



# ASSOCIATED AND CATHOLIC COLLEGES OF WA

## NORTH EASTERN ASSOCIATED SCHOOLS

### OPERATIONS MANUAL 2026 (v2)

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## 1.0 AIM

It is the aim of the North Eastern Associated Schools, as a Sub Association of the Associated & Catholic Colleges, to further develop an interschool sporting competition, promoting participation, sportsmanship, leadership and socialization amongst students.

## 2.0 PARTICIPATING SCHOOLS

SCHOOL	ADDRESS	TELEPHONE
Holy Cross Catholic College	18 Strathmore Parkway, Ellenbrook WA 6069	9297 7600
<b>John Septimus Roe ACS (JSRACS)</b>	<b>Mirrabooka Ave &amp; Boyare Ave, Mirrabooka WA 6061</b>	<b>9247 2242</b>
La Salle College	5 La Salle Avenue, Middle Swan WA 6056	9274 6266
Swan Christian College	381 Great Northern Highway, Middle Swan 6936	9364 8300
Swan Valley ACS	Swanleigh Parade, Aveley WA 6069	9297 9506

## 3.0 SPORT COORDINATOR CONTACTS

SCHOOL	HEAD OF SPORT	EMAIL	PHONE	MOBILE
Holy Cross	James Kerr	<a href="mailto:james.kerr@cewa.edu.au">james.kerr@cewa.edu.au</a>	9297 7600	0456 032 326
<b>JSRACS</b>	<b>Len Fernandes</b>	<b><a href="mailto:lfernandes@jsracs.wa.edu.au">lfernandes@jsracs.wa.edu.au</a></b>	<b>9247 2242</b>	<b>0407 178 179</b>
La Salle	Riley Milligan	<a href="mailto:riley.milligan@cewa.edu.au">riley.milligan@cewa.edu.au</a>	9274 6266	0411 299 577
Swan Christian	Ryan Faed	<a href="mailto:ryan.faed@swan.wa.edu.au">ryan.faed@swan.wa.edu.au</a>	9374 8300	0422 137 477
Swan Valley	Andrew Storer	<a href="mailto:andrew.storer@svacs.wa.edu.au">andrew.storer@svacs.wa.edu.au</a>	92979506	0417 938 880
SCHOOL	HEAD OF PE	EMAIL	PHONE	MOBILE
Holy Cross	Liam Smith	<a href="mailto:liam.smith@cewa.edu.au">liam.smith@cewa.edu.au</a>	9297 7600	0438 878 880
<b>JSRACS</b>	<b>Brodi Read</b>	<b><a href="mailto:bread@jsracs.wa.edu.au">bread@jsracs.wa.edu.au</a></b>	<b>9247 2242</b>	<b>0422 280 861</b>
La Salle	Liam Merigan	<a href="mailto:liam.merigan@lasalle.wa.edu.au">liam.merigan@lasalle.wa.edu.au</a>	9274 6266	
Swan Christian	Sam Tweedie	<a href="mailto:samuel.tweedie@swan.wa.edu.au">samuel.tweedie@swan.wa.edu.au</a>	9374 8300	
Swan Valley	Stewart Lowndes	<a href="mailto:StewartLowndes@svacs.wa.edu.a">StewartLowndes@svacs.wa.edu.a</a>	9297 9506	0418 933 482

### Associated & Catholic Colleges contacts

Tom Bottrell (Director of Sport) T | 0416 127 839 or 9278 0216

E | [tom.bottrell@cewa.edu.au](mailto:tom.bottrell@cewa.edu.au)

Trent Sharpe (NEAS Coordinator) T | 0408 958 415 or 9278 0217

E | [trent.sharpe@cewa.edu.au](mailto:trent.sharpe@cewa.edu.au)

## 4.0 HOST SCHOOL (ROTATION)

YEAR	SCHOOL	YEAR	SCHOOL
2015	La Salle College	2024	Helena College
2016	Ellenbrook Christian College	2025	Holy Cross College
2017	Helena College	2026	Swan Valley ACS
2018	Holy Cross College	2027	La Salle College
2019	Swan Christian College	2028	John Septimus Roe ACS
2020	Swan Valley ACS	2029	Swan Christian College
2021	La Salle College	2030	Holy Cross College
2022	Ellenbrook Christian College	2031	Swan Valley ACS
2023	Swan Christian College	2032	La Salle College

## 5.0 MEETINGS

Meetings will be convened at the following levels:

SPORTS CO-ORDINATOR MEETING DATES			
TERM 1	TERM 2	TERM 3	TERM 4
WK 2 (TBC) Swan Valley ACS	WK 2 FRI 01.05.26 # WK 10 THURS 25.06.26 #	WK 5 MON 17.08.26 # WK 10 TUES 22.09.26	

# meetings take place before Sports Management Committee (SMC) at the Newman Sienna Centre, from 12:30pm (or approximately 1 hour prior to the SMC start time)

- The Sports Coordinator of the convenor school, chairs the NEAS meeting and is responsible for setting the meeting agenda and sending the minutes and actions derived from the meeting.
- Agenda and Minutes are to be circulated within one week of the meeting (prior/post).
- Schools must have representation at all levels of meeting.

PRINCIPALS & SPORTS CO-ORDINATOR MEETING DATES			
TERM 1	TERM 2	TERM 3	TERM 4
			WK 5 TUES 10.11.26 7.00-8.30AM

- Additional meetings on a 'need' only basis.

### PRINCIPALS ONLY

- On a 'need' only basis

## 6.0 INVOLVEMENT

Boys and girls selected in separate teams, which includes Year 7, 8/9 & 10-12. Some mixed sport selections options also exist.

**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.

## 7.0 ACC SERVICE AND FEE GUIDELINES

ACC SPORT WA adheres to the following principles for sub-association sport.

1. The ACC complete and maintain key administrative tasks. These services are historically aligned with the existing team nomination fees that schools pay for sub-association sport, including:
  - a) Operations Manual updates
  - b) Team nominations
  - c) Fixture set up
  - d) Online results management
  - e) Tally of Placings
  - f) Payment of invoices and on charge of shared costs

Note: Once fixtures have been set and published based upon the team nominations, the ACC office is unable to guarantee that late changes occurring within the Term of the relevant fixtures, can be accommodated.

2. The ACC is not responsible for central venue, referee/umpire or first aid bookings. These tasks will be managed by the rostered convenor school and potentially shared with other Heads of Sport within the relevant sub-association.
3. Sub-association team nomination fees are invoiced at the end of each term for relevant competitions. This includes round robin weekly competitions and one day carnivals. Team nomination due dates for weekly round robin competitions or one day carnivals will be set by ACC staff members who facilitate each group.
4. Team withdrawal “cut off” dates are implemented to allow for fixture modifications, results service, and venue and umpire booking adjustments. The cut off dates are scheduled 2 weeks (10 working days) prior to the competition start date. Schools will be invoiced the team nomination fee for withdrawn teams inside this period.
5. Provided the following requirements are adhered to, invoices from central venues, first aid and referee/umpire bookings can be sent to the ACC for payment and the on charging to schools with their share of the cost.
  - a) Schools need to ensure the invoices are made out to the Associated & Catholic Colleges of WA. The ACC cannot pay invoices that are made out to a school or to an independent party.
  - b) Schools must check that invoices are accurate before forwarding them to the ACC.
6. Sub-association convenor schools will manage the following responsibilities:
  - a) With the assistance of the sub-association member schools, schedule competition dates ahead of the calendar year.
  - b) Coordinate the central venue, first aid and referee/umpire bookings, as per relevant rosters in sub-association Operations Manuals if applicable.

## 8.0 SPORTS

Term 1	Y7A	Y8-9A	Y8-9B	Y10-12A	Y10-12B
Basketball	G, B	G, B	B	G, B	B
Frisbee		M		M	M

Term 2	Y7-8A	Y7-8B	Y7-9A	Y9-10A	Y9-10B	Y10-12A	Y10-12B
Netball	G	G		G	G	G	G

Soccer	B		G	B		G, B	
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<b>Term 3</b>	<b>Y7-8A</b>	<b>Y9-10A</b>	<b>Y10-12A</b>
Volleyball	G, B	M	M

<b>Term 4</b>	<b>Y7-9A</b>
Ind Cricket	G, B

KEY: G = GIRLS B = BOYS M = MIXED O = OPEN TO ANY YEAR LEVEL

## 9.0 NOMINATIONS

Nominations will be requested by the ACC, with due dates provided within this communication. The NEAS nomination fee is **\$100.00 per team (2026)** which includes the results management service fee of **approx. \$17.80**.

## 10.0 FIXTURE FORMAT

YEAR 7 – 9 NEAS FIXTURES			
TERM 1	TERM 2	TERM 3	Term 4
<b>TUESDAY</b> Week 4 – 8: Rounds 1-5 Week 9: Finals 1 v 2	<b>TUESDAY</b> Week 4 – 9: Rounds 1-5 Week 6: BYE Week 10: Finals 1 v 2	<b>TUESDAY</b> Week 2 – 6: Rounds 1-5 Week 7: Finals 1 v 2	<b>WEDNESDAY/THURSDAY</b> One Day Carnivals Week 3: 28.10.26 Week 3: 29.10.26
<b>JUNIOR FINALS FOR 1<sup>st</sup> place v 2<sup>nd</sup> place ONLY</b>			

YEAR 10 – 12 NEAS FIXTURES		
TERM 1	TERM 2	TERM 3
One Day Carnivals Week 7: Mon 16.03.26 Week 9: Finals 1 v 2	One Day Carnivals Week 9: Wed 17.06.26 Week 10: Finals 1 v 2	One Day Carnivals Week 6: Wed 26.08.26 Week 7: Finals 1 v 2
<b>SENIOR FINALS FOR 1<sup>st</sup> place v 2<sup>nd</sup> place ONLY</b>		

### 10.1 Fixtures

NEAS junior fixtures are organized on a home and away basis. Schools agree to venues and fixtures at the November review meeting each year (if not prior). Fixtures and venues **MUST BE** confirmed by Sport Coordinators on the Monday of the fixture week (communication is essential).

### 10.2 Venues

Venues will be determined by both schools for each round or standardized (boys' home/girls away) for first mentioned teams. It is the responsibility of the school providing the venue to ensure that all ground/court markings are complete and adequately maintained.

For current fixtures please check the ACC website

<http://www.accsport.asn.au/interschool-sport/neas/fixtures>

For current venues please check the ACC website

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

## 11.0 HOURS OF PLAY

- a) 4:00 pm – 5:00 pm, Year 7-9 NEAS weekly (NB – schools are encouraged to start earlier if possible)
- b) 9:30 am – 2:30 pm, Year 10-12 NEAS One Day Carnivals (timeline guide)
- c) The spirit of the NEAS competition is that all schools must ensure that they arrive on time to ensure an adequate amount of playing time. In some instances, this may require the ‘away’ school to leave early or arrange a change of venues to a central location if they cannot meet their starting time commitment. All schools are committed to starting fixtures at 4:00pm and will make the necessary in-house arrangements to ensure they are ready to play.
- d) Sport Coordinators are expected to discuss these ‘time sensitive fixtures’ with their Principal and Deputy Principal well in advance of the fixture to ensure that the necessary organization is in place.
- e) All games MUST have a minimum of at least 45 minutes playing time (up to 5:00pm) to constitute a match. Quarter and half-time breaks are not to be counted within the 45-minute playing time.
- f) Specific playing times for individual sports are outlined within those sport rules (appendices).
- g) Start / finish time: Weekly Fixtures + Finals
  - i. Schools must adhere to the starting time of 4:00pm
  - ii. The latest start time is 4:15pm
  - iii. Warm Up: both teams should attempt to arrive at the venue at least 10 minutes prior to start time (i.e. 3:50pm) to commence warm-up
  - iv. In the event of a late start to a fixture, due to unforeseen circumstances, the playing time for that fixture MUST be a minimum of 45 minutes (up to 5:00pm) to constitute a match.
  - v. If it is not possible to complete 45 minutes of playing time up to 5:00pm, due to a late start, then the offending team will forfeit the match.
  - vi. In the case of a match forfeit due to a late start, a ‘social’ match will still be played but the playing time will be reduced by mutual agreement between coaches ensuring equal half playing periods and a 5:00pm finish. The result will be invalid.
  - vii. Finish Time: all matches MUST finish at the prescribed time of 5:00pm to ensure adequate time for the return journey to schools.
- h) Forfeits: If a match is to be forfeited due to late arrival, then the forfeit must be ‘declared’ before the start of the match. The forfeit is to be declared in the first instance by the coach of the offending team, if not then by the umpire/referee, if not then by the non-offending coach and failing this the home team Sports Coordinator. If the forfeit is not ‘declared’ before the match than the result will stand.
- i) Schools MUST ensure that they educate staff, students & outside coaches of forfeit clause 8.i above, to ensure that this rule is implemented in the right spirit.

## 12.0 GENERAL CONDITIONS OF INVOLVEMENT

### 12.1 Team sizes

The following table lists the maximum team sizes for NEAS sport:

SUMMER		WINTER	
Sport	Max. team size	Sport	Max. team size
Basketball	12	Soccer	15
Frisbee	10	Netball	12
Indoor Cricket	10	Volleyball	12

### 12.2 Dress

For all sports, players dress standards must be consistent with, and in line with the traditional expectations for that sport. The school sports/PE uniform may be substituted where appropriate, but if tops require numbers or letters this must be adhered to i.e., basketball, netball, soccer. Appropriate safety equipment (i.e.,

soccer shin pads) should also be recommended by all schools. Schools are requested to allocate funds to establish and maintain uniform standards.

Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and if agreed, tracksuit tops may be worn, but NOT bottoms. In addition, only Goalkeepers in soccer may wear tracksuits or part thereof. Hats should be encouraged in summer sports.

BOYS	SCHOOL	SPORTS UNIFORM	BASKETBALL	SOCCER
	Holy Cross	Navy, Grey, Orange	Singlet navy with orange numbers Navy Shorts	Top navy with orange numbers Navy Shorts
	<b>JSRACS</b>	<b>Maroon, Gamet &amp; Blue</b>		
	La Salle College	Green, Red & Gold	Green/red/yellow singlet; green shorts	Green shorts; green/red shirt; green/yellow/red socks
	Swan Christian	Navy Blue, White, Black, Cyan	Cyan, Black and White singlet and shorts	
Swan Valley ACS	Navy, Emerald and white	White singlet with navy blue shorts	Navy and white shirt navy shorts navy socks	

GIRLS	SCHOOL	SPORTS UNIFORM	BASKETBALL	NETBALL	SOCCER
	Holy Cross	Navy, Grey, Orange	Singlet navy with orange numbers navy shorts	Grey Sports Polo, Navy Shorts – Bibs Navy, Orange or White	
	<b>JSRACS</b>	<b>Maroon, Gamet &amp; Blue</b>			
	La Salle College	Green, Red & Gold	Green/red/yellow singlet; green shorts	Green/red/yellow dress	Green shorts; green/red shirt; green/yellow/red socks
	Swan Christian	Navy Blue, White, Black, Cyan	Cyan, Black, and White singlet and shorts		
Swan Valley ACS	Navy, Emerald and white	White singlet blue shorts- still yet TBC	Navy blue with green and white stripes, navy blue shorts		

### 12.3 Staffing

- Suitable teaching staffs are assigned a coaching or managing task by the principal in consultation with the Sport Coordinator in such a way that each team (or group of small teams e.g. tennis) is accompanied by a teacher or a responsible adult acting on written authorization from the Principal.
- If necessary, qualified (in the estimate of the Principal and sports Coordinator) non-staff adults (i.e. parents or past students) may be authorised by the Principal to coach teams (assuming the presence of a staff manager). Individual schools should be aware of their “Duty of Care” and ensure the presence of staff with each team.

- c) Where possible schools should always attempt to place individuals with knowledge of that specific sport as the coach or manager.
- d) Duties of scorer, timer, linesmen, and boundary umpires are carried out by competent reserves or suitable persons nominated by the Coach/Manager.
- e) Principals are committed to ensuring that all teams are well supervised. Sport Coordinators are entitled to expect support from senior administrators in approaching and appointing staff to coaching positions.
- f) Staff from all teams are to submit **signed** scorecards (by both coaches) to the Sport Coordinator who is responsible for all results. The ACC office may request copies of results from teams to verify scores in the event of a dispute/query. The Sport Coordinators will keep all records for the duration of both the summer and winter seasons/carnivals for the year.
- g) Staff from both teams are to agree on forfeits before the start of play. This information is to be clearly indicated on the scorecard.

### 12.3.1 Staff authority

Staff from both schools engaged in a fixture, have the authority to address and or discipline students from the opposite school. Where possible, staff should consult with and seek permission from each other before disciplining students from an opposing school.

### 12.3.2 School complaints

No school is to submit a complaint against another school's team, staff or student(s) without first addressing the issue with the school's Principal. Sport Coordinators should first try to work out an agreement on disputes and if unsuccessful move to the Principals for clarity. ACC staff are not to be involved in any incident or disagreement unless the two Principals cannot come to an agreement. If no agreement can be achieved between the two Principals, either or both Principals may submit a complaint to the ACC for adjudication.

## 12.4 Umpires / Referees

- a) **Home School** provides all umpires/referees for the Year 7-9 NEAS weekly fixtures. If an umpire/referee cannot be sourced for a game, then it is acceptable for the coach of the team to be the umpire.
- b) Each school engages all necessary officials and meets its own cost in this regard (NEAS weekly Year 7-9).
- c) **Host School / Carnival Manager for One Day Carnivals** to coordinate all umpires / referee bookings relevant to their particular sport and venue (Year 10-12 NEAS and Year 7-9 Indoor Cricket Carnivals).
- d) **Centralized umpires/referees** should be sourced for NEAS senior sport carnivals. The total invoice will be a shared cost between NEAS schools and will be invoiced by the ACC post carnival.
- e) All NEAS teams are to supply a linesman for soccer and a competent teacher or senior student scorer for netball, basketball and volleyball.
- f) Where possible schools should use accredited umpires/referees. Schools may use competent senior students to perform umpiring duties in NEAS Year 7-9 sport.
- g) Individual schools should be aware of their "Duty of Care" when providing non-accredited officials.
- h) All umpires are to wear official uniform or a fluoro vest, so they are easily identified during games.
- i) **NEAS Finals:** Schools are encouraged to supply all external/adult umpires for finals. In Netball and Basketball, each school involved in the 1 v 2 finals are required to supply an umpire/referee.

### 12.4.1 Send off rule

If a student is sent from the field of play in any NEAS sport, he/she is **not** permitted to return to the field of play for that game. That player cannot be replaced by any reserve players. If the issue warrants a "RED CARD" or equivalent the student will take no further part in the remainder of carnival fixtures. The umpire/referee should indicate the reason for the send off to the team coach and the player concerned when it is convenient (Half Time / end of the game). A written report is to be made by the umpire/referee, and copies sent to the Sport

Coordinator of each school within the fixture. The Sport Coordinators should also collect written reports from the two team coaches. The Sport Coordinators should then take appropriate action and escalate this to the Principal level as required.

**REFER APPENDIX 13.8 Instruction to umpires / referees for information surrounding Send off ruling and procedures**

## 12.5 Points

WIN	4 points
DRAW	2 points per team
LOSS	1 point
FORFEIT	Winning Team   4 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 (point differential)
Ultimate Frisbee	Points for and against (point differential)
Soccer	Goals for and against (goal differential)
Netball	Goals for and against (goal differential)
Volleyball	Sets for and against (points differential)
Indoor Cricket	Runs for and against (runs differential)

Should two or more teams achieve the same total points score at the end of the fixture rounds, the finishing position will be determined by:

1. Points For and Against (differential as per above)
2. Head-to-Head game result
3. Total Points (For), offensive team.

### 12.5.1 Forfeits

- a) Games **MUST start by 4:15pm**. If teams are not ready to start at 4:15pm a forfeit will be declared. The game will still be played but as a 'scratch' match not counting for point
- b) If a forfeit occurs due to a team arriving late or not having the correct gender split, then the forfeit must be 'called' before the start of play.
- c) Early communication is essential to alleviate problems arising from forthcoming forfeits. The latest time for a forfeit to be communicated is 10.30am on the day of the fixture.
- d) A team causing the forfeit will receive 0 points, whilst the opposition receives 4 points for that fixture.
- e) 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.
- f) If at any stage a school cannot fill a team, they should first try to source players from a lower age group to help fill that team.

**Forfeiting of a fixture should be an absolute last resort due to unforeseen circumstances.**

### FORFEIT SCORES

SPORT	FOR	AGAINST
Basketball	30	0
Frisbee	10	0
Soccer	7	0

Netball	30	0
Volleyball	2 sets to 0 (10 point win per set)	0
Indoor Cricket	50	0

## 12.6 Protective equipment

It is essential that all protective equipment is worn at all times and that the equipment is maintained at optimal levels. Students are to be advised of the requirement to use appropriate protective equipment during all games. Shin pads must be worn in soccer matches.

## 12.7 Reporting of results

- Results of all fixtures are reported using the **Clipboard** on-line results system through the ACC web site. The home team / host school enters all results in **Clipboard** within 24 hours of the fixture. Once all results are entered the home scorer must go to the scoreboard and check that results are displaying correctly.
- It is important that a copy of this page is printed for your records. In the event of a problem with scores, the ACC may ask for a copy of these results.
- The away team must then check all results within 48 hours from when the home team notifies that results have been entered. If there are any errors, the home team has one week to correct them. After one week, the fixture will be locked and only ACC administrators are able to make any required changes. The away team must check results within 48 hours otherwise results entered by the home team will stand.
- It is suggested that the **Clipboard** be promoted to coaches, students, and parents and that the ladders be used to motivate individuals, teams, and coaches/managers competing in NEAS sport.
- If for any unforeseen circumstance the results cannot be entered by the home team using **Clipboard** then the away team should enter the results. If **Clipboard** is unavailable (due to unforeseen circumstances) and results cannot be entered online, then the results can be emailed to the ACC.

**NOTE: Results reported are considered final once confirmed on-line - both teams' coaches/managers and captains must settle scoring discrepancies before scorecards are signed.**

## 12.8 Finals and team final placings

- Points gained in qualifying fixtures determine the final team placings for finals. Both summer and winter sport will have a final series 1<sup>st</sup> place v 2<sup>nd</sup> place.
- The higher placed school will have priority in hosting the final at their home venue unless a school does not have enough facilities. In this scenario, schools come to an agreement to the host venue (which may then be played at the 2<sup>nd</sup> placed teams' venue). The highest place school is to enter finals results into the results entry system regardless of the outcome.
- Paid referees / umpires to be used whenever possible. Netball and Basketball to have two umpires (one from each school).
- In the event of a draw at full time then extra time will be played. Refer to table below.

**NOTE: Only A team sports count towards NEAS Tally of Placings for summer, winter and overall winners.**

Basketball	Keep playing additional 5 minutes until deadlock is broken
Netball	Keep playing additional 5 minutes until deadlock is broken
Soccer	Five penalties for each side
Frisbee	Drop off a player per minute until deadlock is broken
Volleyball	<b>Refer to 13.6 'Sudden death' rules</b>

## 12.9 ACC Championship

### Junior Championship

NEAS is currently aligned with the ACC Championship Junior Basketball and NEAS is recognised as a group pool within the Year 8-9 Boys and Girls A Basketball. Following the completion of the NEAS season the top 2 teams in each gender will be placed with the 16 team ACC Elimination tournament (Term 2). Information for NEAS teams reaching the elimination stage will be issued to teams after the conclusion of the preliminary competitions.

### Senior Championship:

NEAS schools interested in competing in ACC Championship senior sport must nominate and compete in the senior ACC Championship Divisional Model (basketball, netball, soccer) or alternatively enter competitive senior Championship one day carnival teams in the ACC Championship Qualification Carnivals.

Scheduled dates for ACC Championship are available on the ACC website at:

<https://www.accsport.asn.au/interschool-sport/acc-championships>

## 12.10 Uneven contest (Mercy Rule)

NEAS schools have agreed that a 'mercy rule' can be applied to all summer and winter sports if necessary. The purpose of the Mercy Rule is to ensure that enjoyment and participation of all NEAS participants remain the overall aim of the competition, while maintaining the game is 'played in the right spirit'. Once the maximum margin difference has been reached (per the table below), coaches come to an agreement to implement the Mercy Rule and cease scoring at this stage of the game. Coaches will make appropriate changes, in an attempt to make the game more equally matched. Changes to the game should be instigated by the coaches and NOT the referees, and will be completed in a way that the coaches see fit.

**\*Example: A subtle "time out" called in basketball by the coaches when the maximum margin has been reached.**

Some suggestions for modifications include:

- Winning team taking off better players and playing reserves
- Reduce playing numbers for both teams if opposition is short
- Winning team offering to have some players play for the opposition
- Winning team changing team positions i.e swapping attackers with defenders
- Winning team to instruct players to pass the ball more often before taking a shot
- Winning team to reduce defensive pressure on the opposition
- Winning team offering to mix players between teams

The score at the time of implementing the Mercy Rule, is recorded in **Clipboard**.

The following scores are considered as being a 'blow out':

SPORTS	DIFFERENCE
Basketball	30 points
Frisbee	10 points
Soccer	7 goals
Netball	30 goals
Volleyball	Refer to 12.5.1 Forfeit rule
<b>Indoor Cricket</b>	<b>50 runs</b>

## 12.11 Inclement weather

### HOT WEATHER

- Home school contacts weather bureau at 10.30am. If the weather conditions are extreme (high temp (>37 & high humidity), the home school contacts the away school by 11:00am to decide if to cancel
- If schools do proceed with sport under hot/humid conditions the following strategies should be employed:
  - reduce match length
  - increase the number of rest/drink breaks
  - ensure that adequate fluid replacement occurs before/during/after the match
  - normal sun protection measures such as hats/sunscreen should already be in place
  - where possible shade should be available adjacent to playing venues
  - consider cancellation of outdoor sport only

### STORM / WET WEATHER

- Home school contacts weather bureau at 10.30am and if the consensus is a disaster warning (lightning and hail), the home school contacts the away school by 11:00am and a decision to cancel can be made.
- If doubtful, teams show up and a decision is made by the home SC on site as to whether games continue. Rain and cold weather are not considered a disaster and matches should continue.
- Rain is not a reason to cancel a fixture. Fixtures should only be cancelled if the weather is severe and poses a significant risk to student safety.
- The decision to cancel a fixture remains a school-based decision. Fixtures cancelled due to weather will affect all inside and outside venues.

### CANCELLATIONS

- In the event that 2 schools cancel fixtures due to adverse weather, then the fixtures for **those sports** will be considered a draw and entered into the results management system using the scores as per table below.
- Unaffected schools continue with their fixtures as per normal.

If fixtures are cancelled and a draw entered it is vital that the home scorer makes note that the game was cancelled due to weather in the 'match report' section of results entry.

SPORT	FOR	AGAINST
Basketball	10	10
Soccer	2	2
Netball	13	13
Frisbee	4	4
Volleyball	N/A	N/A

Current weather forecasts can be obtained at <http://www.bom.gov.au/weather/wa/>

Current UV Radiation forecasts can be sourced from the [Australian Radiation and Nuclear Safety Agency \(ARPANSA\)](#)

## 12.13 Trophies & Pennants

A single plaque will be awarded to each school acknowledging any premiership teams for that school in that year. Individual team plaques will not be awarded. There is also a perpetual shield that will be awarded to the overall winning school for each year. **NEAS pennants will also be distributed to schools prior to finals.**

## 13.0 APPENDIX

### 13.1 Basketball conditions of play

#### TEAMS

Each school fields one (1) team for each gender.

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

#### DRESS

Basketball strip with numbered singlet or bibs from 4 to 15.

Non marking shoes are to be worn in games played indoors.

#### START TIME

All fixtures are to start at 4:00pm.

To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00pm start.

#### DURATION OF PLAY

Games are to consist of two (2) x 20-minute halves, with a 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 5:00pm finish time.

#### RULES

The rules of the Australian Basketball Association will apply except as stated otherwise in this document.

Jump balls will commence each half and still occur when necessary throughout the game.

The game clock will not be stopped for any reason.

When there is an obvious difference in ability levels between two teams, the players are to be instructed that teams are to avoid playing a “full court press defence”, instead they should allow the opposition to bring the ball over halfway before being engaged by the defence.

#### SUBSTITUTES

Are to be made via the umpire on any dead ball, except for after a score, from the side only.

#### TIME OUTS

One time out per team half.

There are no time-outs in the last 5 minutes of the second half.

A subtle “time out” will be called in basketball by the coaches when the maximum margin (30 pts) has been reached.

#### FINALS

In the case of a drawn final then 1 x 5 minutes extra time will be played. If the game is still a draw, then the team finishing higher on the ladder will be deemed the winner. Both teams must supply a referee.

#### EQUIPMENT

The home team is to provide the match ball. Ball size 7 (Year 7, 8, 9 and 10)

#### SCORING/SCORECARDS

One scorer from each team should overlook the scoring duties. Scorecards are to be signed by the umpire/s or referee/s 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 should they occur, and that results reported to the ACC office are final.

## 13.2 Inclusive Basketball conditions of play

### **AIM**

The intent of the NEAS Inclusive Basketball competition is to provide the students with an “inclusive” sporting opportunity as part of NEAS 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 BODIES / SKILLS 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 able-bodied students will have an important mentoring and on-court 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 able-bodied peers and through a shared game experience assist their able-bodied 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 interpersonal skills through a game experience.

To ensure that able bodied 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 able-bodied 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 pregame 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 five (5) players on the court with a maximum of four (4) interchange players. Minimum number of four (4) players.

Students may be of any age Year 7-12

Ratio of Inclusive students to mainstream is 3:2 (on court). However, schools’ mainstream students are to aged up to Year 10 and not a basketball dominant player

Teams are to have mixed gender (if possible).

## DRESS

Basketball strip with numbered singlets or bibs from 4 to 15. Non marking shoes are to be worn in games played indoors. All shorts must be the school's sports uniform in the same colour.

## START TIME

4:00pm with warm-up activities to be conducted by staff from participating school teams. The staff that attend will need to have some understanding of basketball and possible warm up activities. Schools will be required to bring basketball balls for own warm up.

The venue is unable to supply coaches or take warm up drills.

Game commences at 4:20pm

## VENUE

(TBC)

## DURATION OF PLAY

Games are to consist of three (3) x fifteen (15) minutes halves with three (3) minute break. If teams are running late, each quarter can be reduced to 10 minutes at the discretion of the Inclusive teacher in charge.

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

## RULES (QUALIFYING FIXTURES)

The rules of the Basketball Australia (FIBA Rules) will apply except as stated otherwise in this document. FIBA rules are available for downloading at: <http://www.fiba.com>

3 points will be counted in all year groups, where court markings exist.

## TEAM LEADER / CAPTAIN

Each team must appoint a student or students to act as Captain or Team leader each week.

## TEAM BUDDIES

Supervising coach/teacher should consider a subtle buddy system where each able-bodied player is assigned to a SWD player. During breaks and post-game buddies can meet to discuss the game and share their experience with each other.

## PRE-GAME

Coach/Teacher, Referees and Captains to meet, shake hands and quickly confirm the rules of the game and that the emphasis is on fun and participation.

Warm up: all players must participate in a pre-game warm up.

½ Time: As well as their own ½ time address, the Coach/Teacher to invite the captain to address the team players on how the game is going and areas to consider to help improve skills and inclusion of all players.

## POST-GAME

All players, coaches from both sides and referees line up and shake hands. Home supervising team teacher/coach to bring all participants together and provide some verbal encouragement to all participants and strategies that they can improve on for next time.

***NOTE: If it becomes obvious that the game is becoming too one sided, then the Supervising coaches/teachers must facilitate a change in the game structure to even up the game. This must be done in a subtle way and not an obvious public announcement. Possible game changes:***

- Dominant team should remove all abled bodied players from the game to allow the opposition team more success and opportunity.
- Reduce the number of players on the dominant team from 5 to 4 or 3.

- Ask the able bodies players on the dominant team to play the ball only with their non-dominant dribbling and shooting hand.

## **SUBSTITUTES**

Substitutes are to be made via the umpire.

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

## **EQUIPMENT**

Mouth guards are highly recommended & are now compulsory for WABL junior matches

Ball Size: 6

## **SCORECARDS**

Coaches are to declare and sign for the penalty uniform point. 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.

Scores are to be entered in the results management system. Results will not affect NEAS Tally of Placings

## **FORFEITS**

Should any team forfeit a match full points for a win (3 points and 4 goals to nil) shall be credited to the opposing team (4-0). Four goals shall be debited against the team forfeiting. Teams forfeiting receive 0 points.

## **FINALS**

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

1<sup>st</sup> place team v 2<sup>nd</sup> placed team at the 1<sup>st</sup> placed team venue (unless otherwise agreed)

3<sup>rd</sup> place team v 4<sup>th</sup> placed team at the 3<sup>rd</sup> placed team venue (unless otherwise agreed)

All games must finish by 5:15pm with no extra time for both summer and winter competitions. If teams draw, the highest on the ladder wins. Ladder placings will not count towards the NEAS tally of placings.

### 13.3 Netball conditions of play

#### **TEAMS**

Teams are to consist of seven (7) players with unlimited interchange players.

Maximum team size is twelve (12) players.

Three teams: x1 Year 8, x1 Year 9, x1 Year 10

#### **DRESS**

Players are to wear sports uniforms and lettered bibs.

#### **MINIMUM NUMBERS**

Five (5) players.

#### **START TIME**

All fixtures are to start at 4:00pm.

To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00pm start.

#### **DURATION OF PLAY**

All games are to consist of four (4) x ten (10) minute quarters with 3-minute changeover at three quarter time and a 5 minute changeover at half time.

#### **RULES**

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". When the ball rebounds into court, the ball is also considered out.

In alignment with community netball rulings, male players who are 12 years old or under (as of 31st December in the year of competition), will be permitted to participate in female only Year 7 NEAS netball competitions. For any male student enquiring to play in NEAS netball, this must first be put to the Sub-Association. (*per NEAS meeting, 18.04.24*)

#### **SUBSTITUTES**

- Rolling substitutions are permitted, whereby an on-court player can substitute with an off-court player during the game.
- There is no stoppage, and the substitution must be immediate.
- No substitutions can be made in the final 5 minutes of the game.

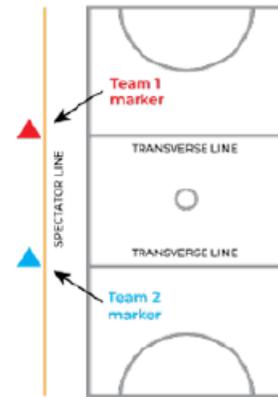
## PREMATCH SETUP

Each team will have its own substitution area on the same side of the court as the scorer and timer.

Prior to the match starting, teams place a cone or marker in line with one of the transverse lines, just behind the yellow spectator line.

The umpires should confirm the substitution area with each team before the match commences.

**The marker for each team stays the same for the duration of the game.**



## PROCEDURE FOR ROLLING SUBS

A rolling sub can take place at any time during play.

The player about to 'roll on' must stand beside their team marker.

The player 'rolling off' MUST tag hands with the player waiting to go on at the team marker. A bib swap may also need to occur here.



Player rolling on must wait within 1 step of their marker.

The 'roll on' player may now enter the court observing the offside rule i.e move around the outside of the court before entering a onside area correct to their playing position.

**A player rolling off or on the court during a Rolling sub, must observe the Offside rule. The Rolling sub must also not interfere with the movement of the umpires.**

## 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 and ensure they concur at each break. Results reported to the ACC office are considered final.

## FINALS (1 V 2)

In the case of a drawn final then 1 x 5 minutes extra time will be played. If the game is still a draw, then the team finishing higher on the ladder will be deemed the winner.

## 13.4 Soccer conditions of play

### **TEAMS**

Teams are to consist of eleven (11) players with as many interchange players as they wish.

The maximum team size is fifteen (15) players.

Efforts should be made to field full strength teams. (Refer to minimum numbers)

### **DRESS**

Players are to be dressed in numbered soccer tops and uniform shorts and socks. Shin pads must be worn.

### **MINIMUM NUMBERS**

Seven (7) players is the minimum to play an official match.

An opposing team still has the right to field their full team (11 players) regardless, and the final result will remain valid.

### **START TIME**

All Fixtures are to start at 4:00pm.

To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00pm start.

### **DURATION OF PLAY**

Games are to consist of two (2) x twenty (20) minute halves with a 5-minute break at half time and must be finished by 5:00 pm.

### **RULES**

Rules are in accordance with the Australian Soccer Federation.

### **SUBSTITUTE**

Substitutes are to be made via the umpire.

### **EQUIPMENT**

Shin pads must be worn by all players.

The home team is to have corner flags or markers in place.

Nets must be used.

### **FINALS**

In the case of a drawn final then each team will take five (5) penalty strokes. If the game is still a draw, then the team finishing higher on the ladder will be deemed the winner.

### **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.

### 13.5 Ultimate Frisbee conditions of play

#### TEAMS

Two teams of six (6) players plus substitutes.  
Maximum team size is ten (10) players.  
Ratio to be 2:2 with the balance made up of either gender

#### DRESS

Players are to be dressed in school sports uniform.

#### UMPIRES

As this sport is new to the association, the staff will need to officiate, so students receive some guidance with the rules to ensure consistency.

#### START TIME

All Fixtures are to start at 4:00pm.  
To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00pm start.

#### DURATION OF PLAY

Games are to consist of two (2) x 20-minute halves, with a 5-minute changeover at half time.

#### RULES

Ultimate is a fast, free flowing game that combines elements of netball, soccer, gridiron, and touch rugby. The basic idea of the game is very simple. The aim is for the team with the frisbee to pass it up the field without dropping it and catch it in an end zone, which scores a point. The other team tries to intercept the disc or knock it down. The sport is non-contact and teams are generally mixed - both genders play on the same team. The other important aspect of Ultimate is that there are **NO**

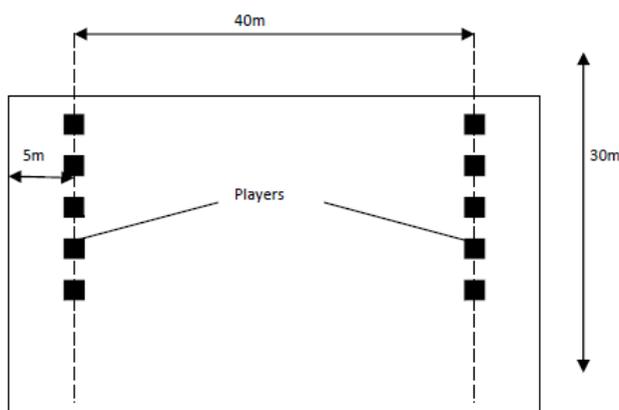
#### REFEREES.

The players are trusted to make all decisions by themselves.

#### FIELD

Ultimate is usually played on an approximately half-width football field, with two teams of seven players (plus substitutes) lining up against each other. However, any size field can be used depending on space available, and a good game can be had with as few as four players a side. Cones are generally used to mark the corners of the zones and the sidelines. The diagram below displays the size field NWAS will use for their games with 5 per team. This is minimum size. The maximum size allowed is 50m with 2 x 5m end zones.

Field dimensions with starting position of players



## QUICK RULES

- There is no running with the frisbee. The frisbee can only be moved up the field by passing it. When a player catches the disc, they must establish a “pivot” foot before throwing, a little like basketball.
- The person with the frisbee has 10 seconds to throw. A defensive team member marks them and counts out loud, “stalling...one...two...three...”
- No physical contact is allowed between players. Contact results in a foul. In practice, small amounts of accidental contact are usually tolerated.
- A “turnover” occurs when the frisbee hits the ground, goes out of bounds, is dropped or intercepted. Unlike touch football, if the frisbee is knocked down, the team that last **held** the frisbee loses it, regardless of who knocks it down. The defensive team takes possession of the disc at that point and becomes the offensive team.
- **Unlimited substitutions** are allowed between points, although none during points.
- 2m minimum pass distance.
- 2m spacing for middle school only
- One disc diameter spacing for upper school only
- If a player drops the disc or causes a turnover in their defensive end zone a touchdown/point will be awarded, and play will restart.

## FOULS

Players call their own fouls when rule violations or contact occurs - there are no referees. A player disagreeing with a foul call can usually “contest” (dispute) the call, in which case the play is redone, and the disc returned to the thrower. Players endeavour to be fair in their calls, so calls are rarely contested. Teachers will be present to help supervise the game.

## ‘SPIRIT OF THE GAME’

Unique to Ultimate, and central to individual and team conduct, is the underlying Spirit of the Game, which embodies the sportsmanship which has sadly been lost from other sports. Players undertake to be competitive but fair and truthful, physical but careful, intense but friendly and courteous.

## SCORING

To start a point, the defending team “pulls” (throws) the disc from their end zone to the offensive team, who stand in the opposite end-zone. The object of the game is for a team to connect passes down the field until the disc is caught in their opponents’ end zone, scoring one point. Teams change ends at the end of each point.

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

## 13.6 Volleyball conditions of play

### TEAMS

Teams are to consist of six (6) players with unlimited interchange players.

Maximum team size is twelve (12) players.

Three players on the front row and three on the back row.

Competitions : Year 7/8 GIRLS Year 7/8 BOYS Year 9/10 MIXED Year 11/12 MIXED

Minimum of 2 females on the court at any one time for mixed teams

### DRESS

Players are to wear sports uniforms.

### MINIMUM NUMBERS

Four (4) players.

### START TIME

All Fixtures are to start at 4:00pm.

To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00pm start.

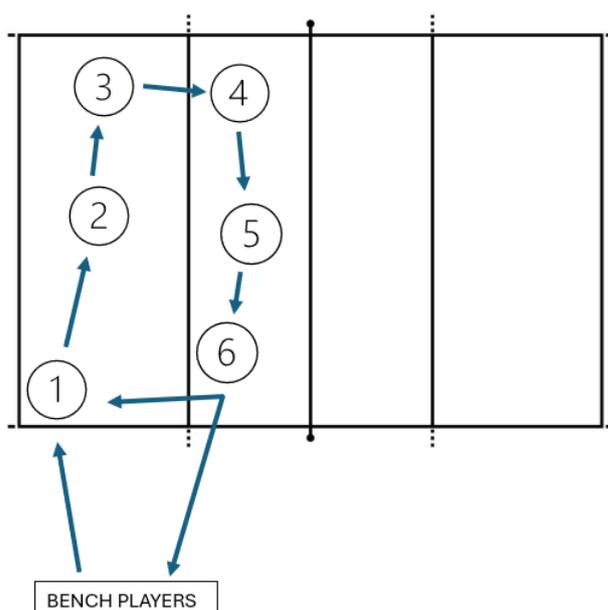
### DURATION OF PLAY

First to 25 for the first two sets, and need to win by 2 and a sudden death point is played at 29 all. If first two sets are split, a deciding set is played, first to 15 with a sudden death point played at 14 all.

### RULES

- Maximum of three hits per side – blocks do not count as hits
- Player may not hit the ball twice in succession (A block is not considered a hit)
- Ball may be played off the net during a volley and on a serve
- A ball hitting a boundary line is "in"
- It is legal to contact the ball with any part of a player's body
- It is illegal to catch, hold, or throw the ball
- A player cannot block or attack (spike above the net) a serve
- 5 won serves maximum per server allowed before rotation
- Gender ratio must be 2 of each on court, at all times

### ROTATIONS



Please refer to the diagram above

- Player 1 is the server on court.
- When a rotation occurs (refer to charter) players must rotate clockwise to the next court position (e.g the server (1) moves to position (2)).
- Players are only allowed to be replaced by another player when they rotate from the (6) position. In that case (5) moves to (6), (6) rotates to the bench and a bench player rotates to (1).
- A player rotating in position (6) may rotate to position (1).
- Rotations must maintain the gender ratios outlined in the charter (at least 2 girls on court at all time in mixed gender games).

#### YEAR 7 AND 8 FIXTURES ONLY

- Students may serve closer to the net, with a secondary service line set by Sports Co-ordinator / Coach
- Handball serve allowed for this cohort only

The result of a violation is a **point for the opponent**.

- When serving, **stepping on or across the service line** as you make contact with the serve
- Failure to serve the ball over the net successfully
- Serving with two hands (e.g classic AFL handpass)
- **Contacting the ball illegally** (lifting, carrying, throwing, etc.)
- **Touching the net** with any part of the body while the ball is in play. Exception: If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
- When blocking a ball coming from the opponent's court, contacting the ball when reaching over the net is a violation if both:
  - (i) your opponent hasn't used 3 contacts AND
  - (ii) they have a player there to make a play on the ball
- When attacking a ball coming from the opponent's court, contacting the ball when **reaching over the net** is a violation if the ball hasn't yet broken the vertical plane of the net.
- **Crossing the court centerline** with any part of your body. Exception: if it's the hand or foot, the entire hand or entire foot must cross for it to be a violation.
- **Serving out of order.**
- **Back row player blocking** (deflecting a ball coming from their opponent), when at the moment of contact the back row player is near the net and has part of his/her body above the top of the net (an illegal block).
- **Back row player attacking** a ball inside the front zone (the area inside the 10 foot line), when at the moment of contact the ball is completely above the net (an illegal attack).

#### SUBSTITUTES

Substitutions can be made via the referee during a stop in play. No substitutions can be made in the final 5 minutes of the game.

#### 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 and ensure they concur at each break. Results reported to the ACC office are considered final.

## 13.7 Indoor Cricket conditions of play

### TEAMS

- Teams are to consist of a minimum number of 6 players and a maximum of 10 players.
- 8-a-side (16 overs total). 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.

### UNIFORM

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

### PLAYING TIME

- 50 minutes playing time with 10 minute change over.
- (16 overs total) 16 x 5 ball overs. This could be reduced to 4 ball overs at discretion of carnival manager.
- Each player bowls a maximum of 2 overs.
- Each batting pair has 4 overs.

### EQUIPMENT

Central venues can provide game balls which are used for their social sporting competitions. Otherwise, schools are to provide a ball as well as general equipment.

### RULES OF THE GAME

#### 1. Fielding A Team

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

#### 2. The Game

- a) The game consists of 1 batting and 1 bowling innings per team.
- b) Each innings consists of 16 overs with 6 ball overs.
- c) The run deduction for a dismissal will be 5 runs, and other penalties will be 5 runs or multiples of 5 runs.
- d) Each player must bowl 2 overs except in the case of the Player Short/ Substitutes/ Injured Players Rule. [Rule 8]
- e) 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.
- f) A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 5 runs for each over offended.
- g) 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.
- h) A batting innings is divided into 4 sections. Each section consists of 4 overs.
- i) The batting team bats in pairs with each pair batting for 4 overs.
- j) Upon arrival at the batting crease the batters must inform the umpire of their respective names in order for the game to start/resume.
- k) 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.

- l) Batters must change ends at the completion of each over.
- m) No batter may bat more than once, except in the case of the Player Short/ Substitutes/ Injured Players Rule.
- n) A team must not declare an innings closed.
- o) The team compiling the higher number of runs will be the winner.

### 3. 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.

### 4. Playing Equipment

- a) 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.
- b) 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.
- c) 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.
- d) 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.
- e) Balls: The centre will supply a recognised Indoor Cricket ball for each match. Teams must not supply their own. Any player or team found substituting or deliberately scuffing, gouging, or attempting to reshape the ball will be penalised 10 runs for ball tampering.
- f) 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.
- g) The Stumps will be "Wilkins" style collapsible stumps. The base plate is considered to be part of the stumps.
- h) Bails may be wooden or plastic and must be tied to the stumps.

### 5. The Umpire

- a) Before each game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality.
- b) Teams will have no choice in the appointment of the umpire.
- c) The umpire may only be changed at the discretion of the duty manager.
- d) The umpire has the right to alter their decision provided it is done promptly.
- e) The umpire's ultimate decision during a game is final. No dispute, written or otherwise, will alter the result.
- f) The umpire will be the sole judge of fair and unfair play.
- g) 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.

### 6. 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. i.e 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.

## 7. Player Short/Substitutes/Injured Players Player Short

- a) 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.
- b) 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.
- c) 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.
- d) 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.

## 8. Substitutes

- e) 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.
- f) 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.
- g) A substitute player cannot bat, bowl or wicket keep.
- h) A substitute must be in the correct uniform or uniform penalties will apply.
- i) A team may not use a substitute pending the late arrival of a nominated player.
- j) Once substituted, a player may take no further part in the match.

## 9. Field Placement

- a) **Fielders 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".
- b) **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".
- c) **Exclusion Zone** An Exclusion Zone 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".
- d) **Wicket Keeper**
  - i. 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.
  - ii. 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).

- iii. 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".
- iv. 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".
- v. 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".
- vi. The wearing of gloves by the wicket keeper is optional. [See Rule 5C]
- vii. A wicket keeper is optional.

## 10. Scoring

Runs may be scored as follows:

- i. 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.
- ii. 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:

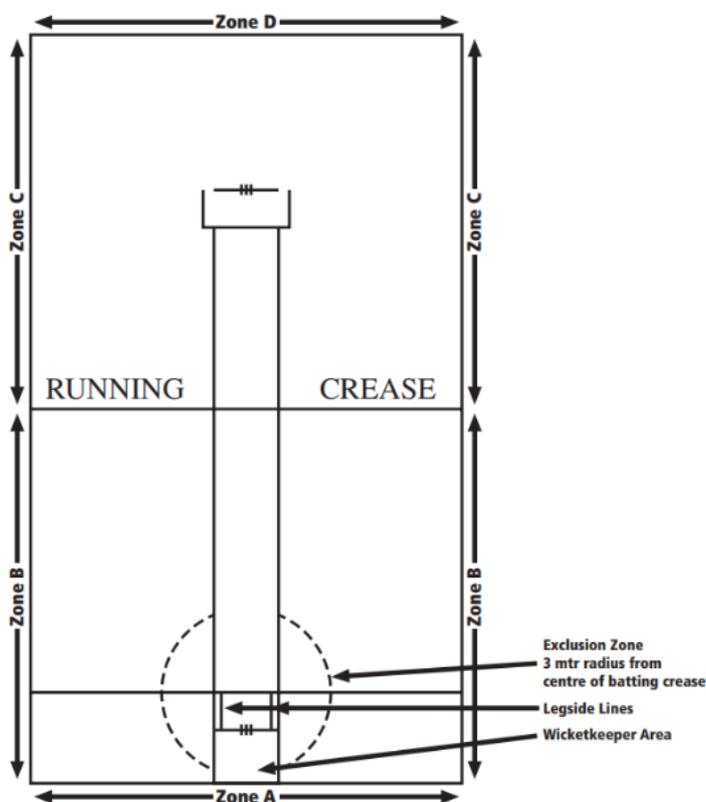
ZONE A (FRONT NET) 0 RUNS

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



Scoring is based on the team, which has the most runs after the equivalent number of overs. Central scoring system is used for all games. It is assumed that scoring discrepancies are settled and that results reported are final. Constant liaison between both sets of scorers and captains/teams is necessary. Results are to be entered in Clipboard on the day by the carnival manager.

### **LADDER POINTS**

Should two or more teams achieve the same total point score at the end of a carnival, the finishing position will be determined by:

1. Points For and Against.
2. Head-to-head game result.
3. Total points (For).

### **FORFEITS**

Should any team forfeit a match, 50 runs shall be credited to the opposition team. Teams forfeiting receive 0 runs.

### **PRESENTATIONS**

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

## 13.8 Sports injuries

As approved by Council 31 August 1995

Located in the POLICIES SECTION of the ACC Charter.

<http://www.accsport.asn.au/acc-information/policies>

## 13.9 Instruction to the Referee / Umpire

### PRIOR TO THE GAME

- Ensure both teams have timekeepers, scorecards/pens, and that they are seated together.
  - (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 case of inclement weather conduct the 'prior to game' instructions in the most practical and convenient manner possible.

### THE 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.

### ON GROUND PROCEDURES

#### SEND OFF RULES

A player may receive an:

Indirect red card: issued to a player as a result of the player being issued two yellow cards in a single match

Direct red card: issued in accordance with the Laws of the Game that is not classed as an Indirect red card

- If a player is sent from the field of play for the remainder of the game (indirect or direct red card) he/she is not permitted to return to the field of play for that game under any circumstances.
- If the player has been served a direct red card, then the player will serve an automatic on match suspension, for the next fixtured match
- Should a direct red card be issued in the final match of a given season, then the player will not be permitted to play in the first fixtured game of the next season
- The umpire/referee should indicate the reason for the send off to the team coach and player concerned at the next formal break in play

#### REPORT FOR DIRECT RED CARD

- The umpire is to make a written report of any direct red card incident, and provide a copy to both Sports Coordinators of each school
- A written report is to be made by the team coach of said player, and copies sent to the Sport Coordinators of each school
- The Sport Coordinators' should then take appropriate disciplinary action and inform the ACC of the incident, while providing copies of both reports
- The ACC will take necessary action on receiving any said reports, which (where necessary) involve mediation between schools, and potential suspension of said player in community sport

### POST GAME

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

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

## 13.10 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.

## 13.11 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 David 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 at: [www.checkwwc.wa.gov.au](http://www.checkwwc.wa.gov.au)

## 13.12 BRIEF SPORT SUMMARY - Basketball

### TIMES

2 x 20-minute halves with a five-minute changeover.

### TEAMS

5 players on court with marked numbers (4-15) on their singlets.

### RULES

As per Australian Basketball Association standards.

- Game clock does not stop.
- Avoid playing full court press to allow both teams to bring ball into offence.
- One time-out per half / team. No time-outs in the last 5 minutes of the game.
- Substitutions can be made via the referee when game stops.

**Players are to be addressed by the referee before the game regarding sportsmanship and language. Overly aggressive play is discouraged.**

### SCORING

- As per Australian Basketball Association standards.
- In the event of a forfeit, details need to be agreed on before the game commences.
- Final scores need to be agreed by both coaches before leaving the venue.
- Final scores are to be provided to the Sport Coordinator on return to school.



## 13.13 BRIEF SUMMARY SPORT SUMMARY - Netball

### TIMES

2 x 20-minute halves with a 5 minute changeover between halves

### TEAMS

7 x (female) players, plus interchange.

### RULES

- As per Australian Netball Association standards.
- Rolling substitutions are permitted, whereby an on-court player can substitute with an off-court player during the game.
- There is no stoppage, and the substitution must be immediate.
- No substitutions can be made in the final 5 minutes of the game.
- \*\* REFER TO CONDITIONS OF PLAY for diagram and further information regarding substitutions \*\*
- **Players are to be addressed by the umpire before the game regarding sportsmanship and language. Overly aggressive play is discouraged.**
- Each team must wear a set of bibs clearly labelled with player positions.

### SCORING

- As per Australian Netball Association standards.
- In the event of a forfeit, details need to be agreed on before the game commences.
- Final scores need to be agreed by both coaches before leaving the venue.
- Final scores are to be provided to the Sport Coordinator on return to school.

## 13.14 BRIEF SPORT SUMMARY - Soccer

### TIMES

2 x 20-minute halves with a 5 minute changeover between halves

### TEAMS

11 players, plus interchange

### RULES

- As per Australian Soccer Association standards.
- Substitutions can be made via the referee. Play stops for this.
- Players are to be addressed by the referee before the game regarding sportsmanship and language. Overly aggressive tackling is discouraged.
- The central referee may rule on off-side calls or rely on linespersons.
- The home team should have corner posts / markers and nets available.
- All players must be wearing shin guards.
- **Soccer goals must have nets.**

### SCORING

- As per Australian Soccer Association standards.
- In the event of a forfeit, details need to be agreed on before the game commences.
- Final scores need to be agreed by both coaches before leaving the venue.
- Final scores are to be provided to the Sport Coordinator on return to school.

## 13.15 BRIEF SPORT SUMMARY – Ultimate Frisbee

### TIMES

2 x 20-minute halves with a 5-minute changeover between games

### TEAMS

Two teams of six (6) players plus substitutes.

Maximum team size is ten (10) players.

Ratio to be 2:2 with the balance made up of either gender

### RULES

- There is no running with the frisbee. The frisbee can only be moved up the field by passing it.
- When a player catches the disc, they must establish a “pivot” foot before throwing, a little like basketball.
- The person with the frisbee has 10 seconds to throw.
- No physical contact is allowed between players. Contact results in a foul. In practice, small amounts of accidental contact are usually tolerated.
- A “turnover” occurs when the frisbee hits the ground, goes out of bounds, is dropped or intercepted. Unlike touch football, if the frisbee is knocked down, the team that last **held** the frisbee loses it, regardless of who knocks it down. The defensive team takes possession of the disc at that point and becomes the offensive team.
- **Unlimited substitutions** are allowed between points, although none during points.
- 2m minimum pass distance.
- If a player drops the disc or causes a turnover in their defensive end zone a touchdown/point will be awarded, and play will restart.

### SCORING

- The object of the game is for a team to connect passes down the field until the disc is caught in their opponents’ end zone, scoring one point. Teams change ends at the end of each point.
- In the event of a forfeit, details need to be agreed on before the game commences.
- Final scores need to be agreed by both coaches before leaving the venue.
- Final scores are to be provided to the Sport Coordinator on return to school.

## 13.16 BRIEF SPORT SUMMARY – Volleyball

### SCORING

- In the event of a forfeit, details need to be agreed on before the game commences.
- Final scores need to be agreed by both coaches before leaving the venue.
- Final scores are to be provided to the Sport Coordinator on return to school.

### TEAMS

Teams are to consist of six (6) players with unlimited interchange players.

Maximum team size is twelve (12) players.

Three players on the front row and three on the back row.

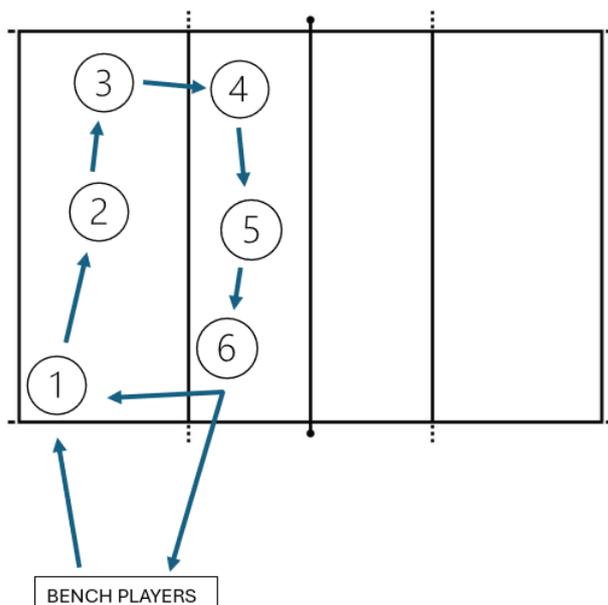
Four mixed teams: x1 Year 7/8, x1 Year 9/10, x1 Year 11/12.

**Minimum of 2 females on the court at any one time for all year groups**

### RULES

- Maximum of three hits per side – blocks do not count as hits
- Player may not hit the ball twice in succession (A block is not considered a hit)
- Ball may be played off the net during a volley and on a serve
- A ball hitting a boundary line is "in"
- It is legal to contact the ball with any part of a players body
- It is illegal to catch, hold, or throw the ball
- A player can not block or attack (spike above the net) a serve
- Player cannot block or attack (spike above the net) a serve
- 5 won serves maximum per server allowed before rotation
- Gender ratio must be 2 of each on court, at all times
- Circular clockwise rotation specified, however coaches can organise substitutions on side at their own discretion

### ROTATIONS



Please refer to the diagram above

- Player 1 is the server on court.
- When a rotation occurs (refer to charter) players must rotate clockwise to the next court position (e.g. the server (1) moves to position (2)).
- Players are only allowed to be replaced by another player when they rotate from the (6) position. In that case (5) moves to (6), (6) rotates to the bench and a bench player rotates to (1).
- A player rotating in position (6) may rotate to position (1).
- Rotations must maintain the gender ratios outlined in the charter (at least 2 girls on court at all time in mixed gender games).

#### YEAR 7 AND 8 FIXTURES ONLY

- Students may serve closer to the net, with a secondary service line set by Sports Co-ordinator / Coach
- Handball serve allowed for this cohort only

The result of a violation is a **point for the opponent**.

- When serving, **stepping on or across the service line** as you make contact with the serve
- Failure to serve the ball over the net successfully
- Serving with two hands (e.g classic AFL handpass)
- **Contacting the ball illegally** (lifting, carrying, throwing, etc.)
- **Touching the net** with any part of the body while the ball is in play. Exception: If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
- When blocking a ball coming from the opponent's court, contacting the ball when reaching over the net is a violation if both:
  - (i) your opponent hasn't used 3 contacts AND
  - (ii) they have a player there to make a play on the ball
- When attacking a ball coming from the opponent's court, contacting the ball when **reaching over the net** is a violation if the ball hasn't yet broken the vertical plane of the net.
- **Crossing the court centerline** with any part of your body. Exception: if it's the hand or foot, the entire hand or entire foot must cross for it to be a violation.
- **Serving out of order.**
- **Back row player blocking** (deflecting a ball coming from their opponent), when at the moment of contact the back row player is near the net and has part of his/her body above the top of the net (an illegal block).
- **Back row player attacking** a ball inside the front zone (the area inside the 10 foot line), when at the moment of contact the ball is completely above the net (an illegal attack).

#### DURATION OF PLAY

- First to 25 for the first two sets, you have to win by 2 and a sudden death point is played at 29 all. If the first two sets are split then a deciding set is played first to 15 with a sudden death point to be played at 14 all.

### 13.17 Codes of behaviour

The Codes of Behaviour have been developed to assist all involved in ACC sport and help promote fair play and appropriate behaviour. The codes outline appropriate behaviour for players, coaches, teachers, officials, administrators and spectators. *(ACC Codes of Behaviour have been adopted from the "Aussie Sport – Codes of Behaviour", produced by the Australian Sports Commission.)*

The codes of behavior can be found at:

<https://www.accsport.asn.au/interschool-sport/acc-championship/codes-conduct>