



ASSOCIATED & CATHOLIC COLLEGES
of WESTERN AUSTRALIA

**Associated & Catholic Colleges
Of
Western Australia (Inc)**

North Eastern Associated Schools

Charter of Operations

2022 v 3

Last Updated 9/2/2022

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1.0 Aim

It is the aim of the North Eastern Associated Schools, as a division 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
Ellenbrook Christian College	5 Santona Boulevard, Ellenbrook WA 6069	9297 9279
Helena College	Bilgoman Road, Glen Forrest WA 6071	9298 9100
Holy Cross Catholic College	18 Strathmore Parkway, Ellenbrook WA 6069	9297 7600
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 Sports Coordinator Contacts

SCHOOL	HEAD OF SPORT	EMAIL	PHONE	MOBILE
Ellenbrook Christian	Stefan Grove	stefan.grove@ellenbrook.wa.edu.au	9297 9297	0416 920 760
Helena	Steven Emanuele	semanuele@helena.wa.edu.au	9298 9100	0422 789 854
Holy Cross	Marnie Barrett	marnie.barrett@cewa.edu.au	9297 7600	0401 137 410
La Salle	Riley Milligan	riley.milligan@cewa.edu.au	9274 6266	0411 299 577
Swan Christian	Stephen Drew	stephen.drew@swan.wa.edu.au	9374 8300	0422 230 941
Swan Valley	Andrew Storer	andrew.storer@svacs.wa.edu.au	92979506	0417 938 880
SCHOOL	HEAD OF PE	EMAIL	PHONE	MOBILE
Ellenbrook Christian	Andrew Johnston	andrew.johnston@ellenbrook.wa.edu.au	9297 9297	
Helena	Joe Kendall	jkendall@helena.wa.edu.au	9298 9100	0415 797 912
Holy Cross	Liam Smith	Liam.smith@cewa.edu.au	9297 7600	0438 878 880
La Salle	Liam Merigan	liam.merigan@lasalle.wa.edu.au	9274 6266	
Swan Christian	Sam Tweedie	samuel.tweedie@swan.wa.edu.au	9374 8300	
Swan Valley	Stewart Lowndes	StewartLowndes@svacs.wa.edu.au	9297 9506	0418 933 482

Associated & Catholic Colleges Contacts

Kyle March (Director of Sport): 0413 531 927 / 9278 0216 Email: kyle.march@cewa.edu.au

Rebecca Del Pup (NEAS Coordinator): 0448 013 068 / 9278 0218 Email: rebecca.delpup@cewa.edu.au

4.0 Host School (Rotation)

2015	La Salle College
2016	Ellenbrook Christian College
2017	Helena College
2018	Holy Cross Catholic College
2019	Swan Christian College
2020	Swan Valley ACS
2021	La Salle College
2022	Ellenbrook Christian College
2023	Helena College

5.0 Involvement

Boys and girls selected in separate teams, which includes Year 7, 8/9 & 10-12.

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.

6.0 Sports

SUMMER	Year 7	Year 7-9	Year 7-12	Year 8/9	Year 10-12
Basketball	G, B		M (NL)	G, B	G, B
Frisbee		M			M
WINTER	Year 7	Year 7-9	Year 7-12	Year 8/9	Year 10-12
Netball	G			G	G
Soccer	B			B	B, G/O

KEY: G = GIRLS, B = BOYS, M = MIXED, NL = NO LIMITS, O = OPEN TO ANY YEAR LEVEL

7.0 Dates of Play

Year 7, 8/9 Tuesday

Year 10-12 - Wednesday

8.0 Hours of Play

- Year 7, 8/9 & 10-12 – 4:00 pm – 5:00 pm (NB – schools are encouraged to start earlier if possible)
- 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.
- Sports 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.
- 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.
- Specific playing times for individual sports are outlined within those charter rules.
- Start/Finish Time:
- Schools must adhere to the starting time of 4:00pm.
- The latest start time is 4:15pm.
- 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.

- j) 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.
- k) 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.
- l) 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.
- m) 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.
- n) 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.
- o) Finish Time: all matches MUST finish at the prescribed time of 5:00pm to ensure adequate time for the return journey to schools.

9.0 [General Conditions of Participation](#)

9.1 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
	Ellenbrook Christian College	<i>Maroon/White/Black</i>		
	Helena College	<i>Navy Blue & Light Blue</i>	Navy and light blue	Navy and light blue (light blue socks)
	Holy Cross Catholic College	<i>Navy, grey, orange</i>	Singlet navy with orange numbers Navy Shorts	Top navy with orange numbers Navy Shorts
	La Salle College	<i>Green, Red & Gold</i>	Green/red/yellow singlet; green shorts	Green shorts; green/red shirt; green/yellow/red socks
	Swan Christian College	<i>Navy Blue, White, Black, Cyan</i>	Cyan, Black and White singlet and shorts	TBA
	Swan Valley ACS	<i>Navy, Emerald and white</i>	White singlet with navy blue shorts	Navy and white shirt navy shorts navy socks

SPORTS UNIFORM

GIRLS	School	Sports Uniform	Basketball	Netball	Soccer
	Ellenbrook Christian College	<i>Maroon/White/Black</i>	Black/gold, 8/9 girls - maroon	Maroon with black/white bibs	
	Helena College	<i>Navy Blue & Light Blue</i>	Navy and Light blue	Navy and light blue (Navy bibs)	
	Holy Cross Catholic College	<i>Navy, grey, orange</i>	Singlet navy with orange numbers Navy Shorts	Grey Sports Polo, Navy Shorts – Bibs Navy, Orange or White	
	La Salle College	<i>Green, Red & Gold</i>	Green/red/yellow singlet; green shorts	Green/red/yellow dress	Green shorts; green/red shirt; green/yellow/red socks
	Swan Christian College	<i>Navy Blue, White, Black, Cyan</i>	Cyan, Black, and White singlet and shorts	TBA	
	Swan Valley ACS	<i>Navy, Emerald and white</i>	White singlet blue shorts- still yet TBC	Navy blue with green and white stripes, navy blue shorts	

9.2 Staffing

- a) Suitable teaching staffs are assigned a coaching or managing task by the principal in consultation with the Sports 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.

- b) 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 Sports 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 Sports Coordinators will keep all records for the duration of both the summer and winter seasons for the year.
- g) Staff from both teams are to agree on forfeits and uniform points before the start of play. This information is to be clearly indicated on the scorecard.

9.2.1 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.

9.3 Umpires / Referees

- a) Each team provides one umpire/referee for all games, regardless of whether the team is home or away. If an umpire cannot be sourced for a game, then it is acceptable for the coach of the team to be the umpire.
- b) Both home and away teams are to supply a linesman for soccer and a scorer for netball and basketball.

- c) Where possible schools should use accredited umpires. Schools may use competent senior students to perform umpiring duties.
- d) Individual schools should be aware of their “Duty of Care” when providing non-accredited officials and senior students.
- e) Each school engages all necessary officials and meets its own cost in this regard.
- f) All umpires are to wear fluoro vests, so they are easily identified during games.
- g) Schools are encouraged to supply external/adult umpires for finals. In Netball and Basketball, each school involved in the finals is required to supply an umpire.
- h) Neutral umpires/referees will be sourced by the ACC for netball and soccer in the NEAS winter sport carnival round. Schools will share the costs and will be invoiced by the ACC with equal fee amounts.

9.3.1 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. However, that player may be replaced immediately by one of the reserve players. The umpire/referee should indicate the reason for the send-off to the team coach and the player concerned when it is convenient.

If the incident is of a serious nature (i.e., violence, vilification, unruly behaviour), then a written report is to be made by the umpire or coach and copies sent to the Sports Coordinator of each school. The Sports Coordinator should then take appropriate action.

9.4 Points

WIN = 3 Points

LOSS = 0 points

DRAW = 1 points per team

FORFIET 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 - Goals for and against (goal difference)
- Soccer - Goals for and against (goal difference)
- Netball - Goals for and against (goal difference)

9.4.1 Forfeits

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 points.

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.

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.

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.

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

<u>SUMMER</u>	<u>FOR</u>	<u>AGAINST</u>
Basketball	20	0
Frisbee	7	0
<u>WINTER</u>	<u>FOR</u>	<u>AGAINST</u>
Soccer	4	0
Netball	15	0

9.5 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.

9.6 Reporting of Results

Results of all fixtures are reported using the GoJaro on-line results system through the ACC web site. The home team enters all results in GoJaro 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 needs to 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 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.

If for any unforeseen circumstance the results cannot be entered by the home team using GoJaro then the away team should enter the results. If GoJaro is down and results cannot be entered online, then the results can be emailed to the ACC.

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

9.7 Fixtures

NEAS fixtures are organized on a home and away basis. Schools agree to venues and fixtures at the November review meeting each year. Fixtures and venues **MUST BE** confirmed by sports coordinators on the Monday of the fixture week.

REFER: [APPENDIX 12.6](#)

9.8 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.

9.9 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 1st place v 2nd 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 case schools come to an agreement to the venue. The highest place school is to enter finals results into the results entry system regardless of the outcome.

9.9.1 ACC Championship

NEAS Premiership teams from senior basketball, netball and soccer will progress to the ACC Championship competition. ACC Championship games will be a weekly knockout/elimination tournament following the finals round for each NEAS season.

Preliminary Rounds

- ACC schools are initially broken into ACC Sub Association pools, wildcard groups based on geographical location or one-day carnivals for the preliminary stages of the competition.
- During the preliminary stage competition, each team will play each other once in a round robin competition.
- Games in preliminary rounds will have fixtures created by the ACC with set dates/days/times.
- Winning schools then progress into the Southern Conference or Northern Conference round of 16 elimination brackets for each sport and gender.

Elimination Rounds

- Information for teams reaching the elimination stage will be issued to teams ASAP after the conclusion of the preliminary round robin competitions.
- Games in the elimination round will be arranged by mutual agreement between schools.
- There are dates across two weeks allocated for the elimination round and schools must complete the game by the end of the second week. (see ACC Championships Charter for scheduled competition dates and venues <https://www.accsport.asn.au/interschool-sport/acc-championship/charter>)
- Wherever possible matches should always be played on the set day and time.
- The ACC reserves the right to create crossover conference semi-finals as applicable and if warranted within a sport.

9.10 Fixture Finish Times

It is essential that fixtures finish at the prescribed time of 5:00pm ensuring that the return journey is coordinated to enable parents to pick up students as near to a common time as possible.

In the event of a late start to a fixture, due to unforeseen circumstances, the playing time for that fixture is to be reduced by mutual agreement ensuring equal half or quarter playing periods.

9.11 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.

If a coach decides that it is an appropriate time to implement the Mercy Rule, he/she will approach the coach of the opposition team. Once an agreement has been made between the two coaches to implement the Mercy Rule, coaches will subtly make appropriate changes in an attempt to make the game more equally matched. Any changes to the game are to be made in a discrete way so that players are not aware that such changes are taking place. This ensures that no team or player feels belittled in any way.

Once a blowout score has been reached, coaches communicate and cease scoring at this stage of the game. The score at the time of implementing the mercy rule is recorded in GoJaro.

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

Soccer – 7 goal difference

Netball – 30 goal difference

Basketball – 40-point difference

Frisbee – 10-point difference

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

9.12 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 and a decision to cancel can be made.
- 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

Current weather forecasts can be obtained at:

<http://www.bom.gov.au/weather/wa/>

9.13 Team Sizes

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

SUMMER	
Sport	Max. Team Size
Basketball	10
Frisbee	10

WINTER	
Soccer	15
Netball	12

9.14 Trophies

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.

10.0 Meetings

Meetings will be convened at the following levels:

- Sport Coordinators only
 - Before all SMC meetings (24/2; 28/4; 23/6; 15/8, 18/11)
- Principals and Sport Coordinators combined
 - Term 2 (17/6) Term 4 (14/10, or 21/10)
 - Additional meetings on a 'needs' only basis.
- Principals only
 - On a 'needs' only basis.

11.0 Intra-Zone Finals

Intra-zone finals will take place at the venue of the school that is placed first on the ladder. In the event of a draw at full time then extra time will be played. Refer to table below.

Paid referees/umpires are to be used whenever possible. Netball and Basketball to have two umpires (one from each school).

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

12.0 Appendix

12.1 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.

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 sizes: Years 7, 8, 9, 10 - size 7

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.

12.2 No Limits Integrated Basketball Conditions of Play

Aim:

The intent of the NEAS NO Limits – Integrated 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 bodied/skilled 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 GoJaro. 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.

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

3rd place team v's 4th placed team at the 3rd 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.

12.3 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: 1 x Year 8, 1 x Year 9 & 1 x 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.

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.

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.

12.4 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.

12.5 Ultimate Frisbee Conditions of Play

TEAMS

Two teams of five players (5) plus substitutes.

Maximum team size is ten (10) players.

Ratio can be 2:3 any 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.

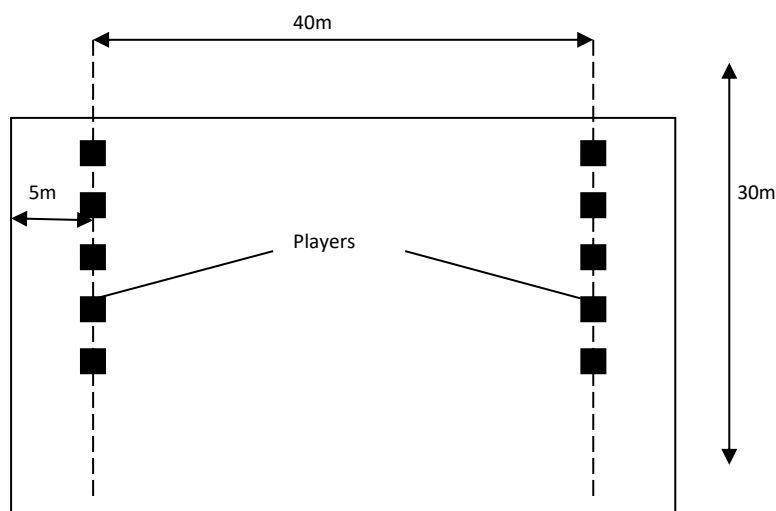
RULES

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 NWAAS 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.

12.6 Fixtures

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>

12.7 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>

12.7 Instruction 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 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.**
 - 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 a 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.

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

12.8 Game Procedures and Etiquette

A. 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.

B. 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.

12.9 Working with Children Legislation

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 ref	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

ACC 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.

ACC 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.

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

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.

ACC SPORT SUMMARY

SOCCKER

TIMES: 2 X 20-minute halves with a 5 minute changeover between halves.

TEAMS: 11 x 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.

ACC SPORT SUMMARY

ULTIMATE FRISBEE

2 X 20-minute halves with a 5-minute changeover between games.

TEAMS: 5 players on field. Male/female ratio must be 2:3.

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.

Codes of Behaviour

The Codes of Behaviour have been developed to assist everyone involved in ACC sport to 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.)

Players Code of Behaviour

- Respect the rights, dignity and worth of all participants regardless of their gender, age, ability, cultural background or religion.
- Play by the rules
- Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the competition.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting, or provoking an opponent are not acceptable or permitted behaviours in any sport.
- Work equally hard for yourself and/or your team. Your team’s performance will benefit, so will you.
- Be a good sport. Applaud all good plays whether your team or the opposition makes them.
- Treat all participants in your sport, as you like to be treated. Do not bully or take unfair advantage of another competitor.
- Cooperate with your coach, teammates, and opponents. Without them there would be no competition.
- Participate for your own enjoyment and benefit, not just to please parents and coaches.

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.
- 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.
- Operate within the rules and spirit of your sport and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities.
- Avoid overplaying the talented players; the just average need and deserve equal time.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display control, respect, and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents, and spectators. Encourage your players to do the same.
- Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young people.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.

Teachers Code of Behaviour

- Respect the rights, dignity and worth of every young person regardless of their gender, age, ability, cultural background, or religion.
- Encourage young people to develop basic skills in a variety of sports and discourage over specialisation in one event, sport or playing position.
- Create opportunities to teach appropriate sports behaviour as well as basic skills.
- Give priority to free play activities, skill learning and modified sports over highly structured competition for primary school children.
- Prepare young people for intra and inter school competition by teaching them basic sport skills.
- Make young people aware of the positive benefits of participation in sporting activities.
- Keep up to date with coaching practices and the principles of physical growth and development. Read and use the latest coaching and teaching resources for junior sport.
- Help young people understand the differences between the junior competition they participate in and professional sport.
- Help young people understand that playing by the rules is their responsibility.
- Give all young people equal opportunities to participate in administration, coaching and refereeing as well as playing.

Administrators Code of Behaviour

- Respect the rights, dignity and worth of every young person regardless of their gender, age, ability, cultural background, or religion.
- Involve young people in planning, leadership, evaluation, and decision making related to the activity.
- Give all young people equal opportunities to participate.
- Create pathways for young people to participate in sport not just as a player but as a coach, referee, administrator etc.
- Ensure that rules, equipment, length of games and training schedules are modified to suit the age, ability, and maturity level of young players.
- Provide quality supervision and instruction for junior players.
- Remember that young people participate for their enjoyment and benefit. Do not overemphasise awards.
- Help coaches and officials highlight appropriate behaviour and skill development and help improve the standards of coaching and officiating.
- Ensure that everyone involved in junior sport emphasises fair play, and not winning at all costs.
- Give a code of behaviour sheet to spectators, officials, parents, coaches, players, and the media, and encourage them to follow it.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Make it clear that abusing young people in any way is unacceptable and will result in disciplinary action.

Officials Code of Behaviour

- Give all young people a 'fair go' regardless of their gender, age, ability, cultural background, or religion.
- Modify rules and regulations to match the skill levels and needs of young people.
- Compliment and encourage all participants.
- Be consistent, objective, and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than the errors.
- Encourage and promote rule changes, which will make participation more enjoyable.
- Be a good sport yourself. Actions speak louder than words.
- 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.

Spectators 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 in sport for their enjoyment and benefit, not yours.
- Applaud good performance and efforts from all individuals and teams. Congratulate all participants on their performance regardless of the game's outcome.
- Respect the decisions of officials and teach young people to do the same.
- Never ridicule or scold a young player for making a mistake. Positive comments are motivational.
- Condemn the use of violence in any form, whether it is by spectators, coaches, officials, or players.
- Show respect for your team's opponents. Without them there would be no game.
- Encourage players to follow the rules and the officials' decisions.
- Do not use foul language, sledge, or harass players, coaches, or officials.