



ASSOCIATED AND CATHOLIC COLLEGES OF WA

**YEAR 7 and YEAR 8/9 LIGHTNING CARNIVALS
OPERATIONS MANUAL**

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1.0 AIM

The Association aims at providing a sporting function which gives students of all abilities the opportunity to participate in their chosen sport and to represent their school in accordance with the main aims of the ACC's Constitution. It specifically caters for those students who do not easily gain selection in the general stream of representative teams.

2.0 INVOLVEMENT

The term two Winter Lightning carnivals are a multi-sport event for Year 7, 8 and 9 students. Schools may choose to enter either one, two, or all three year groups to the carnival and participation is encouraged regardless. All options carry the same responsibilities regarding staffing and supervision.

The recommended **maximum number of teams** that can be nominated in any sport is 10. However, the ACC will accept more than 10 teams per school if the nominations from other schools allow the venue capacity to accommodate the extra teams. If you wish to nominate more than 10 teams, please contact the ACC office first.

BASKETBALL A team nomination exception applies, due to limited court numbers and popularity. Schools may nominate a **maximum number of 2 teams per age group**. Additional teams may be nominated by request and subject to court availability. If you wish to nominate more than 2 teams, please contact the ACC office.

2.1 Age restriction policy

It is ACC policy that student participation is limited to "secondary school students" and that the minimum level for participation is enrolment in Year 7.

2.2 Codes of behaviour

Schools are encouraged to utilise the ACC Codes of Behaviour when preparing teams for the carnivals. 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. The Codes of Behaviour have been included in respective appendix of this document.

3.0 STRUCTURE OF TEAMS AND POOLS

Selections for Year 7 and 8/9 teams are to be made where a spread of abilities (e.g. skill, tactical, leadership and physical strength) are common to all teams nominated from an individual school.

- Teams will be placed in pools which are given a colour description.
- ***All pools assume equal team ability levels except when advised otherwise.***
- Where possible teams from an individual school will be placed in different pools to best avoid fixtures between the same school.

4.0 SPORTS

GIRLS	MIXED	BOYS
Netball	League Tag	Football
Soccer	Ultimate Frisbee	Soccer
Football		Basketball

4.1 Inclusion Sports

The Lightning Carnivals also include sporting programs for students with disabilities with mixed Netball and Basketball Carnivals, both of which are being held alongside the **Year 7 Lightning Carnival date**. The Basketball carnival will also have wheelchair football integrated into the programmed fixtures. **Please note that these events are open to students of all year groups from 7 to 12.**

5.0 SQUAD AND TEAM NUMBERS

SPORT	SQUAD NUMBERS	PLAYING NUMBERS
BOYS		
Football	18	15
Soccer	10	7
Basketball	10	5
MIXED		
Ultimate Frisbee	10	5
League Tag	10-12	6
GIRLS		
Netball	10	7
Soccer	10	7
Football	12	7
INCLUSION SPORTS		
Netball	10	7
Basketball & Wheelchair football	10	5
** INCLUSION SPORTS to include (where possible) x2 peer support students		

6.0 DATES

In 2026 there will be 2 Lightning Carnivals.

TERM 2 Year 7 Monday 11th May 2026
TERM 4 Year 8/9 Monday 19th October 2026

7.0 TEAM NOMINATIONS

DUE DATES

Year 7 25th March 2026
Year 8/9 21st August 2026

- Late nominations **will not** be accepted due to the pressure of venue hire, compiling, collating, and forwarding fixtures to participating schools in advance of the carnivals.
- Only Year 7-9 students at each carnival can actively compete in a match. If a team is short, then they either play with less numbers or ask the opposition team to provide extra players for the game to begin.
- Nomination form can be accessed via <https://www.accsport.asn.au/carnivals/lightning-carnivals/nominations>

Nomination process :

- Download a copy of the nomination workbook
- List the number of teams nominated in each sport.
- List the name and mobile number of the teacher responsible for each group of team(s) in each sport.
- List the name and mobile number of Sport Controller (if assigned by ACC, Refer to [11.0 INDIVIDUAL SPORT CONTROLLERS](#))

- List the name and mobile number for at least one free staff member or 'School Floater' that can be contacted in case of emergency.
- Email completed workbook to cherie.pirnie@cewa.edu.au
- Once nominations close, the ACC will provide a team nomination summary to schools, for final confirmation.
- Schools to ensure they have adequate, active staff supervision for total students participating per [12.0 STAFFING](#)
- **Principal Authority** : a condition of participation is compliance with details as outlined in the Operations Manual, and that the school Principal is aware of, and endorses, this nomination.
- Schools will be charged **\$57.00/team** nomination, which will form part of the ACC term invoice to schools.
- The charge **will remain if a school withdraws a team(s) within 4 weeks of the event date.**

8.0 MIXED TEAMS

Single gender schools can nominate a maximum of 2 teams for mixed gender sports. This may be increased pending total team numbers in pool. These sports are **League Tag** and Ultimate Frisbee. The recommended male/female ratio for each sport is listed within the respective appendix.

9.0 VENUES

BOYS		
Football	UWA Sports Park	McGillivray Road, Mt Claremont
Soccer	Alderbury Reserve	Perry Lakes Drive, Floreat
Basketball	Bendat Stadium	Underwood Avenue, Floreat
MIXED		
Ultimate Frisbee	Yr 7 : Britannia Road Reserve Yr 8/9 : UWA Sports Park	Bourke Street, Leederville McGillivray Road, Mt Claremont
League Tag	UWA Sports Park	McGillivray Road, Mt Claremont
GIRLS		
Netball	Matthews Netball Centre	Cnr Salvado Rd & Selby Street, Wembley
Soccer	Yr 7 : Britannia Road Reserve Yr 8/9 : Alderbury Reserve	Bourke Street, Leederville Perry Lakes Drive, Floreat
Football	UWA Sports Park	McGillivray Road, Mt Claremont
INCLUSION SPORTS		
Netball	Matthews Netball Centre	Cnr Salvado Rd & Selby Street, Wembley
Basketball & wheelchair football	Lord's Recreation Centre	5 Wembley Court, Subiaco

**** VENUES may change depending on team nominations & field space ****

10.0 CONTACTS

Lightning Carnival Coordinator, Cherie Pirnie	044 750 2248 cherie.pirnie@cewa.edu.au
ACC Director of Sport, Tom Bottrell	0416 127 839 tom.bottrell@cewa.edu.au
ACC Sport Acting Executive Officer, Trent Sharpe	0408 958 415 trent.sharpe@cewa.edu.au
ACC Sport Operations Manager, Rebecca Abé	0408 905 770 rebecca.abe@cewa.edu.au
ACC Sport Operations Manager, Jodie Scheele	0403 905 552 Jodie.scheele@cewa.edu.au
National Rugby League Gethin Thomas (Game Development Officer)	gthomas@nrl.com.au

11.0 INDIVIDUAL SPORT CONTROLLERS

- Each sport is controlled by a **Sport Controller** allocated by the ACC and nominated by the school.
- This person is **not** to assume the role of a specific sport coach or “floater” for his/her own school.
- **Sport Controllers** are required to set up and pack up fields/courts for allocated sport. If schools require assistance with set up and pack up of fields/courts, this needs to be obtained from within their school.
- To aid with the year-to-year transfer of "set up" procedures using a standard format, the allocation of sport controllers will remain in place for subsequent years unless special requests are received from individual schools to change their duty.

SPORT CONTROLLERS 2026 (TBC)			
YEAR		SPORT	SPORT CONTROLLER SCHOOL
YEAR 7	BOYS	Football	CBC
		Soccer	Kolbe Catholic College
		Basketball	Mater Dei College
	MIXED	Ultimate Frisbee	Holy Cross College
		League Tag	NRL
	GIRLS	Netball	All Saints' College
		Soccer	St Brigid's College
		Football	Mercy College
	YEAR 8/9	BOYS	Football
Soccer			Salvado Catholic College
Basketball @ Bendat			Mandurah Baptist College
MIXED		Ultimate Frisbee	Peter Carnley ACS
		League Tag	NRL
GIRLS		Netball	Mercedes College
		Soccer	St Norbert College
		Football	Lumen Christi College
INCLUSION SPORTS			Netball
		Basketball & Wheelchair Football	John Septimus Roe ACS

- The name of the Sport Controller needs to be provided to the ACC before the carnival.
- Depending on nominations received **these allocations may change** before the day, and schools not listed above, may be asked to provide a Sport Controller.
NOTE : Soccer and Football Sport Controllers require two staff (e.g. teacher & assistant) as the scale of the setup is larger at these venues
- To set up grounds, controllers of all sports are to be on location by **8.30am** on the day of the carnival.
**** 7.30am for football and soccer venues ****
- All Sports Controllers will be identifiable in an orange ACC Officials vest
- Each Sport Controller **must have** a mobile phone so contact can be maintained with the Carnival Manager and for emergency situations.
- Specific problems related to the individual sport are to be directed to the individual Sport Controller.

Refer to : [Duties of individual Sports Controllers](#)

12.0 STAFFING

It is **ACC POLICY** (as determined by the Council of Member Principals) **that staff appointed are adequate in number and suitable for the task/s assigned**. When a school confirms participation, it has also considered the ability to staff that participation (i.e., staff assignment is not simply due to the fact that a staff member has more gaps in his/her school timetable in comparison to other staff members). When nominating teams' **schools must provide the name of the staff member that will be responsible for teams** within each sport. **This is critical** so a Sport Controller is easily able to contact the correct staff member for each team on the day.

12.1 Staffing ratio

The ACC recommends a ratio of staff to students of :

- 1 staff per 2 teams (or 1:20)
- 1 staff per 1 team for contact sporting codes including Football and Touch Football

This is a recommendation only and schools need to cover their own duty of care as they deem appropriate. **Each group of teams within a sport, as nominated by an individual school, is to be supervised by a staff member.** Schools without adequate staff supervision are abrogating their duty of care

12.2 Clothing / Badges

To assist with identification and supervision, all staff are to wear a school name badge and if possible, a school shirt so that they are easily identified. Student umpires/coaches should also wear a name badge or umpiring vest designating them as a coach/umpire.

12.3 School Floater

- ALL individual schools are to have at least one free staff member who will be **School Floater'** (spare staff member with no set duty) available to assist at all venues on the day with emergency care (e.g. if a student is to be driven to a doctor/hospital).
- The remaining students/teams **are not** to be left unsupervised; hence, the School Floater plays a critical role for each school on the day.

12.4 Communications

- Each school needs to a staff event day contact at each venue, to ensure the Sport Controller / Carnival Coordinator can contact them for emergency situations.

13.0 UMPIRES

- Each **individual** team needs to provide a coach, and these are a great opportunity for competent Year 11-12 Physical Education Studies or VET Certificate II/III Sport and Recreation students. Student coaches **are not** responsible for student supervision.
- Schools utilising student coaches **must still** have adequate staff members present to supervise participating students and student coaches and or umpires.
- Student coaches and umpires are never to take an active "playing" part in any match.
- For the ACC Lightning carnivals, the ACC is working in partnership with SEDA College WA to provide student referees for several sports offered (refer to
- If schools would like to bring senior students on the day, in officiating a sport covered by SEDA please contact the ACC office.
- When appointing students to umpire games where body contact is more imminent, Sport Co-ordinators **must be** satisfied students are **capable** of maintaining control in all aspects of the umpiring task.

- The umpire / referee provision 2026 is a **DRAFT**, and all participating schools will be provided a revised version prior to the event date, to confirm requirements.
- The ACC will contact schools to bring officials should nominations exceed provisions

13.1 Umpire / Referee provision 2026

Please refer to the table below for information regarding umpire/referee provision for schools

YEAR 7 CARNIVAL			
SPORT	SCHOOLS TO PROVIDE UMPIRES		UMPIRES PROVIDED
BOYS			
Football	NO		SEDA FDCOC12 no. of students TBC
Soccer	NO		SEDA PGWPA12 no. of students TBC
Basketball	Yes	x1 umpire per team	
MIXED			
Ultimate Frisbee	Yes	Self umpired games	
League Tag	NO		NRL
GIRLS			
Netball	NO		NWAPNA12 : no of students TBC NWALOF11 : no of students TBC
Soccer	NO		SEDA PGFREB11 no. of students TBC
Football	NO		SEDA FDCOC12 no. of students TBC

INCLUSIVE CARNIVALS			
SPORT	SCHOOLS TO PROVIDE UMPIRES		UMPIRES PROVIDED
Netball	NO		NWAPNA12 : no of students TBC NWALOF11 : no of students TBC <i>(shared with Year 7 carnival allocation)</i>
Basketball & Wheelchair FOOTBALL	NO		SEDA BWALOF12 no of students TBC Swan Districts Football Club

YEAR 8/9 CARNIVAL			
SPORT	SCHOOLS TO PROVIDE UMPIRES		UMPIRES PROVIDED
BOYS			
Football	NO		SEDA WCFRE12 no. of students TBC <i>(shared with GIRLS FOOTBALL)</i>
Soccer	NO		SEDA PGWPA12 no. of students TBC SEDA PGFREA11 : no. of students TBC
Basketball	Yes	x1 umpire per team	
MIXED			
Ultimate Frisbee	Yes	Self umpired games	
League Tag	NO		NRL
GIRLS			
Netball	NO		SEDA NWAPNA12 no. of students TBC
Soccer	NO		<i>(shared will classes allocated to BOYS)</i>
Football	NO		SEDA WCFRE12 no. of students TBC <i>(shared with GIRLS FOOTBALL)</i>

14.0 SCORING

The ACC Lightning Carnivals are participation based sporting events where scores, ladders, and trophies are not kept throughout the day.

15.0 TIMING

TIME	DETAILS
7:30am	Football and Soccer ONLY Sports Controllers set up <i>* suggest additional staff from school of Sport Controller, to assist with set up *</i>
8:30am	All other sports Sports Controllers set up
9:30am – 10am	Schools arrive
10am	Sports Controller's briefing <i>* coaches and umpires assemble at central location to that sport *</i>
10:30am	First fixture
12pm – 12:30pm OR 12:30pm – 1pm	LUNCH BREAK <i>* fixtures permitting if not, TEAM BYE serves as lunch *</i>
2pm	Final fixture concludes
2pm – 2:30pm	CLEAN UP
2:30pm	Departure of teams (<i>once Sports Controller is satisfied with clean up</i>)

Central timing occurs for all fixtures, with games starting and finishing either on the hour or half hour (except Basketball match timings).

GAME TIMINGS

SPORT	GAME TIME	NOTE
Basketball	15 minutes 5 min changeover between fixtures	No ½ time break (due to running clock)
League Tag	22 minutes 8 min changeover between fixtures	Teams may switch ends at ½ time and have a brief 2 minute break (no siren will sound)
Football	22 minutes 8 min changeover between fixtures	
Netball	22 minutes 8 min changeover between fixtures	½ time siren for 2 min break. Responsibility of coaches / umpires to restart game
Soccer	22 minutes 8 min changeover between fixtures	Teams may switch ends at ½ time and have a brief 2 minute break (no siren will sound)
Ultimate Frisbee	22 minutes 8 min changeover between fixtures	

Sports controllers, either individually or in co-operation with adjoining Sports Controllers, are to manage the central timing through the central public address system or hooters (provided by ACC)

16.0 FIRST AID

- Schools are ultimately responsible for the management of all student injuries.
- All teams should have access to a school first aid kit for general first aid incidents.
- Senior First Aid officers (First Aid posts) will be in attendance at all venues but should only manage moderate to severe injuries.
- Minor injuries should be handled by the school supervising staff.

- In the event that commitment from these sources is not secured, the individual sport controller is to appoint a central First Aid Staff member for the sport, to be available to all schools.
- Students are to be advised, as to protection with regard to possible wind, sun burn, and cold winter conditions prior to the carnival.

17.0 CATERING

- Students are advised to bring their own packed lunches/drink bottle for the day.
- Drinks, snacks, and ice-creams may be available for purchase at some venues from a roaming ice cream and a coffee vendor. **Information will be confirmed closer to event dates.**
- Lunches are generally not available for purchase at the venues.

18.0 DRESS

Students are to be properly attired either in matching physical education uniforms, or tops and bottoms appropriate to that particular sport. Students should also be strongly encouraged to bring a change of clothes in case of wet weather.

- In football where physical contact will occur, schools should wear football jumpers to avoid clothing damage. **Football boots** and **mouthguards** are also recommended for football.
- Basketball players are strongly encouraged to wear **mouthguards**
- Soccer players are strongly encouraged to wear **soccer boots** and **shin pads**, at all times.
- Cumbersome bags and personal items are to be avoided for storage and security reasons.

19.0 CONCLUDING FIXTURE PROCEDURE (all carnivals)

- Students, under the direction of their team managers and sport supervisors, are to assist the Sport Controller with the retrieval of equipment from the ground which they are last using.
- Marker cones, corner and goal posts to be returned to a central location for storage / retrieval by the ACC.
- A thorough clean-up of the immediate area used by the school is to naturally proceed over the course of the carnival and in particular after the concluding fixture.
- Lost property is to be returned to the central location.
- Schools will be dismissed when Sport Controllers are satisfied that the clean-up is complete.

20.0 EQUIPMENT

The following equipment is to be provided:

SPORT	REQUIREMENTS PER TEAM	ACC / SUPPORTING PARTNER
FOOTBALL	<ul style="list-style-type: none"> ▪ 1 set of goal flags ▪ Set football jumpers ▪ 1 set of bibs ▪ 1 football per team. Recommended sizes: Years 7 = size 3 Year 8/9 = size 4 ▪ Umpire's whistle ▪ First Aid kit (minor problems) 	<ul style="list-style-type: none"> ▪ Dome markers for boundaries ▪ 8 goal posts per ground (includes existing permanent posts at venue) ▪ Central PA system ▪ Central timing device ▪ Central First Aid
SOCCER	<ul style="list-style-type: none"> ▪ Protective gear ▪ 1 ball ▪ 1 set of bibs ▪ Umpires whistle ▪ First Aid kit (minor problems) 	<ul style="list-style-type: none"> ▪ 4 corner posts per ground ▪ Dome markers for sidelines ▪ Large cone markers for goals ▪ Central PA system ▪ Central timing device ▪ Central First Aid ▪
LEAGUE TAG	<ul style="list-style-type: none"> ▪ 1 set of bibs ▪ Umpires whistle ▪ First Aid kit (minor problems) 	<ul style="list-style-type: none"> ▪ Central PA system ▪ Central timing device ▪ Central First Aid ▪ NRL : all touch balls
ULTIMATE FRISBEE	<ul style="list-style-type: none"> ▪ First Aid kit (minor problems) ▪ 1 set of bibs ▪ Frisbee 	<ul style="list-style-type: none"> ▪ Central PA system ▪ Central timing device ▪ Central First Aid ▪ Sports Controller : all frisbees
BASKETBALL	<ul style="list-style-type: none"> ▪ 1 Basketball Year 7 = size 6 ▪ 1 set of bibs ▪ Umpires whistle ▪ First Aid kit (minor problems) 	<ul style="list-style-type: none"> ▪ Central PA system ▪ Central timing device ▪ Central First Aid
NETBALL	<ul style="list-style-type: none"> ▪ 1 Netball ▪ 1 set of bibs ▪ Umpires whistle ▪ First Aid kit (minor problems) 	<ul style="list-style-type: none"> ▪ Central PA system ▪ Central timing device ▪ Central First Aid

**** Ensure all your equipment is marked (personal and school based) ****

~~22.0 FACILITY SUPERVISION~~

~~Sport Controllers at each venue will be responsible for doing regular checks on toilets and change rooms.~~

23.0 WET WEATHER POLICY

If on the morning of the carnival it looks like **severe** weather all day, a decision will be made by the Director of Sport on the cancellation of the carnival. Every effort will be made for the carnival to go ahead, and cancellation will only be made if the weather poses a risk to student health and safety. Rain is not in itself cause for cancellation; other variables such as temperature, wind, and lightning/storms will be taken into account.

- Sport Coordinators are to contact the Director of Sport on his mobile phone by 7:00am if they are concerned about the weather.
- ACC office will SMS & email all schools ASAP if the carnival is to be cancelled.
- If the weather deteriorates during the day to the point, where the well-being of the students is at risk, then the Director of Sport will cancel the carnival and inform all sport controllers.
- Schools:
 - to ask students to bring a spare uniform & keep in a dry place.
 - schools MUST have alternative arrangements in place for total cancellation or early finish of the carnivals.

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

24.0 FUNDRAISING POLICY

It is the policy of the ACC that schools are prohibited from conducting fundraising activities at ACC carnivals.

25.0 APPENDICES

25.1 Conditions of play (BOYS FOOTBALL)

- Players on field – 15 per side
- 90 x 60m approximate field size
- Normal FOOTBALL code rules except as stated below :
 - No boundary throw ins (ball kicked in by non-offending team, last touch rule)
 - No unduly rough play or conduct against the "Codes of Behaviour" will be tolerated.
 - No centre square.
 - 1 running bounce only before a player must dispose of the ball.
 - 15m penalties where necessary
 - Reserve to do goal umpire job (white flags essential).

TACKLING

- Wrap around tackle or hand tackle is permitted.
- Whereby a player applies a legal tackle, the player with the ball must dispose of it correctly within three seconds or a free kick for "holding the ball" will be awarded.
 - In a "wrap around tackle" the tackler may wrap arms around the body and or arms of the opponent. Players may also bring their opponent to the ground in the tackle provided it is not via "slinging".
 - "Slinging" a player is strictly not permitted. A sling occurs when the actions of the tackler cause the player to be thrown to the ground after or during possession.

HOLDING THE BALL

- If player with the ball had ample time to dispose of the ball prior to be being tackled, they will be deemed "holding the ball" also.
- If a player bounces the ball whilst being tackled, they will be deemed "holding the ball."

BUMING / BARGING

- Bumping and barging is permitted as per FOOTBALL laws.
- A player may make contact with another player by using his hip, shoulder, chest, arms or open hands provided that the football is no more than 5 metres away from the player.
- A player may also fend off an opponent using an open hand to the chest or side of the body provided that the football is no more than 5 metres away from the player.

HIGH CONTACT

- No contact above the shoulder is permitted.
- Umpires are instructed to award free kicks for any high contact. A free kick will be awarded regardless of whether the high contact is intentional or unintentional.

SEND OFF CARD SYSTEM

- WAFC Red/Yellow Send Off Card system will operate. A player can be warned or sent off immediately for conduct against the "Codes of Behaviour" or unduly rough play:
 - YELLOW : order off/cool off for 15 minutes playing time (replacement player is permitted immediately). Coach responsible for timing the send-off period.
 - RED : order off/stay off for the remainder of the match (replacement player is permitted only after 15 minutes of playing time has elapsed). Coach responsible for timing send off period.

25.2 Conditions of play (GIRLS FOOTBALL)

- Players on field – 7 per side (AFLX format).
- Smaller soccer (rectangle) size pitch. 70m x 50m approx.
- Strongly advise player positioning of two forwards, three midfielders, and two defenders.
- Fast, free flowing football with heavy rotations to be encouraged at all times.
- No centre bounce. Kick in from full back after point and goals.
- Normal FOOTBALL code rules except as stated below:
 - No boundary throw ins (ball kicked in by non-offending team, last touch rule)
 - No unduly rough play or conduct against the "Codes of Behaviour" will be tolerated.
 - No centre square
 - 1 running bounce only before a player must dispose of the ball.
 - 15m penalties where necessary
 - Reserve to do goal umpire job (white flags essential).

TACKLING

- Wrap around tackle or hand tackle is permitted.
- Whereby a player applies a legal tackle, the player with the ball must dispose of it correctly within three seconds or a free kick for "holding the ball" will be awarded.
- In a "wrap around tackle" the tackler may wrap arms around the body and or arms of the opponent. Players may also bring their opponent to the ground in the tackle provided it is not via "slinging".
- "Slinging" a player is strictly not permitted. A sling occurs when the actions of the tackler cause the player to be thrown to the ground after or during possession.

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HIGH CONTACT

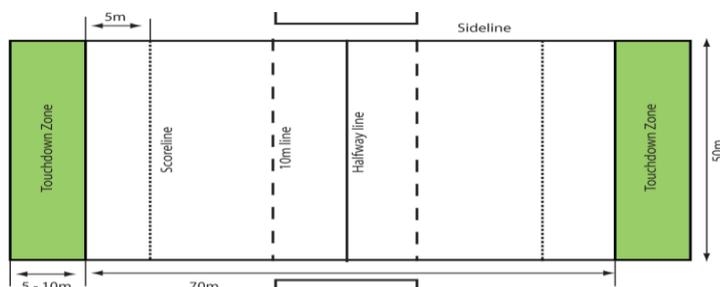
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25.3 Conditions of play (LEAGUE TAG)

- Mixed teams of 6 per side
- Maximum number of boys playing on field is 3. This means the male/female ratio can be 1:5, 2:4, or 3:3.
- Normal code rules apply with some scope for skill level allowed.
 - Forward passing and knock on : ball played to opposition
 - Knock back : play on
 - Not back in 5m in defence : penalty tap to attacking team
 - Defensive player moves forward before dummy half runs or first receiver passes or runs with the ball : penalty tap to attacking team
 - Attacking team has a total of six tags : play ball to opposing team when 6th tag is completed
 - Kick before the 5th tag has occurred : play ball to opposition
 - Kick ball above shoulder height : play ball to opposition
 - Player runs with ball while belt/tag is not attached correctly : player is 'tagged' instantly, must play the ball where it was caught
 - Dummy half or first receiver gets tagged with the ball : play ball to opposition
 - Restart of game after a try : opposing team will begin with a tap in the centre of the field
 - Fending and pushing defenders away : penalty tap to opposition
 - Shepherding / obstruction : penalty tap to opposition
 - Barging / diving at opposing players : penalty tap to opposing team
 - Tagged within 5m of try line : play ball 5m out from line
 - Kicks can only be used on the last (6th) chance and must be picked up by the attacking team before the try-line, then carried over the try line and placed down to score a try.
 - **Any player** running with their shirt not tucked in, or belt/tag on incorrectly when they catch the ball will be called 'tagged' immediately
- Field of Play : 70m in length (scoreline to scoreline) x 40m in width. This will be reduced for the lightning carnival, with the controller using their discretion at set up, as to the size and space available.
- Markings: halfway, score line and touchdown zone.
- Sidelines : at least 5m beyond the scorelines and joined by the touchdown zone line.



25.4 Conditions of play (ULTIMATE FRISBEE)

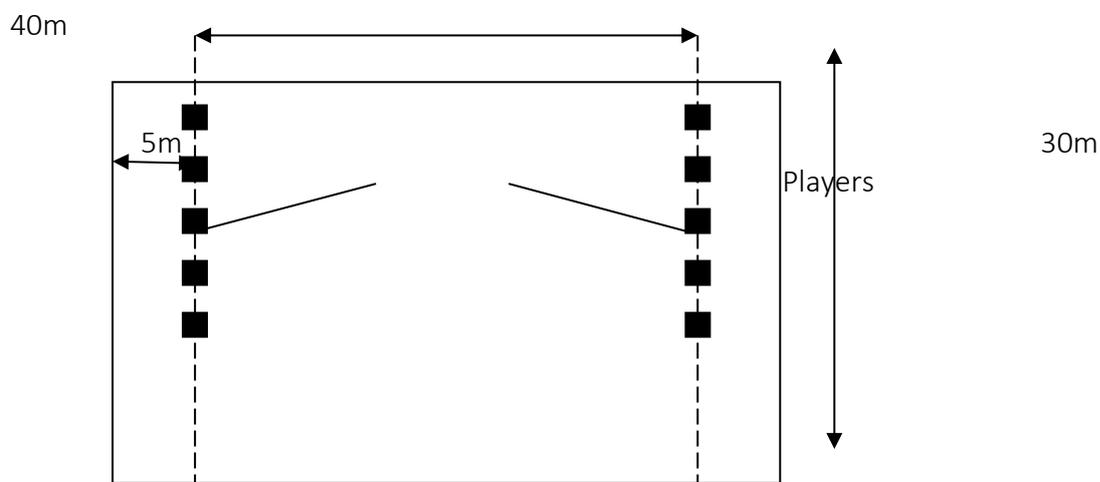
- Mixed teams of 5 per side
- **Excluding single gender schools**, the maximum number of boys playing at any time is 2. This means the male/female ratio can be 1:4, 2:3, or 3:3.
- Approx. modified field size 30m x 40m
- There is no running with the frisbee. The frisbee can only be moved up the field 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.
- 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.

FIELD

Ultimate is usually played on an approximately half-width football field, with two teams of seven players (plus substitutes) lining up against each other. However, any size field can be used depending on space available, and a good game can be had with as few as four players a side. Cones are generally used to mark the corners of the zones and the sidelines. The diagram below displays the size field ACC 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.



25.5 Conditions of play (SOCCER GIRLS & BOYS)

Normal code rules except:

- 7 players on the field (squad size of 10)
- Approximate modified field size:
 - Year 7 25m x 55m
 - Year 8/9 45m x 55m
- No offside
- Substitutes only during stoppage of play
- If the defending team has possession after the ball is out of play over the goal line, the play will re-start with a goal kick, the attacking side take corner kicks.
- **Boots and shin pads are recommended**

25.6 Conditions of play (NETBALL)

- Normal code rules.
- Full netball court size 30m x 15m approx.
- Half time break (sounded with siren) providing a 2 minute break. There will be NO siren to recommence the game, left to the umpires / coaches to restart the second half.
- Rolling substitutions are allowed during games. Players MUST notify the umpire when substituting and MUST observe the offside rule.

25.7 Conditions of play (BASKETBALL)

TEAMS	Teams consist of five on court players plus a maximum of five (5) substitutes. Minimum number of players is five (5) and maximum in a squad is 10.
START AND DURATION	Per event day program
PERIODS OF PLAY	<ul style="list-style-type: none"> ▪ 15 minutes games played in one single period, with no quarters or half time ▪ Short 30 second break halfway (approx. 7th minute), to allow for an interchange
RULES/GENERAL PLAY:	<ul style="list-style-type: none"> ▪ Rules are in accordance with Australia junior Basketball rules, unless stated otherwise in this Operations Manual. ▪ Normal scoring rules apply. 3-point rule will apply.
TIME-OUTS	No time-outs are permitted. All matched run on a central timer
TEAM FOULS PLAYER FOULS	<ul style="list-style-type: none"> ▪ Team fouls are not recorded or applicable due to the shortened game time. ▪ Individual Players are allowed 4 fouls per game. Once a player has 4 fouls, will be fouled out and must be substituted. That player cannot take any further part in the game; however, they are eligible to play the next fixture. ▪ Student assistants to record player fouls on the printed sheets provided. ▪ No foul shots are taken, but rather side balls.
INTERCHANGE	Substitutions are only permitted once at the halfway point of the game or where a player has been fouled out.
PARTICIPATION	Coaches are requested to ensure that all players are given suitable court time, with equal on-court player participation being the focus for all teams
EQUIPMENT	Each team is to supply a quality game basketball. BOYS : Size 7 GIRLS : Size 6 It is highly recommended that all players wear mouth guards.

25.8 Basketball foul sheet

ROUND: _____		
TEAM	PLAYER	FOUL TALLY

ROUND: _____		
TEAM	PLAYER	FOUL TALLY

ROUND: _____		
TEAM	PLAYER	FOUL TALLY

ROUND: _____		
TEAM	PLAYER	FOUL TALLY

ROUND: _____		
TEAM	PLAYER	FOUL TALLY

26.0 Duties of individual Sports Controllers

1. To liaise with the Carnival Manager on such matters as fixtures, venue, ground layout, equipment and
2. general information.
3. To assist with the production of fixtures if necessary, on the day when teams have withdrawn.
4. To be familiar with the conditions of play.
5. To be familiar with the venue and proposed ground layout.
6. To arrive at the venue by 8.30am (briefing at 10.00am and first fixture at 10.30am) on the day of the carnival to set up grounds according to the map provided.
 - a. **NB: Football and Soccer** equipment setup is labour intensive, it is essential that the sports controllers and their work parties **arrive at 7.30 am** to pitch goal posts etc for the Yr 7, 8/ 9 carnivals. This includes any assistant sport controller schools.
 - b. Refer: [VENUES](#)
7. To form a working party which will assist with the ground layout.
8. To brief all schools, teams and individuals according to ground location, fixtures (including updates of any changes), byes if used, behaviour, special rules, the lunch break, toilet location, use of drinks vans, location of the First Aid Officer, final fixture procedure and clean up.
9. To receive and solve individual problems associated with the management of that sport.
10. To individually or in co-operation with adjoining sports controllers, manage the central timing or local timing through the central public address system, hooters, or bells (the latter to be provided by the controller).
11. To direct the clean-up in the location used by that sport and direct the recovery of all equipment and return it to a central location.
12. The sport controller is also responsible for doing random supervision checks of the toilets, changerooms and vendors throughout the day.
13. Each sport controller needs to have use of a mobile phone so contact can be maintained with the Director of Sport and for emergency situations. Most schools will have a mobile phone available for this purpose.

27.0 Team list | Netball

Teams will be placed in different pools **where possible** to avoid fixtures between teams from the one school. On occasions, this is not always possible due to the number of team nominations.

Squad Member no.	TEAM 1	TEAM 2	TEAM 3	TEAM 4	TEAM 5	TEAM 6	TEAM 7	TEAM 8	TEAM 9	TEAM 10
	POOL:									
	PLAYER NAME									
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

28.0 Team list | Soccer

Teams will be placed in different pools **where possible** to avoid fixtures between teams from the one school. On occasions, this is not always possible due to the number of team nominations.

SOCCER

GIRLS / BOYS

YEAR _____

Squad Member no	TEAM 1	TEAM 2	TEAM 3	TEAM 4	TEAM 5
	POOL:	POOL:	POOL:	POOL:	POOL:
	PLAYER NAME				
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

29.0 Team list | League Tag

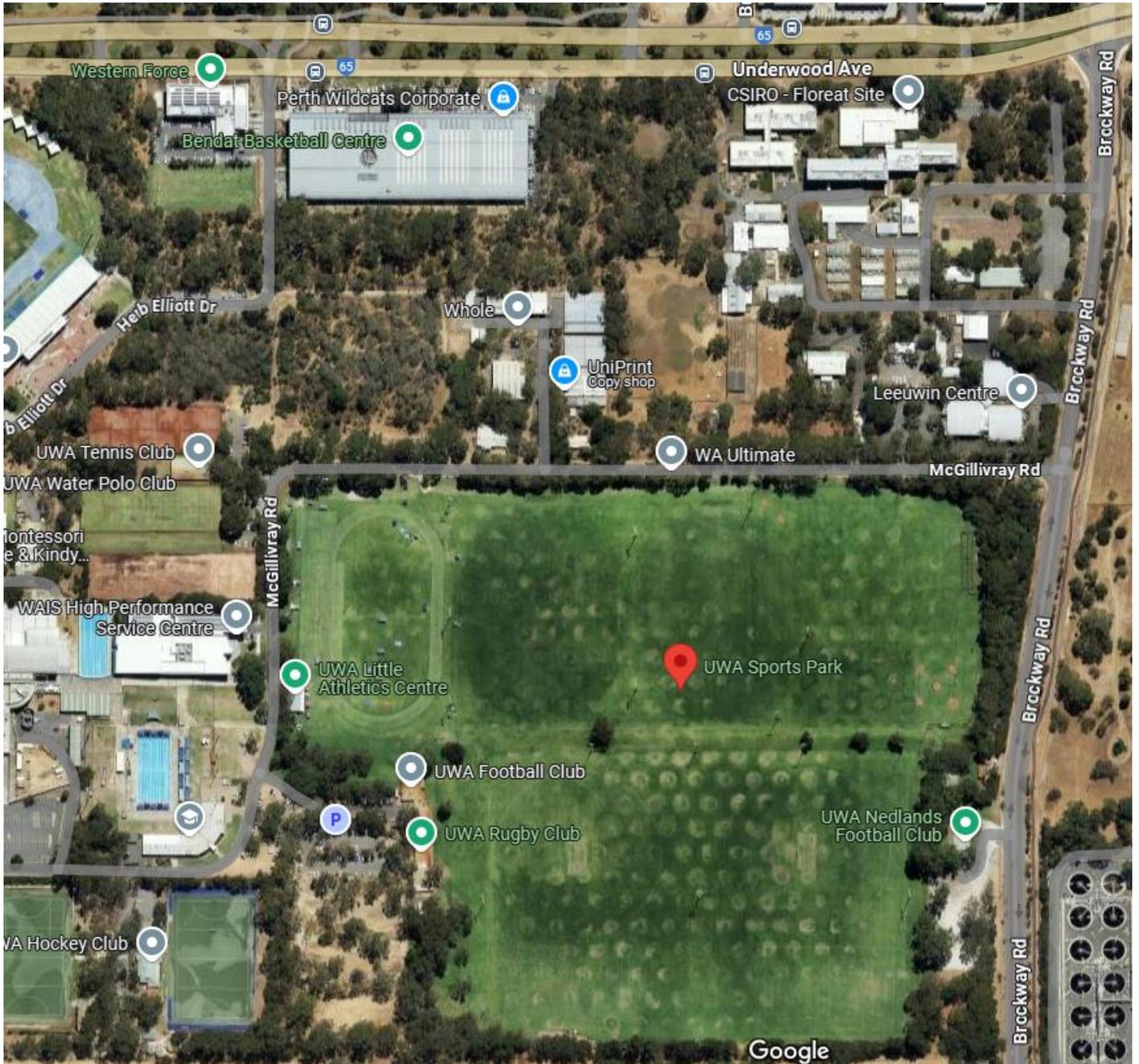
Teams will be placed in different pools **where possible** to avoid fixtures between teams from the one school. On occasions, this is not always possible due to the number of team nominations.

LEAGUE TAG

YEAR _____

Squad Member no	TEAM 1	TEAM 2	TEAM 3	TEAM 4	TEAM 5
	POOL:	POOL:	POOL:	POOL:	POOL:
	PLAYER NAME				
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

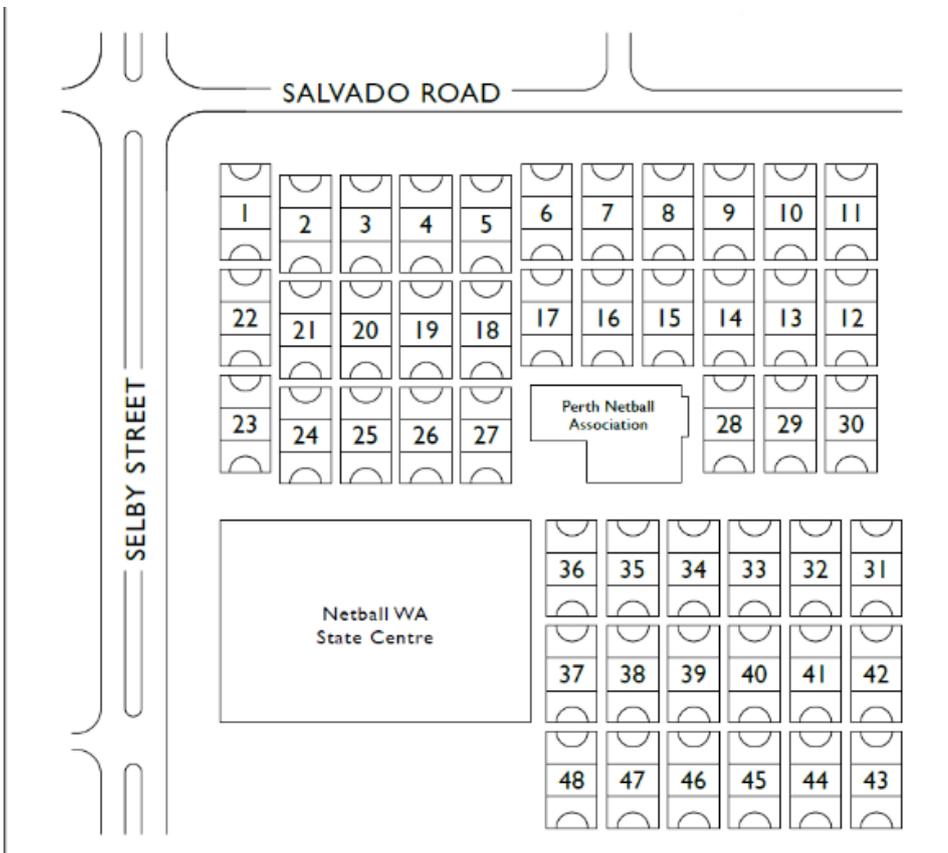
30.0 Venue map | McGillivray Oval (UWA SPORTS PARK)
Final layout to be issued with carnival program.



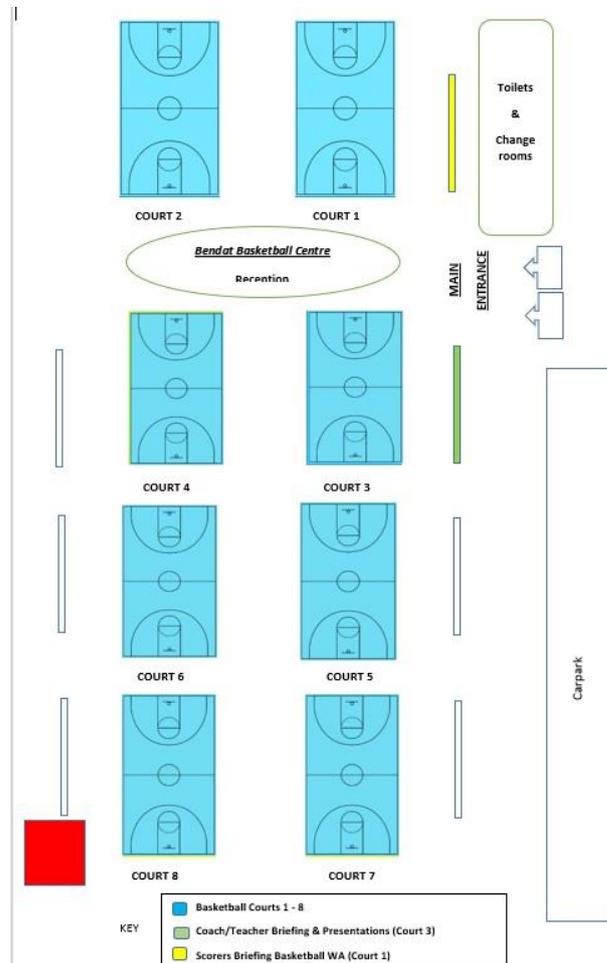
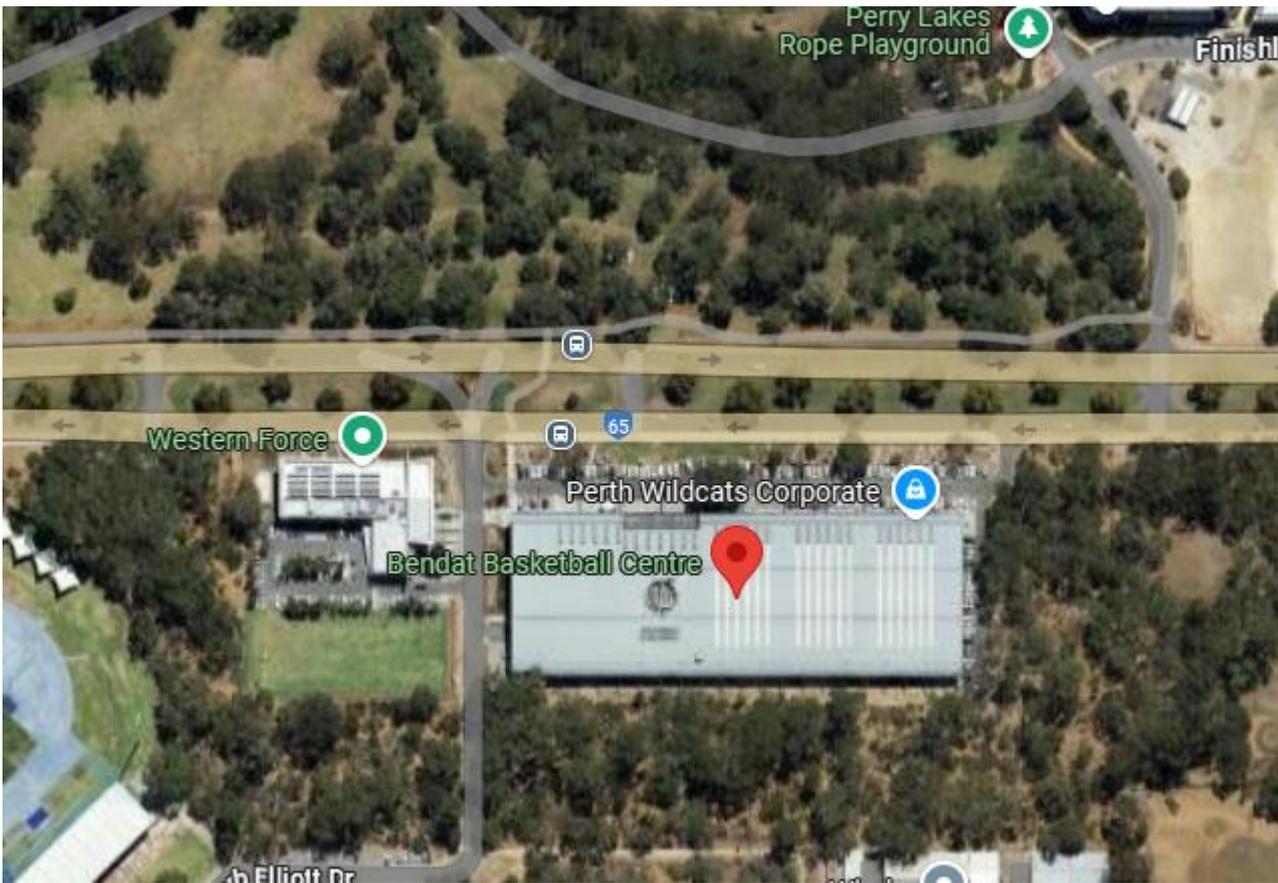
31.0 Venue map | Alderbury Reserve
Final layout to be issued with carnival program.



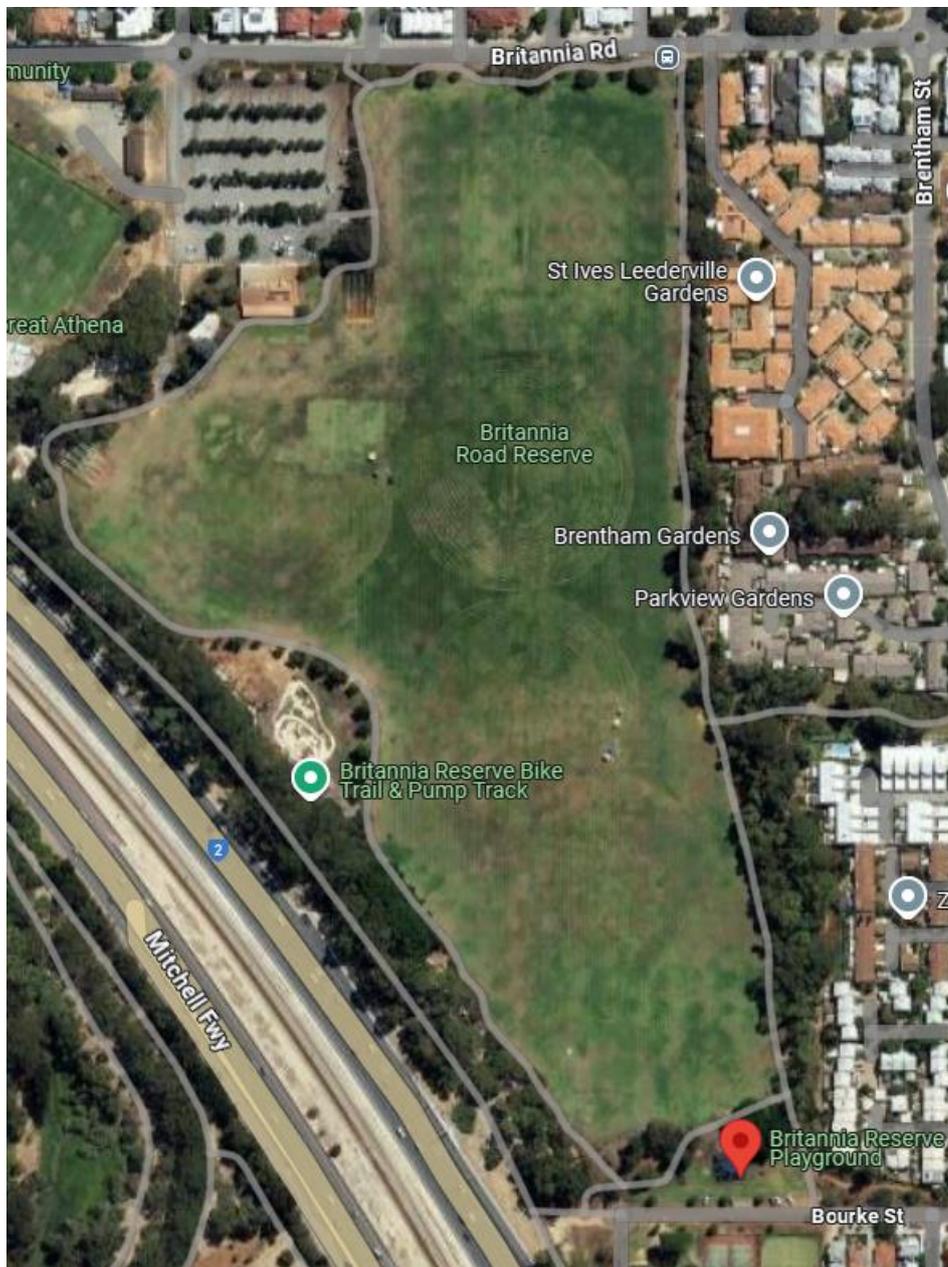
32.0 Venue map | Matthews Netball Centre
 Final layout to be issued with carnival program.



33.0 Venue map | BENDAT Basketball Stadium
 Final layout to be issued with carnival program.



34.0 Venue map | Britannia Road Reserve
Final layout to be issued with carnival program.



35.0 Codes of behaviour

The Codes of Behaviour have been developed to assist everyone involved in ACC sport to promote fair play and appropriate behaviour. The codes outline appropriate behaviour for players, coaches, teachers, officials, administrators and spectators.

(ACC Codes of Behaviour have been adopted from the "Aussie Sport – Codes of Behaviour", produced by the Australian Sports Commission.)

PLAYERS CODES OF BEHAVIOUR

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

COACHES CODES OF BEHAVIOUR

- Respect the rights, dignity and worth of every young person regardless of their gender, age, ability, cultural background or religion.
- Remember that young people participate for pleasure and winning is only part of the fun.
- Never ridicule or yell at a young player for making a mistake or not winning.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and spirit of your sport and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities.
- Avoid overplaying the talented players; the just average need and deserve equal time.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage your players to do the same.
- Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young people.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.

TEACHERS CODES OF BEHAVIOUR

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

ADMINISTRATORS CODES OF BEHAVIOUR

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

OFFICIALS CODES OF BEHAVIOUR

- Give all young people a 'fair go' regardless of their gender, age, ability, cultural background or religion.
- Modify rules and regulations to match the skill levels and needs of young people.
- Compliment and encourage all participants.
- Be consistent, objective and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than the errors.
- Encourage and promote rule changes, which will make participation more enjoyable.
- Be a good sport yourself. Actions speak louder than words.
- Keep up to date with the latest trends in officiating and the principles of growth and development of young people.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Place the safety and welfare of the participants above all else.

SPECTATORS CODES OF BEHAVIOUR

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