



ASSOCIATED AND CATHOLIC COLLEGES OF WA

SOUTHERN ASSOCIATED SCHOOLS JUNIOR

Operations Manual

CONTENTS

AIM.....	4
PARTICIPATING SCHOOLS (EAST & WEST).....	4
SPORTS STAFF CONTACTS	4
HOST SCHOOL	5
MEETINGS	5
Sport Coordinators.....	5
Principals and Sport Coordinators	5
INVOLVEMENT	6
ACC SERVICE AND FEES GUIDE	6
SPORTS	7
Summer East (One Day Carnival)	7
Summer West (Weekly Fixture)	7
Winter East (One Day Carnival).....	7
Winter West (Weekly Fixture).....	7
ACC Championship	8
Gender Classification.....	8
Naming Conventions	8
NOMINATIONS	9
FIXTURES.....	9
VENUES.....	9
ONE DAY CARNIVALS – EAST	10
Term 1 Summer: 9.30am – 2.15pm (Approx)	10
Term 2 Winter Sport: 9.30am – 2.15pm (Approx)	11
Term 2 Winter Sport: 10.00am – 2.15pm (Approx) – Indoor Beach Volleyball	11

HOURS OF PLAY - EAST	11
Start/Finish Match Length Policy	11
DAYS OF PLAY - WEST	11
HOURS OF PLAY - WEST	12
GENERAL CONDITIONS OF PARTICIPATION	12
Dress.....	12
Staffing	12
Staff Authority.....	13
School Complaints.....	13
Team Minimum Numbers	13
Umpires/Referees	13
Control	14
Send Off Rule	14
Substitution.....	14
Points.....	14
One Day Carnivals or Weekly.....	14
Protective Equipment	15
Reporting of Results	15
Weather Policy	15
Summer Weather (Heat).....	15
Winter Weather	15
Cancelled Fixtures	16
Abandoned Games.....	16
Determination Of Match Results	16
First Aid	16
FINALS	17
One Day Carnivals	17
Weekly Fixtures.....	17
Final Team Placings and Extra Time Requirements	17
FORFEITS.....	18
UNEVEN CONTESTS (MERCY RULE)	18
APPENDIX	20
Basketball	20
Touch Football.....	21
Ultimate Frisbee.....	22
Cricket – Super 8’s.....	24
Netball.....	26

Soccer	27
Indoor Beach Volleyball	28
SPORTS INJURIES DOCUMENT	30
INSTRUCTIONS TO UMPIRES/REFEREES	30
The Game	30
Post Game	30
GAME PROCEDURES AND ETIQUETTE	31
SCORE SHEETS	31
WORKING WITH CHILDREN LEGISLATION	31
CODES OF BEHAVIOUR.....	32
POLICY ON RELIGIOUS & RACIAL VILIFICATION	33
INCIDENT REPORT FORM SAMPLE	35
SCHOOL LOCATIONS	36

AIM

It is the aim of the Southern Associated Schools Junior, as a Sub-Association of the Associated and Catholic Colleges, to provide an interschool sporting competition, promoting participation, sportsmanship, leadership and socialization amongst students.

PARTICIPATING SCHOOLS (EAST & WEST)

EAST SCHOOLS	ADDRESS	TELEPHONE
Carey Baptist College (Harrisdale)	51 Wright Road, Harrisdale 6112	9394 9111
John Wollaston ACS	Corner Lake & Centre Road, Camillo 6111	9495 8100
Lumen Christi College	Station Street, Martin 6110	9394 9300
St Norbert College	Treasure Road, Queens Park 6107	9350 5433
Ursula Frayne Catholic College	15 Duncan Street, Victoria Park 6100	9470 0900
WEST SCHOOLS	ADDRESS	TELEPHONE
CBC Fremantle	Ellen Street, Fremantle 6160	9336 2700
Corpus Christi College	Murdoch Drive, Bateman 6150	6332 2500
Emmanuel Catholic College	122 Hammond Road, Beeliar 6164	9414 4000
Kennedy Baptist College	Farrington Road, Murdoch 6150	9314 7722
Mercedes College	86 Victoria Square, Perth 6000	9323 1323
Seton Catholic College	Marchant Road, Samson 6163	9314 1816
ACC STAFF CONTACTS		
Trent Sharpe (SASJ facilitator)	trent.sharpe@cewa.edu.au	M: 0408 958 415
Tom Bottrell (Director of Sport)	tom.bottrell@cewa.edu.au	M: 0416 127 839

SPORTS STAFF CONTACTS

EAST SCHOOLS	HEAD OF SPORT	EMAIL	PHONE	MOBILE
Carey Harrisdale	Taylor Kong	taylor.kong@carey.wa.edu.au	9394 9111	0432 570 059
John Wollaston	Tyron Dias	tdias@jwacs.wa.edu.au	9495 8100	0421 578 637
Lumen Christi	Craig Preshaw	craig.preshaw@cewa.edu.au	9394 9300	0478 518 065
St Norbert	Sam Mancini	sam.mancini@norbert.wa.edu.au	9470 0900	0413 391 095
Ursula Frayne	Tamara Keyes	claire.woolfitt@cewa.wa.edu.au	9470 0900	0407 531 959
WEST SCHOOLS	HEAD OF SPORT	EMAIL	PHONE	MOBILE
CBC Fremantle	Sam Buhagiar	samb@cbcfremantle.wa.edu.au	9336 2700	0466 210 588
Corpus Christi	James Howard	james.howard@cewa.edu.au	6332 2500	0439 903 992
Emmanuel CC	Celina Dormer	celina.dormer@cewa.edu.au	9414 4000	0433 600 682
Kennedy	Robert Ford	rford@kennedy.wa.edu.au	9314 7722	0481 257 006
Mercedes	Natalie Munro	natalie.munro@mercedes.wa.edu.au	9323 1323	0411 232 796
Seton	Niamh Bailey	niamh.bailey@cewa.edu.au	9331 9600	0410 822 219

HOST SCHOOL

YEAR	SCHOOL	YEAR	SCHOOL
2008	John Wollaston	2021	St Norbert
2009	Ursula Frayne	2022	John Wollaston
2010	Seton	2023	Ursula Frayne
2011	Emmanuel CC	2024	Seton
2012	Carey Harrisdale	2025	Emmanuel CC
2013	Corpus Christi	2026	Carey Harrisdale
2014	St Norbert	2027	CBC Fremantle
2015	John Wollaston	2028	Lumen Christi
2016	Ursula Frayne	2029	Mercedes
2017	Seton	2030	Corpus Christi
2018	Emmanuel CC	2031	St Norbert
2019	Carey Harrisdale	2032	John Wollaston
2020	Corpus Christi	2033	Ursula Frayne

MEETINGS

Meetings will be convened at the following levels:

Sport Coordinators

Sports Coordinator meetings take place at the host School. The Sport Coordinator from the rostered host school will chair the Sport Coordinators' meeting and is responsible for minutes derived from the meeting. Minutes derived from all meetings are to be circulated within one week of the meeting. Schools must have representation at all levels of meeting. *Note: often Corpus Christ College being centrally located to East and West is used as the meeting venue.*

MEETING DATES 2025			
*SASJ East or West may also opt to meet as a separate group prior to the commencement of the fixtures/carnivals			
*Group may sometimes meet prior to SMC meetings (needs only basis)			
TERM 1	TERM 2	TERM 3	TERM 4
Friday 12/2/25	Friday 7/5/25	Friday TBC by Host School	Date TBC by Host School
SMC: 27/2/25	SMC: 1/5/25 & 26/6/25	SMC: 18/8/25	SMC: 28/11/25

Principals and Sport Coordinators

The SASJ school Principals and Sports Coordinator meetings are on a "needs only basis" and will take place as scheduled and at the discretion of the group. The host school Principal will chair meetings whilst the Sport Coordinator records and distributes the minutes.

PRINCIPAL & SPORTS COORDINATOR MEETINGS DATES 2025			
TERM 1	TERM 2	TERM 3	TERM 4
	Tuesday 28/5/25 (TBC)		

Change Of Rules and Conditions of Play

Any changes to the rules and conditions of play for the Southern Associated Schools Junior Interschool Sporting Competition are to be made at properly convened meetings **prior** to the commencement of the forthcoming season. Generally, sport or division changes are made in the final meetings of the year prior i.e. August/September prior.

INVOLVEMENT

- SASJ is divided into East and West geographical alignment. Both groups play the same sports and play crossover finals where applicable within summer or winter divisions.
- Students are selected from Years 7-10. Separate male and female competitions exist within the sport program.
- Mixed sports such as frisbee, touch football and cricket may also exist.
- Students compete in summer and winter sporting options.
- SASJ is an inclusive and social participation environment. Students with disabilities are encouraged to participate and compete for their school within an interschool sporting environment.
- Students are to commit and remain in the same chosen sport and division throughout the summer or winter sport program.
- Coaches / Team managers should record all participating players on their scorecard for each match.
- In any SASJ finals, the students selected to play should have been members of the team during the regular SASJ weekly fixtures or one day carnivals. It is not in the spirit of the competition for students to be brought into teams only for crossover finals matches.
- It is ACC policy 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 Year 7.

ACC SERVICE AND FEES GUIDE

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.

SPORTS

Schools must show a commitment to field teams in all grades.

Summer East (One Day Carnival)

Sport	Division	Gender
Basketball	Year 7	G
Basketball	Year 8/9	G
Basketball	Year 10	B
Netball	Year 10	G
Cricket (Super 8's)	Year 7	B/N
Cricket (Super 8's)	Year 8/9	B/N
Touch Football	Year 8/9	Mixed
Ultimate Frisbee	Year 8/9	Mixed

Summer West (Weekly Fixture)

Sport	Division	Gender
Basketball	Year 7	G
Basketball	Year 8	G
Basketball	Year 9	G
Basketball	Year 10	B
Netball	Year 10	G
Cricket (Super 8's)	Year 7	B/N
Cricket (Super 8's)	Year 8/9	B/N
Touch Football	Year 8/9	Mixed
Ultimate Frisbee	Year 8/9	Mixed

Winter East (One Day Carnival)

Sport	Division	Gender
Basketball	Year 7	B
Basketball	Year 8/9	B
Netball	Year 7	G/N
Netball	Year 8/9	G
Soccer	Year 8/9	B
Soccer	Year 8/9	G
Indoor Beach Volleyball	Year 10	B
Indoor Beach Volleyball	Year 10	G

Winter West (Weekly Fixture)

Sport	Division	Gender
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Basketball	Year 7	B
Basketball	Year 8	B
Basketball	Year 9	B
Netball	Year 7	G/N
Netball	Year 8	G
Netball	Year 9	G
Soccer	Year 8/9	B
Soccer	Year 8/9	G
Indoor Beach Volleyball	Year 10	B
Indoor Beach Volleyball	Year 10	G

ACC Championship

SASJ does not currently align with the ACC Championship as an existing pool for junior basketball. SASJ schools that would like to compete in the highly competitive ACC Championship, should compete in the ACC conducted preliminary one day carnivals or wildcard pools (these are separate to SASJ sport involvement).

Gender Classification

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

Naming Conventions

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 if teams can be arranged within the schools or junior district.
AFLW	G	G	G	G	G	
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 girl's 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	Boys can play 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.
CARNIVAL SPORTS						
ATHLETICS	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	Males and females compete in separate gender categories.
CROSS COUNTRY	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	
SWIMMING	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	

NOMINATIONS

The 2025 SASJ nomination fee is \$116.30 per team which includes results management service fee of \$17.80.

For current nominations please check the ACC website at:

<https://www.accsport.asn.au/interschool-sport/sas/nominations>

(Nominations are re-confirmed at the first SASJ meeting to start the year. It is an expectation that all schools fill all teams within the sports and grades).

FIXTURES

For current fixtures please check the ACC website at:

<https://www.accsport.asn.au/interschool-sport/sasi/fixtures>

VENUES

It is the responsibility of the school providing the venue (host) or as carnival manager (one day carnivals) to ensure that all grounds and courts are clearly and correctly marked. Grounds and courts should be adequately maintained and

checked as to provide a safe playing area. This is the same with any central venues being used i.e. cricket, basketball, indoor beach volleyball or soccer.

It is the EXPECTED ETIQUETTE of the home school to have a staff member available to meet and greet the away school upon arriving at the venue. The home school staff should brief the away school as to the location of the drinking water, toilets/change rooms and first aid facilities (if available).

Central venue costs that are booked by the ACC or SASJ schools can be paid by the ACC. The total cost will be split amongst SASJ schools and invoiced at the end of each relevant term. **For all central venues booked by SASJ schools, invoices must be addressed to the Associated and Catholic Colleges of WA and checked before forwarding to the ACC SASJ facilitator. Example: Fremantle Indoor Beach Volleyball (West) or Canning Vale Indoor Beach Volleyball (East).**

For current venues please check the ACC website at:

<https://www.accsport.asn.au/interschool-sport/sas/venues-test>

ONE DAY CARNIVALS – EAST

Term 1 Summer: 9.30am – 2.15pm (Approx)

TERM	WEEK	DATE
Term 1	Week 9	Thursday, 3 April 2025
Reserve Date: Friday 4 April 2025		

Sport	Managing School	Gender	Players on Court / Field	Max Team Squad Size	Game Length
Basketball	Carey Harrisdale	Girls Y7	5	Unlimited	2 x 15 min halves 3 min half time, 12 min changeover
Basketball	Carey Harrisdale	Girls Y8/9	5	Unlimited	2 x 15 min halves 3 min half time, 12 min changeover
Basketball	St Norbert (Willetton)	Boys Y10	5	Unlimited	2 x 15 min halves 3 min half time, 12 min changeover
Netball	Lumen Christi (Willetton)	Girls Y10	7	Unlimited	2 x 15 min halves 3 min half time, 12 min changeover
Cricket	John Wollaston	Y7	8	10	2 x 23 min innings / 2 min innings changeover / 5 min game changeovers
Cricket	Ursula Frayne (Venue TBC)	Y8/9	8	10	2 x 23 min innings / 2 min innings changeover / 5 min game changeovers
Touch Football	John Wollaston	Mixed Y8/9	6	Unlimited	2 x 15 min halves 3 min half time, 12 min changeover
Ultimate Frisbee	N/A 2025	Mixed Y8/9	7	Unlimited	2 x 15 min halves 3 min half time, 12 min changeover

Term 2 Winter Sport: 9.30am – 2.15pm (Approx)

TERM	WEEK	DATE
Term 2	Week 7	Thursday, 12 June 2025
Reserve Date: Friday 13 June 2025		

Sport	Managing School	Gender	Players on Court / Field	Max Team Squad Size	Game Length
Netball	John Wollaston	Girls (N) Y7	7	Unlimited	2 x 15 min halves 3 min half time, 12 min changeover
Netball	Lumen Christi (Willetton)	Girls Y8/9	7	Unlimited	2 x 15 Min halves 3 min half time, 12 min changeover
Basketball	St Norbert (Willetton)	Boys Y7	5	Unlimited	2 x 15 Min halves 3 min half time, 12 min changeover
Basketball	St Norbert (Willetton)	Boys Y8/9	5	Unlimited	2 x 15 min halves 3 min half time, 12 min changeover
Soccer	Carey Harrisdale	Girls Y8/9	11	Unlimited	2 x 15 min halves 3 min half time, 12 min changeover
Soccer	Ursula Frayne (Venue TBC)	Boys Y8/9	11	Unlimited	2 x 15 min halves 3 min half time, 12 min changeover

Term 2 Winter Sport: 10.00am – 2.15pm (Approx) – Indoor Beach Volleyball

TERM	WEEK	DATE
Term 2	Week 7	Friday, 20 June 2025

Sport	Managing School	Gender	Players on Court / Field	Max Team Squad Size	Game Length
Indoor Beach Volleyball	TBC (Canning Vale)	Girls Y10	6	10	3 x 12 min sets 9 min game changeover
Indoor Beach Volleyball	TBC (Canning Vale)	Boys Y10	6	10	3 x 12 min sets 9 min game changeover

HOURS OF PLAY - EAST

For one day carnivals, round times will generally fall between 9.30 am and 2.15 pm.

Start/Finish Match Length Policy

- Schools are expected to arrive by **9.15 am**. to enable adequate warm up time before the **first round**. **All fixture rounds have 45-55 minutes of play allowed as per [One Day Carnival](#) format instructions.**

DAYS OF PLAY - WEST

Weekly fixtures are conducted on regular Wednesday afternoons during both Term 1 and Term 2. Fixtures will generally start with Round 1 in week 3 of Term 1 (Summer) and week 3 of Term 2 (Winter).

HOURS OF PLAY - WEST

- Normal playing time is conducted between 4.00pm – 5.00pm.
- All games MUST have a minimum of at least 40 minutes playing time to constitute a match. Quarter and half time breaks are not to be counted within the playing time.
- Specific playing times for individual sports are outlined within those charter rules.
- Start/Finish Time:
 - All games to commence promptly at 4.00pm and conclude by 5.00pm. Each school needs to carefully assess their school finish time and travel arrangements. If it is anticipated that arriving for a 4.00pm start is problematic, then Principals should consider options to accommodate an early finish for staff and students involved in teams.
 - The latest start time is 4.20pm.
- In the events of a late start to a fixture, due to unforeseen circumstances, the playing time for that fixture MUST be a minimum of 40 minutes to constitute a match. If it is not possible to complete 40 minutes of game time, due to a late start, then the offending team will forfeit the match. (Note a “friendly or scratch match” may still take place to ensure the players have some participation and enjoyment, all be it with no active game result).
- All forfeits must be declared before the start of the match (coaches convene). The forfeit is to be declared in the first instance by the coach of the offending team, if not then by the lead umpire or referee, if not then by the non offending coach and failing this by the home team Sports Coordinator / Head of Sport. If the forfeit is not “declared” then the match result will stand.
- Sport Coordinators and Heads of Sport MUST ensure that they educate all staff, students & outside coaches of the forfeit clauses as per above and that this rule is implemented in the right spirit.

GENERAL CONDITIONS OF PARTICIPATION

Dress

For all sports, players dress standards must be in line with the traditional expectations for that sport. 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.

SASJ Finals (if scheduled between EAST & WEST): Players must be in correct uniform or are not allowed to enter the field of play. If necessary, the opposition coach can request that players are removed from the ground until they have the correct uniform. This upholds the standard of the competition.

Staffing

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

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

Where possible schools should always attempt to place individuals with knowledge of that specific sport as the coach or team manager.

Duties of scorer, timer, linesperson are carried out by competent reserves or suitable persons nominated by the Coach/Manager. Each school engages all necessary staff and meets its own cost in this regard.

Staff from all teams are to submit signed scorecards (by both coaches) to the Sport Coordinator/Head of Sport who is responsible for all results. The ACC may request copies of the results from teams to verify scores in the event of a dispute or query. Sport Coordinators should keep a record of all results for the duration of both the summer and winter seasons.

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 disciplining students from an opposing school.

School Complaints

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

Team Minimum Numbers

TEAM MINIMUM NUMBERS			
Summer		Winter	
Basketball	5 players	Basketball	5 players
Cricket	8 players	Netball	5 players
Touch Football	5 players	Soccer	7 players
Ultimate Frisbee	5 players	Indoor Beach Volleyball	4 players

Umpires/Referees

Where possible, the home team / host carnival manager will source and book ALL external qualified umpire or referee services for their relevant competitions (hosted – home team). If this is not possible, schools will need to provide their own umpires or referees, and this must be communicated prior to the day of competition. Schools may use competent senior students to perform umpiring duties ONLY at the discretion of the Sport Coordinator. Each school must be aware of their "Duty of Care" when providing non-accredited officials.

Each school engages all necessary officials and meets in own cost in this regard.

SPORT	QUANTITY
Basketball	2 x accredited referees (all courts) – Year 10 2 x accredited referees (all courts) – Year 8/9 (<i>SASJ East only</i>) 1 x accredited referee (all courts) – Year 7 (+ 1 senior student as secondary referee) <i>Also applies to all SASJ West Year 8 and Year 9.</i>
Touch Football	1 x accredited referee (all fields)
Ultimate Frisbee	Self Umpired with teacher guidance
Cricket	Umpired by the Teacher / Coach on site (1 from each team)
Netball	2 x accredited umpires (all courts) – Year 10 2 x accredited referees (all courts) – Year 8/9 (<i>SASJ East only</i>) 1 x accredited umpire (all courts) – Year 7 (+ 1 senior student as secondary umpire) <i>Also applies to all SASJ West Year 8 and Year 9</i>
Indoor Beach Volleyball	Umpired by the Teacher / Coach on site. Opposition coach will be the scorer and be used for "central timing" of the sets.
Soccer	1 x central referee (all fields) / schools each provide a sideline referee

Control

If in the opinion of both coaches, the umpire has a lack of game control, and student safety is at risk or student behaviour inappropriate, then action should be taken. The first course of action is for both coaches to approach each other and agree that there is a problem. The game should then be stopped by the coaches and the players on both teams spoken to. After a restart if the umpire control is still not satisfactory both coaches should again confer and if they both agree the game should be suspended and the coaches may take over the umpiring for the remainder of the match.

Send Off Rule

If a student is sent from the field of play in any SASJ sport, he/she is not permitted to return to the field of play for that game. 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 serious nature (i.e. violence, vilification, unruly behaviour) a written report is to be made by the umpires and coaches, and copies sent to the Sport Coordinators of each school involved in the direct fixture. The Sport Coordinators should then take appropriate action.

Substitution

In order to encourage maximum SASJ participation, there is no limits on the number of substitutions allowed during a game. However, all substitutions must be directed through the referee or umpire. Players sent off may not return to the field of play as per above (Send Off Rule).

Points

<i>RESULT</i>	<i>POINTS</i>
Win	4
Loss	1
Draw	2
Forfeit Win	4
Forfeit Loss	0

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

<i>SPORT</i>	<i>RESULT</i>
Basketball	Points for and against (point difference)
Touch Football	Tries for and against (tries differential)
Ultimate Frisbee	Points for and against (point differential)
Cricket	Runs for and against (runs differential)
Indoor Beach Volleyball	Sets for and against (set difference), points for and against (points diff)
Soccer	Goals for and against (goal difference)
Netball	Goals for and against (goal difference)

One Day Carnivals or Weekly

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

1. Points For and Against.
2. Head-to-head game result (between the two tied teams)
3. Total points (For) i.e. most attacking team.

In the case of incomplete or extended Round Robin fixtures, a match ratio may be used to determine the final ladder and premiership teams.

Protective Equipment

It is essential that protective equipment is always worn and that the equipment is maintained at optimal levels. Mouthguards are highly recommended for competitive contact sports such as basketball, netball and soccer. Shin guards are compulsory for all soccer games.

Reporting of Results

Game results are reported using the SportsDash on-line results system through the ACC web site. The **carnival manager or Sport Coordinator at each venue** enters all results in SportsDash on the day of the carnival or fixture.

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 SportsDash App/Website. Schools can correct errors at any stage. If there are any issues with the results entry process, schools are to notify the ACC immediately.

Once results are entered, **all schools** must confirm results within 48 hours. Any discrepancies must be resolved by both teams and results can be corrected in SportsDash at any time by contacting the ACC.

It is suggested that the SportsDash system be promoted to coaches, students and parents and that the ladders be used to motivate individuals, teams and coaches/managers throughout the season.

NB: 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.

Weather Policy

Summer Weather (Heat)

- One Day Carnivals: Sports Coordinators **are to monitor the weather leading up to carnival days**. If the weather conditions are extreme (high temp. & high humidity), **schools consult and decide prior to the day**. The ACC is to be made aware of this decision. If possible, indoor sports should still aim to go ahead.
- Weekly Fixtures: Sport Coordinators contact weather bureau by 11.30am. If the weather conditions are to be extreme (high temperature & humidity), the home school cancels and informs the opposition school, host sport coordinator and the ACC by **12 noon** (the day of the fixture). If possible, indoor sports should still aim to go ahead.
- Team coaches: Duty of care to students is of paramount importance and individual coaches/managers always have the power to cancel an individual match if they believe that student health and safety is at risk. Where possible they should consult with the **opposition** school sports coordinator.
- The provision of water is the responsibility of the individual players and the team manager, not the home school. The Home school should always give direction to the opposing teams to where the water taps or fountains are located.
- Where possible the following guidelines should be followed when matches are played under hot/humid conditions:
 - Use venues that are indoors or shaded. Outside hard courts should not be used due to increased radiant heat.
 - Normal sun protection measures (hats/sunscreen) should be strictly followed.
 - Reduce match length or period length.
 - Increase player rotation through the bench.
 - Provide frequent rest/drink intervals.
 - Ensure that rest breaks are in shaded areas.
 - Ensure students drink water before, during and after the match.
 - Use common sense in hot/humid conditions and remember that student welfare always comes first.

Winter Weather

Winter fixtures should only be cancelled if the weather is severe (lightning/hail) and poses a risk to student well being and safety. Rain itself is not severe and should not be a cause for cancellation. In extremely cold conditions, the coaches may convene and, if agreed, tracksuit tops may be worn, but not bottoms.

- One Day Carnivals: Sports Coordinators **are to monitor the weather leading up to carnival days**. If the weather conditions are severe (dangerous lightning, wind or flooding), **schools consult and decide prior to the day**. The ACC is to be made aware of this decision. If possible, indoor sports should still aim to go ahead.
- Weekly Fixtures: Sport Coordinators contact weather bureau by 11.30am. If the weather conditions are to be severe (dangerous lightning, wind or flooding), the home school cancels and informs the opposition school, host sport coordinator and the ACC by **12 noon** (the day of the fixture). If possible, indoor sports should still aim to go ahead.

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

Cancelled Fixtures

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

- When **carnivals or weekly fixtures are cancelled** due to weather, only those affected by weather should be abandoned. **Any indoor sports should proceed, and points will count.**
- If **a carnival or fixture is cancelled**, all SASJ schools are to be notified. Schools entering results should select 'status' in the SportsDash fixture and enter "cancelled". Do not enter a score for these results.
- In some cases of extreme weather events there may be an advance weather warning advisory issued to schools by external authorities such as the Bureau of Meteorology, Catholic Education Office, or Department of Education. In these extreme cases schools may be advised to cancel outside activities or to close. Schools would therefore be compelled to cancel sporting activities, and it may not be possible for them to follow the usual SASJ weather policy as outlined above. In these cases, games will be considered as cancellations. Schools affected should advise the other SASJ schools if this situation arises.

Abandoned Games

Should a game be abandoned for reasons other than inclement weather, the match result will depend on whether the cause was 'avoidable' or 'unavoidable'.

- Melees (avoidable): No result and game will be cancelled. No points will be awarded to both teams.
- Severe Injury (unavoidable): Leading team at the time wins if the minimum time allowed has been achieved. If the minimum time has not been reached, the result will be a draw. A draw will be entered into SportsDash.
- Dangerous weather events (unavoidable): Same as for severe injury (above).

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

Determination Of Match Results

When poor weather is present and disrupts the fixtures, full-time is required for a result. This is in line with the agreed reduction on minimum time factor.

First Aid

First Aid bookings are to be made via the host school (carnival manager). St John First Aid are highly recommended to be booked for the high contact or injury prone sports such as basketball, soccer and netball.

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

It is highly recommended that players wear mouthguards in all contact sports. Prevention of injury is emphasized. Each school engaged in fixtures must have access to their own first aid kits. Appropriate cold therapy (ice/cold packs) should be readily available at all venues.

All schools must have a communication system (mobile phones/radios) in place in the event of an emergency.

FINALS

One Day Carnivals

Winners of one day carnivals will be determined by the final ladder placings on the day or multiple days. All coaches are expected to stay at venues for a short acknowledgement or presentations. **At the end of the carnival, the carnival manager will conduct the short acknowledgment or presentation to the competing teams and players.**

Reminder: 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).

Weekly Fixtures

Winners of the weekly fixtures will be determined by the final ladder placings across the home and away season.

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

4. Points For and Against.
5. Head-to-head game result.
6. Total points (For).

Final Team Placings and Extra Time Requirements

Final team placings are determined by position on the East and West SASJ Ladders. Crossover Finals between East and West will occur for the number 1 and 2 ranked teams

- SASJ East 1 v SASJ West 1 (Grand Final)
- SASJ East 2 v SASJ West 2 (3rd Place)

A separate SASJ Tally of Placings will occur for both East and West. Overall Grand Final winning teams will be noted as "Overall" on the final plaques. At the conclusion of each year, SASJ schools will be presented with a premiership plaque recognizing all winning teams in that year. Premierships are awarded for winning teams in each grade.

Extra Time requirements may be needed to help determine finals and should follow the below table if scores are level at the completion of full time:

Sport	Extra Time Requirements
Basketball	Extra time 3 minutes – no timeouts or breaks. If scores are still level after 3 minutes – next point wins (including free throw)
Touch	Overtime to start straight away – First try scored wins (golden try). Each team must remove a player from the field every 1 minute so that playing numbers are reduced until a score occurs.
Cricket	Overall runs firstly and then overall wickets lost to be used secondly as the tiebreaker. If both runs and wickets lost are equal the game is deemed tied – joint winners.

Ultimate Frisbee	Overtime to start straight away – first team to score a point wins (golden point). Each team must remove a player from the field every 1 minute so that playing numbers are reduced until a score occurs.
Soccer	No Extra time. Straight into a 3 v 3 penalty shootout. If scores are still tied after the 3/3 penalty kicks the penalties, then continue to sudden death penalties 1 for 1 until deadlock broken.
Netball	Extra time 3 minutes – no breaks. If scores are still level after 3 minutes – next goal wins.
IBV	Not applicable – overall sets then overall points used to help decide final ladder.

FORFEITS

Early communication is essential to alleviate problems arising from forthcoming forfeits. A team causing the forfeit will receive 0 points, whilst the opposition receives 4 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 particular sport. The team losing will be awarded the reverse of the predetermined score.

SPORT	PROPOSED FORFEIT SCORES
Basketball	20 points / 0 points
Touch Football	5 tries / 0 tries
Ultimate Frisbee	8 points / 0 points
Cricket	80 runs / 0 runs
Indoor Beach Volleyball	3 sets / 0 sets (60 – 0 points)
Netball	15 goals / 0 goals
Soccer	4 goals / 0 goals

UNEVEN CONTESTS (MERCY RULE)

The “Mercy Rule” should be considered more a philosophy than a rule. The aim of the recommendation is that if any game is competitively uneven, the coaches should modify or adapt the game to make it a positive playing experience. This change to the game should be instigated by the coaches and not the referees. Any changes to the match should be made in a subtle way so as not to embarrass or mock the losing school. Some suggestions for modifications include:

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

At the point when the maximum margin occurs (see table below), coaches concur and modify the game. The result at that point will be recorded and points will be awarded to the winning school, e.g. If a score of 6 – 2 is reached in soccer, that score is recorded as the official result and coaches are to consult and adjust match conditions. Any changes to the score after this point are not recorded. Sports Coordinators should also change score cards post-match if the coaches have not listed the maximum allowable score as the result. Scores greater than the maximum allowable score should not be entered into Jaro.

The “Mercy Rule” scoring is only to be implemented for the sports listed below. Other sports such as indoor beach volleyball and cricket, 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.

NB: If a team is low on players but within the minimum range, the teacher/coach of the opposition team can use discretion when matching team numbers. Depending on the sport, the team and the situation, teachers are not obligated to match team numbers.

SPORT	MAXIMUM MARGIN
Basketball	20 points
Touch Football	5 tries
Ultimate Frisbee	8 points
Cricket Super 8's	80 runs (N/A)
Indoor Beach Volleyball	3 sets (N/A)
Netball	15 goals
Soccer	4 goals

APPENDIX

Basketball

TEAMS

Teams are to consist of 5 on-court players with up to 7 substitute players (Maximum Squads of 12)
Minimum of five (5) players.

DRESS

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

DURATION OF PLAY

Weekly 4.00pm – 5.00pm: Games are to consist of 2 x 20 minute halves with a 5 minute changeover at half time.

One Day Carnivals: Games are to consist of **2 x 15 minute halves / 3 minute half time** (Running clock).

Time outs are to consist of maximum 1-minute duration. 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 finish time.

EQUIPMENT

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

Girls: size 6 ball Boys: size 7 ball

RULES (QUALIFYING FIXTURES)

Basketball Australia (FIBA Rules) will apply except as stated otherwise in this document. FIBA rules are available for downloading at <https://www.fiba.basketball/basketball-rules> . 3 points will be counted where court markings exist.

SUBSTITUTES

Substitutes are to be made via the referee.

TIME OUTS

1 time out allowed per half (short 1 minute timeout); no time-outs allowed in the last 3 minutes of either half.

SCORING

Timekeepers and scorers from opposing teams must **SIT TOGETHER** (Scorebench).

Scorecards are to be signed by the referee/s and 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. Results are to be entered in SportsDash on the day by the carnival manager.

POINTS

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

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

FORFEITS

Should any team forfeit a match, full points for a win (4 points) and twenty (20) points shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS – One Day Carnivals and SASJ Crossover Finals

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager or Sport Coordinator. Crossover finals should also conduct a short acknowledgment at the completion.

Touch Football

TEAMS

Teams are to consist of 6 on-field players with up to 7 substitute players (Maximum Squads of 12)
Minimum number of players is five (5).

DRESS

Players are to be dressed in school sport (PE) uniform. Numbered vests or bibs should also be worn. Sealed shoes/footwear must be worn.

DURATION OF PLAY

Weekly 4.00pm – 5.00pm: Games are to consist of 2 x 20 minute halves with a 5 minute changeover at half time.

One Day Carnivals: Games are to consist of **2 x 15 minute halves / 3 minute half time** (Running clock).

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 finish time.

EQUIPMENT

The Home team or host school is to have suitably sized markers of a distinguished colour and made from a safe and pliable material, which are to be positioned at the intersection of sidelines and scorelines.

RULES (QUALIFYING FIXTURES)

Australian Touch Association Rule Book will apply except as stated otherwise in this document. For a complete version of the rules of the game, please follow the link to the relevant section of the TFA website.

<https://touchfootball.com.au/about-touch-football/rules/>

SUBSTITUTES

See rules as stated above.

SCORING

Scorers from opposing teams must **SIT TOGETHER** (alongside the field). Alternatively, the chief referee may also keep score throughout the game.

Scorecards are to be signed by the referee/s and 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. Results are to be entered in SportsDash on the day by the carnival manager.

POINTS

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

4. Tries For and Against.
5. Head-to-head game result.
6. Total Tries (For).

FORFEITS

Should any team forfeit a match, full points for a win (4 points) and five (5) tries shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS – One Day Carnivals and SASJ Crossover Finals

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager or Sport Coordinator. Crossover finals should also conduct a short acknowledgment at the completion.

Ultimate Frisbee

TEAMS

Mixed teams are to consist of 7 on-field players with up to 5 substitute players (Maximum Squads of 14)
Minimum number of players is of five (5).

Players of either gender may ne used to help supplement and fill teams within the spirit of the game/participation.

DRESS

Players are to be dressed in school sport (PE) uniform. Sealed shoes/footwear must be worn.

DURATION OF PLAY

Weekly 4.00pm – 5.00pm: Games are to consist of 2 x 20 minute halves with a 5 minute changeover at half time.

One Day Carnivals: Games are to consist of 2 x 15 minute halves / 3 minute half time (Running clock).

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 finish time.

EQUIPMENT

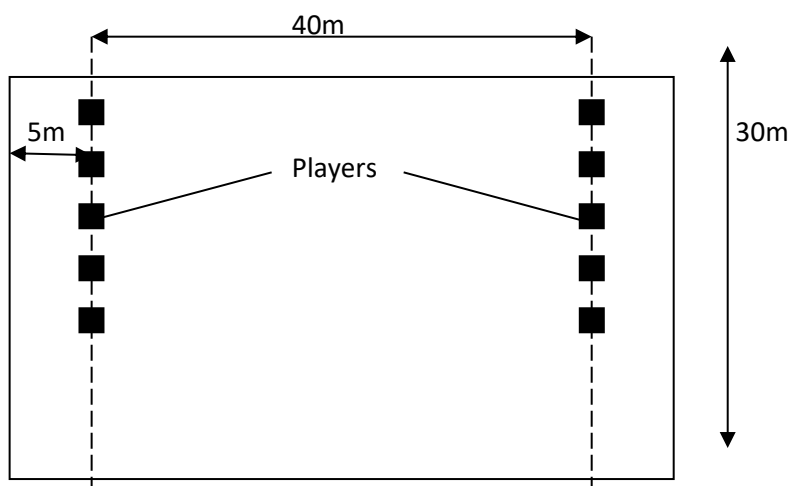
175g competition Ultimate Frisbee Flying Disc is recommended. Under strong wind and deteriorating weather conditions both coaches may communicate before the game starts and decide to implement an alternative object such as a vortex (aero) that allows the enjoyment and participation of the game to increase under the weather conditions.

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 men and women 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. Schools are to ensure a competent teacher/coach monitors the game/students.

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 approximate size field SAS will use for their games. This is minimum size and can be adjusted to suit the playing space available at the venue. 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 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.

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. Results are to be entered in SportsDash on the day by the carnival manager.

POINTS

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

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

FORFEITS

Should any team forfeit a match full points for a win (4 points) and 8 points to nil (8 - 0) shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS – One Day Carnivals and SASJ Crossover Finals

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager or Sport Coordinator. Crossover finals should also conduct a short acknowledgment at the completion.

Cricket – Super 8's

TEAMS

Teams are to consist of 8 on-field players with up to 2 substitute players (Maximum Squads of 10)
Minimum number of players is eight (8).

Players of either gender may be used to help supplement and fill teams within the spirit of the game/participation.

DRESS

Players are to be dressed in school sport (PE) uniform. Sealed shoes/footwear must be worn.

DURATION OF PLAY

Weekly 4.00pm – 5.00pm: Games are to consist of 8 x 6 ball overs bowled by each side. A team may not declare its innings closed.

One Day Carnivals: Games are to consist of 8 x 6 ball overs bowled by each side. A team may not declare its innings closed. May be reduced to **8 x 5 ball overs bowled by each side to ensure 45-55 minute game cycles.**

EQUIPMENT

Home team or carnival manager / host school is to provide wickets/stumps and set boundary line cones. Teams should bring a communal set of safety equipment that includes pads, gloves and helmets. Be mindful of varying sizes of students participating when putting protective kits together for games.

All players advised to wear protective equipment as prescribed for Super 8's Cricket.

Batters: pads, gloves, helmet, groin protector (optional). Wood bat with correct safe grips.

Wicketkeeper: pads, gloves, helmet, groin protector (optional).

Ball to be used: **Kookaburra Supa Softaball**

RULES & PLAYING CONDITIONS

- Each game is to be played between two teams of eight (8) 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 six (6) balls per over. **This may be reduced to 5 ball overs for one day carnival format.**
- Each person of the fielding side shall bowl one (1) over each. Batting pairs shall bat for two (2) overs.
- The wicketkeeper shall be permitted 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 for a ball running along the ground or bouncing through the boundary. 6 runs scored for any ball passing over the boundary on the full.
- A **wide ball** shall count as 2 extra runs and **no extra ball shall be bowled**. Bowling width should be within 24 inches (60cm) of off stump and 18 inches (45cm) of leg stump.
- Upon the call of a "wide" the ball shall remain live i.e. the batsman can still run.
- A **No Ball** shall count as 2 extra runs, and **no extra ball shall be bowled**. Bouncing above shoulder height, full toss above the waist, ball bounces more than once are calls for a No Ball.
- **Retirement:** Batsman bat for two (2) overs and then swap with new pair ensuring all players bat.
- When a wicket is taken (bowled, caught, run out or stumped) the batting team will be penalized three (3) runs for each wicket taken.
- Fielding Restrictions:
 - No more than 4 fielders on the leg side at any one time.
 - Pitch length is 18m – aligned with the Master Blaster (WACA) competitions and can be slightly shorter than a full standard pitch. If using a standard pitch stumps should be set up on the batting crease at each end which will reduce the pitch to approximately 18m and then use black/white tape to mark the new batting crease.
 - For the first 7 overs; there must be 2 stationary fielders within 15m of the striker.
 - The boundaries shall have a radius of 40-50m from the centre of the wicket i.e. 80-100m full diameter across the field.

SCORING

Scorers from opposing teams must **SIT TOGETHER** (alongside the field). Alternatively, the chief umpires (coaches) may also keep score throughout the game.

Scorecards are to be signed by the referee/s and 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. Results are to be entered in SportsDash on the day by the carnival manager.

POINTS

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

4. Runs For and Against.
5. Head-to-head game result.
6. Total Runs (For).

FORFEITS

Should any team forfeit a match full points for a win (4 points) and 80 runs to nil (80 - 0) shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS – One Day Carnivals and SASJ Crossover Finals

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager or Sport Coordinator. Crossover finals should also conduct a short acknowledgment at the completion.

Netball

TEAMS

Teams are to consist of 7 on-court players with up to 5 substitute players (Maximum Squads of 12)
Minimum of five (5) players

DRESS

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

EQUIPMENT

It is highly recommended that players wear mouthguards.

DURATION OF PLAY

Weekly 4.00pm – 5.00pm: Games are to consist of 4 x 10 minute quarters with a 5 minute changeover at half time.

One Day Carnivals: Games are to consist of **2 x 15 minute halves / 3 minute half time** (Running clock).

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 finish time.

RULES

Rules are in accordance with the Western Australian Netball Association.

<https://www.perthnetball.com.au/2020/03/2020-rules-of-netball/>

In the circumstance where dual (wrap around netball and basketball) goals are a permanent fixture of the court, ricocheted goals are to be considered "out of play", as is the case when the ball rebounds into court. In addition, a sin bin rule: 5 minutes for minor offences.

SUBSTITUTES

Rolling substitution is permitted. The rolling substitute stands at the designated mid court area and tags hands with the departing player leaving the court. Substitution rules are to apply to support the philosophy of participation.

TIMERS AND SCORERS

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

SCORING

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. Results reported to the ACC office are considered final. Results are to be entered in SportsDash on the day by the carnival manager.

POINTS

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

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

FORFEITS

Should any team forfeit a match full points for a win (4 points) and 15 goals to nil (15 – 0) shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS – One Day Carnivals and SASJ Crossover Finals

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager or Sport Coordinator. Crossover finals should also conduct a short acknowledgment at the completion.

Soccer

TEAMS

Teams are to consist of 11 on-field players with up to 4 substitute players (Maximum Squads of 15)
Minimum number of seven (7) players.

DRESS

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

DURATION OF PLAY

Weekly 4.00pm – 5.00pm: Games are to consist of 2 x 20 minute halves with a 5 minute changeover at half time.
One Day Carnivals: Games are to consist of 2 x 15 minute halves / 3 minute half time (Running clock).

RULES

Rules are in accordance with Football Australia at <https://www.footballaustralia.com.au/get-involved/refereeing/resources>

SUBSTITUTES

Substitutes are to be made via the **referee**. Substitutes may return to the field. Substitution rules are to apply to support the philosophy of participation. **No substitution is permitted in the final 3 minutes of the second half.**

EQUIPMENT

All players must wear shin pads. It is also highly recommended that players wear mouth guards.
Girls and Boys: Size 5 FIFA approved soccer ball

Corner flags are to be set in place. Nets are to be used wherever possible. Each team is to provide a linesman who is in possession of a flag. Linesman may be competent students but not team members or reserves.

SCORING

Scorecards are to be signed by the referee 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 to the ACC office are final. Results are to be entered in SportsDash on the day by the carnival manager.

POINTS

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

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

FORFEITS

Should any team forfeit a match full points for a win (4 points) and 4 goals to nil (4– 0) shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS – One Day Carnivals and SASJ Crossover Finals

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager or Sport Coordinator. Crossover finals should also conduct a short acknowledgment at the completion.

Indoor Beach Volleyball

TEAMS

Teams consist of six (6) on court players with up to 4 substitutes (Maximum Squad sizes 10). Minimum number of players is four (4).

DRESS

Players are to be dressed in school sport (PE) uniform, bare feet on court.

DURATION OF PLAY

Weekly 4.00pm – 5.00pm: Games are to consist of 3 x 15 minute sets with 2 minute changeover periods

One Day Carnivals: Games are to consist of 3 x 12 minute sets with 1 minute changeover periods.

Games are to be contested over 3 x sets at all times. A minimum of 3 x 8 minutes will constitute a game. **25 point cap rule – even if time remaining is sets.**

EQUIPMENT

Standard Beach Volleyball

RULES

The standard rules for Indoor Beach Volleyball will apply except as stated otherwise in this document.

1. THE GAME

Indoor Beach Volleyball (IBV) is a game played by two teams on a sand covered volleyball court surrounded by netting, where the ball is played rebound off the nets, with NO outs, therefore the ball is live at all times.

The ball may be hit with any part of the body above the waist (no intentional head butting), but each side is limited to three consecutive hits, no player is allowed to make two consecutive contacts.

Teams can score a point off any rally whether serving or receiving.

2. BALL AND NET ABUSE

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

3. SIDE AND TOP NETS

All nets can be used in general play, except when serving the ball, or contact with the top net when it is returned over the centre net to the oppositions side of the Court, this is deemed a foul. Teams can hit their own top net but the ball cannot land over the centre net on their opponent's side after hitting the top net. i.e. a team may hit the top net as long as it comes down on their own side of the net.

4. GENERAL PLAY

- Contact with the net should not be considered a fault, if the player who hits the net is not attempting to play the ball. This should encourage continuation of the rallies by not penalising accidental touching of the net. If a player holds onto the net consciously or otherwise – a player warning is given. Any subsequent touches by that player will result in a loss of possession by that team, or a point advantage to the opposing team if they are serving.
- The ball cannot have contact with any nets when being served. The ball cannot hit the ceiling net as it passes over the net during a rally.
- All nets can be used in general play, except when serving the ball, or contact with the top net when it is returned over the centre net to the oppositions side of the Court, this is deemed a foul.
- A block at the centre net is not included as part of the three hits.
- The blocking player is entitled to play at the ball again on the consecutive shot.
- Two hands must be used to be called a block.
- Any player may not reach over the net when the ball is in play.
- If the umpire deems a player has reached over the net during play, the player will be fouled.
- Serve: All general rules apply to the serve except that players may serve directly from the hand (i.e., the ball does not have to come off the hand into the air to be hit).

5. FOULS

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

6. POINTS AND SERVICE

- If the serving team wins a rally, it scores a point and continues to serve.
- If the receiving team wins a rally, it scores a point and it must serve next.
- 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).
- Teams change ends at the end of each set.

LADDER POINTS

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

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

SUBSTITUTES

On a rotation basis at the change of serve.

SCORING AND SCORECARDS

1. The set playing periods completed at the call of time shall constitute the match.
2. 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.
3. The team that wins the total number of **sets** wins the match.
4. **In the case of a tied set when the time expires, play will continue with a deciding point to determine who wins the set. When a serve is in play it is "live" and must be played out.**
5. 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 are to be entered in SportsDash on the day by the carnival manager. Results reported to the ACC office are considered final.

PRESENTATIONS – One Day Carnivals and SASJ Crossover Finals

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager or Sport Coordinator. Crossover finals should also conduct a short acknowledgment at the completion.

SPORTS INJURIES DOCUMENT

<https://www.accsport.asn.au/sites/default/files/Sports%20Injuries%20Policy.pdf> as ratified by Council 31 August 1995.

INSTRUCTIONS TO UMPIRES/REFEREES

Prior to Game

- Uniform: Before the start of play check that all players are attired in the correct uniform for that sport. If this does not happen then the umpire must call a penalty point against the incorrectly attired team. A team may play with fewer players if they do not wish to forfeit.
- Ensure both teams have timekeepers; timing pieces, scorecards and pens, and that they are located 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 recognize good play and issue correction as necessary.

On ground procedures.

- Players sent off, will be off for the rest of the game.
- *Stop the game*
- Bring all the players to a central point (including the player to be sent off). Explain the reason for send off.
- *During 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 both scorecards.
- Ensure both scorecards agree to the same score.

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

GAME PROCEDURES AND ETIQUETTE

TEAMSMANSHIP

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

SCORE SHEETS

To download score sheets please refer to the link provided.

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

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 have to 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 No.
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/acc-information/policies>

WWC website at: www.checkwwc.wa.gov.au

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.)*

The codes of behavior can be found at the following link:

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

POLICY ON RELIGIOUS & RACIAL VILIFICATION

Background

The association was first formed in 1937 and has a long tradition of providing interschool sporting opportunities to Catholic secondary schools throughout Western Australia. Significantly, in the 1980's the name, constitution and membership of the association was changed to extend these opportunities to other non-catholic independent schools. The membership of the association now includes Anglican, Baptist, Uniting Church, Jewish, Catholic and non-denominational secondary schools. As a result, the religious and cultural nature of the association's member schools is very diverse.

The aim of the Association is to promote the ideals of Christian education among the students attending member schools by encouraging **mutual respect** and **acceptance** through the provision of sporting, social and recreational activities. All people involved in ACC sporting activities should respect the diverse cultural and religious customs and backgrounds of the students and staff in the schools.

The maxim of the Association is "Sport in the Right Spirit" and should be the guide for appropriate behaviour of all parties involved in ACC Sport.

The following policy and codes of behaviour are designed to support the association's maxim and ensure that all students and staff involved in ACC sport are treated with respect, dignity and worth regardless of their gender, age, ability, cultural background or religion.

Codes of Behaviour

The Association has developed "Codes of Behaviour" 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. All schools should use these codes as the basis for creating an awareness of appropriate behaviour when participating in ACC Sport.

Rights

The most basic right of everyone involved in ACC Sport is to be treated with respect and dignity. Schools should always highlight this basic right to all students, coaches, teachers and officials prior to participation in any ACC activity.

Policy

In the event that a student, coach, teacher or official is not afforded this basic right than the following policy will be implemented. The policy is a simple procedure designed to deal rapidly with any complaint. The process seeks conciliation between parties and should be based on education before disciplinary action. Schools are responsible for the implementation of the policy.

Promotion

Schools should endeavour to promote the policy to all people involved in ACC sport so that all parties are aware of their rights and responsibilities. Schools are encouraged to provide a copy of the policy and codes of behaviour to all staff and other personnel who are involved as coaches/managers of ACC sporting teams. The school should also issue the player's code of behaviour to all students participating in ACC sport.

1. AN ALLEGED INCIDENT

Conduct that threatens, disparages, vilifies or insults another person on the basis of that person's race, religion, colour, descent or ethnic origin.



2. A COMPLAINT

May be made by an official, a student, a teacher, a coach or a school. It must be reported to the School Principal or the ACC Director of Sport as soon as possible after the alleged incident. Where possible this should be no later than the end of school on the day after the incident. The complaint will then be referred for conciliation.

The role of the ACC will be to notify schools of any alleged incidents that are reported to the ACC. Schools are also requested to notify the ACC Director of Sport of any alleged incidents, of which they have been notified.



3. CONCILIATION

The school Principal involved refers the matter to conciliation, to be resolved as soon as possible after the incident. The complaint will be directed from the alleged victim(s) school Principal(s) to the Principal(s) of the alleged offender(s). The individuals in question would first meet with their own school Principal to discuss the incident. The Principals involved would then discuss the incident and organise the appropriate conciliation process. This process may involve a face-to-face and/or written apology between the parties, but will be determined by the Principals involved. All reported incidents must involve some form of education process for the offender(s). Any disciplinary action against the offender(s) will be at the discretion of the schools involved.

The conciliation process should primarily be a schools issue, but in the event that the Principals involved cannot resolve the complaint to their mutual satisfaction, than the incident must be referred back to the ACC Executive who will than act in a mediatory role to further assist in the conciliation process.



4. COMPLAINT RESOLVED

NB: The ACC "Policy on Religious and Racial Vilification" is based in part on the 'Racial and Religious Abuse Policy' of the Australian Football League.

**Associated & Catholic
Colleges of WA (Inc)**

PO Box 1037
SCARBOROUGH WA 6922
33 Williamstown Road
DOUBLEVIEW WA 6018

Phone: 6380 5182 / 6380 5180 / 6380 5181
Mobile: 0413 531921 / 0412153222 / 0417914548
Fax: 6380 5184
Email: acc@ceo.wa.edu.au
Web: www.accsport.asn.au



“Sport in the Right Spirit”

INCIDENT REPORT

Nature of Incident : _____

Date and Time of Incident : _____

Details :

(Brief description of incident to include name(s) of people involved including witnesses. Where students are involved the details should include student name. Attachments may include a more detailed report, associated Accident Reports, Police Report, etc)

Reported by : _____ School: _____ Signature : _____

Witness : _____ School: _____ Signature : _____

Forward to Opposing School (within 24 hours of incident).

Action/Follow-up :

Original to : Principal

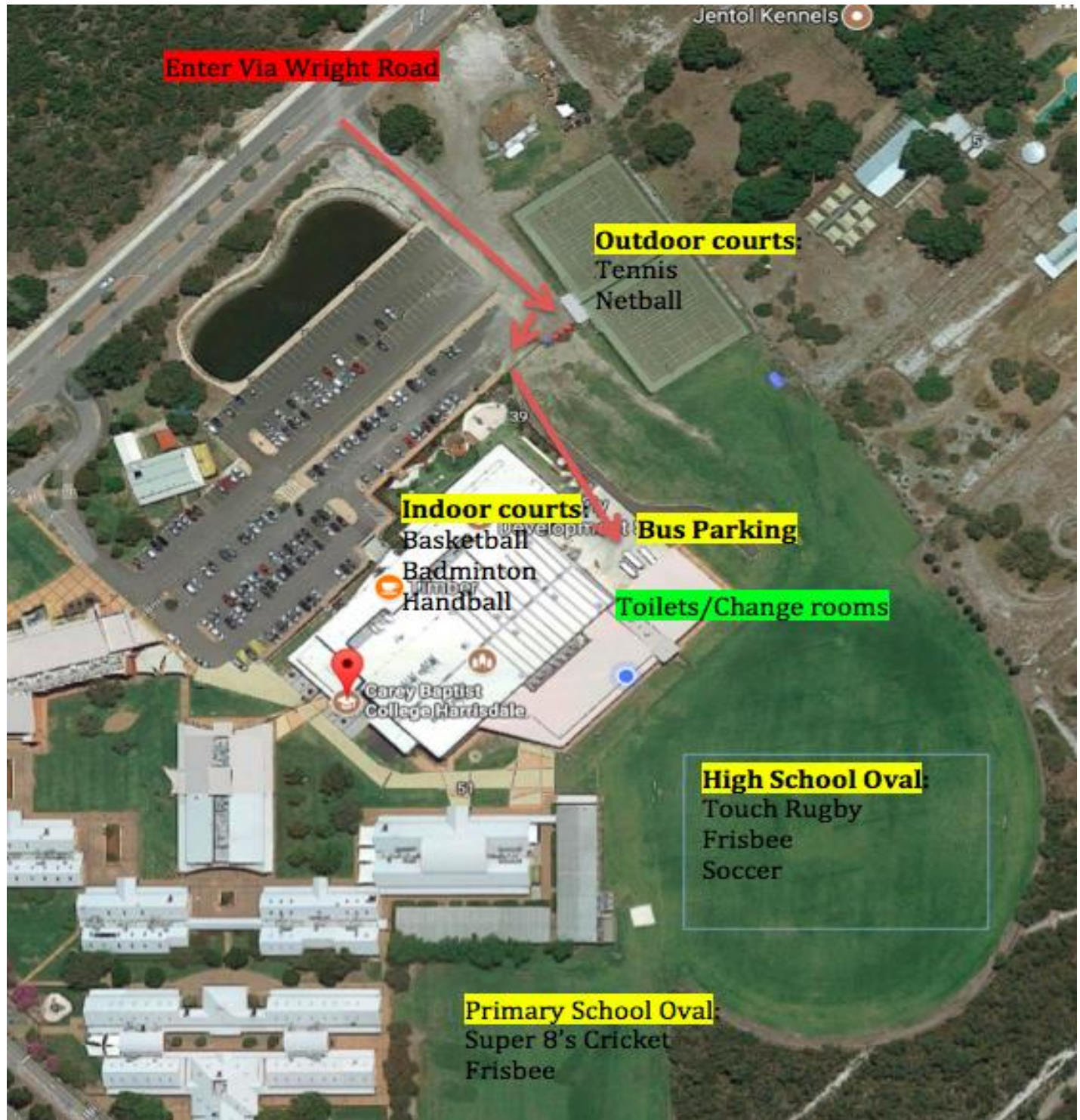
Copies to :

Principal of Opposing School
Director of Sport (ACC)

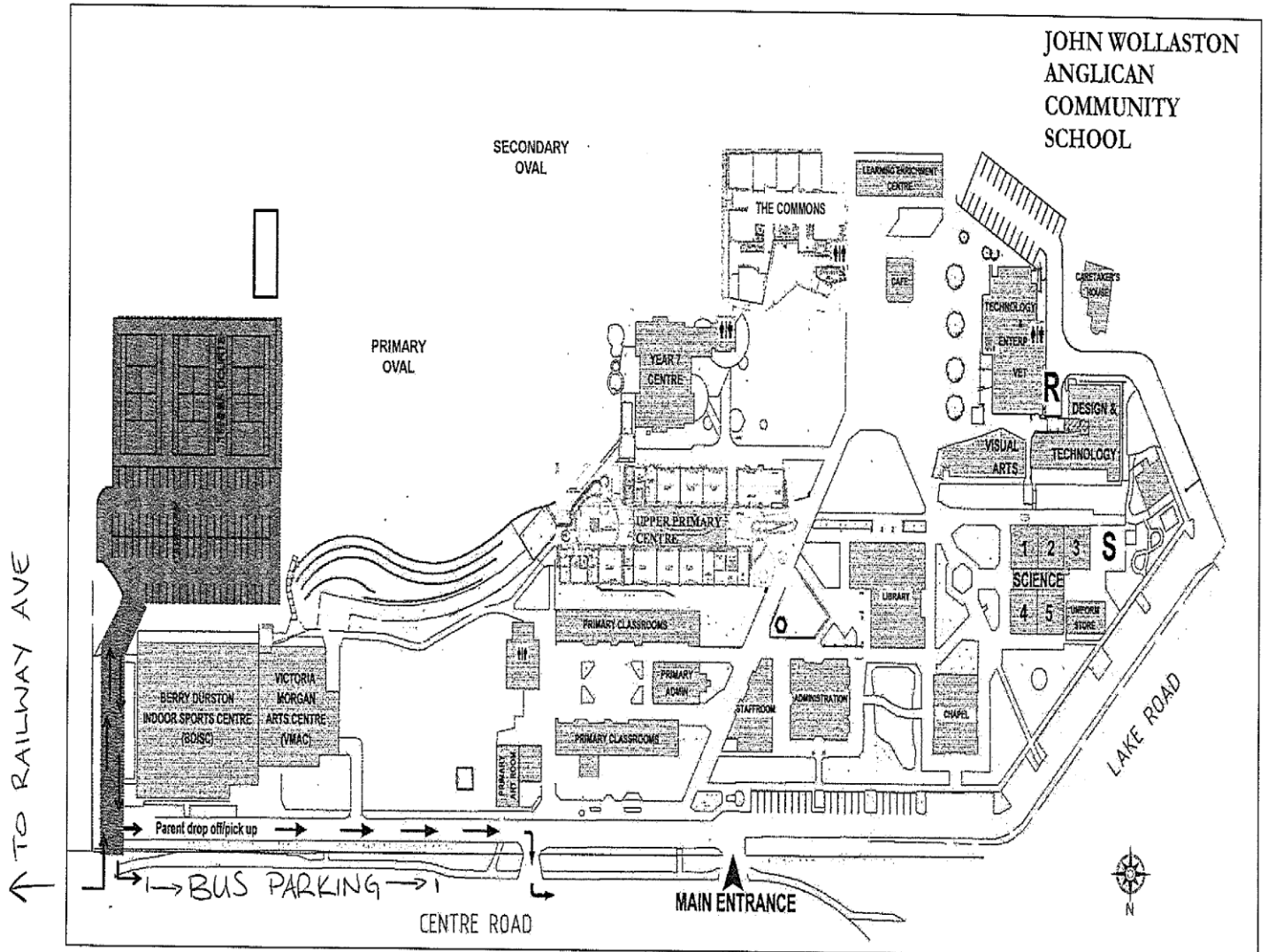
SCHOOL LOCATIONS

Carey Baptist (Harrisdale): 51 Wright Road, Harrisdale WA 6112

Location Extras: Basketball, Netball & Touch at Carey College. Parking is available at front of the College and/ or in car park located at the front of the College.



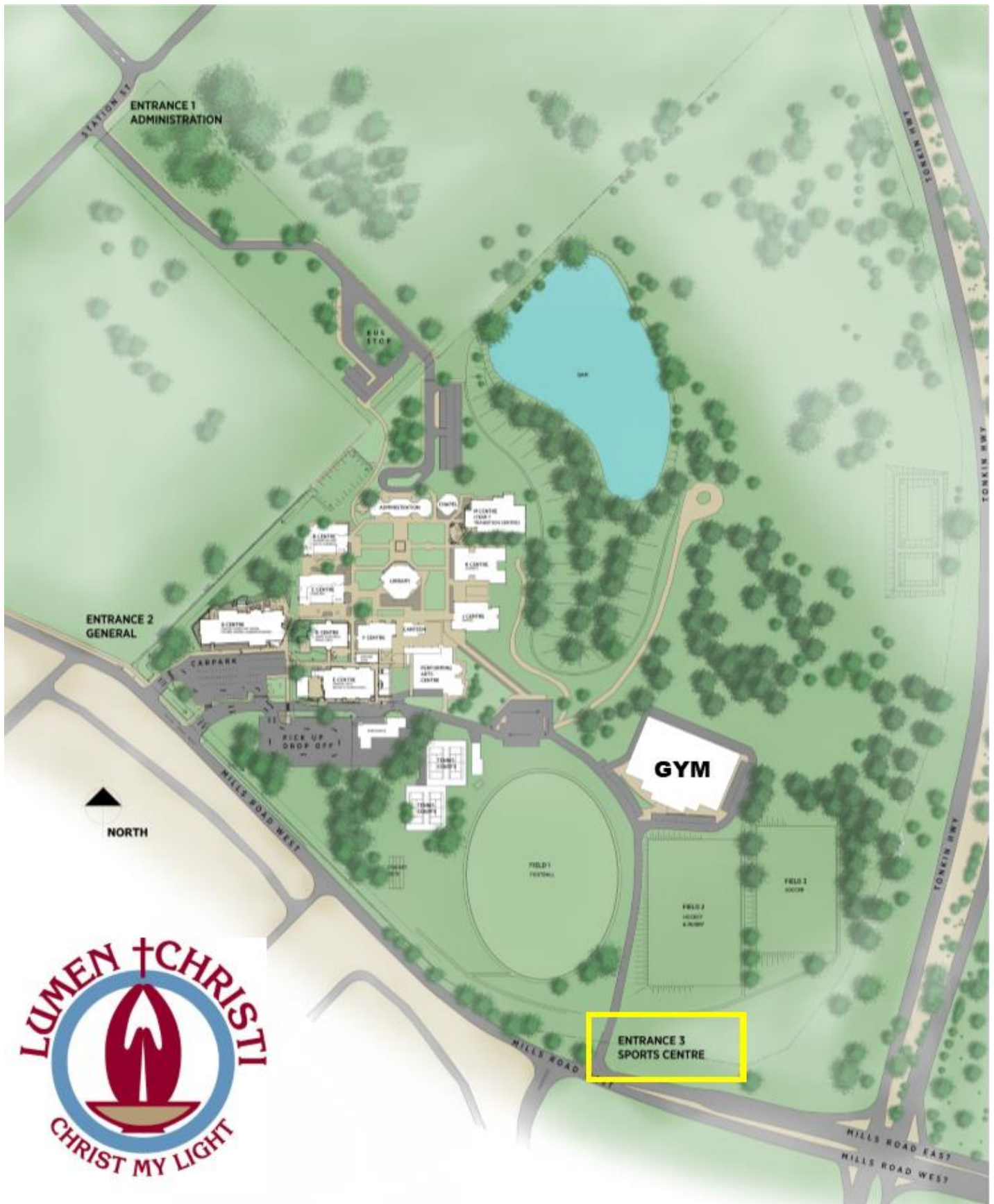
Location Extras:



Best access to bus parking:

- If travelling SE on Railway Ave, turn right onto Centre Rd. Bus parking on left.
- If travelling North on Lake Rd, continue on and turn right at the Railway Ave roundabout, then right onto Centre Rd. Bus parking on left.

Location Extras:



Location Extras:

Basketball is in the Father Peter O'Reilly Centre, Touch Rugby Senior Oval and Cricket is on the Junior Oval.



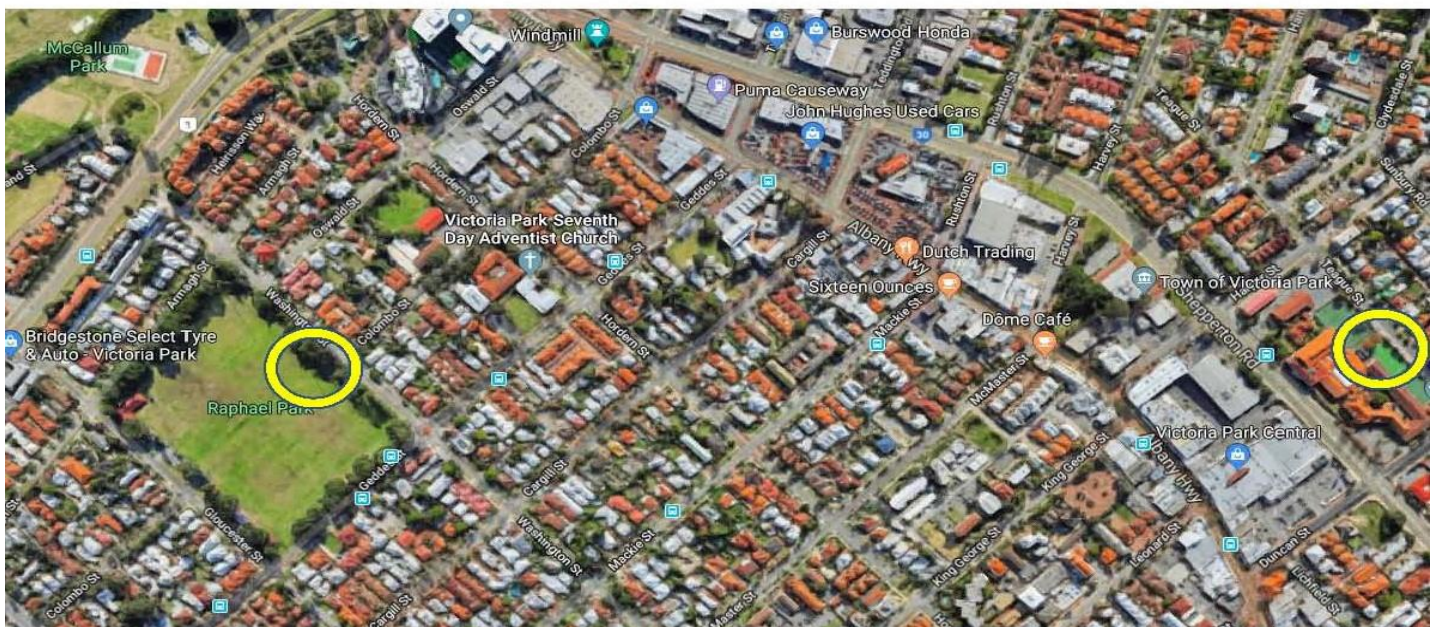
Location Extras:

Bus parking at UFCC in Teague St, enter off Duncan St.

BUS ENTRY TO UFCC of TEAGUE STREET



PARKING at RAPHAEL PARK in VIC PARK road side on Washington Street

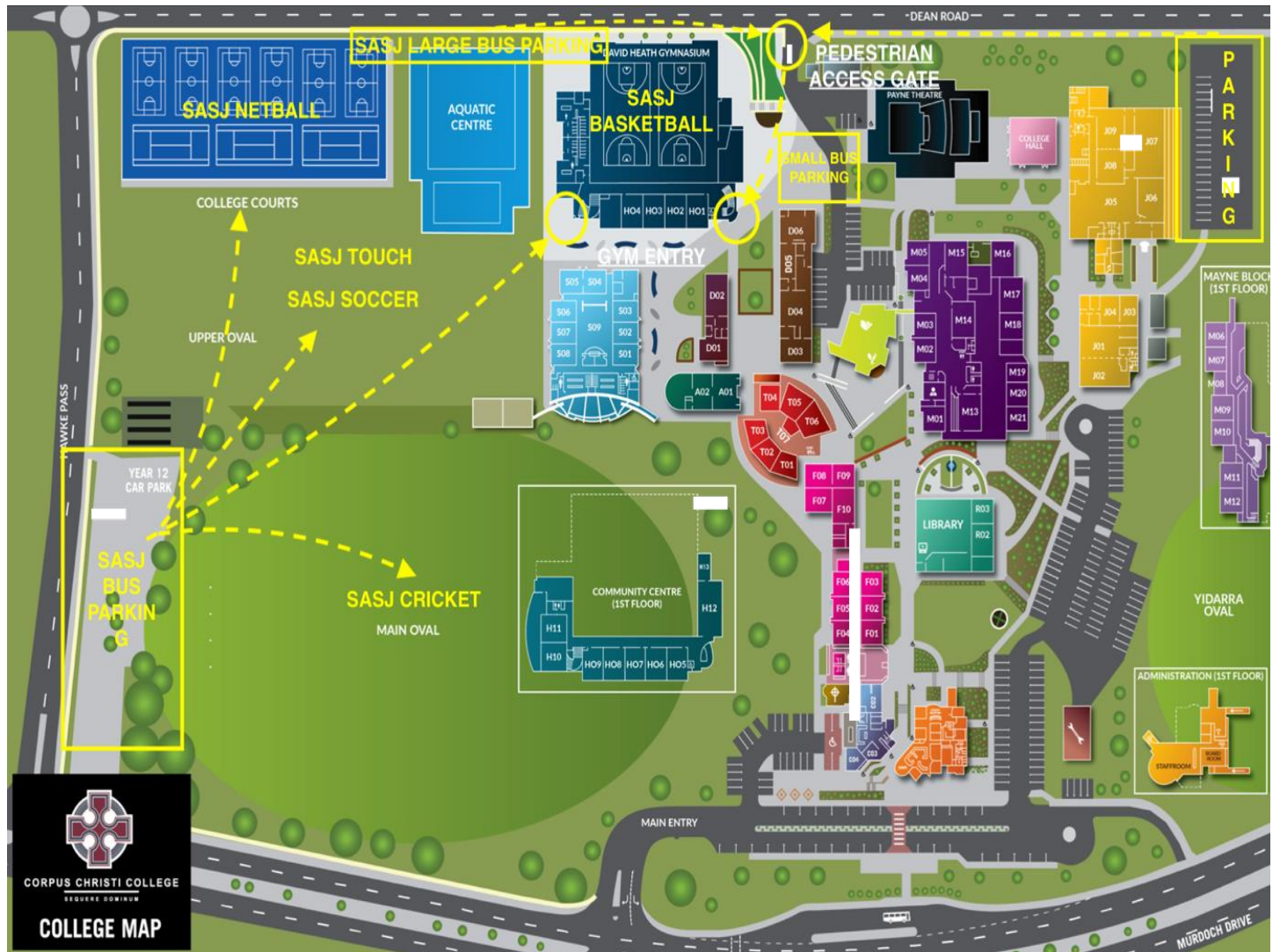


Location Extras:

Dean Rd entrance near new gym. Park on paved area next to Industrial Arts Building. Outdoor courts located on north side of new pool.

Small Buses: may park in the student car park accessed from Hawke Pass or enter via Dean Road gate and park on paving near bicycle racks in front of gym.

Large Buses: should park in the bus bay on Dean Road and pedestrians enter via Dean Road gate.



Location Extras:

Kemp Rd, Southern entrance off Beeliar Dve, past school.
Change rooms are located at the north end of the football oval, near the basketball courts.

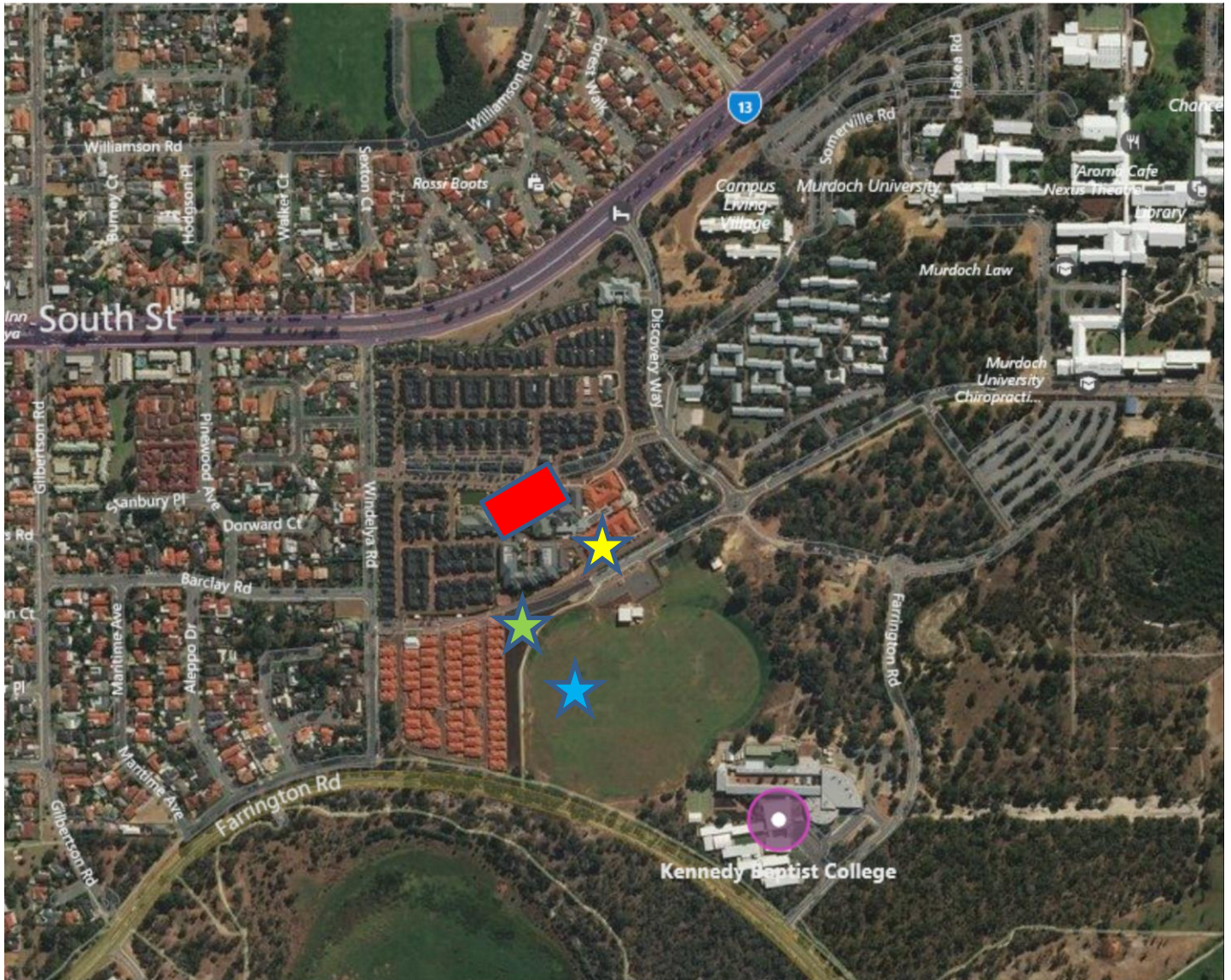


Kennedy Baptist College

Farrington Rd, Murdoch WA 6150

Location Extras:

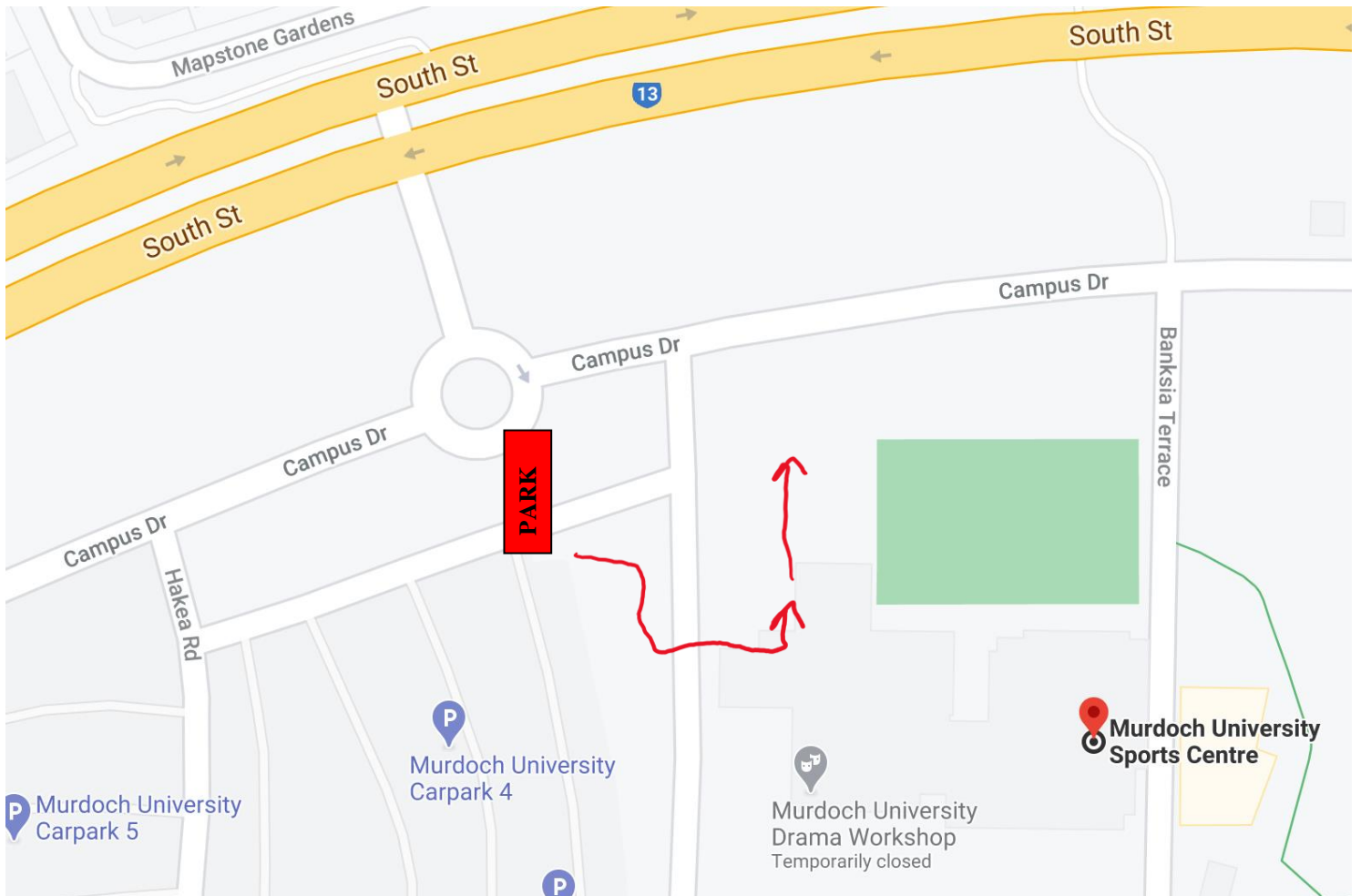
Enter off South Street onto Discovery Way Farrington Rd, , turn right at the first roundabout and the carpark can be found on the left.



-  Basketball/Netball
-  Cricket
-  Touch Rugby/Soccer

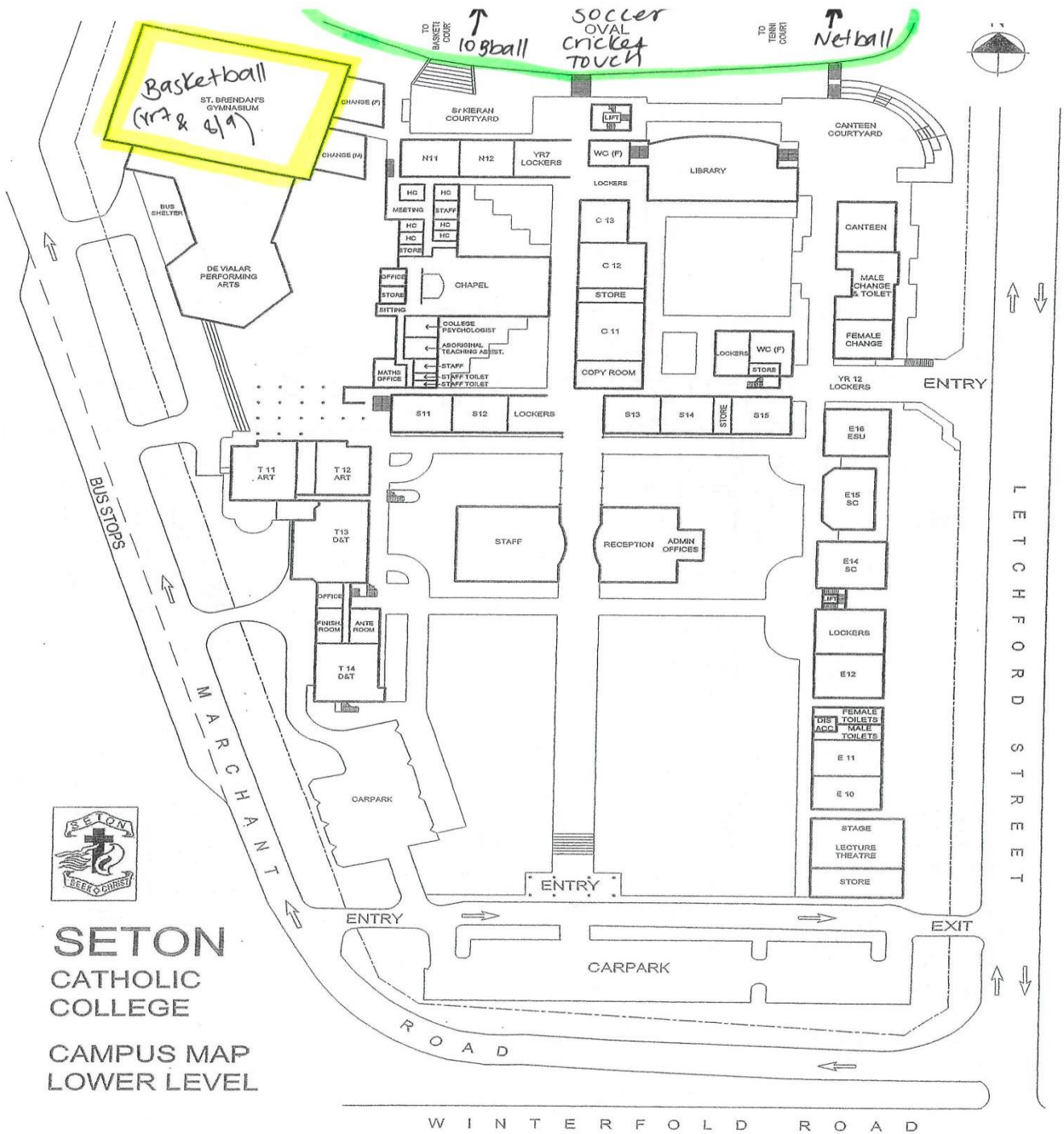
Kennedy Baptist; Murdoch University Courts Usage:

(streetside parking opposite centre)



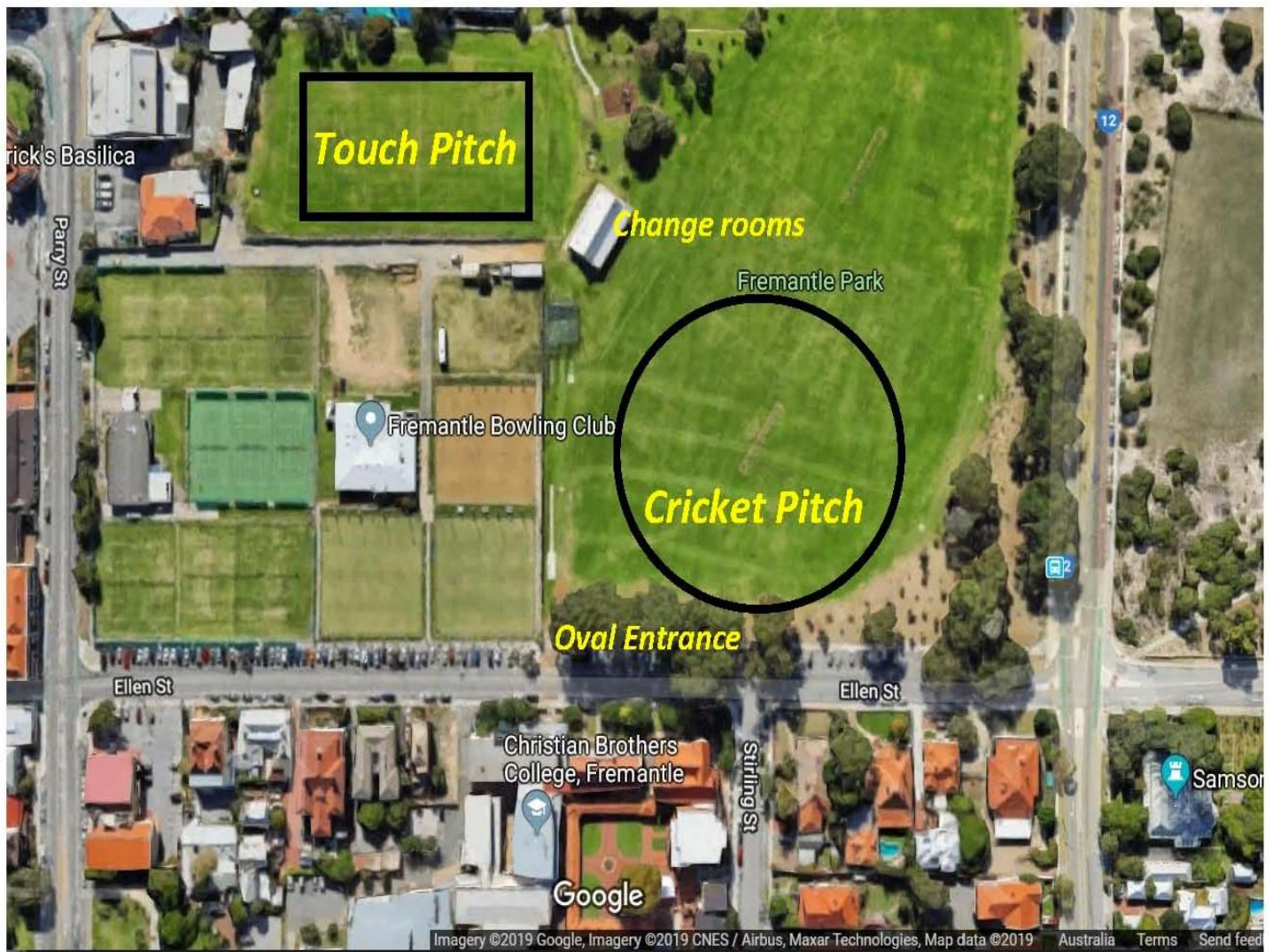
Location Extras:

Seton Sports Team Parking: Letchford Street Samson; buses can park on driveway in front of oval.



Location Extras:

Entry to oval is directly across from the main school entrance. Touch rugby pitch is located behind changerooms.



Directory

Building	Room	Room	Room
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Legend

Transport	Site Amenity	Scale
<ul style="list-style-type: none"> Student, Staff, Visitor and Community car, on phone route Student, Staff, Visitor and Community car, on phone route Staff pool, on phone parking Student, Staff, Visitor and Community car, on phone route Reserved parking, permit required Motor term parking, permit required Parking fines Motorcycle parking Secure Bicycle Parking ADHD parking Disabled parking Toll Street 	<ul style="list-style-type: none"> Curtin Connect (10-18-111) weatherpoint Medical Centre (1-18-111) Safety Community Room Food and Drink Way-finding / Information ATM Bank Event box Toilets Curtin Access Bus Stop Transport Bus Stop Driverless Bus Stop 	<p>Grid Square: 75 x 75 meters</p> <p>Approximate Walking Times: 100m: 1.5 min 200m: 3 min 300m: 4.5 min 400m: 6 min 500m: 7.5 min</p> <p>Online Maps: Access on the maps at: curtinconnect.com.au Or use your smartphone QR code to connect.</p>