



ASSOCIATED AND CATHOLIC COLLEGES OF WA

NORTHERN ASSOCIATED SCHOOLS

OPERATIONS MANUAL 2026 (v1)

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AIM

It is the aim of the Northern Associated Schools, as a Sub-Association of the Associated and Catholic Colleges, to conduct interschool sport that encourages participation, sportsmanship, leadership, healthy competition, and socialization amongst students.

PARTICIPATING SCHOOLS

SCHOOL	ADDRESS	TELEPHONE
Chisholm Catholic College	1104 Beaufort Street, Bedford 6052	9271 9000
John XXIII College	John XXIII Avenue, Claremont 6010	9383 0400
Sacred Heart College	Hocking Parade, Sorrento 6020	9246 8200
Servite College	134 Cape Street, Tuart Hill, 6060	9444 6333
Newman College	216 Empire Ave, Churchlands 6018	9204 9444
ACC STAFF CONTACTS		
Jodie Scheele (NAS facilitator)	Jodie.scheele@cewa.edu.au	W 9278 0217 M 0403 905 552
Tom Bottrell (Director of Sport)	tom.bottrell@cewa.edu.au	W 9278 0216 M 0416 127 839

SPORTS STAFF CONTACTS

SCHOOL	HEAD OF SPORT	EMAIL	PHONE	MOBILE
Chisholm	Ralph Heyes	ralph.heyas@cewa.edu.au	9208 2678	0434 107 517
John XXIII	Jessica Pillera	jessica.pillera@johnxxiii.edu.au	9383 0490	0468 999 868
John XXIII	Darren Kowal	darren.kowal@johnxxiii.edu.au		0403 574 817
Sacred Heart	Luke Skerratt	lskerratt@cewa.wa.edu.au	9246 8234	0417 244 359
Sacred Heart	Margaret Lydon (Admin)	mlydon@cewa.wa.edu.au	9246 8234	0410 879 428
Servite	Dave Maxwell	Dave.Maxwell@servite.wa.edu.au	9444 6333	0409 456 984
Newman	Marnie Barrett	marnie.barrett@newman.wa.edu.au	9204 9444	0401 137 410
Newman	Kate Thayer	Kate.Thayer@newman.wa.edu.au	9204 9444	0402 226 285
SCHOOL	HEAD OF DEPARTMENT	EMAIL	PHONE	MOBILE
Chisholm	Lance Hinds	lance.hinds@cewa.edu.au	9208 2582	0401 026 918
John XXIII	Cameron Treymane	cameron.treymane@johnxxiii.edu.au	9383 0474	0408 926 624
Sacred Heart	Monique Saunders (S1) David Nelson (S2)	Monique.saunders@cewa.edu.au David.nelson@cewa.edu.au	9246 8234	MS 0488 088 154 DN 0411 586 094
Servite	Shane Carter	Shane.carter@cewa.edu.au	9444 6333	0423 954 168
Newman	Sara Kononen	sara.kononen@newman.wa.edu.au	9204 9444	0410 276 031

HOST SCHOOL

YEAR	SCHOOL
2020	Newman
2021	Sacred Heart
2022	Chisholm
2023	Servite
2024	Sacred Heart (on behalf of John XXIII)
2025	Newman
2026	John XXIII (on behalf of Sacred Heart)
2027	Chisholm
2028	Servite
2029	John XXIII
2030	Newman
2031	Sacred Heart College
2032	Chisholm

MEETINGS

Meetings will be convened at the following levels:

Sport Coordinators

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

SMC MEETING DATES 2026			
TERM 1	TERM 2	TERM 3	TERM 4
Thursday 26/2/26	Friday 1/5/26 Thursday 25/6/26	Monday 17/8/26	Date TBC by Host School

Principals and Sport Coordinators

The NAS school Principals and Sports Coordinator meetings will take place as scheduled and at the discretion of the group. The host school Principal will chair meetings whilst the Sports Coordinator records and distributes the minutes.

PRINCIPAL & SPORTS COORDINATOR MEETINGS DATES 2026			
TERM 1	TERM 2	TERM 3	TERM 4
TBC	TBC	TBC	TBC at discretion of the group

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

Change Of Rules and Conditions of Play

Any changes to the rules and conditions of play for the Northern Associated School's Interschool Sporting Competition are to be made at properly convened meetings **prior** to the commencement of the forthcoming season.

ACC SERVICE AND FEE GUIDELINES

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

1. The ACC complete and maintain key administrative tasks. These services are historically aligned with the existing team nomination fees that schools pay for sub-association sport, including:
 - a) Operations Manual updates
 - b) Team nominations
 - c) Fixture set up
 - d) Online results management
 - e) Tally of Placings
 - f) Payment of invoices and on charge of shared costs

Note: Once fixtures have been set and published based upon the team nominations, the ACC office is unable to guarantee that late changes occurring within the Term of the relevant fixtures, can be accommodated.

2. The ACC is not responsible for central venue, referee/umpire or first aid bookings. These tasks will be managed by the rostered convenor school and potentially shared with other Heads of Sport within the relevant sub-association.
3. Sub-association team nomination fees are invoiced at the end of each term for relevant competitions. This includes all round robin weekly competitions and one day carnivals. Team nomination due dates for weekly round robin competitions or one day carnivals will be set by ACC staff members who facilitate each group.
4. Team withdrawal “cut off” dates are implemented to allow for fixture modifications, results service, and venue and umpire booking adjustments. The cut off dates are scheduled 2 weeks (10 working days) prior to the competition start date. Schools will be invoiced the team nomination fee for withdrawn teams inside this period.
5. Provided the following requirements are adhered to, invoices from central venues, first aid and referee/umpire bookings can be sent to the ACC for payment and the on charging to schools with their share of the cost.
 - a) Schools need to ensure the invoices are made out to the Associated & Catholic Colleges of WA. The ACC cannot pay invoices that are made out to a school or to an independent party.
 - b) Schools must check that invoices are accurate before forwarding them to the ACC.
6. Sub-association convenor schools will manage the following responsibilities:
 - a) With the assistance of the sub-association member schools, schedule competition dates ahead of the calendar year.
 - b) Coordinate the central venue, first aid and referee/umpire bookings, as per relevant rosters in sub-association Operations Manuals if applicable.

INVOLVEMENT

- Students are selected from all year groups which include years 7, 8, 9, 10 and 11-12 (seniors).
- Students should only participate in teams for their respective year levels. In no circumstances can a student play in a lower year level team.
- In extenuating circumstances, to avoid a forfeit situation, schools may allow a student to play in a higher year level team. This should only occur as an extreme measure if no other players are available in that year group. As a courtesy, in instances where students are playing up a year level, the coach and or manager of the opposition team must be informed of this change before the start of play.
- In situations where teams in a sport/year level are graded (i.e. Netball A & B), players should only be selected to play in one grade. If a team is short and a player has to fill in for another grade, then that player must remain in that grade for the entire game. Players should not rotate between grades during a match to help fill teams.
- Coaches should record all participating players on their score card for each match.
- It is ACC policy that students competing in ACC sport must be under 19 years of age as of 31 December. Students who have turned 19 years of age are not permitted to participate in ACC sport.
- It is ACC policy that student participation is limited to "secondary school students" and that the minimum level for participation is enrolment in Year 7.
- Students are not permitted to use their mobile phones during NAS Sport activities. This requirement must be clearly communicated to both students and staff during the briefing held prior to the commencement of each carnival.

Inclusive Sport Involvement

NAS inclusive students have the opportunity to participate within an integrated school team. This is to encourage students with disabilities to compete for their school within a competitive interschool sporting environment. These competitions will be held alongside the NAS Summer and Winter Sport Program.

SPORTS

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

SUMMER

SPORT	NOMINATIONS				
	7	8	9	10	11/12
Boys Basketball (A)	*	*	*	*	*
Boys Basketball (B)	*	*	*	*	*
Girls Basketball (A)	*	*	*	*	*
Girls Basketball (B)	*	*	*	*	*
Boys Beach Volleyball	*	*	*	*	*
Girls Beach Volleyball	*	*	*	*	*
Indoor Cricket	*	*	*	*	*
Girls AFLW	*		*		*
Boys Frisbee	*	*	*	*	*
Girls Frisbee	*	*	*	*	*

WINTER

SPORT	NOMINATIONS				
	7	8	9	10	11/12
Netball (A)	*	*	*	*	*
Netball (B)	*	*	*	*	*
AFL	*	*	*	*	*
Boys Badminton	*	*	*	*	*
Girls Badminton	*	*	*	*	*
Boys Volleyball	*	*	*	*	*
Girls Volleyball	*	*	*	*	*
Boys Soccer	*	*	*	*	*
Girls Soccer	*	*	*	*	*

GENDER CLASSIFICATION

SPORT	GIRLS					BOYS				
	7	8	9	10	11/12	7	8	9	10	11/12
Basketball	G	G	G	G	G	B	B	B	B	B
Beach Volleyball	G	G	G	G	G	B	B	B	B	B
Indoor Cricket	N	N	N	N	N	N	N	N	N	N
AFL	G		G		G	B	B	B	B	B
Frisbee	G	G	G	G	G	B	B	B	B	B
Netball	G/N	G	G	G	G					
Badminton	G	G	G	G	G	B	B	B	B	B
Soccer	G	G	G	G	G	B	B	B	B	B
Volleyball	G	G	G	G	G	B	B	B	B	B

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

Naming Conventions

ACC GENDER SPORT CLASSIFICATION - NAMING CONVENTIONS						
Year Group	7	8	9	10	11/12	SSA RULE/POLICY
TEAM SPORTS	GENDER CODES B = BOYS, G = GIRLS, N = NEUTRAL, M = MIXED					
AFL	B/N	B/N	B/N	B	B	Females can participate with males until and including Year 9. Single sex (all boy/girl) competitions are preferred if teams can be arranged within the schools or junior district.
AFLW	G	G	G	G	G	
Badminton	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	No gender age split rule, male & female competitions standard, Mixed doubles standard.
Basketball	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Cricket	B/N G	B/N G	B/N G	B/N G	B/N G	No gender age split rule, females can play in male competitions and males cannot play in female competitions at any age.
Floorball	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	No gender age split rule Mixed JNR teams encouraged up to U15
Handball (European/Team)	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.

Hockey	B/N G/N* M *Up to 12 yrs	B/N G	B/N G	B/N G	B/N G	No restriction on girls playing in boys competitions, but parents sign a waiver and consent. Boys up to 12 years can play in girls teams.
Indoor Cricket	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	No gender age split rule
Netball	B/N* G/N* M *Up to 12 yrs	B G M	B G M	B G M	B G M	Boys can <i>play</i> with girls up to the age of 12. 12 years and above Girls, Mixed or Boys Teams only
Soccer	G B/N	G B/N	G B/N	G B/N	G B/N	Males and females compete in separate gender age teams. Girls may play in boys teams. Boys may not play in girls teams.
Softball	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Tennis	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Touch	M B/N G	M B/N G	M B/N G	M B/N G	M B/N G	No rule of TFA or TFWA that prevents a girl from playing in a boys/male team by age. A mixed side would be free to participate in a boy's competition, however, would not be able to participate in a girl's competition.
Volleyball	B/N G M	B/N G M	B/N G M	B/N G M	B/N G M	Years 5/6 Boys and girls can play in the same team. Years 7/8, 9/10, 11/12 Girls can join/play in a boys' team of the same school year or older. Boys can only play in boys' teams.
CARNIVAL SPORTS						
ATHLETICS	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	Males and females compete in separate gender categories. Mixed relay events are allowed.
CROSS COUNTRY	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	
SWIMMING	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	

NOMINATIONS

For current nominations please check the following link [NAS Nominations](#) . Team nomination due dates are listed in the table below. The 2026 NAS nomination fee is **\$100.00** per team which includes a results management service fee of \$17.80.

Team nominations are to be entered into the Clipboard results management system by the due date listed below.

CARNIVAL DATES

YEAR LEVEL	CARNIVAL DATE	TEAM NOMINATION DUE DATE
SUMMER		
Year 7	Term 4; 05-11-2026	22-10-2026
Year 8	Term 4; 17-11-2026	03-11-2026
Years 9 & 10	Term 1; 10-03-2026	24-02-2026
Years 11-12	Term 1; 30-03-2026	16-03-2026
WINTER		
Year 7	Term 2; 11-05-2026	27-04-2026
Year 8	Term 2; 17-06-2026	03-06-2026
Years 9 & 10	Term 3; 02-09-2026	19-08-2026
Years 11-12	Term 2; 24-06-2026	10-06-2026

FIXTURES

For current venues please check the [NAS Fixtures](#) on the ACC website.

VENUES

It is the responsibility of the home school providing the venue to ensure that all ground/court markings are complete, prepared in a safe manner and adequately maintained.

Venue costs that are booked by the ACC or NAS schools will be paid by the ACC. The total cost will be split amongst NAS schools and invoiced at the end of each relevant term. For all venues booked by NAS schools, invoices must be addressed to the Associated and Catholic Colleges of WA and checked before forwarding to the ACC NAS facilitator.

For current venues please check the [NAS Venues](#) on the ACC website.

ONE DAY CARNIVALS

Term 1 Summer Sport Format

Sport	Managing School	Gender	Players on Court / Field	Max Team Squad Size	Game Length
Basketball	John XXIII	Boys & Girls	5	12	2 x 20 min halves; 5 min half time; 15 min changeover, OR 4 x 10 min quarters (2/5/2)
Beach Volleyball	Servite	Boys & Girls	6	12	3 x 15 minute sets; 1 minute break between sets
AFLW	Sacred Heart	Girls	15	25	2 x 20 min halves; 5 min half time; 15 min changeover
Ultimate Frisbee	Newman	Boys & Girls	5	10	2 x 20 min halves; 5 min half time; 15 min changeover
Indoor Cricket	Chisholm	Boys & Girls	6	10	50 min playing time with 10 min change over. 16 x 5 ball overs. Can be reduced to 4 ball overs at discretion of carnival manager. Each player bowls a maximum of 2 overs. Each batting pair has 4 overs.

Term 2 Winter Sport Format

Sport	Managing School	Gender	Players on Court / Field	Max Team Squad Size	Game Length
Soccer	Servite	Boys & Girls	11	18	2 x 20 min halves; 5 min half time; 15 min changeover
Netball	Chisholm	Girls A Girls B	7	12	4 x 10 minute quarters (2/5/2 breaks).
Badminton	Newman	Boys & Girls	3 courts of 2 (6 Players)	10	3 x 15 min games; 5 min break between
AFL	Sacred Heart	Boys	18	25	2 x 20 min halves; 5 min half time; 15 min changeover
Volleyball	John XXIII	Boys & Girls	6	12	3 x 15 minute sets; 1 minute break change over

HOURS OF PLAY

For one day carnivals, round times will generally be between 9.00 am and 3.00 pm.

Start/Finish Match Length Policy

Schools are expected to arrive by 9.00 a.m. to enable adequate warm up time before the first round. All rounds have one hour of play allowed as per [One Day Carnival](#) format instructions.

All games must adhere to the minimum playing time for that sport to constitute a match (as listed below). Quarter and half time breaks are not to be counted within the playing time.

SPORT	MINIMUM PLAYING TIME
Basketball	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Indoor Cricket	A minimum of 8 overs is to be faced per side to constitute a match for a result.
Indoor Beach Volleyball	A minimum of 3 x 10 minutes constitutes 'full-time' for a game result.

AFL/AFLW	A minimum of 15 minutes per half constitutes 'full-time' for a game result.
Soccer	A minimum of 15 minutes per half constitutes 'full-time' for a game result.
Netball	A minimum of 4 x 8 minute quarters constitutes 'full-time' for a game result.
Volleyball	A minimum of 3 x 10 minutes constitutes 'full-time' for a game result.
Badminton	A minimum of 15 minutes per period of play constitutes 'full-time' for a match result, with all three pairs filling this time requirement.
Frisbee	A minimum of 15 minutes per half constitutes 'full-time' for a game result.

GENERAL CONDITIONS OF PARTICIPATION

Dress

For all sports, players dress standards must be in line with the traditional expectations for that sport. Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and if agreed, tracksuit tops may be worn, but not bottoms. In addition, only Goalkeepers in hockey and soccer may wear tracksuits or part thereof.

Staffing

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

If necessary, qualified parents or past students or senior present students (in the estimate of the Sports Coordinator) may be authorized by the Principal to coach teams (assuming the presence of an adult manager). Senior present students can coach year 8 and year 9 teams only. Individual schools should be aware of "Duty of Care" issue and ensure the presence of staff at each venue.

Duties of scorer, timer, linesperson, 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.

Staff Authority

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

School Complaints

No school is to submit a complaint against another school's team, staff or student(s) without first addressing the issue with the school's Principal. 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.

Team Minimum Numbers

TEAM MINIMUM NUMBERS			
Summer		Winter	
Basketball	4 players	AFL	15 players
Indoor Cricket	6 players	Soccer	7 players
Touch Football	5 players	Netball	5 players
IBV	4 players	Floorball	4 players
AFLW	12 players	Badminton	4 players
Frisbee	4 players	Volleyball	4 players

Umpires/Referees

Where possible, schools will source external umpire or referee services for their relevant competitions. If not possible, schools will need to provide their own umpires or referees.

<i>SPORT</i>	<i>QUANTITY</i>
Basketball	2 referees for all years
Soccer	1 referee
AFL	2 umpires for year 10-12; 1 umpire for years 7, 8 & 9
AFLW	1 umpire
Netball	2 umpires for all years

Central umpires have been organized for the following sports:

<i>SPORT</i>	<i>QUANTITY</i>
Indoor Beach Volleyball	1 umpire (Ossie Indoor Beach Volleyball Centre)
Indoor Cricket	1 umpire (Bouncers; Ballajura Sports Centre)

Schools should use accredited umpires for NAS sport fixtures. Senior students may only be used in extreme circumstances. Only where two umpires are used for a sport may one be a student from a school. For football and soccer students should not be used at all.

Control

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

Send Off Rule

If a student is sent from the field of play in any NAS sport, he/she is not permitted to return to the field of play for that game. The umpire/referee should indicate the reason for the send off to the team coach and the player concerned when it is convenient. 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.

Sin Bin Rule

A five (5) minute send off rule is to be enforced for all minor offences for all sports except basketball.

Points

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

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

SPORT	RESULT
Basketball	Goals for and against (goal difference)
Indoor Cricket	Runs for and against (run difference)
Indoor Beach Volleyball	Sets for and against (set difference), points for and against (points diff)
AFL/AFLW	Points for and against (point difference) and Percentage (F/A x 100)
Soccer	Goals for and against (goal difference)
Netball	Goals for and against (goal difference)
Badminton	Sets then games for and against (set or games difference)
Frisbee	Points for and against (goal difference)
Volleyball	Points for and against (point difference)

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.
3. Total points (For).

Protective Equipment

It is essential that protective equipment is always worn and that the equipment is maintained at optimal levels.

Reporting of Results

Game results are reported using the Jaro on-line results system through the ACC web site. The carnival manager at each venue enters all results in **Clipboard** on the day of the carnival. The carnival manager for each venue is listed on the fixtures.

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

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

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.

NB: Results entered are considered final once confirmed and verified. Both teams' coaches/managers and captains must settle scoring discrepancies before scorecards are signed.

Weather Policy

Hot Weather

- Sports Coordinators are to monitor the weather leading up to carnival days. If the weather conditions are extreme (high temp. & high humidity), schools consult and decide prior to the day. The ACC is to be made aware of this decision. If possible, indoor sports should go ahead.
- Team coaches: Duty of care to students is of paramount importance and individual coaches/managers always have the power to cancel an individual match if they believe that student health and safety is at risk. Where possible they should consult with the opposition school sports coordinator.
- The provision of water is the responsibility of the individual players and the team manager, not the home school.

- Where possible the following guidelines should be followed when matches are played under hot/humid conditions:
 - Use venues that are indoors or shaded. Outside hard courts should not be used due to increased radiant heat.
 - Normal sun protection measures (hats/sunscreen) should be strictly followed.
 - Reduce match length or period length.
 - Increase player rotation through the bench.
 - Provide frequent rest/drink breaks.
 - Ensure that rest breaks are in shaded areas.
 - Ensure students drink water before, during and after the match.
 - Use common sense in hot/humid conditions and remember that student welfare always comes first.

Winter Weather

Winter fixtures should only be cancelled if the weather is severe (lightning/hail) and poses a risk to student well being. Rain itself is not severe and should not be a cause for cancellation. In extremely cold conditions, the coaches may convene and, if agreed, tracksuit tops may be worn, but not bottoms. In the case of severe weather, sports coordinators will make a final decision before the day of the carnival as to whether the games are to be cancelled. Inside fixtures will still be played.

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

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

Cancelled Fixtures

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

- When carnivals are cancelled due to weather, only those affected by weather should be abandoned. Any indoor carnivals should proceed and points will count.
- 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 NAS weather policy as outlined above. In these cases, games will be considered as cancellations and results processed as per item above. Schools affected should advise the other NAS schools if this situation arises.

Abandoned Games

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

- Melees (avoidable): No result and game will be cancelled. No points to both teams.
- Severe Injury (unavoidable): Leading team at the time wins if the minimum time allowed of 20 minutes has transpired. If the minimum time has not been reached, the result will be a draw. No match scores will be entered into Jaro, only ladder points for a 'draw' will result.
- Dangerous weather events (unavoidable): Same as for severe injury (above).

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

Determination Of Match Results

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

<i>SPORT</i>	<i>RESULTS</i>
Basketball	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Indoor Cricket	A minimum of 8 overs is to be faced per side to constitute a match for a result.
AFL/AFLW	A minimum of 15 minutes per half constitutes 'full-time' for a game result.
Indoor Beach Volleyball	A minimum of 3 x 10 minutes constitutes 'full-time' for a game result.
Volleyball	A minimum of 3 x 10 minutes constitutes 'full-time' for a game result.
Soccer	A minimum of 15 minutes per half constitutes 'full-time' for a game result.
Netball	A minimum of 4 x 8 minutes quarters constitutes 'full-time' for a game result.
Badminton	A minimum of 15 minutes per period of play constitutes 'full-time' for a match result.
Frisbee	A minimum of 15 minutes per half constitutes 'full-time' for a game result.

First Aid

St John Ambulance officers will attend **selected one day carnival venues**. NAS staff must be available for contact in case SJA require communication on the day.

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

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

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

Codes of Behaviour

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

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

FINALS

One Day Carnivals

Winners of one day carnivals will be determined by the final ladder placings on the day. All coaches are expected to stay at venues for presentations. At the end of the carnival, the carnival manager will present the winning team/s with a sports pennant for each player. Pennants will be distributed to schools prior to carnival days.

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

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

Final Team Placings and Trophies

Final team placings are determined by the results from the one day carnivals. At the conclusion of each year, NAS schools will be presented with a premiership plaque recognizing all winning teams in that year. Premierships are awarded for winning teams in each grade. There is also a NAS perpetual shield presented to the overall winning NAS school for each year.

ACC Championship TBC

The ACC Championship is a knockout/elimination based tournament. The two top placed NAS teams in Year 7-9 basketball and Senior basketball/netball/soccer grades will progress to the ACC Championship competition.

Preliminary Rounds

ACC schools are initially broken into ACC Sub Association or wildcard pools, or one-day carnivals for the preliminary stages of the competition. NAS schools are included in the preliminary rounds as sub-association pools.

Elimination Rounds

Information for teams reaching the elimination stage will be issued ASAP after the conclusion of the preliminary rounds. Games in the elimination round will be arranged by mutual agreement between opposing schools. There are two dates allocated for the elimination round and schools must complete the game by the end of the second week of the elimination round. Wherever possible matches should always be played on the set day and time. The ACC reserves the right to create crossover conference semifinals as applicable and if warranted within a sport.

Scheduled dates for ACC Championship elimination rounds, semi-finals and grand finals are available on the ACC website at <https://www.accsport.asn.au/interschool-sport/acc-championships>

FORFEITS

Early communication is essential to alleviate problems arising from forthcoming forfeits. A team causing the forfeit will receive 0 points, whilst the opposition receives 4 points for that fixture.

To assist with the separation of teams with equal points on weekly and final competition ladders, the team winning a forfeit, will be awarded a [predetermined score](#) for that particular sport. The team losing will be awarded the reverse of the predetermined score.

SPORT	PROPOSED FORFEIT SCORES
AFL/AFLW	80 points
Indoor Cricket	80 points
Basketball	40 points
Indoor Beach Volleyball	80 points
Frisbee	8 points
Soccer	8 goals

Badminton	80 points
Netball	30 goals
Volleyball	80 points

UNEVEN CONTESTS (MERCY RULE)

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

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

At the point when the maximum margin occurs (see table below), coaches concur and modify the game. The result at that point will be recorded and points will be awarded to the winning school, e.g., If a score of 10 – 2 is reached in soccer, that score is recorded as the official result and coaches are to consult and adjust match conditions. Any changes to the score after this point are not recorded. Sports Coordinators should also change score cards post-match if the coaches have not listed the maximum allowable score as the result. Scores greater than the maximum allowable score should not be entered into Jaro.

The “Mercy Rule” scoring is only to be implemented for the sports listed below. Other sports such as volleyball and badminton, whilst not using the maximum allowable scores, should still follow the philosophy of the Mercy Rule and if a match is grossly one-sided make game modifications as outlined above.

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

SPORT	PROPOSED MAXIMUM MARGIN
AFL/AFLW	80 points
Indoor Cricket	80 points
Basketball	40 points
Indoor Beach Volleyball	80 points
Frisbee	8 points
Soccer	8 goals
Badminton	80 points
Netball	30 goals
Volleyball	80 points

APPENDIX

Basketball

TEAMS

Teams are to consist of 5 on-court players with unlimited substitute players. Minimum of five (5) players.

DRESS

Basketball strip with numbered singlets or bibs. Non marking shoes are to be worn in games played indoors. All shorts must be the school's sports uniform. Tracksuits are not acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and if agreed, tracksuit tops may be worn, but not bottoms.

DURATION OF PLAY

Games are to consist of 2 x 20 minute halves (5 min half time) or 4 x 10 minute quarters (2/5/2) (Running clock). Time outs are to consist of maximum 1-minute duration. In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the finish time.

EQUIPMENT

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

All girls: size 6 ball

Boys Yr 7-8: size 6 ball

Boys Yr 9-12: size 7 ball

RULES (QUALIFYING FIXTURES)

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

SUBSTITUTES

Substitutes are to be made by the umpire.

TIME OUTS

- 2 time outs allowed per half.
- There are no time-outs allowed in the last 3 minutes of the second half.
- All other time-outs are applicable.

SCORING

Timekeepers and scorers from opposition teams must sit together.

Scorecards are to be signed by the referee/s and captain/coach of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture should they occur, and that results reported to the ACC office are final. Results are to be entered into **Clipboard** on the day by the carnival manager.

POINTS

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

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

FORFEITS

Should any team forfeit a match, 40 points shall be credited to the opposition team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

Indoor Cricket

TEAMS

- Teams are to consist of a minimum number of 6 players and a maximum of 10 players.
- 8-a-side (16 overs total). 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, the coach can sub extra fielders on/off.

UNIFORM

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

PLAYING TIME

- 50 minutes playing time with 10 minute change over.
- (16 overs total) 16 x 5 ball overs. This could be reduced to 4 ball overs at discretion of carnival manager.
- Each player bowls a maximum of 2 overs.
- Each batting pair has 4 overs.

EQUIPMENT

Central venues can provide game balls which are used for their social sporting competitions. Otherwise, schools are to provide a ball as well as general equipment.

RULES OF THE GAME

1. Fielding A Team

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

2. The Game

- a) The game consists of 1 batting and 1 bowling innings per team.
- b) Each innings consists of 16 overs with 6 ball overs.
- c) The run deduction for a dismissal will be 5 runs, and other penalties will be 5 runs or multiples of 5 runs.
- d) Each player must bowl 2 overs except in the case of the Player Short/ Substitutes/ Injured Players Rule. [Rule 8]
- e) 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.
- f) A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 5 runs for each over offended.
- g) 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.
- h) A batting innings is divided into 4 sections. Each section consists of 4 overs.
- i) The batting team bats in pairs with each pair batting for 4 overs.
- j) Upon arrival at the batting crease the batters must inform the umpire of their respective names in order for the game to start/resume.
- k) 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.
- l) Batters must change ends at the completion of each over.
- m) No batter may bat more than once, except in the case of the Player Short/ Substitutes/ Injured Players Rule.
- n) A team must not declare an innings closed.
- o) The team compiling the higher number of runs will be the winner.

3. 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.

4. Playing Equipment

- a) 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.
- b) 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.
- c) 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.
- d) 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.
- e) Balls: The centre will supply a recognised Indoor Cricket ball for each match. Teams must not supply their own. Any player or team found substituting or deliberately scuffing, gouging, or attempting to reshape the ball will be penalised 10 runs for ball tampering.
- f) 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.
- g) The Stumps will be "Wilkins" style collapsible stumps. The base plate is considered to be part of the stumps.
- h) Bails may be wooden or plastic and must be tied to the stumps.

5. The Umpire

- a) Before each game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality.
- b) Teams will have no choice in the appointment of the umpire.
- c) The umpire may only be changed at the discretion of the duty manager.
- d) The umpire has the right to alter their decision provided it is done promptly.
- e) The umpire's ultimate decision during a game is final. No dispute, written or otherwise, will alter the result.
- f) The umpire will be the sole judge of fair and unfair play.
- g) 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.

6. Arrival/Late Player/S

All teams are to be present at the games counter a minimum of 2 minutes prior to the scheduled commencement of their game to do the toss. i. 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.

7. Player Short/Substitutes/Injured Players Player Short

- a) 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.
- b) 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.
- c) 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.
- d) 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.

8. Substitutes

- e) 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.
- f) 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.
- g) A substitute player cannot bat, bowl or wicket keep.
- h) A substitute must be in the correct uniform or uniform penalties will apply.
- i) A team may not use a substitute pending the late arrival of a nominated player.
- j) Once substituted, a player may take no further part in the match.

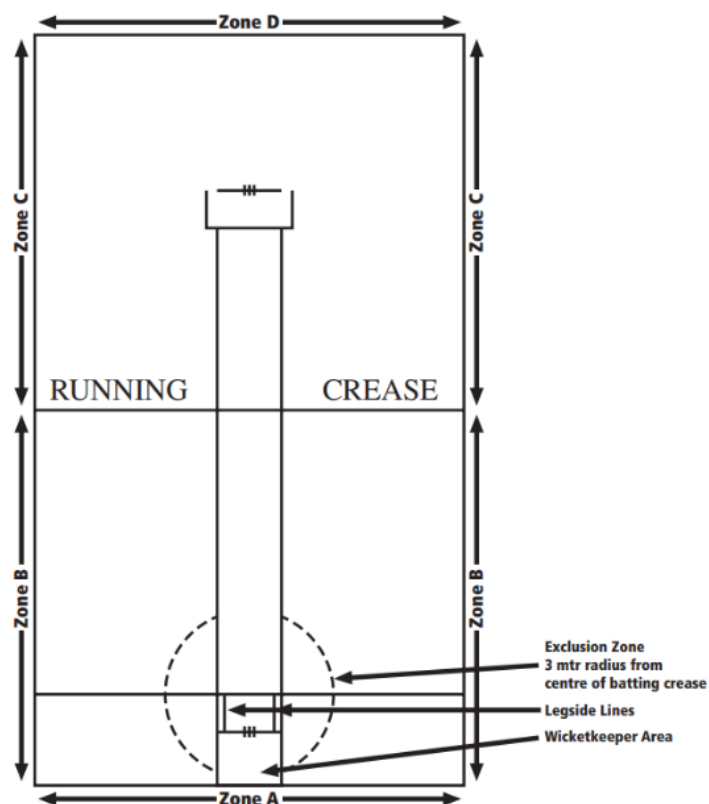
9. Field Placement

- a) **Fielders 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".
- b) **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".
- c) **Exclusion Zone** An Exclusion Zone 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".
- d) **Wicket Keeper**
 - i. 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 8 keeper.
 - ii. 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).
 - iii. 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".
 - iv. 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".
 - v. 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".
 - vi. The wearing of gloves by the wicket keeper is optional. [See Rule 5C] vii. A wicket keeper is optional.

10. Scoring

Runs may be scored as follows:

- i. 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.
- ii. 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



RESULTS

Scoring is based on the team, which has the most runs after the equivalent number of overs. Central scoring system is used for all games. It is assumed that scoring discrepancies are settled and that results reported are final. Constant liaison between both sets of scorers and captains/teams is necessary. Results are to be entered in **Clipboard** on the day by the carnival manager.

LADDER POINTS

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

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

FORFEITS

Should any team forfeit a match, 80 runs shall be credited to the opposition team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

AFLW

TEAMS

If possible, all schools will try to field fifteen (15) players with an unlimited number of interchange players. Should a team be unable to find 15 players, the opposition school will adjust their team size to balance the number of players. Teams can also field 18-a-side if desired.

DRESS

Players must wear numbered school football jumpers, uniform shorts and socks. Tracksuits are not 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. ***Mouth guards are mandatory for all players.***

DURATION OF PLAY

Games will consist of 2 x 15 minute halves with no time on. The half time break will be of five (5) minutes duration.

SPECIFIC CONDITIONS OF PLAY AND RULES

Conditions of play and rules for girls AFL can be downloaded from the [WAFC website](#).

Field Size = 120 – 150m (Length); 90 – 120m (Width)

EQUIPMENT

The home team is to supply the ball - Year 7 & 8 (size 3 ball); Year 9 -12 (size 4 ball). A school regulation size ball is to be used for all other age groups. ***Mouth guards are mandatory for all players.***

UMPIRES

Field umpires must be correctly attired. The Goal Umpires must wear a white coat, have two white flags, a scorecard and pen. Each school must provide one goal umpire for their games. Timekeeping will be centrally controlled by carnival manager.

SCORING

It is critical that the field umpires and both teams confer and coordinate progressive and final scores at each break. It is assumed that scoring discrepancies have been settled and that results reported are final. Results are to be entered in **Clipboard** on the day by the carnival manager.

POINTS

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

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

FORFEITS

Should any team forfeit a match, 80 points shall be credited to the opposition team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

Indoor Beach Volleyball

TEAMS

Teams consist of six (6) on court players with an unlimited number of substitutes. Minimum number of players is four (4).

DRESS

School sport uniform. Tracksuits may be worn but the correct uniform rule will be all team members in track pants or no team members in track pants.

DURATION OF PLAY

Games are to be contested over 3 x 15 minute sets (1 minute break between sets) for all Years. A minimum of 3 x 10 minutes will constitute a game.

EQUIPMENT

Standard beach volleyball.

RULES

1. THE GAME

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

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

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

2. BALL AND NET ABUSE

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

3. SIDE AND TOP NETS

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

4. GENERAL PLAY

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

5. FOULS

- The ball touches the ground
- Team plays the ball more than three times in succession
- The ball touches a player below the waist

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

6. POINTS AND SERVICE

- If the serving team wins a rally, it scores a point and continues to serve.
- If the receiving team wins a rally, it scores a point and it must serve next.
- Each server can only serve five (5) times in succession before the serving team is required to rotate one position to continue serving with a new player. (Team retains the serve but changes the server).
- Teams change ends at the end of each set.

LADDER POINTS

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

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

The team listed first on the fixture is to provide the match ball.

SUBSTITUTES

As stated above.

SCORING AND SCORECARDS

1. The set playing periods completed at the call of time shall constitute the match.
2. Points & Service: If the serving team wins a rally, it scores a point and continues to serve; if the receiving team wins a rally, it scores a point and must serve next.
3. The team that wins the total number of sets wins the match.
4. Scorecards are to be signed by the umpires and captains of each team at the conclusion of the fixture and that scoring discrepancies are settled. Umpires are to coordinate scorecards and ensure they concur at each break. Results are to be entered in **Clipboard** on the day by the carnival manager. Results reported are considered final.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

Ultimate Frisbee

TEAMS

Two teams of 5 players plus substitutes. Maximum team size is 10 players. Minimum team size is 4 players.

DRESS

Players are to be dressed in school sports uniform.

EQUIPMENT

175g Championship Level Disc

DURATION OF PLAY

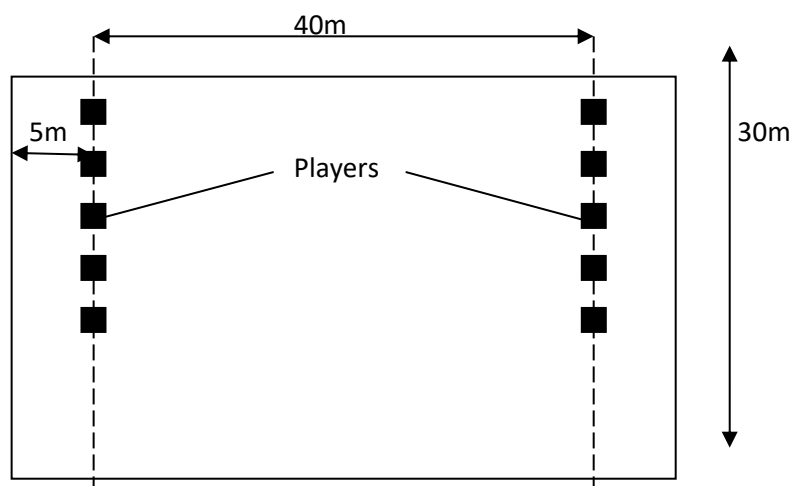
Games are to consist of 2 x 20-minute halves, with a 5-minute changeover at half time.

RULES

Ultimate is a fast, free flowing game that combines elements of netball, soccer, gridiron and touch rugby. The basic idea of the game is very simple. The aim is for the team with the Frisbee to pass it up the field without dropping it and catch it in an end zone, which scores a point. The other team tries to intercept the disc or knock it down. The sport is non-contact and teams will be boys and girls only; not mixed gender. The other important aspect of Ultimate is that there are **NO REFEREES**. The players are trusted to make all decisions by themselves. Schools are to ensure a competent teacher/coach monitors the game/students.

FIELD

Ultimate is usually played on an approximately half-width football field, with two teams of five players (plus substitutes) lining up against each other. However, any size field can be used depending on space available, and a good game can be had with as few as four players a side. Cones are generally used to mark the corners of the zones and the sidelines. The diagram below displays the size field NWAS will use for their games with 5 per team. This is minimum size. The maximum size allowed is 50m with 2 x 5m end zones.



Quick Rules

- There is no running with the frisbee. The frisbee can only be moved up the field by passing it. When a player catches the disc they must establish a "pivot" foot before throwing, a little like basketball.
- The person with the frisbee has 10 seconds to throw. A defensive team member marks them and counts out loud, "stalling...one...two...three..."
- No physical contact is allowed between players. Contact results in a foul. In practice, small amounts of accidental contact are usually tolerated.

- A “turnover” occurs when the frisbee hits the ground, goes out of bounds, is dropped or intercepted. Unlike touch football, if the frisbee is knocked down, the team that last **held** the frisbee loses it, regardless of who knocks it down. The defensive team takes possession of the disc at that point and becomes the offensive team.
- **Unlimited substitutions** are allowed between points, although none during points.
- 2m minimum pass distance.
- 20m maximum pass distance.
- 2m spacing on defence.
- If a player drops the disc or causes a turnover in their defensive end zone a touchdown/point will be awarded and play will restart.

Fouls

Players call their own fouls when rule violations or contact occurs - there are no referees. A player disagreeing with a foul call can usually “contest” (dispute) the call, in which case the play is redone and the disc returned to the thrower. Players endeavour to be fair in their calls, so calls are rarely contested. Teachers will be present to help supervise the game.

SCORING

To start a point, the defending team “pulls” (throws) the disc from their end zone to the offensive team, who stand in the opposite end-zone. The object of the game is for a team to connect passes down the field until the disc is caught in their opponents’ end zone, scoring one point. Teams change ends at the end of each point.

Results reported are considered final - scoring discrepancies must be settled by both team's coaches/managers and captains before scorecards are signed. Results are to be entered in **Clipboard** on the day by the carnival manager.

POINTS

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

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

FORFEITS

Should a team forfeit, 8 points shall be credited to the opposition team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

AFL

TEAMS

If possible, all schools will try to field **eighteen (18)** players with an unlimited number of interchange players. Should a team be unable to find 15 players, the opposition school will adjust their team size to balance the number of players. Teams can play 18-a-side if desired.

DRESS

Players must wear numbered school football jumpers, uniform shorts and socks. Tracksuits are not 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. ***Mouth guards are mandatory for all players.***

DURATION OF PLAY

Games will consist of 2 x **15 minute** halves with no time on. The half time break will be 5 minutes.

RULES

Rules are in accordance with the Australian Football League rules.

The field umpires 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.

The umpire should inform the coach for the reason of the sendoff 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.

INTERCHANGE

As described above.

Opposing coaches are to check the opposition's player numbers on the field. If a discrepancy occurs, that coach should immediately bring the matter to the attention of the umpire.

EQUIPMENT

The home team is to supply the ball - Year 7 (size 3); Year 8-10 (size 4 ball); Year 11-12 (size 5 ball). ***Mouth guards are mandatory for all players.***

UMPIRES

Field umpires must be correctly attired. Goal Umpires must wear a white coat, have two white flags, a scorecard and pen. Each school must provide one goal umpire for their games. Timekeeping will be centrally controlled by carnival manager.

SCORING

It is critical that the field umpires and both teams confer and coordinate progressive and final scores at each break. It is assumed that scoring discrepancies have been settled and that results reported are final. Results are to be entered in **Clipboard** on the day by the carnival manager.

POINTS

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

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

FORFEITS

Should any team forfeit a match, 80 points shall be credited to the opposing team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

Soccer

TEAMS

Teams are to consist of eleven (11) players with an unlimited number of interchange players. Minimum number of seven (7) players.

DRESS

Players are to dress in uniform soccer tops, shorts and socks. Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and, if agreed, tracksuit tops may be worn, but NOT bottoms. In addition, only Goalkeepers in soccer may wear tracksuits or part thereof.

DURATION OF PLAY

Games are to consist of 2 x 20 minute halves with five 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. A minimum of 10 minutes per half constitutes 'full-time' for a game result.

RULES

Rules are in accordance with [Football Australia](#) .

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 mouth guards. All year levels: size 5 ball

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

SCORING

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 and results reported are final. Results are to be entered in **Clipboard** on the day by the carnival manager.

POINTS

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

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

FORFEITS

Should any team forfeit, 8 goals shall be credited to the opposition team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

[Netball](#)

[TEAMS](#)

Teams are to consist of 7 players with unlimited substitute players. Minimum of 5 players. Schools field 2 teams per year group **graded A then B.**

DRESS

Players are to wear sports uniforms (which may include shorts if they are an official part of the sanctioned uniform of that school) and lettered bibs. Tracksuits are not acceptable. In extreme adverse climatic conditions, the coaches can convene and, if agreed, tracksuit tops may be worn, but not bottoms. In addition, only Goalkeepers in hockey and soccer may wear tracksuits or part thereof.

EQUIPMENT

Size 5 netball for all age groups from years 7-12. ***It is highly recommended that players wear mouthguards.***

[DURATION OF PLAY](#)

Games are to consist of 4 x 10 minute quarters (2/5/2 breaks).

RULES

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

SUBSTITUTIONS

As per [Rule 10: Substitutions and Team Changes](#). Interchange rules are to apply to support the philosophy of participation.

SCORING

Umpires are to coordinate scorecards and ensure they concur at each break. 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, and results reported are considered final. Results are to be entered in **Clipboard** on the day by the carnival manager.

POINTS

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

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

TIMERS AND SCORERS

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

[FORFEITS](#)

Should any team forfeit a match, 30 goals shall be credited to the opposing team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

Badminton

TEAMS

Teams consist of 4 players made up of 2 pairs with an unlimited number of substitutes. Minimum number of players is four (4).

DRESS

School sport uniform.

EQUIPMENT

1.55m net height for years 7-12.

Plastic shuttles.

Standard badminton racquet.

DURATION OF PLAY

- Each round consists of 3 x 15 minutes with five minutes for changeover to next court/pairings.
- Games are played to time, not points.

RULES

[WA Badminton Rules](#) will apply except as stated otherwise in this document. The team listed first on the fixture is to provide new shuttlecocks.

SCORING

- Points & Service:
 - At the start of the game and each time a side gains the right to serve, the services shall be delivered from the right service court.
 - At the conclusion of time, the team with the most points wins the game. If a draw occurs at any stage, both teams will play overtime to achieve a "Golden Point" to determine the winner of the game.
- Schools which have won the most points wins the match. Games and points for both schools must be totaled and recorded on the scorecard, e.g. Servite def Chisholm (121 – 117).
- Schools must have 2 complete pairs for a real match to take place.
- Each home school to supply new shuttle cocks (plastic) and have some in reserve for each fixture. They must be the same type and speed for all games.

SCORECARDS

Umpires are to coordinate scorecards and ensure they concur at each break. 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 and results reported are considered final. Results are to be entered in **Clipboard** on the day by the carnival manager.

LADDER POINTS

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

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

TIMERS AND SCORERS

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

FORFEITS

Should any team forfeit a match, 60 points shall be credited to the opposition team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

Volleyball

TEAMS

Teams consist of 6 on court players with up to 6 substitutes. Minimum number of players is 4. The home team is responsible for providing the umpire.

DRESS

School sport uniform. Tracksuits may be worn in Volleyball but the correct uniform rule will be all team members in track pants or no team members in track pants.

EQUIPMENT

Years 7-12 boys and girls standard size ball. Must be an indoor court volleyball.
Net Heights: TBC.

DURATION OF PLAY

Games are to be contested over 3 x 15 minute sets (1 minute break change over). No play is to occur during the 1 minute change over time. A minimum of 3 x 10 minutes will constitute a game.

RULES

Points & Service:

Each server can only serve 5 times in succession before the serving team is required to rotate one position to continue serving with a new player. (Team retains the serve but changes the server).

SUBSTITUTES

As stated above.

SCORING AND SCORECARDS

- The set playing periods completed at the call of time shall constitute the match. The final match result will be determined by the total sets won.
- Points & Service: If the serving team wins a rally, it scores a point and continues to serve; if the receiving team wins a rally, it scores a point and must serve next.
- If a draw occurs at any stage, both teams will play overtime to achieve a “Golden Point” to determine the winner of the game.
- Umpires are to coordinate scorecards and ensure they concur at each break. 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 and results reported are considered final.

LADDER POINTS

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

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

TIMERS AND SCORERS

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

FORFEITS

Should any team forfeit a match full points for a win and 80 points shall be credited to the opposition team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager. Premiership Pennants will be distributed to relevant schools prior to carnival day for presentations to the winning teams.

SPORTS INJURIES DOCUMENT

[ACC Recommendation on Sports Injuries](#) as ratified by Council at 31 August 1995.

INSTRUCTIONS TO UMPIRES/REFEREES

Prior to Game

- Uniform: Before the start of play check that all players are attired in the correct uniform for that sport. If this does not happen then the umpire must call a penalty point against the incorrectly attired team. A team may play with fewer players if they do not wish to forfeit.
- Ensure both teams have timekeepers; timing pieces, scorecards and pens, and that they are located in close proximity to one another. (For football - ensure that goal umpires compare scores at each break.)
- Meet both teams in centre of court/field/oval where they line up apposite each other and shake hands.
- Briefly explain specific rules of note.
- Conduct toss of coin for direction of play.
- In case of inclement weather conduct the 'prior to game' instructions in the most practical and convenient manner possible.

The Game

- To enforce the rules of the game.
- To encourage a sense of discipline and cooperation whilst the game is in progress.
- To verbally recognize good play and issue correction as necessary.

On ground procedures.

- Players sent off, will be off for the rest of the game.
- *Stop the game*
- Bring all the players to a central point (including the player to be sent off). Explain the reason for send off.
- *During a Break*
- Discuss the player. Establish an appropriate situation to make the explanation. Explain the reason for the send off to the coach/manager and player at the first convenient break.

Post Game

- Direct 3 cheers to each team.
- Check and sign both scorecard.
- Ensure both scorecards agree to the same score.

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

GAME PROCEDURES AND ETIQUETTE

TEAMSMANSHIP

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

PROCEDURE

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

SCORE SHEETS

TBC.

WORKING WITH CHILDREN LEGISLATION

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

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

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

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

Schools involved in sub-association sport are required to comply with the legislation. Schools must ensure that all coaches, officials and bus drivers that will have contact with children at sporting events (whether they are paid or volunteers) have undergone a working with children check and hold a valid WWC card number (excluding those covered under exemptions above). To comply with the legislation you will have to keep records to ensure that people working at your sporting events have their WWC ID in order.

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

POSITION	NAME	VOLUNTEER/PAID	EXEMPT? – WHY	WWC CARD No.
Sports Trainer	John Brown	Paid	No	123456
Basketball ref	Sue Brown	Volunteer	Yes – parent of David Brown	Not required
Bus Driver	Rob Jones	Paid	No	123455

For more information:

[ACC Guidelines](#)

[WWC website](#)