



ASSOCIATED AND CATHOLIC COLLEGES OF WA

2026 COASTAL ASSOCIATED SCHOOLS OPERATIONS MANUAL

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1.0 AIM

It is the aim of the Coastal Associated Schools, as a Sub-Association of the Associated and Catholic Colleges, to conduct interschool sport, encouraging participation, sportsmanship, and healthy competition.

2.0 PARTICIPATING SCHOOLS

SCHOOL	ADDRESS	PHONE
Irene McCormack CC	Bradman Dr, Butler 6036	9562 2400
Lake Joondalup Baptist College	8 Kennedy Dr, Joondalup 6027	9300 7444
Mater Dei College	107 Treetop Ave, Edgewater 6027	9405 4777
Peter Moyes ACS	Elliston Pde, Mindarie 6030	9304 5500
Prendiville Catholic College	Prendiville Ave, Ocean Reef 6027	9307 2000
St James' AS	2 Graceful Blvd, Alkimos 6038	6336 8330
St Mark's ACS	St Mark's Dr, Hillarys 6025	9403 1300
St Stephen's School, Duncraig	100 Doveridge Dr, Duncraig 6023	9243 2100
ACC STAFF CONTACTS		
Jodie Scheele (CAS facilitator)	jodie.scheele@cewa.edu.au	TBC
Tom Bottrell (Director of Sport)	tom.bottrell@cewa.edu.au	M 0416 127 839

3.0 SPORTS STAFF CONTACTS

SCHOOL	HEAD OF SPORT	EMAIL	PHONE	MOBILE
Irene McCormack	Jeremy Carbone	jeremy.carbone@cewa.edu.au	9562 2400	0428 555 991
Lake Joondalup	TBA			
Mater Dei	Jordan Webster	Jordan.webster@cewa.edu.au	9405 4777	0415 241 918
Peter Moyes ACS	Matt Carstens	mcarstens@pmacs.wa.edu.au	9304 5500	0425 025 838
Prendiville	Gabby Simmonds	gabby.simmonds@cewa.edu.au		
St James' AS	Amy Lavell	amy.lavell@stjames.wa.edu.au	6336 8330	0422 233 403
St Mark's ACS	TBA		9403 1355	
St Stephen's	Shaun Nugent	shaun.nugent@ststephens.wa.edu.au	9243 2178	0499 309 308

SCHOOL	HEAD OF PE	EMAIL	PHONE	MOBILE
Irene McCormack	Mrs Shawn Billam	Shawn.billam@cewa.edu.au	9562 2400	0433 750 035
Lake Joondalup	Ben Allsop	ben.allsop@lcbc.wa.edu.au	9300 7444	0420 550 058
Mater Dei	Ryan Coutts	ryan.coutts@mdc.wa.edu.au	9405 4777	
Peter Moyes ACS	Lorrelle Fortune	lfortune@pmacs.wa.edu.au	9304 5500	
Prendiville	Kim Panton	kim.panton@cewa.edu.au	9301 6254	0435 345 581
St James' AS	James Parsons	james.parsons@stjames.wa.edu.au	6336 8330	
St Mark's ACS	Sharon McCarthy	smccarthy@stmarks.wa.edu.au	9403 1300	0417 910 278
St Stephen's	Matthew Richmond	matthew.richmond@ststephens.wa.edu.au	9243 2121	N/A

4.0 CONVENOR SCHOOL (ROTATION)

The Chairpersons for the combined Principals and Sport Coordinators, and the separate Sport Coordinators meetings are duly elected as follows:

YEAR	SCHOOL
2020	Peter Moyes Anglican Community School
2021	Prendiville Catholic College
2022	St Stephen's School, Duncraig
2023	Lake Joondalup Baptist College
2024	Mater Dei College
2025	St Mark's Anglican Community School
2026	Irene McCormack Catholic College
2027	Peter Moyes Anglican Community School
2028	Prendiville Catholic College
2029	St Stephen's School, Duncraig
2030	Lake Joondalup Baptist College
2031	Mater Dei College
2032	St James Anglican School

5.0 MEETINGS

Meetings will be convened on the following dates for 2026:

SPORTS CO-ORDINATOR MEETING DATES			
TERM 1	TERM 2	TERM 3	TERM 4
EARLY T1 TBC WK 4 THURS 26.02.26 #	WK 2 FRI 01.05.26 # WK 10 THUR 25.06.26 #	WK 4 MON 17.08.26 #	

meetings take place before Sports Management Committee (SMC) meetings from 12:30pm

- The Sports Coordinator of the convenor school will chair the CAS meeting and is responsible for circulating agenda and minutes derived from the meeting.
- Minutes are to be circulated within one week of the meeting.
- Schools must have representation at all levels of meeting.

PRINCIPALS & SPORTS COORDINATOR MEETING DATE			
TERM 1	TERM 2	TERM 3	TERM 4
			TBC

- The CAS Principals and Sports Coordinator meetings will take place as scheduled, and at the discretion of the sub association
- Meetings are scheduled for 8am or alternative time for the convenor school
- The Principal of the Convener school will chair meetings, whilst the Sports Coordinator is to act as minute's Secretary.

6.0 INVOLVEMENT

- Schools involved in CAS are committed to make every effort to field teams in all year groups and sports.
- Where teams are graded (ie A and B grade), players should only be selected to play in one grade. Players should not rotate between grades during a match to help fill teams.
- FINALS : the students selected should have been members of the team during the regular CAS season. It is not in the spirit of the competition for students to be brought into teams only for the finals series.
- ~~Mater Dei College participating in CAS senior and St James Anglican School in junior from 2022~~
- ~~CAS Junior play seven rounds without finals~~
- ~~Year 7 boys and girls selected in year group teams.~~

- ~~Year 8/9 boys and girls selected in both separate and combined year group teams.~~
- ~~Year 10-12 boys and girls selected in combined year group teams.~~

ACC AGE POLICY : *It is the policy of the ACC that students competing in ACC sport must be under 19 years of age as of 31st December. Students who have turned 19 years of age are not permitted to participate in ACC sport. It is also ACC policy that student participation is limited to "secondary school students" and that the minimum level for participation is enrolment in Year 7.*

7.0 ACC SERVICE AND FEE GUIDELINES

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

- a) 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.

- b) 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.
- c) 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.
- d) 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.
- e) 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.
 - 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.
 - Schools must check that invoices are accurate before forwarding them to the ACC.
- f) Sub-association convenor schools will manage the following responsibilities
 - With the assistance of the sub-association member schools, schedule competition dates ahead of the calendar year.
 - Coordinate the central venue, first aid and referee/umpire bookings, as per relevant rosters in sub-association Operations Manuals if applicable.

8.0 NOMINATIONS

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

9.0 SPORTS

SUMMER (Term 1)	Year 7	Year 8	Year 7 - 9	Year 8/9	Year 9	Year 10-12
Basketball	B, G	B, G			B, G	B, G
Indoor Cricket				M		M
Touch Football			B, G			G
Indoor Beach Volleyball			M			
Volleyball						B, G

WINTER (Term 2)	Year 7	Year 8	Year 7 - 9	Year 8/9	Year 9	Year 10-12
Soccer	B, G		G	B		B, G
Netball	G*	G			G	G
Football (AFL)	B/N		G #	B/N		B, G#

KEY B = Boys G = Girls M = Mixed N = Neutral (i.e., open to opposite gender)

* Yr 7A and Yr 7B grades

AFLW fixtures played in Term 3

10.0 FIXTURE FORMAT

YEAR 7 – 9 CAS FIXTURES		
TERM 1	TERM 2	TERM 3
WEDNESDAY Week 3 – 9	WED : Netball & Soccer Week 2 – 5 Week 6 BYE Week 7 – 9 THURSDAY : AFL ONLY Week 2 – 5 Week 6 BYE Week 7 – 9 <i>** Winning team progresses to Yr 8/9 WAFC Eagles Cup</i>	AFLW One Day carnival Tues 18.08.26 (Wk 4) FINALS played on carnival day 1 st Pool A v 1 st Pool B 2 nd Pool A v 2 nd Pool B
NO FINALS FOR JUNIOR SPORT FIXTURES		

YEAR 10 – 12 CAS FIXTURES		
TERM 1	TERM 2	TERM 3
<p>One Day Carnivals Mon 23.02.26 (Wk 4) 8:30am – 2:30pm Volleyball and Touch FINALS played on carnival day</p> <p>Basketball ONLY Finals & Grand cross over Finals WC 30.03.26 (Wk 5) xx games 3:30pm 5:30pm</p> <p>FINALS 1st Pool A v 1st Pool B 2nd Pool A v 2nd Pool A GRAND FINALS Winners game 1 Losers game 2 ** all other teams will be according to carnival placings</p>	<p>One Day carnivals Wed 24.06.26 (Wk 10) 8:30am – 2:30pm</p> <p>FINALS 1st Pool A v 1st Pool B 2nd Pool A v 2nd Pool A ** all other teams will be according to carnival placings</p> <p>GRAND FINALS Winners game 1 Losers game 2 Tues 05.05.26 (Wk 3) WAFC Glen Denning qualifier 2025 1st v 2nd place AFL (BOYS) Mater Dei v St Mark's Winner progresses</p>	<p>AFLW One Day carnival Tues 18.08.26 (Wk 4) 8:30am – 2:30pm</p> <p>FINALS played on carnival day 1st Pool A v 1st Pool B 2nd Pool A v 2nd Pool B</p>

10.1 Hours of play

JUNIOR FIXTURES

Summer	4:00pm – 5:15pm
Winter	4:00pm – 5:00pm

** Winter matches must finish at 5:00pm and games to be adjusted accordingly

SENIOR FIXTURES

Refer to One Day carnival information booklets

10.2 Home and away fixturing

Equal home and away opportunities for teams within each year group, gender and sport are scheduled within each cycle of fixtures. However, venue constraints are of prime concern in this regard, calling for cooperation and assistance between Sports Coordinators from each of the competing schools on each day of play.

10.3 Venues

It is the responsibility of the school providing the venue to ensure that all ground/court markings are complete and adequately maintained. Costs related to the hire of venues, are to be met by the home team, or by mutual agreement in reference to 11.7 above. Volleyball or Beach Volleyball played at a central venue may be booked by the ACC office, but costs shared by CAS schools.

For current fixtures & venues please check the ACC website

<https://www.accsport.asn.au/interschool-sport/cas/fixtures-results-ladders>

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

11.0 GENERAL CONDITIONS OF PARTICIPATION

11.1 Match policy start and finish times

- All schools must adhere to the official CAS match start time of 4:00pm. Teams must endeavour to arrive at the playing venue no later than 3:50pm in readiness for a 4:00pm start. This should allow for an adequate warm up and communication between coaching staff to occur. The official start time of 4:00pm must be adhered to. If a school arrives late, a prompt start must occur. Summer to finish by 5:15pm, Winter 5:00pm.

- b) If a late arrival, matches must start before 4:20pm to meet the minimum match requirement times. After 4:20pm a forfeit will be declared, and a social match be played.
- c) The playing time will be reduced by mutual agreement between coaches ensuring equal half playing periods and a 5:15pm finish time in summer and a 5:00pm finish in winter. (See point 13 for minimum match requirements)
- d) **Forfeits** that result from a late start must be declared by the offending coach before the start of the match. Both coaches must sign the scorecard to acknowledge this outcome. The supervising sports coordinator must also be informed. If the forfeit is not 'declared' before the match, then the result will stand as long as the minimum match requirements have been met.
- e) Schools MUST ensure that they educate staff, students and coaches/umpires of this late start forfeit rule to ensure that this rule is implemented in the right spirit. It is essential that fixtures finish at the prescribed time ensuring that the return journey is coordinated to enable parents to pick up students as near to a common time as possible. Summer fixtures can be played up to 5:15pm if necessary (and 5:15pm for cricket) to allow games to meet the minimum playing requirements. In winter all matches must finish by 5:00pm. Games can finish before this time if the match has met the minimum playing requirements.
- f) In the event of a late start to a fixture, **due to an unforeseen circumstance** the playing time for that fixture is to be reduced by mutual agreement ensuring equal **half** playing periods and the correct finish time. Games must adhere to meeting the minimum match requirements (see heading 14) for the results to be deemed official and valid. If the game(s) cannot meet the minimum playing requirements the team responsible for the unforeseen circumstance e.g. - bus break down, bus not booked must forfeit the games affected.

11.2 Team squad size

The sub association decided at the meeting held on 20th June 2024, that any substitution limit in place for all sports is removed. This includes junior and or senior weekly fixtures and any one day carnivals. The focus of all sports is maximum participation, with the onus placed on Sports Coordinators to ensure all players are receiving equal game time.

11.3 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 (including split venues).

If necessary, qualified (in the estimate of the Principal and Sports Coordinator) parents or past students or senior present students may be authorised 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 staff at each venue. Duties of scorer, timer, linesmen, and boundary umpires 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. In-services in coaching skills are provided by member schools on a shared basis.

11.4 Staff authority

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

11.5 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. Sports Coordinators should first try to work out an agreement on disputes and if unsuccessful move to the Principals for clarity. ACC staff are not to be involved in any incident or disagreement unless the two Principals cannot come to an agreement. If no agreement can be achieved between the two Principals, either or both Principals may submit a complaint to the ACC for adjudication.

11.6 Umpires / referees

Schools should endeavour to source acceptable and accredited umpires for all CAS sport fixtures. Senior students may only be used where necessary and as a last resort, and MUST be an accredited umpire for the relevant sport. Sports Coordinators agree it is in the best interest CAS, that senior students do not referee senior matches.

- AFL umpires will be sourced by accredited sources i.e., WAFC
- Schools are encouraged to use Football West for Senior Soccer matches whenever possible.

It is an expectation that all referees wear professional umpiring attire that makes them easily identifiable to both teams. If student referees are used, they must have adequate knowledge of the sport and always uphold a professional manner. This expectation will ensure fair and acceptable calls are made on behalf of both teams and in the right spirit of the game.

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 is deemed 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 with.
- 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 stopped, the coaches may take over the umpiring for the remainder of the match.

POOR LANGUAGE

Coaches should remove students from the field or court. Referees instructed to penalize using yellow card in sports where applicable (soccer and football) for poor language.

11.6.1 Summer

SENIOR SUMMER	
Basketball	Each school provides one (1) referee per team for home and away.
Touch Rugby	Home team to provide one referee. (Coordinated through Touch Football WA)
Volleyball	Each school to provides one (1) official to assist the main referee for each game they are involved. Officials will be competent senior students or staff.
Indoor Cricket	Referees and scorers provided by external venue

JUNIOR SUMMER

JUNIOR SUMMER	
Basketball	Home school to provide two referees per game.
Touch Rugby	Home team to provide one referee.
Beach Volleyball	Each school to provides one (1) official to assist main referee for each game. Officials will be competent senior students or staff.
Indoor Cricket	Referees and scorers provided by external venue

11.6.2 Winter

SENIOR WINTER	
Netball	Each school provides one (1) umpire per team for home and away.
Soccer	Home school will provide one (1) central referee for boy's game. Home school will provide one (1) central referee for girl's game. Each team home & away is to provide one linesperson for each game.
Football	<ul style="list-style-type: none">• Home team provides two (2) central umpires (always required for senior football).• Each team provides one (1) boundary umpire and one (1) goal umpire (can be students).• If no boundary umpires are available, the game will be played using the last touch rule (out of bounds).• Central umpires should be acquired from reputable sources i.e., WAFC or SSO. Note : CAS schools are responsible for the cost of the umpires supplied.

JUNIOR WINTER	
Netball	Home team to supply two (2) umpires per game.
Soccer	Home school to provide two referees, one referee for each game. Each school to provide one linesperson for each game.
Football	<ul style="list-style-type: none"> Home team is to provide one (1) central umpire paired with a confident senior student for junior football games. Home team is to also provide two (2) boundary umpires. Each team, home and away, is to provide one (1) goal umpire (these can be competent senior students). If no boundary umpires are available, the game will be played using the last touch rule (out of bounds). Central umpire should be acquired from reputable sources i.e., WAFC or SSO. <p>Note : CAS schools are responsible for the cost of the umpires supplied.</p>

11.7 CAS finals

As a general rule, in CAS finals games where two umpires/referees are required, each school should supply one umpire. In games where only one umpire/referee is required, it shall remain the responsibility of the home team to provide the umpire. Umpires or referees for finals should be external and qualified/accredited.

11.8 Send off rule

If a student is sent from the field of play in any CAS sport, the normal relevant association rules will apply as to whether and when the player returns. The umpire/referee should indicate the reason for the send-off to the team coach and the player concerned when it is convenient. A written report is to be made and copies sent to the Sports Coordinators of each school. The Sports Coordinators should then take appropriate action.

REFER: APPENDIX 16.16 "INSTRUCTIONS TO UMPIRES/REFEREES", APPENDIX 16.17 "GAME PROCEDURES AND ETIQUETTE".

11.9 Points

WIN	4 Points
LOSS	1 Points
DRAW	2 Point each
FORFEIT	Winning team = 4 Points Losing Team = 0 Points

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

SPORT	RESULT
AFL	Goals for and against (goal difference)
Basketball	Points for and against (Points difference)
Beach Volleyball	Sets then games for and against (set or games difference)
Cricket	Runs for and against (Runs difference)
Indoor Cricket	Runs for and against (Runs difference)
Netball	Goals for and against (goal difference)
Soccer	Goals for and against (goal difference)
Touch Rugby	Tries for and against (Tries difference)
Volleyball	Sets then games for and against (set or games difference)

NOTE: In the case of incomplete or extended ROUND ROBIN fixturing, a match ratio will be used to determine the final ladder.

ONE DAY CARNIVALS

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 (between the two tied teams)
3. Total points (for) i.e. most attacking team

11.10 Protective equipment

It is recommended that protective equipment is always worn and that the equipment is maintained at optimal levels. All soccer players must wear shin pads. It is highly recommended that all players wear mouth guards.

11.11 Reporting of results

Results of all fixtures are reported using the Clipboard online results system through the ACC web site.

For CAS the home team for result entry will be the first mentioned team in the fixtures. The home team enters all results in Clipboard within 24 hours of the fixture. ~~A print screen of the results must be sent to the other team and the ACC office.~~ The away team needs to check all results entered on Clipboard within 48 hours and confirm with the other parties that the results are accurate. They must also report any errors to the ACC and the home team in their communication. Once results are confirmed by the away team the ACC Office will do a final confirmation of results, ~~and advise of any discrepancies. The away team must check results within 72 hours otherwise results entered by the home team will stand. Failure of the home team to comply with this condition will invoke a penalty of 1 point for the "responsible" team involved for that fixture.~~

It is suggested that the Clipboard system be promoted to coaches, students, and parents and that the ladders be used to motivate individuals, teams, and coaches/managers throughout the season. All schools, coaches, students, and parents have access to the ACC app, which has a direct link to the Clipboard ladders for accurate and up to date results of the CAS competition. This is a very useful tool to promote to your coaches.

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

NOTE : Results reported are considered final - both team's coaches/managers and captains must settle scoring discrepancies before scorecards are signed.

11.12 Final team placing and trophies

JUNIOR FIXTURES

Final team placings are determined by the end of season ladder. No finals are played

SENIOR FIXTURES

Final team placings are determined at the end of the CAS Finals playoffs.

Only the top two placed teams of each pool will play : 1st Pool A v 1st Pool B and 2nd Pool A v 2nd Pool B

Other placings will be based on end of carnival ladder positions

In the event teams finish on equal points or goals at the end of the normal playing time, extra time (listed below) will be played to determine the winner and the team that finishes the season in top position (Tally of Placings).

CAS SPORTS	FINALS EXTRA TIME REQUIREMENTS
Basketball	3 minutes extra time, no timeouts allowed
Cricket & Indoor Cricket	N/A
Tennis	1 pair from each school to play a tie break
Touch Football	Flip of a coin to select playing end or tap to commence the extra time. 1 player drop off after each minute of extra playing time. No substitutes allowed and play continues until a team scores a 'golden try'

CAS SPORTS	FINALS EXTRA TIME REQUIREMENTS
Volleyball	Finish the third set to 15 OR declare a winner once team leads of 2 and is at least 8 points played.
Netball	2 x 3-minute halves. Swapping ends after the first half.
Soccer	Penalty shootout of 5 and 5 (5 shots each team taken in order). If scores are still level after 5 penalties, the penalties should continue until deadlock is broken i.e. team misses and other team scores 6-5
Australian Rules Football (AFL)	2 x 5-minute halves. Swapping ends after the first half

In the event that it remains a draw and the scores are still level after the extra time requirements have been played (i.e., cricket, basketball, netball, football) OR there is no CAS final played at all (abandoned), the team that finished on top of the ladder shall be deemed the champion team.

A single plaque will be awarded to each school acknowledging each premiership team for that school in that year of CAS sport. Individual team plaques will not be awarded until end of year awards, although a CAS “pennant” flag will be made available to schools for presentation at finals matches.

11.13 Championship's qualifications

JUNIOR CHAMPIONSHIPS

	ACC CHAMPIONSHIP	WAFC COMPETITION
	BASKETBALL	AFL
Years	BOYS GIRLS	Eagles Cup Year 8/9 BOYS
Qualifiers	Top 2 placed teams	Top placed team
Tournament	Early Term 2	Early Term 3

- CAS Premiership teams from junior basketball and AFL will progress to the ACC Championship competition.
- ACC Championship games will be a weekly knockout/elimination tournament following the finals round for each CAS season.

PRE LIMINARY ROUNDS

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

ELIMINATION ROUNDS

- Information for teams reaching the elimination stage will be issued to teams ASAP after the conclusion of the preliminary round robin competitions.
- Games in the elimination round will be arranged by mutual agreement between schools, excluding semi and grand finals which are set dates by the ACC
- Wherever possible matches should always be played on the set day and time.
- For further information, refer to <https://www.accsport.asn.au/interschool-sport/acc-championship/charter>

SENIOR CHAMPIONSHIPS

	ACC CHAMPIONSHIPS			WAFC COMPETITION
	BASKETBALL	NETBALL	SOCCER	AFL
YEARS	BOYS GIRLS			SENIOR (DIV 2) BOYS Jakovich Cup
FORMAT	DIVISIONAL MODEL			Top placed team Qualifier game between 2025 1 st v 2 nd
TOURNAMENT	Term 1	Term 2	Term 3	Mid Term 2

- From 2026, the model is expanding to a divisional model, with CAS senior teams no longer aligning to championships
- Refer to <https://www.accsport.asn.au/interschool-sport/acc-championships> for further information

11.14 Weather policy

By 12.00pm (noon) on the day of competition Sports Coordinators are to consult with their opposition school and if the consensus is that weather conditions are too extreme the games will be cancelled. If doubtful teams are to travel to venues and a decision will be made at that time. Home sports coordinator will make a final decision on site.

11.14.1 Wet weather

- Winter fixtures should only be cancelled if weather conditions are extreme and pose a major risk to student/staff safety. Lightning, hailstorms, and destructive winds would be considered extreme conditions and could be cause for cancellation. Rain itself is not considered as extreme weather and should not be a cause for cancellation of games unless it renders the playing surface unplayable and dangerous.
- Schools should endeavour to make available rubber/squeegee brooms that can be used to sweep excess water off outside courts so that the surface can be made playable.
- When home teams postpone games due to weather only those sports affected by weather should be abandoned and any indoor games should still go ahead as normal. Points for games played indoors in these cases will count, if all fixtured games were played at all venues.

11.14.2 Hot weather

- Sports Coordinators check weather bureau by 12.00pm on the day before the match and liaise with their principal on whether a decision to cancel is required. If weather conditions are extreme, the host school is to initiate contact with the opposition school to decide prior to competition. The convenor school and the ACC must be made aware of this decision. Indoor sports within the CAS competition should go ahead.
- When home teams postpone games due to weather only those sports affected by weather should be abandoned and any indoor games should still go ahead as normal. Points for games played indoors in these cases will count if all fixtured games were played at all venues.
- Where possible the following guidelines to be followed when matches are played in hot/humid conditions:
 - Use venues that are indoors or shaded. Outside hard courts should not be used due to increase heat radiant heat.
 - Normal sun protection measures (hats/sunscreen) should be strictly followed.
 - Duration and intensity of exercise should be reduced where possible, with shorter games, and therefore shorter periods of high intensity exercise.
 - Increase player rotation through the bench.
 - Activities should have more breaks in play/activity to allow for frequent drink breaks, and ensuring that all breaks (for outdoor activities) are taken in the shade. Coaches can call time outs as needed to accommodate such.
 - The provision of water is the responsibility of individual players and the team manager, not the home school.
 - Water/ice buckets and fans are encouraged

SPORT	GAME TIME
Basketball	Game conditions of play adhered to, ensuring point 4. is followed
Touch Rugby	4 x 10 minute quarters
Indoor Beach Volleyball	Game conditions of play adhered to, ensuring point 4. is followed
Indoor Cricket	
Volleyball	

11.14.3 Cancelled fixtures

In the event that two (2) or more schools cancel fixtures in a particular sport/year/grade then the following process should be enacted:

- Where possible the cancelled matches should be played at a rescheduled time by mutual agreement between the schools involved.
- If a suitable time/date/venue cannot be mutually agreed upon then the match(s) will be abandoned, and the match results status will be “cancelled”.
- If any match in a sport/year/grade is “cancelled” then the entire round of fixtures for that sport/year/grade will be considered “void” and a mutual forfeit, there will be no points awarded to any school.
- In the case of a mutual forfeit due to weather all CAS schools are to be notified and no results are to be entered into Clipboard. Please contact the ACC so that the match status can be changed to “cancelled”, with no points allocated to either school.

It is in the spirit of the CAS competition that schools canceling matches due to extreme 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:

- In fixtures where games are played at one venue and not played at another in the same sport.
 - Where possible, cancelled games to be rescheduled and played at a mutually agreed time.
 - If a rescheduled time cannot be agreed upon then ALL results for that round, at all venues in that sport/grade are considered to be “cancelled” and the results null and void.
- If fixtures are cancelled all CAS schools are to be notified so that only relevant scores are entered into Clipboard for that round. ACC is to be notified so cancelled fixtures can be displayed as cancelled in Clipboard.

CANCELLED FIXTURES DUE TO ADVICE FROM EXTERNAL AUTHORITIES

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 CAS weather policy as outlined above. In these cases, games will be considered as cancellations and results processed as per item 11.12.3 of the Operations Manual. Schools affected should advise the other CAS schools if this situation arises.

NOTE : This Operations Manual 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.

11.15 First Aid

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 afforded.

It is highly recommended that players wear mouthguards in all contact sports. Prevention of injury is emphasised. Each school engaged in fixtures must have access to their own first aid kits.

NOTE: All open wounds must be covered.
REFER Appendix 16.15 for "SPORTS INJURIES".

12.0 CHANGE OF RULES / CONDITIONS OF PLAY

Change of conditions of play and rules governing the conduct of the Coastal Associated School's Interschool Sporting Competition are to be made at convened meetings, **prior** to commencement of forthcoming season.

13.0 MINIMUM MATCH REQUIREMENTS

When games are reduced in time due to late arrivals or unforeseen circumstances the minimum match playing requirements must be met. Games must meet these requirements to constitute 'full time' for results to be deemed official and valid. All schools must follow these guidelines.

SPORT	CONSTITUTES A FULL TIME MATCH RESULT
Basketball	Minimum of 10 minutes per half
Touch Football	Minimum of 15 minutes per half
Beach Volleyball	Minimum of 30 minutes total playing time; minimum of 2 sets
Volleyball	Minimum of 2 sets and to 12 points in third set
Cricket	Minimum of 8 overs faced
Indoor cricket	Minimum of 8 overs faced
Soccer	Minimum of 15 minutes per half
Netball	Minimum of 4 x 8 minute quarters
AFL	Minimum of 15 minutes per half

14.0 FORFEITS

Early communication is essential to alleviate problems arising from forthcoming forfeits. The latest time for a forfeit to be communicated is 12pm on the day of the fixture. Principals from schools concerned are to be informed of the decision. The Principal and / or School Executive being informed of an opposition school forfeiting, can then discuss with said school Principal and / or School Executive, the recuperation of expenses incurred from the game(s) not being played, which may include (but are not limited to) venue hire, referee costs and bus hire.

A team causing the forfeit will receive 0 points, and the opposition 3 points for that fixture. To assist with the separation of teams with equal points on weekly and final ladders, the team winning a forfeit, will be awarded a predetermined score for that sport (per below), and the losing team the reverse.

When entering a forfeit into Clipboard, this can only be done through 'Results Entry'. Underneath the relevant school's name, tick 'Forfeit this game' then click 'submit'. Points will be calculated automatically.

FORFEIT SCORES

SUMMER	BASED ON CAS RESULTS	
	FOR	AGAINST
Basketball	40	0
Touch Football	8	0
Beach Volleyball	2	0
Volleyball	2	0
Cricket	0/80	0
Indoor Cricket	0/80	0

WINTER	BASED ON CAS RESULTS	
	FOR	AGAINST
Soccer	7	0
Netball	30	0
Touch Football	8	0
AFL	50	0

15.0 MERCY RULE

CAS schools have agreed that a 'mercy rule' can be applied to all summer and winter sports (excluding Indoor Beach Volleyball) if necessary. Once a blowout score has been reached, the Mercy rule must be offered at any stage of the game but does not have to be accepted. The coaches collaborate and record the final scores to reflect the maximum margin (see table below) at that point in the game. The game then continues until full time with coaches/officials in charge of matches determining the best course of action to encourage games to be competitive so that ALL students have a positive playing experience. Coaches should use their discretion to implement measures to ensure that matches are not one sided. Possible examples of "mercy rule" changes are:

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

If a coach overlooks the mercy rule and the margin is incorrect, the final result will be adjusted by the Sports Coordinator before entering into Clipboard. The adjustment will be made by reducing the winning school's score until the margin is accurate.

MAXIMUM MARGIN TABLE

SPORT	PROPOSED MAXIMUM MARGIN
Basketball	40 points
Touch Football	8 tries
Beach Volleyball	2 sets
Volleyball	2 sets

SPORT	PROPOSED MAXIMUM MARGIN
Cricket & Indoor cricket	80 runs
Soccer	7 goals
AFL	50 points
Netball	30 goals

16.0 APPENDIX

16.1 Basketball Conditions of Play / Rules

REFER Appendix 16.12 for information pertaining to "SENIOR ONE DAY and AFLW CARNIVALS".

TEAMS

Teams are to consist of 5 on-court players

Minimum of five (5) players.

UNIFORM

Basketball strip with numbered singlets or bibs from 4 to 15. Non marking shoes are to be worn in games played indoors.

EQUIPMENT

The size of the basketballs used for CAS games is as follows:

- All girls – size 6
- Year 7 & 8 boys – size 6
- Year 9 and above – size 7

DURATION OF PLAY

Games are to consist of four (4) x ten (10) minute quarters with 5 minutes changeover at half time. (Running clock.)

Time outs are to consist of maximum 1-minute duration. Games are to finish no later than 5:15pm summer and 5:00pm winter.

Tied game. Play 3 minutes extra time for all home and away games and finals provided this falls inside the 5:15pm summer and 5:00pm winter finish. No time outs permitted in extra time.

In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the 5:00pm/5:15pm finish time. A minimum of 10 minutes per half constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES AND CAS FINAL)

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

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

No zone defences are to be permitted in junior basketball. Schools should encourage man-to-man defence.

SUBSTITUTES

Are to be made via the referee.

TIME OUTS

There are no time-outs in the last 3 minutes of each half. Maximum two per half. Maximum 1-minute time outs.

SCORERS AND SCORECARDS

Timekeepers and scorers from opposing teams must **SIT TOGETHER**.

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

16.2 Cricket Conditions of Play / Rules

TEAMS

Per Batting Retirement if a ten (10) over game is being played, the number 11 will not bat. The minimum number of players to constitute a game is 8 players.

If a team is playing with a reduced number e.g., 8 or 9 players (both coaches are to review batting list and suggest "mid-range/mid-level" batsman will get opportunity bat twice i.e., to make up the final pairings.

Girls are encouraged and permitted to play cricket.

UNIFORM

All white (long trousers or shorts) or the full physical education uniform is to be worn. Mixing of uniforms is not to occur. College hat or sport cap to be worn. No mixing of caps is permitted.

All batsmen must wear helmets for safety.

"The Home Team will always bat first"

** Ensure batting first batting pair is ready to go as soon as the **away** fielding team arrive to help save time.

Both teams will bowl from the same end – one end. This will save time changing after each over and both teams will bat in the same conditions facing the bowling from the same end.

DURATION OF PLAY

Games are played over one (1) day. All games are 10/10 overs format (or less). The minimum overs to constitute a game is to be 8 overs per team. Each team is to ensure approx. 30 minutes per innings.

At the beginning of the game an agreement is to be reached by the coaches and umpires as to the number of overs to be bowled by each team pending the time/players available e.g., 8 or 10 overs. The overs will be calculated as one over every 3-4 minutes. The time limit cut off is 5:15pm. The umpires and coaches are to confer as to the number of overs that will be bowled per team pending the start time. At all times, each team innings must have equal overs for the game to be valid.

RULES (QUALIFYING FIXTURES AND PLAY-OFFS)

The game consists of six (6) ball overs bowled by each side with a maximum of seven (7) balls per over (apart from the final over – see below).

No Balls: If a ball deviates unnaturally from the edge of a synthetic pitch or expansion slots halfway along the pitch, the ball shall be deemed a 'No Ball' and will be bowled again. The batting team will receive one (1) run for the no ball. A batsman losing his wicket to a no ball is not out except in the case of a run out. A batsman can score off a no ball and will receive the 1 run bonus + whatever runs are scored. In the case of a subsequent no ball in the same over the batting team will receive 2 runs each no ball, however the ball will not be re bowled. E.g., maximum of a seven (7) ball over.

Bouncing above shoulder height.

Full toss above waist height.

Ball bounces more than once.

Wides: If the umpire signals a wide the ball shall be bowled again, and the batting team will receive one (1) run for the wide. In the case of a subsequent wide in the same over the batting team will receive 2 runs each wide, however the ball will not be re bowled. E.g., maximum of seven (7) ball over. It is recommended that coaches confer before the match as to what deliveries will constitute a wide.

Upon the call of a "wide" the ball shall remain live i.e., batsman can choose to run on a wide to receive an extra run
The final over of each innings must have six (6) legal deliveries bowled.

FIELDING RESTRICTIONS

No more than 4 fielders on the leg side at any one time.

BOWLING

Each person of the fielding side shall bowl one (1) over each. Bowlers may be permitted to bowl a maximum of two (2) overs (cannot be concurrent - 2 overs in a row). The wicketkeeper can choose to either bowl or not bowl.

BATTING PENALTY

When a wicket is taken (bowled, caught, LBW, run out, or stumped) the batting team will be penalised three (3) runs for each wicket taken. Batsman must swap ends after losing a wicket.

BATTING RETIREMENT

All batsmen bat for two (2) overs and then swap with the new batting pair ensuring all player's bat. Batting team may choose to send out a batsman that has already batted with the Number 11 to form the final batting pair. If only ten (10) over game is played, the number 11 will not bat.

Boundaries - 4 runs scored as normal for a ball running along the ground or bouncing through the boundary

Boundaries - 6 runs scored for any ball passing over the boundary on the full

UMPIRING

Home team is to provide two umpires (one quality central umpire and one competent square leg umpire

SUBSTITUTES

No substitutes are permitted - a batsman may only choose to retire due to injury.

EQUIPMENT

Batsmen **MUST** wear gloves, pads, helmet, and box (groin protector). Umpires may stop play until batsmen are correctly attired.

Wicketkeeper – Gloves, pads, helmet also advised when keeping close to the stumps i.e., spinner

Balls to be supplied by the home team (2). Balls are to be indoor balls on grass pitches and 2-piece leather on hard wickets. A new ball is required for each innings. Year 8 & 9 to be 156 grams.

PITCH/BOUNDARIES/WICKETS

Home team is to provide wickets/stumps.

Grass/Synthetic (hard) or Turf Pitch can be used. Full flexibility is granted. Ideally, Year 7-8 to be 18m length and Year 9-10 to be 20.1m standard length. Chalk, Tape or Paint to mark crease.

Boundaries will be minimum 50m maximum. Ideal 40m – 50m range with both boundaries being the same equal radius. The Home team is responsible for setting boundaries cones and wickets.

SCORES and SCORECARDS

Each team to provide a competent scorer. Coaches, umpires, and scorers for cricket **MUST** be experienced and have the knowledge/skills required to perform their task.

It is essential that a record of the number of runs should be kept after each over. Scorecards/scorebooks are to be signed by the umpires and captains or coaches at the conclusion of the game. The winner of the match is the team, which scores the greatest number of runs at the completion of the innings. It is assumed that scoring discrepancies are settled immediately and that results reported to the ACC office are final.

All other rules are as for a normal game of cricket as outlined by the Australian Cricket Board.

16.3 Indoor Cricket Conditions of Play / Rules

REFER Appendix 16.12 for information pertaining to "SENIOR ONE DAY and AFLW CARNIVALS".

TEAMS

Teams are to consist of a minimum number of 6 players

8 a side

32 overs per game | 16 overs per innings

5 ball overs

Each player bowls a maximum of 2 overs.

Each batting pair has 4 overs.

FIELDING | Max 8 on the field (6 fielders, 1 bowler, 1 wicket keeper).

* If there are extra players, the coach can sub extra fielders on/off. Players may be of either gender.

UNIFORM

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

PLAYING TIME

Games are played at central venues ([Seamers, Balcatta and Playpoint, Ballajura](#)) which are booked for one hour only.

All schools are to ensure that teams are dropped to the cricket venue, before any of their teams are dropped for Beach Indoor Volleyball. All games should be played rapidly to aim to be completed inside the booked time frame.

EQUIPMENT

Schools are to provide a ball as well as general batting equipment. Central venue can provide some stumps and spare game balls which are used for their social sporting competitions.

RULES OF THE GAME

FIELDING A TEAM

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

THE GAME

- The game consists of 1 batting and 1 bowling innings per team.
- Each innings consists of 16 overs with 5 ball overs.
- Run deduction for a dismissal will be 5 runs, and other penalties will be 5 runs or multiples of 5 runs.
- Each player must bowl 2 overs except in the case of the Player Short/ Substitutes/ Injured Players Rule.
- Prior to the start of each over the umpire must be advised of the bowler's name in order for the game to start/resume.
- A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 5 runs for each over offended.
- A delivery commences from the moment a bowler (with the ball in their hand) starts their run up and continues until the same time of the next delivery.
- A batting innings is divided into 4 sections. Each section consists of 4 overs.
- The batting team bats in pairs with each pair batting for 4 overs. Upon arrival at the batting crease the batters must inform the umpire of their respective names in order for the game to start/resume.
- Batters continue batting for the entire 4 overs, whether they are dismissed or not. When a player is dismissed, 5 runs are deducted from their team's score.
- Batters must change ends at the completion of each over.
- No batter may bat more than once, except in the case of the Player Short/ Substitutes/ Injured Players Rule.
- A team must not declare an innings closed.
- The team compiling the highest number of runs will be the winner.

- **THE TOSS** The umpire will toss a coin or token to determine the order of the innings. The umpire will advise which team is to call.

EQUIPMENT

- **BATS** Must be made of wood with dimensions no larger than 96.5 cm in length and 10.8 cm in width and have a suitable bat grip. If an umpire is not satisfied with the suitability of a bat or bat grip, they should not allow it to be used. Note: Bat grips must be of a non-slip material and in good order.
- **BATTING GLOVES** A batting glove (which completely covers the hand from the wrist) must be worn on each hand by both batters. If an umpire notices a batter is not wearing two suitable gloves, play must not continue until 2 gloves are worn.
- **KEEPER'S GLOVES** The wicket keeper has the option to wear 0, 1 or 2 suitable gloves. The gloves may be wicket keeping or batting gloves, or a combination of both. No other style of gloves from other sports are permitted. Keeper's gloves may only be worn by the wicket keeper in the approved area.
- **FIELDING PROTECTION** Players may wear suitable protective equipment when fielding provided the safety of that player and all other players on the court is not compromised. The decision to allow players to use protective equipment rests with the duty manager.
- **GAME BALLS** will be provided by the venue
- Protective and other equipment not in immediate use must be placed outside the court until required. Players will be warned to remove unused protective and other equipment. Refusal to do so will result in a 5 run penalty to the offending team.
- The Stumps will be "Wilkins" style collapsible stumps. The base plate is considered to be part of the stumps.
- Bails may be wooden or plastic and must be tied to the stumps. (Venue may provide stumps)

UMPIRE

- The central venue will provide umpires for all games, with this cost included in the total charge to all schools.
- The umpire has the right to alter their decision provided it is done promptly.
- The umpire's ultimate decision during a game is final. No dispute, written or otherwise, will alter the result.
- The umpire will be the sole judge of fair and unfair play.
- The captain of the fielding side or the batter at wicket may query an umpire's decision. Once the umpire has replied, any further talking to, at or about the umpire, or their decision, may be penalised.

ARRIVAL/LATE PLAYER(S)

All teams are to be present at the games a minimum of 2 minutes prior to the scheduled commencement of their game to do the toss. Any team failing to arrive on time will forfeit the right to a toss. The non-offending team can choose to field first or wait until the offending team has 6 players present and bat first. ii. If both teams are late, the first team to have 6 players present will have the right to choose to bat or field first.

PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS

- If a team is 1 player short: When batting: after 12 overs, the captain of the fielding side will nominate 1 player to bat again in the last 4 overs with the remaining batter. When fielding: after 14 overs, the captain of the batting side must choose 2 players to bowl the 15th and 16th overs. The non-consecutive overrule still applies.
- If a team is 2 players short: When batting: after 12 overs, the captain of the fielding side will choose 2 players to bat again in the last 4 overs. When fielding: after 12 overs, the captain of the batting side must choose 2 players to bowl 2 of the last 4 overs. The non-consecutive overrule still applies.
- If a selected player is not available to bat again, a 10 run penalty will apply and another player must be selected. This rule does not apply to a player who has to leave the game early for legitimate reasons 6 provided both captains and the umpire had knowledge of the player's early departure.
- When a team is reduced to less than 6 players (irrespective of the reason) and a substitute is unavailable, the offending team will forfeit the game.

SUBSTITUTES

- A substitute player is one who joins the game, after it has officially commenced, to replace an existing player who is incapable of completing the game due to injury or illness suffered during the game. This may only occur on the approval of the umpire or duty manager.

- Substitutes only apply to a team's fielding innings. Batters who are unable to complete their allocated overs due to injury or illness are not substituted, but merely replaced by a nominated team member.
- A substitute player cannot bat, bowl or wicket keep.
- A substitute must be in the correct uniform or uniform penalties will apply.
- A team may not use a substitute pending the late arrival of a nominated player.
- Once substituted, a player may take no further part in the match.

FIELD PLACEMENT

- **FIELDER'S PER HALF COURT** : the court is divided into two halves with the dividing line being the non-striker's running crease. No more than 4 fielders may be in either half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. On the line is considered in the other half. If this rule is contravened, the umpire will call "No Ball".
- **Fielders on Pitch** With the exception of the bowler, no fielder (including a wicket keeper), can move on or extend over the pitch from the commencement of the bowler's run up until the ball is played at by the batter or passes the striker's wickets. If this rule is contravened, the umpire will call "No Ball".
- **EXCLUSION ZONE** : an area will be marked in an arc extending at a radius of 3 metres from the batting crease. No fielder can move on or extend over the Exclusion Zone from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting in position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call "No Ball".
- **WICKET KEEPER**
 - A fielder is classified as a wicket keeper if they take up position behind the stumps at the striker's end in the area designated for the wicket keeper.
 - The area designated for the wicket keeper is between the imaginary lines extending along the extremities of the pitch to the back net and the line running at right angles through the stumps at the striker's end. (See diagram on court layout).
 - The wicket keeper must take up a position with both feet wholly inside the designated area and cannot move out of that area until the ball leaves the bowler's hand. If this rule is contravened, the umpire will call "No Ball".
 - A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided, they are legitimately getting into position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call "No Ball".
 - The wicket keeper cannot take the ball either in front of or from the side of the wickets unless the ball strikes the batter's body or equipment. If this rule is contravened, the umpire will call "No Ball".
 - The wearing of gloves by the wicket keeper is optional. [See Rule 5C]
 - vii. A wicket keeper is optional.

SCORING

Runs may be scored as follows:

- When both batters cross between the batting crease and the non-striker's crease, and make good their ground, 1 run is scored. This run is referred to as a "physical run".
- Physical runs can be attempted at any time the ball is live.
- Bonus net runs are scored when a batter hits the ball with the bat or the hand/s holding the bat into perimeter netting. This includes balls unintentionally deflected off the bat or batter's hand/s holding the bat onto protective equipment, deflected by fielders and unintentionally deflected from the non-striker's body or equipment.

The following bonus net runs will apply:

ZONE A (FRONT NET) 0 RUNS

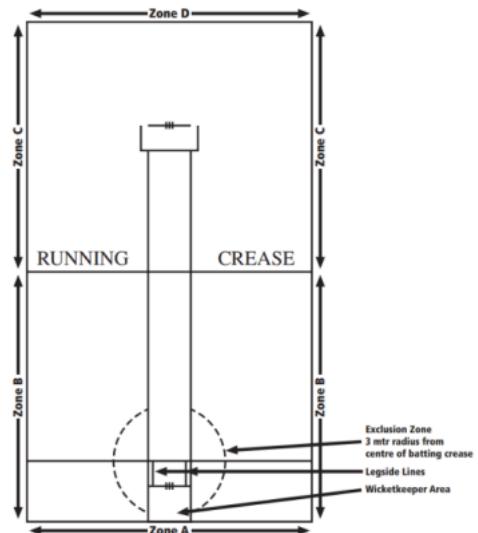
ZONE B (SIDE NET) 1 RUN

ZONE C (SIDE NET) 2 RUNS

ZONE D (BACK NET) 4 RUNS ON BOUNCE

ZONE D (BACK NET) 6 RUNS ON FULL

ZONE B OR C ONTO ZONE D 3 RUNS



SCORECARDS

Completed scoresheets will be printed by the venue, and provided to schools. It is then the home teams responsibility to have these signed by the umpires and captains or coaches at the conclusion of the game. It is assumed that scoring discrepancies are settled immediately and that results reported to the ACC office are final. Constant liaison between both sets of scorers and captains/teams is necessary. Scoring is based on the team, which has the most runs after the equivalent number of overs.

CAS FINALS

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

~~1st place team v 2nd placed team at central venue~~

~~3rd place team v 4th placed team at central venue~~

16.4 Indoor Beach Volleyball Conditions of Play / Rules

TEAMS

Teams are to consist of six (6) players

Minimum team numbers are four (4).

Schools field one mixed junior team. Ratio is set as a maximum 4:2 of either gender at all times on court. Ratio can be played as 3:3.

Games played at a central venue – Joondalup Indoor Beach Volleyball.

UNIFORM

Players are to dress in school sports uniform, bare feet on court.

DURATION OF PLAY

Games are to be contested over a set period of one hour. The minimum time required to constitute a match is 30 minutes.

Sets will be timed – 13 minutes each set. Short 2-minute timeouts/drink interval will occur between sets.

Set 1: 13 minutes, Set 2: 13 minutes: Set 3: 13 minutes

RULES

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.

SCORING

Best of three sets (will be used for CAS matches): Sets are played to time (13 minutes). The team that is leading at the completion of the time period will be awarded that set. A team wins the match by winning two sets. If a team wins the first two sets, a third set will still be played as a social set – this enables participation and enjoyment. The result will stand as 2-0 when entering results.

Points & Service:

If the serving team wins a rally, it scores a point and continues to serve.

TO WIN A SET: The team which is leading the points at the completion of time (13 minutes). No minimum lead of two points is required. In the case of a 18-18 tie, play is continued with a deciding point to determine who wins the set.

The sets completed at the call of time shall constitute the match. The final match result will be determined by each team's total sets won.

Both 'sets and total number of games are entered into Clipboard e.g.

Set 1 won by School A 17 - 12

Set 2 won by School B 16 – 20

Set 3 won by School A 14 – 12

Clipboard would then show:

SCHOOL A		SCHOOL B
2	set	1
47	points	44

OFFICIALS

The game is controlled by an umpire who scores and keeps the time. In any sport, there are close calls where players will disagree, but the umpire's decision is always final. Any arguing with or abuse directed at an umpire can result in a point reduction, followed by a sendoff.

SERVING AND POSITIONS

- The ball must be served within one meter from the back net and the right-hand side net.
- The ball can be served over arm or under arm.
- The ball must not have contact with any nets whilst being served.
- All players must serve. Players are to rotate clockwise on winning the serve.
- The ball must be set at least once on receiving the serve before returning the ball over the center net.

BALL AND NET ABUSE

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

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 center net to the opposition's side of the Court, this is deemed a foul.

GENERAL PLAY

- Any contact with the center net by a player whilst the ball is in play, will result in a foul.
- A block at the center 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.

FOULS

THE POINT OR SERVE IS LOST WHEN:

- 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 center net
- 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
- The ball hits a net when served
- Blood rule - must come off at once

SUBSTITUTES

On a rotation basis at the change of serve.

SCORECARDS

The games completed at the call of time shall constitute the set. The final match result will be determined by each team's total sets won.

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

Should the final ladder placings display more than two teams with the same points, set difference and match ratio, schools will need to refer to the total number of points scored for the season to determine 1st and 2nd place for finals.

SCORECARDS

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

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

16.6 Netball Conditions of Play / Rules

REFER Appendix 16.12 for information pertaining to "SENIOR ONE DAY and AFLW CARNIVALS".

TEAMS

Teams are to consist of seven (7) players with unlimited substitute players. Minimum of five (5) players.

JUNIOR: Schools are to field one team for each year level - 7, 8 & 9.

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

SENIOR: Schools are to field two senior teams. The teams will be a combination of year 10-12 students and are to be graded into two teams on strength and ability – 'A' and 'B'.

UNIFORM

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.

EQUIPMENT

The size of the netball used for CAS games is the official size for 10 years and above – size 5.

DURATION OF PLAY

Games are to consist of four (4) x twelve (12) minute quarters with a 3-minute changeover at quarter and three-quarter time and a 5-minute changeover at half time.

A reduction in time to two halves is to occur, if the game has not commenced by 4:20 pm; the length of halves is determined by the amount of remaining time.

A minimum of four (4) x eight (8) minute quarters constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES)

Rules are in accordance with the Western Australian Netball Association.

In the circumstance where dual (wrap around netball and basketball) goals are a permanent fixture of the court, ricocheted goals are to be considered "out of play", as is the case when the ball rebounds into court.

CAS FINALS

Games are to consist of four (4) x twelve (12) minute quarters with a 3-minute changeover at quarter and three-quarter times and a 5-minute changeover at half time.

SUBSTITUTES

- Rolling substitutions are permitted, whereby an on-court player can substitute for an off-court during the game
- There is no stoppage, and the substitute must be immediate
- Players may be interchanged when injured.

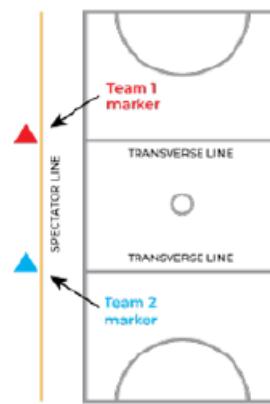
PREMATCH SETUP

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

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

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

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



PROCEDURE FOR ROLLING SUBS

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

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

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



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

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

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

SCORERS
AND

SCORECARDS

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

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

16.7 Soccer Conditions of Play / Rules

REFER Appendix 16.12 for information pertaining to "SENIOR ONE DAY and AFLW CARNIVALS".

TEAMS

Teams are to consist of eleven (11) players

Minimum number of eight (8) players. Teams with 9 or more players are not required to reduce their team numbers to match the number of players on the opposing team.

UNIFORM

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

EQUIPMENT

The size of the soccer ball used for CAS games should be the official size for 12 years and above – size 5. Year 7 girls can use a smaller ball if appropriate.

DURATION OF PLAY

Games are to consist of two (2) twenty-five (25) minutes halves with five (5) minute changeover at half time.

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

A minimum of 15 minutes per half constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES)

Rules are in accordance with the Australian Soccer Federation. Offside can be eliminated in girls' soccer matches if both coaches agree.

SUBSTITUTES

Substitutes are to be made via the referee.

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

EQUIPMENT

All players must wear shin pads. It is highly recommended that players wear mouthguards.

The home team is to have corner flags in place (corner flags are an important aid in determining "offside").

Nets are to be used wherever possible.

Each team is to provide a linesman who is in possession of a flag.

SCORECARDS

Scorecards are to be signed by the referee and captains or 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.

16.8 Touch Conditions of Play / Rules

REFER Appendix 16.12 for information pertaining to "SENIOR ONE DAY and AFLW CARNIVALS".

TEAMS

Teams are to consist of six (6) players

Subs made via the coach not the umpire.

Minimum number of players is five (5).

UNIFORM

Players are to be dressed in school sports uniform.

DURATION OF PLAY

Game consists of two (2) x twenty (20) minute halves with a three (3) minute break between halves.

RULES

Rules are in accordance with the Australian Touch Association Rules Book. Rules can be downloaded off the following web site: <http://www.austouch.com.au/index.php?id=1273>

In addition, the following modifications are to be instated:

1. When a try is scored the referee is to hold play until defenders are in position for the start of the next play.
2. Defenders are required to move forward from the try line whilst the attacking team is playing the ball on the 5m line. The referee is to encourage this to happen.

SUBSTITUTES

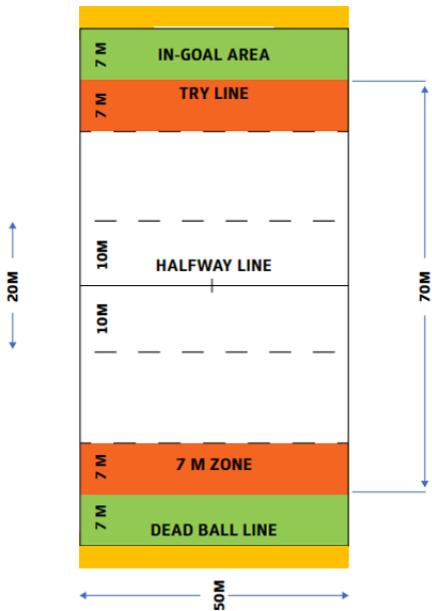
Substitutes are to be made via the coach.

EQUIPMENT

The home team is to have suitably sized markers of a distinguishing colour and made from a safe and pliable material which is to be positioned at the intersection of sidelines and score lines (total of six (6) markers). The field measures 70m in length and 50m wide. (Refer to diagram for field markings).

SCORECARDS

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



16.9 AFL Football (Boys) Conditions of Play / Rules

REFER Appendix 16.12 for information pertaining to "SENIOR ONE DAY and AFLW CARNIVALS".

TEAMS

All schools should endeavor to field 15 players on the field in the Year 7, Year 8/9, and Senior CAS football Competition. This is in current alignment with WAFC playing requirements including 15 on field for the Jakovich Division (SENIOR boys WAFC).

FURTHER INFORMATION TO CONSIDER

Year 7 teams are to consist of a minimum 13 players on the field. Teams with less than 13 players results in an immediate forfeit. Schools can have as many players on the interchange bench as they want. This is to encourage participation and prevent turning away keen players.

Year 8/9 teams & Senior teams are to consist of a minimum 13 players on the field. Teams with less than 13 players results in an immediate forfeit.

NOTE Schools are not obligated to reduce their playing number if they arrive at the venue with the correct number of fifteen (15) players for the Year 7, Year 8/9 & Senior teams and the opposition have less than fifteen (15). E.g., 13 or 14 players.

However, both schools **MUST** meet the minimum number of players (13) for the game to record a valid result. If this does not happen, a forfeit must be called **PRIOR** to the start of the game if both teams agree to play a "scratch match".

UNIFORM

Players must wear numbered school football jumpers, uniform shorts, and socks. Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and. If agree, tracksuit tops may be worn, but NOT bottoms. **Mouthguards are mandatory for all players.**

A penalty point system where a team is penalised a point when any player is not in the correct school sports uniform. The coaches of each team shall confirm the penalty points immediately after the fixture has been completed. Coaches must write the penalty point on the scorecard, sign off before umpires sign. Teams who forfeit matches receive 0 points but the team, which wins on a forfeit, receives 4 points (3 points for a win and 1 point for correct uniform). Coaches are to BOTH sign scoresheets at the end of the game. All scoresheets to include a space to give a uniform penalty point. **If scoresheets are not signed by both coaches, then a penalty uniform point CAN be imposed.**

START TIME

4:00 pm- 5:00pm

DURATION OF PLAY

Games will consist of two (2) twenty-five (25) minute halves with no time on. The half time break will be of five (5) minutes duration. There is no "time on".

A minimum of 15 minutes per half constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES)

Rules are in accordance with the Australian Football League rules.

The central umpire/s has/have the authority to send players off the ground for whatever reason deemed necessary. If a player has been sent off, **he is not to return to the field** of play for the duration of the game. An interchange player **may not** replace him. Bad language, argument and undue rough play are of particular concern.

The umpire should inform the coach for the reason of the send-off at the next formal break in play. The umpire is to make a written report on the incident and supply a copy to both Sports Coordinators who will take appropriate action.

REFER ITEM 11.9 "SEND OFF RULE"

Sin bin rule: 5 minutes for minor offences.

RULE (CAS FINALS)

Games will consist of two (2) twenty-five (25) minute halves with no time on. The half time break will be of five (5) minutes duration. There is no "time on".

A minimum of 15 minutes per half constitutes 'full-time' for a game result.

INTERCHANGE

As described above.

Opposing coaches are to frequently check on the opposition's number of on field players. If a discrepancy occurs, that coach should immediately bring the matter to the attention of the umpire, possibly via the boundary umpire who is in possession of a whistle.

EQUIPMENT

The home team is to supply the ball. Year 7-9 – size 4 ball. For Year 10-12 - size 5 regulation league ball must be used.

Mouthguards are mandatory for all players.

UMPIRES

The Central Umpire/s must be correctly attired in uniform and be in possession of a "finger hold" whistle.

The Sports Coordinator must be satisfied that the Central Umpire is capable of maintaining control of the game where aggression and body contact are imminent.

Senior Football – Home team is to provide two (2) central umpires (required at all times for senior football). Each team is to also provide one (1) boundary umpire and one (1) goal umpire (these can be students). If no boundary umpires are available, the game will be played using the last touch rule (out of bounds). Central umpires should be acquired from reputable sources i.e., WAFC or SSO. Please note - CAS schools are responsible for the cost of the umpires supplied.

Junior Football – Home team is to provide one (1) central umpire paired with a second confident senior student for junior football games. Home team is to also provide two (2) boundary umpires. Each team home/away is to provide one (1) goal umpire (these can be competent students). If no boundary umpires are available, the game will be played using the last touch rule (out of bounds). Central umpire should be acquired from reputable sources i.e., WAFC or SSO. Please note - CAS schools are responsible for the cost of the umpires supplied.

The Goal Umpires (one supplied by each team) must be in distinct uniform and be in possession of two white flags and scorecard and pen.

The Boundary Umpires (ideally one supplied by each team) must be in distinct uniform and be in possession of a "finger hold" whistle.

Timekeepers must be supplied from each team and be supplied with a timing device and siren/horn.

REFER ITEM 11.5 "UMPIRES AND REFEREES "

SCORECARDS

Coaches are to declare and sign for the penalty uniform point. It is critical that the Central Umpire/s and both goal umpires confer and coordinate progressive and final scores at EACH break.

Scorecards are to be signed by the umpire/s and captains or coach of each team at the conclusion of the fixture. It is assumed that scoring discrepancies have been settled at each break and that results reported to the ACC office are final.

16.10 AFLW Football (Girls) Conditions of Play / Rules

REFER Appendix 16.12 for information pertaining to "SENIOR ONE DAY and AFLW CARNIVALS".

TEAMS

All schools should endeavour to field 16 players on the field in the Senior CAS AFLW Competition with an unlimited number of interchange players. This is to encourage participation and prevent turning away keen players.

NOTE : Schools are not obligated to reduce their playing number if they arrive at the venue with the correct number of sixteen (16) players for the Year 7, Year 8/9 & Senior teams and the opposition have less than sixteen (16). E.g., 13 or 14 players.

However, both schools MUST meet the minimum number of players (12) for the game to record a valid result. If this does not happen, a forfeit must be called PRIOR to the start of the game if both teams agree to play a "scratch match".

FURTHER INFORMATION TO CONSIDER

If a team chooses not to reduce playing numbers to match the opposition without a full team, they must still adhere to the 'mercy rule' parameters should the maximum margin be met.

NOTE : Both schools MUST meet the minimum number of players (12) for the game to record a valid result. If this does not happen, a forfeit must be called PRIOR to the start of the game if both teams agree to play a "scratch match", where one team can loan players to the other team.

UNIFORM

Players must wear numbered school football jumpers, uniform shorts, and socks. Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and. If agree, tracksuit tops may be worn, but NOT bottoms. **Mouthguards are mandatory for all players.**

A penalty point system where a team is penalised a point when any player is not in the correct school sports uniform. The coaches of each team shall confirm the penalty points immediately after the fixture has been completed. Coaches must write the penalty point on the scorecard, sign off before umpires sign. Teams who forfeit matches receive 0 points but the team, which wins on a forfeit, receives 4 points (3 points for a win and 1 point for correct uniform). Coaches are to BOTH sign scoresheets at the end of the game. All scoresheets to include a space to give a uniform penalty point. **If scoresheets are not signed by both coaches, then a penalty uniform point CAN be imposed.**

START TIME

4:00 pm- 5:00pm

DURATION OF PLAY

Games will consist of two (2) twenty-five (25) minute halves with no time on. The half time break will be of five (5) minutes duration. There is no "time on".

A minimum of 15 minutes per half constitutes 'full-time' for a game result.

RULES (QUALIFYING FIXTURES)

Rules are in accordance with the Australian Football League rules. The 2022 Final version can be found [here](#). The central umpire/s has/have the authority to send players off the ground for whatever reason deemed necessary. If a player has been sent off, **she is not to return to the field** of play for the duration of the game. An interchange player **may not** replace her. Bad language, argument and undue rough play are of particular concern. The umpire should inform the coach for the reason of the send-off at the next formal break in play. The umpire is to make a written report on the incident and supply a copy to both Sports Coordinators who will take appropriate action.

Sin bin rule: 5 minutes for minor offences.

REFER ITEM 11.9 "SEND OFF RULE"

INTERCHANGE

As described above.

Opposing coaches are to frequently check on the opposition's number of on field players. If a discrepancy occurs, that coach should immediately bring the matter to the attention of the umpire, possibly via the boundary umpire who is in possession of a whistle.

EQUIPMENT

The home team is to supply the ball. For Year 10-12 - size 4 regulation league ball must be used.

Mouthguards are mandatory for all players.

UMPIRES

The Central Umpire/s must be correctly attired in uniform and be in possession of a "finger hold" whistle.

The Sports Coordinator must be satisfied that the Central Umpire is capable of maintaining control of the game where aggression and body contact are imminent.

Senior Football – Home team is to provide two (2) central umpires (required at all times for senior football). Each team is to also provide one (1) boundary umpire and one (1) goal umpire (these can be students). If no boundary umpires are available, the game will be played using the last touch rule (out of bounds). Central umpires should be acquired from reputable sources i.e., WAFC or SSO. Please note - CAS schools are responsible for the cost of the umpires supplied.

The Goal Umpires (one supplied by each team) must be in distinct uniform and be in possession of two white flags and scorecard and pen.

The Boundary Umpires (ideally one supplied by each team) must be in distinct uniform and be in possession of a "finger hold" whistle.

Timekeepers must be supplied from each team and be supplied with a timing device and siren/horn.

REFER ITEM 11.5 "UMPIRES AND REFEREES "

SCORECARDS

Coaches are to declare and sign for the penalty uniform point. It is critical that the Central Umpire/s and both goal umpires confer and coordinate progressive and final scores at EACH break.

Scorecards are to be signed by the umpire/s and captains or coach of each team at the conclusion of the fixture. It is assumed that scoring discrepancies have been settled at each break and that results reported to the ACC office are final.

16.12 Senior One Day and AFLW Carnivals

TEAMS

All schools will field teams in the **2026** Senior One Day carnivals being held in Term 1, Term 2 and Term 3 (AFLW only), with dates as detailed in noted appendix

REFER Appendix 10.0 for "Fixture Format".

RULES

Rules for each respective sport, are detailed within the relevant event day programs

TERM 1 CARNIVAL FORMATS

SPORT	TEAMS PER SCHOOL	FIXTURES / FINALS	CARNIVAL CO-ORDINATORS
Basketball	x1 boys team x1 girls team	<p>VENUE : Warwick Stadium</p> <ul style="list-style-type: none"> ▪ 2 pools per gender ▪ Tally of placing for schools who did not make cross over finals, based on points for / against from one day carnival <p>FINALS</p> <ul style="list-style-type: none"> ▪ Cross over finals afternoon the week post carnival ▪ 4pm – 5pm ▪ Top 2 teams of each pool play cross over finals ▪ 1st v 1st and 2nd v 2nd ▪ Finals venues TBC based on qualifiers ▪ Finals teams provide a referee each 	John Webster (MDC) Matt Carstens (PMA)
Touch Football	x1 girls team	<p>VENUE : Irene Mc (TBC)</p> <ul style="list-style-type: none"> ▪ 2 pools ▪ Tally of placing for schools who did not make cross over finals, based on points for / against from one day carnival <p>FINALS</p> <ul style="list-style-type: none"> ▪ Cross over finals held on the same day ▪ Top 2 teams of each pool play cross over final ▪ 1st v 1st and 2nd v 2nd 	Shaun Nugent (SSD) Jeremy Carbone (IHC)
Volleyball	x1 boys team x1 girls team	<p>VENUE : HBF Arena</p> <ul style="list-style-type: none"> ▪ 2 pools per gender ▪ Tally of placing for schools who did not make cross over finals, based on points for / against from one day carnival <p>FINALS</p> <ul style="list-style-type: none"> ▪ Cross over finals held on the same day ▪ Top 2 teams of each pool play cross over final ▪ 1st v 1st and 2nd v 2nd 	TBC (LJBC) Amy Lavell (STJ)

Indoor Cricket	x1 mixed team	<p>VENUES : Seamers (Balcatta) and Playpoint (Malaga)</p> <ul style="list-style-type: none"> ▪ 2 pools ▪ Tally of placing for schools who did not make cross over finals, based on points for / against from one day carnival <p>FINALS</p> <ul style="list-style-type: none"> ▪ TBC 	TBC (SMK) Gabby Simmonds (PRE)
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TERM 1 ONE DAY CARNIVAL POOLS

Pools calculated from 2025 CAS Tally of Placings for each respective sport

Pool A : 1st, 3rd, 5th and 7th | Pool B : 2nd, 4th, 6th and 8th

Indoor Cricket pools to be confirmed

BOYS VOLLEYBALL A

St James
Irene McCormack
Peter Moyes ACS
Lake Joondalup

BOYS VOLLEYBALL B

St Stephen's
Mater Dei College
Prendiville
St Mark's ACS

GIRLS VOLLEYBALL A

St James
Peter Moyes
Lake Joondalup
Irene McCormack

GIRLS VOLLEYBALL B

St Mark's ACS
Prendiville
St Stephen's
Mater Dei

GIRLS TOUCH A

Prendiville
St Mark's ACS
Peter Moyes
Irene McCormack

GIRLS TOUCH B

Mater Dei
St Stephen's
Lake Joondalup
St James

TERM 2 CARNIVAL FORMATS

SPORT	TEAMS PER SCHOOL	FIXTURES / FINALS	CARNIVAL CO-ORDINATORS
AFL	x1 boys	<p>VENUE : Seacrest Park</p> <ul style="list-style-type: none"> ▪ 2 pools ▪ Tally of placing for schools who did not make cross over finals, based on points for / against from one day carnival <p>FINALS</p> <ul style="list-style-type: none"> ▪ Cross over finals afternoon the week post carnival ▪ Start 2:30pm ▪ Top 2 teams of each pool play cross over final ▪ 1st v 1st and 2nd v 2nd 	John Webster (MDC) TBC (SMK)

		<ul style="list-style-type: none"> ▪ Finals venues TBC based on qualifiers ▪ Finals teams to provide a referee each 	
Netball	x1 girls team	<p>VENUE : HBF Arena</p> <ul style="list-style-type: none"> ▪ 2 pools ▪ Tally of placing for schools who did not make cross over finals, based on points for / against from one day carnival <p>FINALS</p> <ul style="list-style-type: none"> ▪ Cross over finals held on the same day ▪ Top 2 teams of each pool play cross over final ▪ 1st v 1st and 2nd v 2nd 	TBC (LJB) Amy Lavell (STJ)
SPORT	TEAMS PER SCHOOL	FIXTURES / FINALS	CARNIVAL CO-ORDINATORS
Soccer	x1 boys team x1 girls team	<p>VENUE : GIRLS @ Prendiville BOYS @ Irene McCormack</p> <ul style="list-style-type: none"> ▪ 2 pools per gender ▪ Tally of placing for schools who did not make cross over finals, based on points for / against from one day carnival <p>FINALS</p> <ul style="list-style-type: none"> ▪ Cross over finals afternoon the week post carnival ▪ Start 4pm ▪ Top 2 teams of each pool play cross over final ▪ 1st v 1st and 2nd v 2nd ▪ Finals venues TBC based on qualifiers ▪ Finals teams to provide a referee each 	GIRLS Gabby Simmonds (PRE) Matt Carstens (PMA) BOYS Jeremy Carbone (IMC) Shaun Nugent (SSD)

TERM 2 ONE DAY CARNIVAL POOLS

Pools calculated from 2025 CAS Tally of Placings for each respective sport

Pool A : 1st, 3rd, 5th and 7th | Pool B : 2nd, 4th, 6th and 8th

TERM 3 AFLW CARNIVAL FORMATS

SPORT	TEAMS	FIXTURES / FINALS	CARNIVAL CO-ORDINATORS
AFLW ONLY	Yr 7 – 9 Yr 10- 12	<p>VENUE : TBC</p> <p>FORMAT TBC</p> <p>FINALS AND QUALIFIERS TBC</p>	TBC

16.15 Sport Injuries

For current ACC Policies on Sport Injuries please check the below link

<https://www.accsport.asn.au/sites/default/files/Sports%20Injuries%20Policy.pdf>

As ratified by Council at 31 August 1995.

Located in the *POLICIES SECTION* of the ACC Operations Manual

16.16 Instructions to Umpires/Referees

PRIOR TO GAME

- Ensure both teams have timekeepers, timing pieces, scorecards, and pens, and that they are in close proximity to one another.
- (For football - ensure that goal umpires compare scores at each break.)
- Meet both teams in centre of court/field/oval where they line up apposite each other and shake hands.
- Briefly explain specific rules of note.
- Conduct toss of coin for direction of play.
- In cases of a delayed start time confirm the required finish time and reduced match length.
- In case of inclement weather conduct the 'prior to game' instructions in the most practical and convenient manner possible.

GAME

- To enforce the rules of the game.
- To encourage a sense of discipline and cooperation whilst the game is in progress.
- To verbally recognise good play 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 THE BREAK
- Discuss the player. Establish an appropriate situation to make the explanation. Explain the reason for the send-off to the coach/manager and player at the first convenient break.

POST GAME

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

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

16.17 Game Procedures and Etiquette

TEAMSMANSHIP

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

PROCEDURE

- To assist in the preparation of venues for the fixtures.
- Captains and Vice Captains to meet the opposing teams on their arrival and advise them of facility location in addition to specific information regarding the fixture when necessary.
- To cater for the needs of opposing players as occasions arise.
- To encourage social interaction.

16.18 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 :

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

16.19 Working with Children Legislation

From 1 January 2006 the State Government introduced legislation requiring certain people working with children in WA to undergo a "Working with Children Check" (WWC). The WWC is compulsory under government legislation and ACC schools must comply with this legislation. In 2008 the legislation will affect people working with children aged between 13-17 years. Persons deemed to be working with children are any volunteers, employees, or contractors (over 18 years of age) who in their usual duties are likely to have contact with children. Contact includes any form of physical contact, oral communication, and electronic communication.

People may also be exempt from the legislation if they are a:

- volunteer under 18 years of age
- volunteer who is a parent of a child at an ACC school
- volunteer (over 18 years of age) that has worked with children on no more than five calendar days in a year.

For the purposes of these guidelines, persons deemed to be volunteers are those that are engaged in child-related work for, but are not employed by, the school. The term volunteer is not defined in the legislation. Volunteers that are being "reimbursed" for out-of-pocket expenses such as travel/uniform are still regarded as volunteers and not employees. However, volunteers that receive payments as a "reward" and not a "reimbursement" may be considered as employees and not volunteers. Schools will have to make their own "common sense" decision when determining the status of persons as volunteers or employees. In cases where a volunteer has received a very minimal payment then the school may consider them as a volunteer. In most cases an employee is someone that has received a wage/payment and has signed a contract of employment.

Schools involved in sub-association sport are required to comply with the legislation. Schools must ensure that all coaches, officials, and bus drivers that will have contact with children at sporting events (whether they are paid or volunteers) have undergone a working with children check and hold a valid WWC card number (excluding those

covered under exemptions above). To comply with the legislation, you will have to keep records to ensure that people working at your sporting events have their WWC ID in order.

WWC records can be recorded in a simple format using the following example:

POSITION	NAME	VOLUNTEER/PAID	EXEMPT? WHY?	WWC CARD NUMBER
Sports Trainer	John Brown	Paid	No	123456
Basketball referee	Sue Brown	Volunteer	Yes Parent of D. Brown	Not required
Bus Driver	Rob Jones	Paid	No	123455

For more information:

ACC Guidelines <http://www.accsport.asn.au/speciall/policies/wwc.PDF>

WWC website www.checkwwc.wa.gov.au

16.20 Policy on religious & racial vilification

For more information:

ACC Guidelines <https://www.accsport.asn.au/acc-information/policies>

16.21 Incident report sample

For more information:

ACC Policies & guidelines <https://www.accsport.asn.au/acc-information/policies>