



ASSOCIATED AND CATHOLIC COLLEGES OF WA
NORTH WESTERN ASSOCIATED SCHOOLS
OPERATIONS MANUAL 2026 (v1)

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AIM

It is the aim of the North Western Associated Schools, as a sub-association of the Associated & Catholic Colleges, to further develop an interschool sporting competition that promotes participation, sportsmanship, leadership, and socialization amongst students.

MEMBER SCHOOLS

SCHOOL	ADDRESS	TELEPHONE
Aranmore Catholic College	Franklin St, Leederville	9444 9355
Mercy College	Mirrabooka Ave, Koondoola	9247 9247
Kingsway Christian College	157 Kingsway St, Darch	9302 8777
St George's Anglican Grammar School	50 William Street, Perth	9312 0800
St Stephen's School, Carramar	50 St Stephen's Crescent, Tapping	9306 7100

SPORTS STAFF CONTACTS

SCHOOL	HEAD OF SPORT	EMAIL	PHONE	MOBILE
Aranmore Catholic College	Adam Miotti	Adam.miotti@cewa.edu.au	9201 5234	0412 827 984
Mercy College	Meg Connell	Meg.Connell@cewa.edu.au	9247 9247	0404 217 849
Kingsway Christian College	Joel Smith	joel.smith@kcc.wa.edu.au	9302 8758	0448 065 537
St George's AGS	Amy Perejmibida	aperejmibida@stgeorges.wa.edu.au	9312 0800	0414 473 533
St Stephen's School, C	Breeanna Paice	breeanna.paice@ststephens.wa.edu.au	93067100	0421 025 633
SCHOOL	HEAD OF PE	EMAIL	PHONE	MOBILE
Aranmore Catholic College	Dwayne Grace	d.grace@aranmore.wa.edu.au	9201 5234	0422 734 641
Mercy College	Katie Crabb	katie.crabb@cewa.edu.au	9247 9247	0422 455 773
Kingsway Christian College	Paul Whitby	paul.whitby@kcc.wa.edu.au	9302 8777	0413 215 533
St George's AGS	Amy Perejmibida	aperejmibida@stgeorges.wa.edu.au	9312 0800	0414 473 533
St Stephen's School, C	Adam Dwyer	Adam.dwyer@ststephens.wa.edu.au		

HOST SCHOOL

YEAR	SCHOOL
2026	Mercy/St George's Term 2 on.
2027	Kingsway
2028	Aranmore
2029	St Stephen's
2030	St George's
2031	Mercy
2032	Kingsway
2033	Aranmore
2034	St Stephen's
2035	St George's

MEETINGS

Meetings will be convened at the following levels:

Sport Coordinators

Sports Coordinator meetings take place before SMC meetings. The Sports Coordinator from the rostered [host school](#) will chair the Sports Coordinators' meeting and is responsible for minutes derived from the meeting.

SMC MEETING DATES 2026

TERM 1	TERM 2	TERM 3	TERM 4
Thursday 26/2/26	Friday 1/5/26 Thursday 25/6/26	Monday 17/8/26	Date TBC by Host School

Principals and Sport Coordinators

The NWAS school Principals and Sports Coordinator meetings will take place as scheduled and at the discretion of the group. The [host school](#) Principal will chair meetings whilst the Sports Coordinator records and distributes the minutes.

PRINCIPAL & SPORTS COORDINATOR MEETINGS DATES 2026

TERM 1	TERM 2	TERM 3	TERM 4
N/A	TBC	N/A	TBC at discretion of the group

Minutes derived from all meetings are to be circulated within one week of the meeting. Schools must have representation at all levels of meeting.

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 all 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.

INVOLVEMENT

It is the policy of the ACC that students competing in ACC sport must be under 19 years of age as of 31 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. Students should only participate in teams for their respective year levels. In no circumstances can a student play in a lower year level team.

If at any stage a school cannot fill a team, schools may allow a student to play in a higher year level or across sports of different genders. This should only occur as an extreme measure if no other players are available in that year group and the replacement does not represent as a clear physical advantage to the team. As a courtesy, the coach and or manager of the opposition team must be informed of this change before the start of play.

Coaches should record all participating players on their score card for each match.

Inclusive Students (Students with Additional Needs)

Modifications to include students with additional needs maybe made at the discretion of the coaches. Sports will be modified to encourage participation in accordance with the ACC motto 'Sport in the Right Spirit'.

Gender Classification

SPORT	GIRLS			BOYS		
	7/8	9/10	Senior	7/8	9/10	Senior
Basketball	G	G	G	B	B	
Volleyball	M	M		M	M	
Frisbee	M	M		M	M	
Cricket				B/N	B/N	
Netball	G G/N M	G M	G	M	M	
Soccer	G	G	G	B	B	B
Badminton	M	M		M	M	
Touch	M	M		M	M	
Pickleball	G	G		M	M	

CODES		
G – Girls only team G/N – Girls neutral team (Boys can play, selection on individual assessment or #'s top up) O – Open aged team	B – Boys only team B/N – Boys neutral team (Girls can play, selection on ability or #'s top up) O – Open aged team	M = Mixed team (set # of male and female players) I = Integrated/Inclusive Team

ACC GENDER SPORT CLASSIFICATION - NAMING CONVENTIONS

Year Group	7	8	9	10	11/12	SSA RULE/POLICY
TEAM SPORTS	GENDER CODES B = BOYS, G = GIRLS, N = NEUTRAL, M = MIXED					
AFL	B/N	B/N	B/N	B	B	Females can participate with males until and including Year 9. Single sex (all boy/girl) competitions are preferred

AFLW	G	G	G	G	G	if teams can be arranged within the schools or junior district.
Badminton	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	No gender age split rule, male & female competitions standard, Mixed doubles standard.
Basketball	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Cricket	B/N G	B/N G	B/N G	B/N G	B/N G	No gender age split rule, females can play in male competitions and males cannot play in female competitions at any age.
Floorball	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	No gender age split rule Mixed JNR teams encouraged up to U15
Handball (European/Team)	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Hockey	B/N G/N* M *Up to 12 yrs	B/N G	B/N G	B/N G	B/N G	No restriction on girls playing in boys competitions, but parents sign a waiver and consent. Boys up to 12 years can play in girls teams.
Indoor Cricket	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	No gender age split rule
Netball	B/N* G/N* M *Up to 12 yrs	B G M	B G M	B G M	B G M	<i>Boys can play</i> with girls up to the age of 12. 12 years and above Girls, Mixed or Boys Teams only
Soccer	G B/N	G B/N	G B/N	G B/N	G B/N	Males and females compete in separate gender age teams. Girls may play in boys teams. Boys may not play in girls teams.
Softball	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Tennis	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Touch	M B/N G	M B/N G	M B/N G	M B/N G	M B/N G	No rule of TFA or TFWA that prevents a girl from playing in a boys/male team by age. A mixed side would be free to participate in a boy's competition, however, would not be able to participate in a girl's competition.
Volleyball	B/N G M	B/N G M	B/N G M	B/N G M	B/N G M	Years 5/6 Boys and girls can play in the same team. Years 7/8, 9/10, 11/12 Girls can join/play in a boys' team of the same school year or older. Boys can only play in boys' teams.

SPORTS

SUMMER

Year 7/8	Girls	Basketball	YEAR 9/10	Girls	Basketball
	Boys	Basketball		Boys	Basketball
	Mixed	Frisbee		Mixed	Frisbee
	Neutral	Cricket		Neutral	Cricket
Year 7-10	Mixed	Volleyball		Mixed	Volleyball

WINTER

Year 7/8	Girls	Netball	YEAR 9/10	Girls	Netball
	Mixed	Netball		Mixed	Netball
	Girls	Soccer		Girls	Soccer
	Boys	Soccer		Boys	Soccer
	Mixed	Touch*		Mixed	Touch*
	Girls	Pickleball		Girls	Badminton
	Boys	Pickleball	Boys	Badminton	

FIXTURES

NWAS Fixtures are created for a one day carnival format. Fixtures that include a bye round should not include an allocated lunch break. For current [NWAS fixtures](#), please visit the [ACC website](#).

NOMINATIONS

Schools are required to submit their summer and winter team nominations **into the Clipboard results management system** by the following due dates:

Summer – Monday 16 March 2026

Winter – Monday 7 September 2026

The 2026 NWAS nomination fee is **\$100.00** per team, which includes a results management service fee of \$17.80.

VENUES

One Day Carnivals

One day carnivals can be held at a central location or based at a NWS school depending on the sport and venue availability. Venue costs that are booked by the ACC or NWS schools will be paid by the ACC. Unless a venue is not attended by all NWS schools, the total cost will be split equally and invoiced at the end of each relevant term. For all venues booked by NWS schools, invoices must be addressed to the Associated and Catholic Colleges of WA and checked before forwarding to the ACC NWS facilitator.

Should a venue be at a school location, it is the responsibility of the school to ensure that all ground/court markings are complete and adequately maintained.

[NWS Venues](#) are available on the [ACC website](#).

ONE DAY CARNIVALS

Term 1 Summer Sport Format (TBC)

Sport	Managing School/s	Gender	Players on Court/Field	Game Length
Basketball	Kingsway St Stephen's	Boys & Girls	5	2 x 15 min halves 5 min half time; 10 min changeover
Volleyball	Mercy	Mixed	8	1 x 15 min game time (no halves) 5-10 minute breaks based on basketball format
Ultimate Frisbee	Aranmore	Mixed	5	1 x 15 min game time (no halves) 5-10 minute breaks based on basketball format
Cricket	St George's	Neutral	8	8 x 6 ball overs, Each fielding player bowls 1 over. Each batting pair has 2 overs.

Term 2 Winter Sport Format

Sport	Managing School/s	Gender	Players on Court/Field	Game Length
Badminton Yr 9/10	Kingsway	Mixed	2 boys and 2 girls (2 teams – max 8 players)	2 x 10 min halves
Netball	Mixed: St George's Girls Netball: St Stephens	Girls & Mixed	7	2 x 15 min halves 5 min half time; 10 min changeover
Soccer	Girls: Mercy Boys: Mercy	Boys & Girls	11 (boys) 9 (girls)	2 x 15 min halves 5 min half time; 10 min changeover
Touch Football	Aranmore	Mixed	6 (max 4 of one gender)	2 x 15 min halves 5 min half time; 10 min changeover
Pickleball Year 7/8	Kingsway	Mixed	2 boys and 2 girls (2 teams – max 8 players)	2 x 10 min halves

DAYS OF PLAY

Year 7/8

- Term 1 summer one day carnival - Tuesday 31 March 2026.
- Term 3 winter one day carnival – Wednesday 23 September 2026.

Year 9/10

- Term 1 summer one day carnival – Wednesday 1 April 2026.
- Term 3 winter one day carnival – Tuesday 22 September 2026.

HOURS OF PLAY

For one day carnivals, round times will depend on the number of schools participating, however will generally start at 9.30 am and finish around 2.00 pm.

GENERAL CONDITIONS OF PARTICIPATION

Dress

For all sports, players dress standards must be consistent and in line with the traditional expectations for that sport. However, the school sports uniform may be substituted where appropriate. Specific attention is to be paid to Basketball and Soccer uniforms and safety equipment (e.g., soccer shin pads). Schools are requested to allocate funds where possible to improve on the current standards.

UNIFORM COLOURS	
Aranmore Catholic College	Navy blue and red
St Stephen's, Carramar	Red, white and navy blue
Mercy College	Navy blue and gold
Kingsway Christian College	Navy blue shirt with red side panels, navy blue shorts
St George's AGS	Red and grey

Staffing

Suitable teaching staff are to be assigned a coaching or managing role by the Sports Coordinator. Each team should be accompanied by a teacher or a responsible adult.

If necessary, qualified (in the estimate of the Sports Coordinator) parents or past students or senior present students may be authorized to coach/manage teams.

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

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.

Staff Authority

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

Umpires/Referees

Where possible, schools can source external umpiring services for their competitions. The total cost will be invoiced to the ACC and on charged to NWAS schools. Each invoice fee will be shared equally amongst all NWAS schools.

It is agreed that NWAS work towards the provision of qualified/experienced umpires for all sports at all year levels. Umpires are to be qualified/experienced and if not available within the school, are to be outsourced. Year 11/12 students may umpire/referee if they are suitably qualified/experienced.

Send Off Rule

If a student is sent from the field of play in any NWAS 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. A written report is to be made and copies sent to the Sports Coordinators of each school. The Sports Coordinators should then take appropriate action.

Points

WIN	3 points
LOSS	0 points
DRAW	1 point per team
FORFEIT WIN	3 points
FORFEIT LOSS	0 points

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

Basketball	Points for and against (goal difference)
Cricket	Runs for and against (point difference)
Badminton	Sets for and against (set difference)
Soccer	Goals for and against (goal difference)
Netball	Goals for and against (goal difference)
Touch	Points for and against (point difference)
Volleyball	Sets for and against (set difference)
Frisbee	Points for and against (point difference)

Forfeits (weekly fixtures only)

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. Schools playing players down, i.e., Year 11 in a Year 9/10 competition, will have to forfeit the match, however both schools are still encouraged to play the match as a scratch match.

A forfeiting team will receive 0 points, whilst the opposition team will receive 3 points for that fixture. Teams that win a forfeited game will be awarded a 'forfeit win' score for that particular sport. Teams that created the forfeit will be awarded a 'forfeit loss' score which is 0 (see table below).

Forfeiting a fixture should be an absolute last resort.

FORFEIT SCORE TABLE

SUMMER			WINTER		
SPORT	FOR	AGAINST	SPORT	FOR	AGAINST
Basketball	30	0	Soccer	7	0
Volleyball	20	0	Netball	20	0
Frisbee	10	0	Badminton	9	0
Cricket	50	0	Touch Football	10	0
			Pickleball	TBC	0

Protective Equipment

It is essential that protective equipment is worn at all times and that the equipment is maintained at optimal levels. Shin pads must be worn in soccer matches.

Reporting of Results

Results of all fixtures are reported using the **Clipboard** on-line results system. The home team enters all results in **Clipboard** within 24 hours of the fixture. They can complete this task via the **Clipboard** backend from their computer, or via the **Clipboard** mobile app.

Once all results are entered the scorer must check that results are displaying correctly in the fixtures and on the ladder via the ACC website or the **Clipboard** App. Schools can correct errors at any stage. If there are any issues with the results entry process, schools are to notify the ACC immediately.

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

Carnival Managers

For one day carnivals, each carnival manager will be given a password to access all fixtures for their sport on the day. The ACC must make this administration change in the system.

Final Team Placings

Points gained in qualifying fixtures determine the final team placings. The ACC will create a tally of placings once all competitions have been played. Premiership plaques with winning grades will be presented to each school at the ACC Awards Breakfast.

Uneven Contests (Mercy Rule)

Recommendation is made that if any game is competitively uneven, the coaches should modify or adapt the game to make it a positive playing experience, i.e., winning team take off better players, mix players between teams, reduce playing numbers for both teams if opposition is short.

At the point when the maximum margin occurs (refer to table below), coaches concur, modify the game and record the result. Game Points will be awarded to the winning school. Scores greater than the maximum allowable score should not be entered into Clipboard.

Other sports such as indoor beach volleyball and badminton, whilst not using the maximum allowable scores, should still follow the philosophy of the mercy rule and if a match is grossly one sided make game modifications as outlined above.

SPORT	MAXIMUM MARGIN SCORE
Basketball	30 points
Volleyball	15 points
Ultimate Frisbee	10 points
Cricket	50 runs
Soccer	7 goals
Netball	20 goals
Badminton	15 points
Touch	10 tries
Pickleball	15 points

Inclement Weather

Hot Weather

Home school should contact the weather bureau at 10.30 am. If the weather conditions are extreme (high temp (>37) & high humidity), the home school contacts the away school by 11:00 am. 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 should contact the weather bureau at 10.30 am. If the forecast is a severe warning (lightning and hail), the home school contacts the away school by 11:00 am and a decision to cancel can be made. If doubtful, teams show up and a decision is made by the home Sports Coordinator on site as to whether games continue. Rain and cold weather is not considered as severe weather. 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

If two schools cancel fixtures due to adverse weather, then that fixture for those two schools will be considered a draw and entered in Jaro using the scores as listed in the table below. Notes explaining the reason for the drawn results are to be entered in the 'Event Notes' field in the body of the fixture.

SPORT	FOR	AGAINST
Basketball	10	10
Volleyball	10	10
Frisbee	6	6
Cricket	50	50
Touch	3	3
Soccer	2	2
Netball	13	13
Badminton	3/30	3/30
Pickleball		

Current weather forecasts can be sourced from the [Bureau of Meteorology](#)

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

Team Sizes

There will be no restrictions on team size. A minimum number of players should be provided; however, the maximum number is unrestricted.

No mixing of teams ie Basketball players that are playing at the same venue as Volleyball can't come across and play Volleyball.

Codes of Behaviour

Codes of Behaviour have been developed to promote fair play and appropriate conduct at ACC Sport events. *(ACC Codes of Behaviour have been adopted from the "Aussie Sport – Codes of Behaviour", produced by the Australian Sports Commission.)*

The [ACC Codes of Behaviour](#) are available on the ACC website.

FINALS

The NWAS competition format is one day carnivals so finals rounds are no longer required. The winning schools are those placed highest on the relevant sports ladder. Points are allocated to each ladder place for the NWAS tally of placings.

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).

APPENDIX

Basketball

TEAMS

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

Teams are to consist of at least 5 on-court players with unlimited interchange players.

DRESS

Basketball strip with numbered singlet or bibs. Non marking shoes are to be worn in games played indoors.

DURATION OF PLAY (weekly fixtures only)

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 5.00 pm finish time.

RULES

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

- A jump ball will commence at the start of the game then possession as per normal basketball.
- 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 defense”. Instead, they should allow the opposition to bring the ball over halfway before being engaged by the defense.

SUBSTITUTES

Substitutes are to be made via the umpire on any dead ball except for after a score and should be executed from the side only.

TIME OUTS

1 x 30 second time out per team, per half.

EQUIPMENT

- The home team is to provide the match ball.
- Ball sizes: Size 6 - Girls 7/8, 9/10
 Size 7 - Boys 7/8, 9/10

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, the team finishing higher on the ladder will be deemed the winner. Both teams must supply a referee.

SCORING/SCORECARDS

One scorer from each team should overlook the scoring duties. Scorecards are to be signed by the referee/s and captains of each team at the conclusion of the fixture. It is assumed that if scoring discrepancies occur, they are settled immediately at the conclusion of the fixture and that results recorded in Jaro are final.

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.

Ultimate Frisbee (Mixed)

TEAMS

- Two teams of five players (5) plus substitutes.
- Maximum team size is unlimited.
- Minimum team size is 4 players.

Ratio can be 2:3 any gender. If this gender ratio is not followed then a forfeit is recorded against the offending team, but the game will still be played as a “scratch” match. Forfeits must be declared before the start of play.

DRESS

Players are to be dressed in school sports uniform.

DURATION OF PLAY (weekly fixtures only)

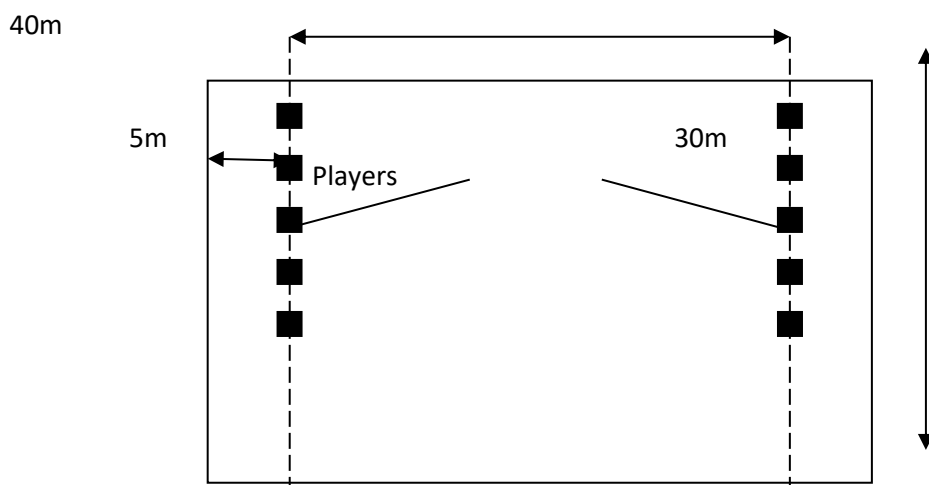
Games are to consist of two (2) x 20-minute halves, with a 5-minute changeover at half time.

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 five 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.



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.
- 20m maximum pass distance.
- 2m spacing on defence
- 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.

FINALS

In the case of a drawn final then the player will be dropped off from each team after each minute until one team scores. In the game is still drawn then the team finishing higher on the ladder will be deemed the winner.

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.

Cricket

TEAMS

- Teams are to consist of eight (8) players.
- Schools can have a team squad of unlimited players, however there must only be eight players on the field. Coaches can determine how they want to balance the team.
- Minimum team numbers are six (6).

DRESS

Players are to be dressed in school sports uniform.

DURATION OF PLAY (weekly fixtures only)

Games are to consist a maximum of 8 six-ball overs bowled by each side. A team may not declare its innings closed.

RULES & PLAYING CONDITIONS

- Each game to be played between two teams of eight players with the home team batting first.
- A game consists of a maximum of 8 six-ball overs bowled by each side with a maximum of 6 balls per over.
- A team may not declare its innings closed.
- Each person in the fielding side shall bowl 1 over. Batting pairs shall bat for two overs.
- The wicketkeeper is also required to bowl.
- Bowlers are limited to a 10-metre run-up (limit also applies to the wicketkeeper's position).

Boundaries

- 4 runs scored as normal. Batsman may run extras, i.e., boundary four (4) plus runs. In the event of a run out, batting side will lose runs, run but keep the boundary four (4) with no penalty.
- 8 runs scored for any ball passing over the boundary on the full.

Wide Balls

- A wide ball shall count as 2 extra runs and no extra ball shall be bowled.
- The call of "wide" shall be at the umpire's discretion and the ball shall remain live, i.e., batsmen can run.
- In the final over, wide balls and no-balls are to be re-bowled.

No-ball

- A no-ball shall count as 2 extras and no extra ball shall be bowled.
- Any runs will be credited to the batting team in addition to the extras.

No – ball rules:

- a. Bouncing above shoulder height.
- b. Full toss above waist height.
- c. Wicketkeeper is more than 20 metres from the stumps (striker's end).
- d. Ball bounces more than once.

Retirement

Batsman bat in their pair for two (2) overs and then swap with new pair ensuring all players bat.

Batting Penalty

When a wicket is taken (bowled, caught, run out or stumped) the batting team will be penalised five (5) runs for each wicket taken.

Fielding Restrictions

- No more than 4 fielders on the leg side.
- Pitch length is standard.
- The boundaries shall have a radius of 50 metres from the centre of the wicket (i.e.: 100m diameter)

Extra Time

In the event of a draw at full time then extra time will be played. Keep playing additional 5 minutes until deadlock is broken.

EQUIPMENT

All players are encouraged to wear protective equipment. Batters and Wicket keepers are to wear gloves and a groin protector as a minimum.

Batters

- Pads and gloves
- Helmet with grill
- Groin Protector

Wicketkeeper

- Gloves
- Helmet and grill
- Pads

Ball to be used: Kookaburra Soft-ball.

Home team is to provide wickets and boundary lines.

Each team is to provide an umpire for their team's fielding innings.

SCORESHEETS

Scoresheets are to be signed by the umpire and coaches at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results reported on Jaro are final.

SCORING

Points = Total run score after wicket deductions.

In the case of equal points, the match will be declared a draw and ladder points will be split.

FINALS

In the event of a draw, a super over will be used to decide the winner. Super over rules will be in accordance with ICC regulations.

Summary

- Teams will return to the field with the number of fielders they had on the field at the close of the final over.
- Teams will choose 3 batsmen, 2 of which will head to the pitch of the opposition field. If a wicket falls in the super over, the third batsman will take strike. Should a second wicket fall, that team's innings is declared closed.
- Fielding teams elect one bowler. This player may be chosen from any student who has participated in the match.
- In a super over, wides and no-balls will be re-bowled.
- Each team's total runs scored for that over will be compared and a winner decided.

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.

Touch Football

TEAMS

- Teams are to consist of six (6) players on field at any one time.
- There must be a minimum of 2 girls on field at all times.
- Schools are encouraged to have an even gender split of 3/3 in all games. If a team cannot achieve the 3/3 mixed gender ratio, then they must be a 2/4 split between either gender. If this gender ratio is not followed, then a forfeit is recorded against the offending team but the game will still be played as a “scratch” match.
- Forfeits must be declared before the start of play.
- Minimum number of players is four (4).
- Maximum team size is unlimited.

DRESS

Players are to be dressed in school sports uniform.

START TIME

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

DURATION OF PLAY (weekly fixtures only)

All games are to consist of two (2) x twenty (20) minute halves with a three (3) minute break between halves.

RULES

- Rules are in accordance with the Australian Touch Association Rules Book except as stated otherwise in this document. Rules can be downloaded off the following web site: <https://tfa-cms.nrl.digital/media/4424/tfa-8th-edition-rulebook-a5-v6.pdf>
- Dummy-half must pass the ball and cannot score a try.
- Defending team must retire a minimum of 5 metres after each touch.

Substitutes

Substitutes are to be made via the referee.

Equipment

The home team is to have suitably sized markers of a distinguishing colour and made from a safe and pliable material which are to be positioned at the intersection of sidelines and score lines (total of six (6) markers).

Scorecards

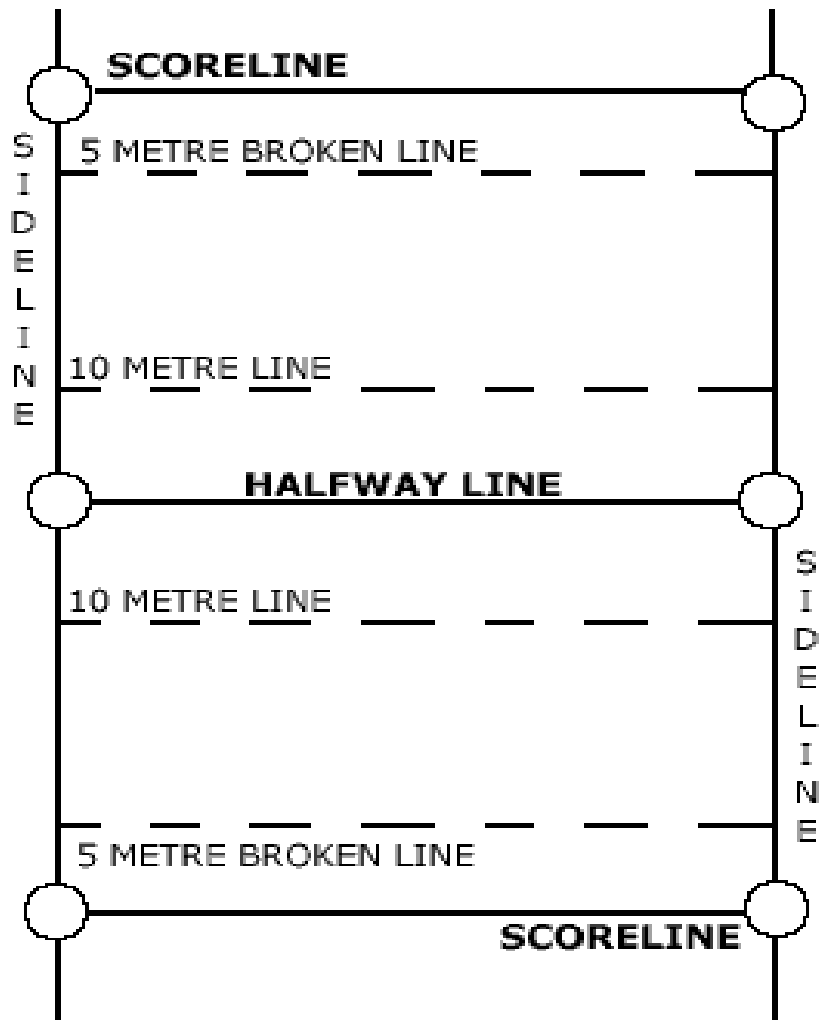
Scorecards are to be signed by the referee and captains at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results reported to the ACC office are final.

FINALS

In the case of a drawn final then the player will be dropped off from each team after each minute until one team scores.

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.



Soccer

TEAMS

Teams are to consist of eleven (11) players with as many interchange players as they wish. The maximum team size is unlimited. Efforts should be made to field full strength teams.

Seven (7) players are 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.

DRESS

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

START TIME

All fixtures are to start at 4:00 pm. To fulfill this requirement, some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00 pm 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 Football Australia at <https://www.footballaustralia.com.au/get-involved/refereeing/resources>.
- Substitutes are to be made via the umpire.
- Shin pads must be worn by all players.
- The home team is to have corner flags or markers in place.
- Nets must be used.
- Girls' soccer field will be half a full size field, playing across the field.

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 recorded in Jaro are final.

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 shootout will move to a sudden death model.

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.

Netball

TEAMS

- Teams are to consist of seven (7) players with unlimited interchange players.
- Maximum team size is unlimited.
- Minimum team size is five (5) players.
- **For Mixed Netball only one boy in each third at any time in the game.**

DRESS

Players are to wear sports uniforms and lettered bibs.

START TIME

DURATION OF PLAY (weekly fixtures only)

All games are to consist of four (4) x ten (10) minute quarters with 3 minutes between quarters and 5 minute half time break. Games are to finish at 5.00 pm.

RULES

- Rules are in accordance with Netball Australia <https://netball.com.au/sites/default/files/2020-02/INF-RulesofNetball2020.pdf> unless stated otherwise in this Appendix.
- 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.
- 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.
- Players must remain in their allocated teams, i.e., a player cannot play for the girls' team and the mixed team in the same competition.

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 recorded in Jaro are considered final.

FINALS

In the case of a drawn final then 5 minutes extra time will be played until a deadlock is broken.

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.

Badminton

TEAMS

- Two teams of 4 students. Separate male and female competitions. Rotate who competes in each round from the 4 in the team

DRESS

School sport uniform.

START TIME

All Fixtures will be distributed to the schools

DURATION OF PLAY

- Games are 20 minutes long with a tally of points at the end of the game. 2 x 10 minute halves
- Games are played to time, not points.
- At the conclusion of time (20 minutes) the team with the most points wins the round game. If a draw at the conclusion of time an extra point is played to determine the winner.
- Schools which have won the most round games wins the entire rubber. Games and points for both schools must be totalled and recorded on the scorecard e.g., JSR 3 games (60 points) d Mercy 0 games (55 points). In the event of a tie in the number of games, points will determine the result.
- Games are to finish by 5.00 pm.

RULES

- The rules of the WA Badminton Association will apply except as stated otherwise in this document. WA Badminton rules are available for download at <https://www.intbadfed.org/badminton-rules/>
- The team listed first on the fixture is to provide new shuttlecocks.
- Substitutes are to be made through the management or captain of the opposing team.

SCORING

- Points & Service: Points are won per rally.
- Serving procedure is in line with WA Badminton Association. In essence, serving is in a rotational order.
- Schools must have 3 complete pairs for a real match to take place.
- Each home school to supply NEW shuttle cocks (plastic or feather) and have some in reserve for each fixture. They must be the same type and speed for all games.

FORFEITS

For each pair missing, the opposing school is credited with 3 games and 90 points toward their final total. In the event of a complete forfeit, the opposing school is credited with 9 games and 270 points. These partial “forfeits” are not entered as total fixture forfeits and need to be done as a normal result entry score.

SCORECARDS

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

Timers and Scorers

Scorers from opposing teams must sit together for the duration of the game. Home team is to supply a timer.

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 a central venue (unless agreed otherwise).

If teams draw, the highest on the ladder wins. All coaches and teams are expected to stay at venues for presentations.

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.

Volleyball

TEAMS

Teams consist of eight on court (Yr 7/8) and 6 on court (Yr 9/10) players with unlimited substitutes. Minimum number of players is four (4). Maximum 5 per gender per team.

DRESS

School sport uniform. Tracksuits may be worn in Volleyball but the correct uniform rule will be all team members in track pants or no team members in track pants. In extreme adverse climatic conditions, the coaches can convene and, if agreed, tracksuit tops may be worn, but NOT bottoms.

DURATION OF PLAY (one day carnivals)

Games are to be contested over 1 x 15 minutes of play (5-10 minute break between).

RULES

Points & Service:

- Each server can only serve five (5) times in succession before the serving team is required to rotate one position to continue serving with a new player. (Team retains the serve but changes the server).
- The team listed first on the fixture is to provide the match ball.
- Teams must have the same number of girls and boys on the court at the same time and rotate as per the rules.
- Alternate positions boy/girl.

Volleyball Net Heights:

Years 7 & 8 = 2.15m

Years 9 & 10 = 2.25m

SUBSTITUTES

As stated above.

SCORING AND SCORECARDS

- The set playing periods completed at the call of time shall constitute the match. The final match result will be determined by the total points won.
- Points & Service: If the serving team wins a rally, it scores a point and continues to serve; if the receiving team wins a rally, it scores a point and must serve next.
- The team that wins the total number of points wins the match.
- Scorecards are to be signed by the umpires and captains of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture. Umpires are to coordinate scorecards and ensure they concur at each break. Results reported to the ACC office are considered final.

TIMERS AND SCORERS

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

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.

Pickleball

TEAMS

Pickleball is played either as doubles (two players per team) or singles. The same size playing area and rules are used for both singles and doubles.

TEAMS

- Two teams of 4 students. Separate male and female competitions. Rotate who competes in each round from the 4 in the team

DURATION OF PLAY (one day carnivals)

- Games are 20 minutes long with a tally of points at the end of the game. 2 x 10 minute halves.
- Games are played to time, not points.
- At the conclusion of time (20 minutes) the team with the most points wins the round game. If a draw at the conclusion of time an extra point is played to determine the winner.

RULES

The serve

- The server's arm must be moving in an upward arc when the ball is struck. *
- Paddle contact with the ball must not be made above the waist level. The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' is also permitted in which case none of the elements above apply.
- At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centreline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court. * Only one serve attempt is allowed per server.

Service etiquette

- Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault (except for the first service sequence of each new game).
- The first serve of each side-out is made from the right-hand court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
- As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game).
- The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.
- In singles the server serves from the right-hand court when his or her score is even and from the left when the score is odd.
- At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.

Two bounce rule

- When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

Non-volley zone

- Non-volley zone is the court area within 7 feet on both sides of the net.
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
- It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens. A player may legally be in the non-volley zone any time other than when volleying a ball.
- The non-volley zone is commonly referred to as "the kitchen."

Line calls

- A ball contacting any line, except the non-volley zone line on a serve, is considered "in."
- A serve contacting the non-volley zone line is short and a fault.
- If one player calls a ball in and the partner calls it out – doubt exists and the team's call will be "in".

Faults

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server's loss of serve or side out.

A fault occurs when

- A serve does not land within the confines of the receiving court
- The ball is hit into the net on the serve or any return
- The ball is volleyed before a bounce has occurred on each side
- The ball is hit out of bounds
- A ball is volleyed from the non-volley zone
- A ball bounces twice before being struck by the receiver
- A player, player's clothing, or any part of a player's paddle touches the net or net post
- There is a violation of a service rule
- A ball in play strikes a player or anything the player is wearing or carrying
- A ball in play strikes any permanent object before bouncing on the court

POINTS

Points are scored only by the serving side when the server or the server's team wins the rally, or the opposing side commits a fault. The server continues to serve, alternating service courts, until the serving side loses the rally or commits a fault.

SCORING AND SCORECARDS

Typically, the first side scoring 11 points and leading by at least a 2- point margin wins.

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.

SPORTS INJURIES

As approved by Council 31 August 1995 Sports Injuries Policy is located on the **Policies & Guidelines** page on the ACC website at <https://www.accsport.asn.au/sites/default/files/Sports%20Injuries%20Policy.pdf> .

UMPIRES/REFEREES

Prior to Game

- Ensure both teams have timekeepers, timing pieces, scorecards, pens, and that scorers are located in close proximity to one another.
- For AFL - 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.

GAME PROCEDURE 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.

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
- A volunteer who is a parent of a child at an ACC school
- A 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.

For more information:

[ACC Guidelines](#)

[WWC website](#)