minutes per half constitutes 'full-time' for a game result.

INTERCHANGE

As described above.

Opposing coaches are to frequently check on the opposition's number of on field players. If a discrepancy occurs, that coach should immediately bring the matter to the attention of the umpire, possibly via the boundary umpire who is in possession of a whistle.

EQUIPMENT

The home team is to supply the ball. Year 7-9 – size 4 ball. For Year 10-12 - size 5 regulation league ball must be used.

Mouthguards are mandatory for all players.

UMPIRES

The Central Umpire/s must be correctly attired in uniform and be in possession of a "finger hold" whistle. The Sports Coordinator must be satisfied that the Central Umpire is capable of maintaining control of the game where aggression and body contact are imminent.

Senior Football – Home team is to provide two (2) central umpires (required at all times for senior football). Each team is to also provide one (1) boundary umpire and one (1) goal umpire (these can be students). If no boundary umpires are available, the game will be played using the last touch rule (out of bounds). Central umpires should be acquired from reputable sources i.e., WAFC or SSO. Please note - CAS schools are responsible for the cost of the umpires supplied.

Junior Football – Home team is to provide one (1) central umpire paired with a second confident senior student for junior football games. Home team is to also provide two (2) boundary umpires. Each team home/away is to provide one (1) goal umpire (these can be competent students). If no boundary umpires are available, the game will be played using the last touch rule (out of bounds). Central umpire should be acquired from reputable sources i.e., WAFC or SSO. Please note - CAS schools are responsible for the cost of the umpires supplied.

The Goal Umpires (one supplied by each team) must be in distinct uniform and be in possession of two white flags and scorecard and pen.

The Boundary Umpires (ideally one supplied by each team) must be in distinct uniform and be in possession of a "finger hold" whistle.

Timekeepers must be supplied from each team and be supplied with a timing device and siren/horn.

REFER ITEM 11. 4 "UMPIRES AND REFEREES "

SCORECARDS

Coaches are to declare and sign for the penalty uniform point. It is critical that the Central Umpire/s and both goal umpires confer and coordinate progressive and final scores at EACH break.

Scorecards are to be signed by the umpire/s and captains or coach of each team at the conclusion of the fixture. It is assumed that scoring discrepancies have been settled at each break and that results reported to the ACC office are final.

FORFEITS

Should any team forfeit a match, full points will be credited to the opposing team for a win (4 points which includes the uniform point) and 50 points to nil (50 – 0). Fifty points shall be debited against the team forfeiting. Teams forfeiting receive 0 points.

CAS AFL FINALS

Finals matches are played based on the ladder position at the end of the round robin.

1st place team v's 2nd placed team at the 1st placed team venue (unless otherwise agreed)

All coaches and teams are expected to stay at venues for presentations.

Presentations to begin at 5:15pm promptly. **Bus companies are to be notified to pick up at 5:30pm not 5:15pm.** Each venue is to hold a presentation hosted by the principal (or senior management when the principal is not available) of the host school.

Results should be sent to the ACC office within 24 hours.

16.11 AFLW Football (Girls) Conditions of Play / Rules

TEAMS

All schools should endeavour to field 16 players on the field in the Senior CAS AFLW Competition with an unlimited number of interchange players. This is to encourage participation and prevent turning away keen players.

NOTE : Schools are not obligated to reduce their playing number if they arrive at the venue with the correct number of sixteen (16) players for the Year 7, Year 8/9 & Senior teams and the opposition have less than sixteen (16). E.g., 13 or 14 players.

However, both schools MUST meet the minimum number of players (12) for the game to record a valid result. If this does not happen, a forfeit must be called PRIOR to the start of the game if both teams agree to play a "scratch match".

FURTHER INFORMATION TO CONSIDER

If a team chooses not to reduce playing numbers to match the opposition without a full team, they must still adhere to the 'mercy rule' parameters should the maximum margin (50 points) be met.

NOTE : Both schools MUST meet the minimum number of players (12) for the game to record a valid result. If this does not happen, a forfeit must be called PRIOR to the start of the game if both teams agree to play a "scratch match", where one team can loan players to the other team.

DRESS

Players must wear numbered school football jumpers, uniform shorts, and socks. Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and, if agree, tracksuit tops may be worn, but NOT bottoms. **Mouthguards are mandatory for all players.**

A penalty point system where a team is penalised a point when any player is not in the correct school sports uniform. The coaches of each team shall confirm the penalty points immediately after the fixture has been completed. Coaches must write the penalty point on the scorecard, sign off before umpires sign. Teams who forfeit matches receive 0 points but the team, which wins on a forfeit, receives 4 points (3 points for a win and 1 point for correct uniform). Coaches are to BOTH sign scoresheets at the end of the game. All scoresheets to include a space to give a uniform penalty point. **If scoresheets are not signed by both coaches, then a penalty uniform point CAN be imposed.**

START TIME

4:00 pm- 5:00pm

DURATION OF PLAY

Games will consist of two (2) twenty-five (25) minute halves with no time on. The half time break will be of five (5) minutes duration. There is no "time on".

A minimum of 15 minutes per half constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES)

Rules are in accordance with the Australian Football League rules. The 2022 Final version can be found [here](#)

The central umpire/s has/have the authority to send players off the ground for whatever reason deemed necessary. If a player has been sent off, **she is not to return to the field** of play for the duration of the game. An interchange player **may not** replace her. Bad language, argument and undue rough play are of particular concern.

The umpire should inform the coach for the reason of the send-off at the next formal break in play. The umpire is to make a written report on the incident and supply a copy to both Sports Coordinators who will take appropriate action.

REFER ITEM 11.7 "SEND OFF RULE"

Sin bin rule: 5 minutes for minor offences.

RULE (CAS FINALS)

Games will consist of two (2) twenty-five (25) minute halves with no time on. The half time break will be of five (5) minutes duration. There is no "time on".

A minimum of 15 minutes per half constitutes 'full-time' for a game result.

INTERCHANGE

As described above.

Opposing coaches are to frequently check on the opposition's number of on field players. If a discrepancy occurs, that coach should immediately bring the matter to the attention of the umpire, possibly via the boundary umpire who is in possession of a whistle.

EQUIPMENT

The home team is to supply the ball. For Year 10-12 - size 4 regulation league ball must be used.

Mouthguards are mandatory for all players.

UMPIRES

The Central Umpire/s must be correctly attired in uniform and be in possession of a "finger hold" whistle. The Sports Coordinator must be satisfied that the Central Umpire is capable of maintaining control of the game where aggression and body contact are imminent.

Senior Football – Home team is to provide two (2) central umpires (required at all times for senior football). Each team is to also provide one (1) boundary umpire and one (1) goal umpire (these can be students). If no boundary umpires are available, the game will be played using the last touch rule (out of bounds). Central umpires should be acquired from reputable sources i.e., WAFC or SSO. Please note - CAS schools are responsible for the cost of the umpires supplied.

The Goal Umpires (one supplied by each team) must be in distinct uniform and be in possession of two white flags and scorecard and pen.

The Boundary Umpires (ideally one supplied by each team) must be in distinct uniform and be in possession of a "finger hold" whistle.

Timekeepers must be supplied from each team and be supplied with a timing device and siren/horn.

REFER ITEM 11.4 "UMPIRES AND REFEREES "

SCORECARDS

Coaches are to declare and sign for the penalty uniform point. It is critical that the Central Umpire/s and both goal umpires confer and coordinate progressive and final scores at EACH break.

Scorecards are to be signed by the umpire/s and captains or coach of each team at the conclusion of the fixture. It is assumed that scoring discrepancies have been settled at each break and that results reported to the ACC office are final.

FORFEITS

Should any team forfeit a match, full points will be credited to the opposing team for a win (4 points which includes the uniform point) and 50 points to nil (50 – 0). Fifty points shall be debited against the team forfeiting. Teams forfeiting receive 0 points.

CAS FINALS

Finals matches are played based on the ladder position at the end of the round robin.

1st place team v's 2nd placed team at the 1st placed team venue (unless otherwise agreed)

All coaches and teams are expected to stay at venues for presentations.

Presentations to begin at 5:15pm promptly. **Bus companies are to be notified to pick up at 5:30pm not 5:15pm.** Each venue is to hold a presentation hosted by the principal (or senior management when the principal is not available) of the host school.

Results should be sent to the ACC office within 24 hours.

16.12 Inclusion /~~No Limits~~ Soccer Conditions of Play / Rules

AIM

The intent of the CAS ~~NO Limits~~ Inclusion Soccer competition is to provide the students with an “inclusive” sporting opportunity as part of CAS Sport. The game will be an integrated playing model with able bodied/skilled students playing alongside students with a disability or those physically or cognitively challenged. The game should be a learning process for both groups of students with the emphasis on fun and participation, rather than a must win approach. The games should be played as “real” as possible and still be competitive with scores kept.

ROLES

Able bodied/mainstream students:

- To use their skills and game sense to play alongside SWD’s and use their abilities to bring the SWD’s into the game and help the SWD’s to improve their skills and game sense.
- The mainstream students will have an important mentoring and on-field coaching role as well as the usual role of a player in the game.

SWD or physically or cognitively challenged players:

- To be provided an opportunity to develop their skills, game sense and confidence in an inclusive, safe, and non-threatening environment.
- To develop better relationships with their mainstream peers and through a shared game experience assist their mainstream peers to gain a better understanding of the challenges faced by people with a disability.

Supervising Coach/Teacher:

- To facilitate the game experience so that both groups of students are provided equal opportunity to develop their physical and inter-personal skills through a game experience.
- To ensure that mainstream students understand their role as one of a playing mentor/coach to assist the SWD’s to develop their skills and game competence.
- The Supervising Coach/Teacher must ensure that fun, participation, and inclusion are the key elements to the game.
- To ensure that the referee and mainstream players understand that in the event of a one-sided contest that steps will be taken to even up the contest in a subtle way.

Referee:

- Must be aware that the game is a development and learning process for all players and inclusion, fun and participation are the most important outcomes.
- Ensure that supervising coaches/teachers, referees and captains meet briefly pre-game to discuss rules and emphasize inclusive philosophy.
- To ensure that in the event of a one-sided contest that supervising coaches/teachers take steps to even up the contest in a subtle way, even if this means changes to the standard playing rules of the sport.

TEAMS

Teams are to consist of six (6) players with a maximum of three (3) interchange players. Minimum number of five (5) players.

Students may be of any age Year 7-12

Ratio of Inclusive students to mainstream is 4:2 (on field). However, schools can have a 3:3 integrated player ratio

Teams are to have mixed gender (if possible).

START TIME

4:00pm with warm-up activities conducted by staff from Fox Football Five.

Game commences at 4:20pm

VENUE

To follow the CAS Home and away fixture structure

DURATION OF PLAY

Games are to consist of two (2) x fifteen (15) minutes halves with five (5) minute changeover at half time. Referees will be supplied by Venue (Fox Football Fives). One per field.

In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the 5:15pm finish time.

A minimum of 10 minutes per half constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES)

- Rules are in accordance with the Fox Football Five Rules.
- ACC Integrated will play with 6 players and a minimum of 5 <https://www.foxfootballfives.com.au/rules>
- All teams must take the field with five players and one goalkeeper
- Mixed teams must take the field with a minimum of two female outfield players. Either gender is allowed in goals
- Teams can make unlimited substitutions throughout the match
- Kick offs will be taken from halfway
- No slide tackles
- No offside
- No out of bounds, ricocheting the ball off perimeter fencing is allowed and remains in play
- No corners
- Heading is permitted
- Players can enter and score in the goalkeeper's area
- The Goalkeeper can pick up the ball at any time in the goal area
- If the ball touches any part of the side of the net (behind the goalkeeper) the ball automatically goes to the goalkeeper for a play restart
- Goalkeepers can come outside of their goal square, but cannot use their hands when outside the square
- Goalkeepers can pass the ball out with their feet or throw it out with their hands, the throw must be underarm only
- Goalkeepers may not pick the ball up if it has been passed to them from a teammate
- Goalkeepers cannot kick the ball out of their hands
- Goalkeepers must pass or release the ball within 6 seconds
- If the ball touches any part of the side of the net (behind the goalkeeper) the ball automatically goes to the goalkeeper for a play restart. However, any deliberate pass into the side of the goals by a defender is treated as a pass back to the goalkeeper.
- No pushing or grinding other players into the perimeter boards/fencing
- Serious fouls/on field incidents will be punishable by yellow and red cards
- In the event of a penalty, the penalty taker can only take one step before striking the ball
- In the event of a penalty, the goalkeeper must remain on their goal line
- Maximum of 3 substitute players per team
- For a free kick, opposing players must stand a minimum of 2m away from player taking free kick
- Goals can be scored from anywhere on the field of play
- In addition, a sin bin rule: 5 minutes for minor offences.

SUBSTITUTES

Substitutes are to be made via the umpire.

Interchange rules are to apply to support the philosophy of participation.

EQUIPMENT

All players must wear shin pads. It is highly recommended that players wear mouthguards.

Ball Size: 5

Field Dimensions: 37m x 18m

SCORECARDS

Coaches are to declare and sign for the penalty uniform point. Scorecards are to be signed by the referee and captains or coaches at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results reported to the ACC office are final.

Scores are to be entered in GoJaro. Results will not affect CAS Tally of Placings

FORFEITS

Should any team forfeit a match, full points shall be credited to the opposing team for a win (4 points which includes the uniform point) and 4 goals to nil (4 – 0). Four goals shall be debited against the team forfeiting.

Teams forfeiting receive 0 points.

16.13 General Fixtures

For current fixtures please check the ACC website

[HTTP://WWW..ASN.AU/INTERSCHOOL-SPORT/CAS/FIXTURES](http://www.asn.au/interschool-sport/cas/fixtures)

16.14 Venues

For current venues please check the ACC website

<http://www.accsport.asn.au/interschool-sport/cas/venues>

16.15 Sport Injuries

For current ACC Policies on Sport Injuries please check the below link

<https://www.accsport.asn.au/sites/default/files/Sports%20Injuries%20Policy.pdf>

As ratified by Council at 31 August 1995.

Located in the POLICIES SECTION of the ACC Charter

16.16 Instructions to Umpires/Referees

PRIOR TO GAME

- Ensure both teams have timekeepers, timing pieces, scorecards, and pens, and that they are in close proximity to one another.
(For football - ensure that goal umpires compare scores at each break.)
- Meet both teams in centre of court/field/oval where they line up apposite each other and shake hands.
- Briefly explain specific rules of note.
- Conduct toss of coin for direction of play.
- In cases of a delayed start time confirm the required finish time and reduced match length.
- In case of inclement weather conduct the 'prior to game' instructions in the most practical and convenient manner possible.

GAME

- To enforce the rules of the game.
- To encourage a sense of discipline and cooperation whilst the game is in progress.
- To verbally recognise good play and issue correction as necessary.

ON GROUND PROCEDURES

- Players sent off, will be off for the rest of the game.
- **STOP THE GAME**
Bring all the players to a central point (including the player to be sent off). Explain the reason for send-off.
- **DURING THE BREAK**
Discuss the player. Establish an appropriate situation to make the explanation. Explain the reason for the send-off to the coach/manager and player at the first convenient break.

POST GAME

- Direct 3 cheers to each team.
- Check and sign scorecard.

The coach is the key to a team's behaviour on and off the field.

16.17 Game Procedures and Etiquette

TEAMSMANSHIP

- To support fellow team members by participating to full capacity.
- To be suitably attired in the appropriate school sporting uniform.
- To promote worthy competition without losing the aspect of enjoyment of participation in a friendly atmosphere.
- To respect the opposition's involvement as individuals and a team.
- To encourage fair play by abiding with umpiring decisions.
- To assist team managers and coaches by offering organisational assistance where possible.
- To take heed of my school's ethos while participating.

PROCEDURE

- To assist in the preparation of venues for the fixtures.
- Captains and Vice Captains to meet the opposing teams on their arrival and advise them of facility location in addition to specific information regarding the fixture when necessary.
- To cater for the needs of opposing players as occasions arise.
- To encourage social interaction.

16.18 Codes of Behaviour

The ACC strives to encourage and support all CAS schools in the running of their Sub Association competition, under the maxim 'Sport in the right Spirit'.

Sport can positively influence a young person's value of physical fitness and a sense of self-worth. This can take place through the opportunity to develop and build personal characteristics such as determination, self-discipline, obedience, and teamwork.

Good sportsmanship is an integral part of all that is best in sport. It includes a generous spirit, true respect for others, graciousness, and an ability to resist the temptation of gaining an unfair advantage. Good sportsmanship is an honorable behavior and a valuable life skill both on and off the playing field.

The following guidelines have been developed to assist everyone involved in ACC sport to promote worthy competition and make it clear what is deemed acceptable behaviour.

All those involved in ACC fixtures such as players, coaches and spectators are required to adhere to these codes.

(ACC Codes of Behaviour have been adopted from the "Aussie Sport – Codes of Behaviour", produced by the Australian Sports Commission and The PSA Code of Behaviour for Sport from the Public Schools' Association of Western Australia)

PLAYERS CODE OF BEHAVIOUR

- Respect the rights, dignity and worth of all participants regardless of their gender, age, ability, cultural background, or religion.
- Never argue with an official. If you disagree with a decision, speak with your coach and they will deem an appropriate time to communicate the concerns with the umpire.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting, or provoking an opponent are not acceptable.
- Work equally hard for yourself and your team. Your team's performance will benefit and so will you.
- Positive and sportsmanlike behavior should be exhibited by extending standard courtesies to the opposing teams. E.g. – applaud good play; thank referees and opposition at the end of the game.
- Treat all participants in your sport, as you like to be treated. Do not bully or use unfair or illegal tactics to gain an advantage.
- Cooperate with your coach, teammates, and opponents. Without them, there would be no competition.
- Immodest behavior in victory or success is an act of poor sportsmanship and not acceptable.

COACHES CODE OF BEHAVIOUR

- Respect the rights, dignity and worth of every young person regardless of their gender, age, ability, cultural background, or religion.
- Remember that young people participate for pleasure and winning is only part of the fun. Ensure the time players spend with you is a positive.
- Never ridicule or yell at a young player for making a mistake or not winning.
- Be reasonable in your demands on players' time, energy, and enthusiasm.
- Set an example to your students by always playing by the rules and in the spirit of your sport. Expect and encourage your players to do the same.

- Ensure that equipment and facilities adhere to the charter recommendations and meet all safety standards.
- Display control, respect, and professionalism to all involved. Encourage your players to do the same.
- Do not publicly question an umpire /referee's decision and avoid blaming a team's defeat on 'poor umpiring'.
- Any scoring or umpiring discrepancies between teams needs to be settled before school's part ways from the playing venue. If coaches are in doubt, the Sport Coordinator of the Home team needs to be advised and take on the role of the mediator using the charter to assist in coming to a mutual decision.
- Establish and foster professional relationships with the coaches of opposing teams.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development

SCHOOLS CODE OF BEHAVIOUR

- Heads of Sport, Sport Coordinators, and teachers in charge of individual sports aim to foster sportsmanlike behavior and positive attitudes amongst their players, supporters, and coaches
- Sport Coordinators must communicate and advise the relevant Principal and Sport Coordinators if there are concerns with players or spectators not meeting the ACC Codes of Behaviour. This needs to be addressed immediately and confidentially in the interests of the players, coaches, and the ongoing competition.
- Host schools must ensure playing grounds are safe and equipment and facilities meet acceptable standards as outlined in the charter.
- Sport Coordinators support coaches and officials to highlight appropriate behaviour and skill development, and endeavor to improve the standards of coaching and officiating.
- Ensure that everyone involved in ACC events emphasise fair play and support the ACC maxim of 'Sport in the Right Spirit'
- Make the ACC Codes of Behaviour available to the necessary people. This should include spectators, officials, coaches, players, and other persons you deem necessary
- Make it clear that any form of physical or verbal abuse or intimidation of players, coaches, spectators, or officials is completely unacceptable and will result in disciplinary action if deemed necessary.

PARENTS AND SPECTATORS CODE OF BEHAVIOUR

- Children appreciate the presence and support of their parents. Accordingly, always set an example of good sportsmanship and give enthusiastic, but not excessive or inappropriate support. Applaud good performance and efforts from all individuals and teams. Congratulate all participants on their performance regardless of the game's outcome.
- Host school parents are invited to assume responsibility for making visiting parents feel welcome.
- Respect the rights, dignity and worth of every young person regardless of their gender, age, ability, cultural background, or religion.
- Parents should not under any circumstances approach or give advice during a match to coaches, umpires/referees, or players.
- Respect the decisions of officials and encourage players to do the same by following the rules and the officials' decisions.
- Never ridicule or scold a young player for making a mistake.

- Condemn the use of violence in any form, whether it is by spectators, coaches, officials, or players.
- Do not use foul language, sledge, or harass players, coaches, or officials.

OFFICIALS CODE OF BEHAVIOUR

- Give all young people a 'fair go' regardless of their gender, age, ability, cultural background, or religion.
- Compliment and encourage all participants and emphasise the spirit of the game rather than the errors.
- Be consistent, objective, and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all players. Communicate with the coach concerned to advise them of any inappropriate behavior.
- Keep up to date with the latest trends in officiating and the principles of growth and development of young people.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Place the safety and welfare of the participants above all else.
- If you have any concerns regarding the credibility of the game communicate your concern with the coaches and seek assistance from the Host Sport Coordinators.
- Any form of intimidation, abuse or persuasive advice from players, coaches or spectators will not be tolerated. Advise the Sport Coordinator at the host school if you need support to resolve the matter. Feedback of this nature must be reported to the Sport Coordinator even if you do not call for assistance.

16.19 Working with Children Legislation

From 1 January 2006 the State Government introduced legislation requiring certain people working with children in WA to undergo a "Working with Children Check" (WWC). The WWC is compulsory under government legislation and ACC schools must comply with this legislation. In 2008 the legislation will affect people working with children aged between 13-17 years. Persons deemed to be working with children are any volunteers, employees, or contractors (over 18 years of age) who in their usual duties are likely to have contact with children. Contact includes any form of physical contact, oral communication, and electronic communication.

People may also be exempt from the legislation if they are a:

- volunteer under 18 years of age
- volunteer who is a parent of a child at an ACC school
- volunteer (over 18 years of age) that has worked with children on no more than five calendar days in a year.

For the purposes of these guidelines, persons deemed to be volunteers are those that are engaged in child-related work for, but are not employed by, the school. The term volunteer is not defined in the legislation. Volunteers that are being "reimbursed" for out-of-pocket expenses such as travel/uniform are still regarded as volunteers and not employees. However, volunteers that receive payments as a "reward" and not a "reimbursement" may be considered as employees and not volunteers. Schools will have to make their own "common sense" decision when determining the status of persons as volunteers or employees. In cases where a volunteer has received a very minimal payment then the school may consider them as a volunteer. In most cases an employee is someone that has received a wage/payment and has signed a contract of employment.

Schools involved in sub-association sport are required to comply with the legislation. Schools must ensure that all coaches, officials, and bus drivers that will have contact with children at sporting events (whether they are paid or volunteers) have undergone a working with children check and hold a valid WWC card number (excluding those covered under exemptions above). To comply with the legislation, you will have to keep records to ensure that people working at your sporting events have their WWC ID in order.

WWC records can be recorded in a simple format using the following example:

POSITION	NAME	VOLUNTEER/PAID	EXEMPT? WHY?	WWC CARD NUMBER
Sports Trainer	John Brown	Paid	No	123456
Basketball referee	Sue Brown	Volunteer	Yes Parent of D. Brown	Not required
Bus Driver	Rob Jones	Paid	No	123455

For more information:

ACC Guidelines <http://www.accsport.asn.au/specialdl/policies/wwc.PDF>

WWC website www.checkwwc.wa.gov.au