



ASSOCIATED AND CATHOLIC COLLEGES OF WA

2026 SOUTHERN ASSOCIATED SCHOOLS OPERATIONS MANUAL v1

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AIM

It is the aim of the Southern 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
All Saints' College	Ewing Avenue, Bullcreek 6155	9313 9333
Carey Baptist College, Harrisdale	51 Wright Road, Harrisdale 6112	9394 9111
John Wollaston ACS	Cnr Lake & Centre Road, Camillo 6111	9495 8100
Kennedy Baptist College	Farrington Road, Murdoch 6150	9314 7722
Lumen Christi College	Station Street, Martin 6110	9394 9300
Mercedes College	86 Victoria Square, Perth 6000	9323 1323
St Norbert College	Treasure Road, Queens Park 6107	9350 5433
Ursula Frayne Catholic College	15 Duncan Street, Victoria Park 6100	9470 0900
ACC STAFF CONTACTS		
Cherie Pirnie (SAS facilitator)	cherie.pirnie@cewa.edu.au	M: 0447 502 248
Tom Bottrell (Director of Sport)	tom.bottrell@cewa.edu.au	M: 0416 127 839

SPORTS STAFF CONTACTS

SCHOOL	HEAD OF SPORT	EMAIL	MOBILE
All Saints'	Ben Shaw	ben.shaw@allsaints.wa.edu.au	0412 546 853
Carey Baptist	Taylor Kong	taylor.kong@carey.wa.edu.au	0432 570 059
John Wollaston ACS	Tyron Dias	tdias@jwacs.wa.edu.au	0421 578 637
Kennedy Baptist College	Robert Ford	rford@kennedy.wa.edu.au	0481 257 006
Lumen Christi College	Craig Preshaw	craig.preshaw@cewa.edu.au	0478 518 065
Mercedes College	Natalie Munro	natalie.munro@mercedes.wa.edu.au	0411 232 796
St Norbert College	Sam Mancini	sam.mancini@norbert.wa.edu.au	0413 391 095
Ursula Frayne Catholic College	Tamara Keyes	tamara.keys@cewa.edu.au	0407 531 959

SCHOOL	HEAD OF DEPARTMENT	EMAIL	MOBILE
All Saints'	Katie Clayton	katie.clayton@allsaints.wa.edu.au	TBC
Carey Baptist, Harrisdale	TBC	TBC	TBC
John Wollaston ACS	Alicia Anderson	aanderson@jwacs.wa.edu.au	TBC
Kennedy Baptist College	TBC	TBC	TBC
Lumen Christi College	Adam Maxwell	adam.maxwell@cewa.edu.au	TBC
Mercedes College	Brock Fleay	brock.fleay@mercedes.wa.edu.au	0439 477 097
St Norbert College	Melanie Robinson	melanie.robinson@norbert.wa.edu.au	TBC
Ursula Frayne Catholic College	Tamara Keyes	tamara.keys@cewa.edu.au	0407 531 959

HOST SCHOOL

YEAR	SCHOOL	YEAR	SCHOOL
2015	John Wollaston ACS	2028	Mercedes College
2016	Ursula Frayne Catholic College	2029	St Norbert College
2017	Seton Catholic College	2030	John Wollaston ACS
2018	Emmanuel Catholic College	2031	Ursula Frayne Catholic College
2019	Carey Baptist, Harrisdale	2032	All Saints' College
2020	Corpus Christi College	2033	Lumen Christi College
2021	St Norbert College	2034	Carey Baptist, Harrisdale
2022	John Wollaston ACS	2035	Mercedes College
2023	Ursula Frayne Catholic College	2036	St Norbert College
2024	Seton Catholic College	2037	John Wollaston ACS
2025	Emmanuel CC	2038	Ursula Frayne Catholic College
2026	Lumen Christi College	2039	All Saints' College
2027	Carey Baptist, Harrisdale	2040	Lumen Christi College

MEETINGS

Meetings will be held at the following levels:

Sport Coordinators

Sports Coordinator meetings take place at the host School. The Sport Coordinator from the rostered host school will chair the Sports Coordinators' meeting and will be responsible for minutes derived from the meeting. Minutes derived from all meetings are to be circulated within one week of the meeting. Schools must have representations at all levels of meeting.

MEETING DATES 2026			
TERM 1	TERM 2	TERM 3	TERM 4
Tuesday, 10 th March, 8am Venue : TBC	Tuesday 28 th April, 8am Venue : TBC	TBA	TBA

Principals and Sport Coordinators

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

PRINCIPAL & SPORTS COORDINATOR MEETINGS DATES 2026			
TERM 1	TERM 2	TERM 3	TERM 4
		TBA	

Change Of Rules and Conditions of Play

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

INVOLVEMENT

- Students are selected from **Years 7-9 (Juniors)** and Years 10-12 (seniors).
- Separate male and female competitions exist within the sport program.
- **Students compete in One day carnivals offered in Terms 1 – 3**
- Coaches / Team managers should record all participating players on their scorecard for each match.
- In any finals, the students selected to play should have been members of the team during the regular SAS one day carnivals. It is not in the spirit of the competition for students to be brought into teams only for finals matches.
- It is ACC policy that students competing in ACC sport must be under 19 years of age as of 31 December. Students who have turned 19 years of age are not permitted to participate in ACC sport.

ACC SERVICE AND FEES GUIDE

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

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

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

2. The ACC is not responsible for central venue, referee/umpire or first aid bookings. These tasks will be managed by the rostered convenor school and potentially shared with other Heads of Sport within the relevant sub-association.
3. Sub-association team nomination fees are invoiced at the end of each term for relevant competitions. This includes all round robin weekly competitions and one day carnivals. Team nomination due dates for weekly round robin competitions or one day carnivals will be set by ACC staff members who facilitate each group.
4. Team withdrawal “cut off” dates are implemented to allow for fixture modifications, results service, and venue and umpire booking adjustments. The cut off dates are scheduled 2 weeks (10 working days) prior to the competition start date. Schools will be invoiced the team nomination fee for withdrawn teams inside this period.

5. Provided the following requirements are adhered to, invoices from central venues, first aid and referee/umpire bookings can be sent to the ACC for payment and the on charging to schools with their share of the cost.
 - a) Schools need to ensure the invoices are made out to the Associated & Catholic Colleges of WA. The ACC cannot pay invoices that are made out to a school or to an independent party.
 - b) Schools must check that invoices are accurate before forwarding them to the ACC.
6. Sub-association convenor schools will manage the following responsibilities:
 - a) With the assistance of sub-association member schools, schedule competition dates ahead of the calendar year.
 - b) Coordinate the central venue, first aid and referee/umpire bookings, as per relevant rosters in sub-association Operations Manuals if applicable.

SPORTS

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

Term 1

SPORT	Year 7	Year 8/9
Basketball	G	G
Super 8 Cricket	B	B
Touch Football		B, G

Term 2

SPORT	Year 7	Year 8/9	Year 10	Year 10-12	Year 11/12
Basketball	B	B	B		G
Indoor Cricket				B	
Netball	G	G	G		
Soccer		B, G			
Touch Football				B, G	

Term 3

SPORT	Year 10	Year 10-12	Year 11/12
Basketball			B
Indoor Beach Volleyball	B, G		
Netball	G		
Soccer		B, G	

KEY B = Boys G = Girls

Gender Classification

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

Naming Conventions

ACC GENDER SPORT CLASSIFICATION - NAMING CONVENTIONS

Year Group	7	8	9	10	11/12	SSA RULE/POLICY
TEAM SPORTS	GENDER CODES B = BOYS, G = GIRLS, N = NEUTRAL, M = MIXED					
AFL	B/N	B/N	B/N	B	B	Females can participate with males until and including Year 9. Single sex (all boy/girl) competitions are preferred if teams can be arranged within the schools or junior district.
AFLW	G	G	G	G	G	
Badminton	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	No gender age split rule, male & female competitions standard, Mixed doubles standard.
Basketball	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Cricket	B/N G	B/N G	B/N G	B/N G	B/N G	No gender age split rule, females can play in male competitions and males cannot play in female competitions at any age.
Floorball	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	B/N G/N M	No gender age split rule Mixed JNR teams encouraged up to U15
Handball (European/Team)	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a 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 play with girls up to the age of 12. 12 years and above Girls, Mixed or Boys Teams only
Soccer	G B/N	G B/N	G B/N	G B/N	G B/N	Males and females compete in separate gender age teams. Girls may play in boys teams. Boys may not play in girls' teams.
Softball	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Tennis	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Touch	M B/N G	M B/N G	M B/N G	M B/N G	M B/N G	No rule of TFA or TFWA that prevents a girl from playing in a boys/male team by age. A mixed side would be free to participate in a boy's competition, however, would not be able to participate in a girl's competition.
Volleyball	B/N G M	B/N G M	B/N G M	B/N G M	B/N G M	Years 5/6 Boys and girls can play in the same team. Years 7/8, 9/10, 11/12 Girls can join/play in a boys' team of the same school year or older. Boys can only play in boys' teams.

CARNIVAL SPORTS

ATHLETICS	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	Males and females compete in separate gender categories.
CROSS COUNTRY	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	
SWIMMING	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	

NOMINATIONS

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

For current nominations please check the ACC website at:

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

(Nominations will be re-confirmed at the commencement of the year)

FIXTURES

For current fixtures please check the ACC website at:

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

VENUES

It is the responsibility of the Carnival Manager of each carnival to **ensure venues are booked** and all ground/court markings are complete, prepared in a safe manner and adequately maintained.

Venue costs that are booked by the ACC or SAS schools will be paid by the ACC. The total cost will be split between SAS schools and invoiced at the end of each relevant term. For all venues booked by SAS schools, invoices must be addressed to the Associated and Catholic Colleges of WA and checked before forwarding to the ACC SAS facilitator. Example: Fremantle Indoor Beach Volleyball Centre.

For current venues please check the ACC website at:

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

ONE DAY CARNIVALS

Term 1 sport format

YEAR 7 – 9 CARNIVAL DATE : Wednesday 18th March (Week 7) | 9:30am – 2:15pm

BACK UP DATE : Tuesday, 31st March (Week 9)

SPORT	VENUE	CARNIVAL MANAGER	GENDER	PLAYERS ON COURT / FIELD	MAX SQUAD SIZE	GAME LENGTH
Basketball	Willetton Stadium (x6 courts)	St Norbert	GIRLS Yr 7 GIRLS Yr 8/9	5	Unlimited	2 x 15 min halves 3 min half time 12 min changeover
Super 8 Cricket	Burrendah Reserve (x3 fields)	John Wollaston	BOYS Yr 7	8	Unlimited	2 x 23 min halves 2 min innings change over 5 min game changeover
	Trinity Fields (x3 fields)	Ursula Frayne	BOYS Yr 8/9			
Touch Football	All Saints' College (x6 fields)	All Saints'	GIRLS Yr 8/9 BOYS Yr 8/9	6	Unlimited	2 x 12 min halves 3 min half time 5 min changeover

NOTE

- NO Mercedes College teams for boys fixtures
- Ultimate Frisbee a consideration if Touch Football participation numbers are low
- Super 8's cricket is open to girls

Term 2 sport format

YEAR 10-12 SENIOR CARNIVAL DATE : Tuesday 5th May (Week 3) | 9:30am – 2:15pm

BACK UP DATE : TBA

SPORT	VENUE	CARNIVAL MANAGER	GENDER	PLAYERS ON COURT / FIELD	MAX SQUAD SIZE	GAME LENGTH
Basketball	Willetton Stadium (x5 courts)	Lumen Christi	BOYS Yr 10 GIRLS Yr 11/12	5	Unlimited	2 x 15 min halves 3 min half time 12 min changeover
Indoor Cricket	Strikers Leeming (x2 nets)	John Wollaston	BOYS Yr 10-12	8	Unlimited	TBC
Netball	Gold Netball Centre / PNA (x3 courts)	Mercedes	GIRLS Yr 10	7	Unlimited	2 x 15 min halves 3 min half time 12 min changeover
Touch Football	All Saints' College (x5 fields)	All Saints'	GIRLS Yr 10-12 BOYS Yr 10-12	6	Unlimited	2 x 12 min halves 3 min half time 5 min changeover

NOTE :

- Indoor cricket open to female players
- NO Mercedes College teams for boys fixtures
- Carey Harrisdale DO NOT compete in Senior One Day Carnivals
- Kennedy Baptist College ONLY compete in Senior One Day Carnivals

YEAR 7-9 JUNIOR CARNIVAL DATE : Thursday 4th June (Week 7) | 9:30am – 2:15pm

BACK UP DATE : TBA

SPORT	VENUE	CARNIVAL MANAGER	GENDER	PLAYERS ON COURT / FIELD	MAX SQUAD SIZE	GAME LENGTH
Basketball	Willetton Stadium (x6 courts)	Lumen Christi	BOYS Yr 7 BOYS Yr 8/9	5	Unlimited	2 x 15 min halves 3 min half time 12 min changeover
Netball	Gold Netball Centre / PNA (x6 courts)	Mercedes	GIRLS Yr 7 GIRLS Yr 8/9	7	Unlimited	2 x 15 min halves 3 min half time 12 min changeover
Soccer	TBC (x3 fields)	Carey Harrisdale	GIRLS Yr 8/9	11	Unlimited	2 x 15 min halves 3 min half time 12 min changeover
	TBC (x3 fields)	St Norbert	BOYS Yr 8/9			

NOTE :

- NO Mercedes College teams for boys fixtures
- Kennedy Baptist College ONLY compete in Senior One Day Carnivals
- Girls Yr 8/9 Basketball a consideration if soccer team participation numbers are low

Term 3 sport format

YEAR 10-12 SENIOR CARNIVAL DATE : Tuesday 28th July (Week 2) | 9:30am – 2:15pm

BACK UP DATE : TBA

SPORT	VENUE	CARNIVAL MANAGER	GENDER	PLAYERS ON COURT / FIELD	MAX SQUAD SIZE	GAME LENGTH
Basketball	Willetton Stadium (x2 courts)	All Saints'	BOYS Yr 11/12	5	Unlimited	2 x 15 min halves 3 min half time 12 min changeover
Indoor Beach Volleyball	TBC Canning or Fremantle (x5 courts)	Ursula Frayne	BOYS Yr 10 GIRLS Yr 10	6	Unlimited	3 x 12 min sets 9 min changeover
Netball	Gold Netball Centre / PNA (x3 courts)	Mercedes	GIRLS Yr 11/12	7	Unlimited	2 x 15 min halves 3 min half time 12 min changeover
Soccer	TBC (x3 fields)	John Wollaston	GIRLS Yr 10-12	11	Unlimited	2 x 15 min halves 3 min half time 12 min changeover
	TBC (x2 fields)	St Norbert	BOYS Yr 10-12			

NOTE :

- NO Mercedes College teams for boys fixtures
- Carey Harrisdale DO NOT compete in Senior One Day Carnivals
- Kennedy Baptist College ONLY compete in Senior One Day Carnivals
- Year 11/12 IBC may be a consideration alongside the Year 10 IBV pending school interest

HOURS OF PLAY

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

Start/finish match length policy

- Schools are expected to arrive by 9:15am to enable adequate warm up time before the first round. All rounds have 45-55 minutes of play allowed as per One Day Carnival format instructions.
- All competitive 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.

GENERAL CONDITIONS OF PARTICIPATION

Dress

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

Finals

Players must be in correct uniform or are not allowed to enter the field of play. If necessary, the opposition coach can request that players are removed from the ground until they have the correct uniform. This upholds the standard of the competition.

Staffing

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

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

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

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

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

Staff authority

Staff from both schools engaged in a fixture have the authority to address and/or discipline students from the opposite school. Where possible, staff should consult with and seek permission from each other to discipline students from an opposing school.

School Complaints

No school is to submit a complaint against another school's team, staff or student(s) without first addressing the issue with the school's Principal. Sport Coordinators should first try to reach 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 reached between the two Principals, either or both Principals may submit a complaint to the ACC for mediation and adjudication.

For further information, refer to <https://www.accsport.asn.au/acc-information/policies>

Team minimum numbers

TEAM MINIMUM NUMBERS			
Basketball	5 players	Soccer	7 players
Indoor Beach Volleyball	4 players	Super 8's Cricket	8 players
Indoor Cricket	6 players	Touch Football	5 players
Netball	5 players	Ultimate Frisbee	5 players

Umpires/Referees

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

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

SPORT	REQUIREMENTS
Basketball	<p>JUNIOR CARNIVALS 1 x accredited referee per court Each team to bring 2 x senior students : x1 to referee, the second to assist with scoring</p> <p>SENIOR CARNIVALS 2 x accredited referees per court Each team to bring 1 x senior students to assist with scoring</p>
Touch Football	<p>JUNIOR CARNIVALS 1 x accredited referee per field Each team to bring 1 x senior student to assist as secondary offside referee per field</p> <p>SENIOR CARNIVALS 1 x accredited referee per field Each team to bring 1 x senior student that can assist as a secondary offside referee per field</p>
Ultimate Frisbee	Self Umpired with teacher guidance
Indoor Cricket	Competing school staff to co-ordinate who will umpire and who will score
Super 8's Cricket	Umpired by the Teacher / Coach of each competing team

SPORT	REQUIREMENTS
Netball	<p>JUNIOR CARNIVALS 2 x accredited umpires per court Each team to bring 1 x senior student that can assist with scoring</p> <p>SENIOR CARNIVALS 2 x accredited umpires per court Each team to bring 1 x senior student to assist with scoring</p>
Indoor Beach Volleyball	Umpired by the Teacher / Coach on site. Opposition coach will be the scorer and be used for “central timing” of the sets.
Soccer	<p>JUNIOR CARNIVALS 1 x accredited referee per field Each team to bring 1 x senior student that can assist as Sideline Referee</p> <p>SENIOR CARNIVALS 1 x accredited referee per field Each team to bring 1 x senior student that can assist as Sideline Referee</p>

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 agree the game should be suspended and the coaches may take over the umpiring for the remainder of the match.

Send Off Rule

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

Substitution

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

Points

RESULT	POINTS
Win	4
Loss	1
Draw	2
Forfeit Win	4
Forfeit Loss	0

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

SPORT	RESULT
Basketball	Points for and against (point difference)
Cricket (Indoor & Super 8's)	Runs for and against (runs differential)
Indoor Beach Volleyball	Sets for and against (set difference), points for and against (points diff)
Netball	Goals for and against (goal difference)
Soccer	Goals for and against (goal difference)
Touch Football	Tries for and against (tries differential)
Ultimate Frisbee	Points for and against (point differential)

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.

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

Protective equipment

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

Reporting of results

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

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

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

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 on-line. Both teams' coaches/managers and captains must settle scoring discrepancies before scorecards are signed.

Weather policy

Summer Weather (Heat)

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

- Team coaches: Duty of care to students is of paramount importance and individual coaches/managers always have the power to cancel an individual match if they believe that student health and safety is at risk. Where possible they should consult with the opposition school sports coordinator.
- The provision of water is the responsibility of the individual players and the team manager, not the home school. The Home school should always give directions to the opposing teams to where the water taps or fountains are located.
- Where possible the following guidelines should be followed when matches are played under hot/humid conditions:
 - Use venues that are indoors or shaded. Outside hard courts should not be used due to increased radiant heat.
 - Normal sun protection measures (hats/sunscreen) should be strictly followed.
 - Reduce match length or period length.
 - Increase player rotation through the bench.
 - Provide frequent rest/drink intervals.
 - Ensure that rest breaks are in shaded areas.
 - Ensure students drink water before, during and after the match.
 - Use common sense in hot/humid conditions and remember that student welfare always comes first.

Winter weather

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

- One Day Carnivals: Sports Coordinators are to monitor the weather leading up to carnival days. If the weather conditions are severe (dangerous lightning, wind or flooding), schools consult and decide prior to the day. The ACC is to be made aware of this decision. If possible, indoor sports should still aim to go ahead.

~~▪ Weekly Fixtures: Sport Coordinators contact weather bureau by 11.30am. If the weather conditions are to be severe (dangerous lightning, wind or flooding), the home school cancels and informs the opposition school, host sport coordinator and the ACC by 12 noon (the day of the fixture). If possible, indoor sports should still aim to go ahead.~~

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

Cancelled fixtures

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

Abandoned games

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

- Melees (avoidable): No result and game will be cancelled. No points will be awarded to both teams.

- Severe Injury (unavoidable): Leading team at the time wins if the minimum time allowed has been achieved. If the minimum time has not been reached, the result will be a draw. A draw will be entered into Clipboard.
- Dangerous weather events (unavoidable): Same as for severe injury (above).

NB: This Operation 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.

Determination of match results

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

First Aid

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

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

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

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

FINALS

One Day Carnivals

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

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

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

~~Weekly Fixtures~~

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

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

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

Final Team Placings and Extra Time Requirements

Final team placings are determined by position ladders. **ONLY if time permits during fixtured one day carnivals, will a 1 v 2 finals game be played.**

The final ladder placings will in turn confirm Tally of Placings, with schools presented a premiership plaque, recognizing all winning teams that year.

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

SPORT	EXTRA TIME REQUIREMENTS
Basketball	Extra time 3 minutes No timeouts or breaks If scores are still level after 3 minutes – next point wins (including free throw)
Cricket	Overall runs firstly and then overall wickets lost to be used secondly as the tiebreaker. If both runs and wickets lost are equal the game is deemed tied – joint winners.
Indoor Beach Volleyball	Not applicable – overall sets then overall points used to help decide final ladder.
Netball	Extra time 3 minutes No breaks If scores are still level after 3 minutes – next goal wins.
Soccer	No extra time. Straight into a 3 v 3 penalty shootout. If scores are still tied after the 3/3 penalty kicks the penalties, then continue to sudden death penalties 1 for 1 until deadlock broken.
Touch	Overtime to start straight away – first try scored wins (golden try). Each team must remove a player from the field every 1 minute so playing numbers are reduced until a score occurs.
Ultimate Frisbee	Overtime to start straight away – first team to score a point wins (golden point). Each team must remove a player from the field every 1 minute so that playing numbers are reduced until a score occurs.

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 competition ladders, the team winning a forfeit, will be awarded a [predetermined score](#) for that particular sport. The team losing will be awarded the reverse of the predetermined score.

SPORT	PROPOSED FORFEIT SCORES
Basketball	30 points / 0 points
Cricket (Indoor and Super 8's)	80 runs / 0 runs
Indoor Beach Volleyball	3 sets / 0 sets (60 – 0 points)
Netball	15 goals / 0 goals
Soccer	4 goals / 0 goals
Touch Football	5 tries / 0 tries
Ultimate Frisbee	8 points / 0 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 6 – 2 is reached in soccer, that score is recorded as the official result and coaches are to consult and adjust match conditions. Any changes to the score after this point are not recorded. Sports Coordinators should also change score cards post-match if the coaches have not listed the maximum allowable score as the result. Scores greater than the maximum allowable score should not be entered into Jaro.

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

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

SPORT	MAXIMUM MARGIN
Basketball	30 points
Cricket (Indoor and Super 8's)	80 runs (N/A)
Indoor Beach Volleyball	3 sets (N/A)
Netball	15 goals
Soccer	4 goals
Touch Football	5 tries
Ultimate Frisbee	8 points

APPENDIX

Basketball

TEAMS

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

DRESS

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

DURATION OF PLAY

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

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

Time outs are to consist of maximum 1-minute duration. In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the finish time.

EQUIPMENT

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

Girls: size 6 ball Boys: size 7 ball

RULES (QUALIFYING FIXTURES)

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

SUBSTITUTES

Substitutes are to be made via the referee.

TIME OUTS

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

SCORING

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

Scorecards are to be signed by the referee/s and coach of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture should they occur, and that results reported to the ACC office are final. Results are to be entered in 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, full points for a win (4 points) and twenty (30) points shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS – One Day Carnivals ~~and SASJ Crossover Finals~~

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

Cricket – Indoor

TEAMS

- Teams are to consist of a minimum number of 6 and a maximum of 10 players.

UNIFORM

School sports uniform.

PLAYING TIME

- 50 minutes playing time with 10 minute change over.

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.
- 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.
- 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.

RULES & PLAYING CONDITIONS

1. Fielding a team

- A scheduled game must proceed if a minimum of 6 players for each team are present.
- To take part in a match, 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.

2. The game

- The game consists of 1 batting and 1 bowling innings per team.
- Each innings consists of 8 overs (16 overs per game)
- Each over is 5 balls, and 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.
- Fielding – maximum of 8 on the field (6 fielders, 1 bowler, 1 wicket keeper). If there are extra, the coach can sub extra fielders on/off.
- The 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. [Rule 8]
- 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 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. The Umpire

- Before each game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality.
- Teams will have no choice in the appointment of the umpire.
- The umpire may only be changed at the discretion of the duty manager.
- 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.

5. 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.

6. Player short / substitutes / injured players / player short

- If a team is 1 player short:
 - when batting: after all pairs have batted, the captain of the fielding side will nominate 1 player to bat again for the remaining overs
 - 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 all pairs have batted, the captain of the fielding side will choose 2 players to bat again for the remaining over
 - when fielding: once all fielders have bowled their allocated overs, the captain of the batting side must choose 2 players to bowl 2 of the last 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.

7. 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.

8. Field Placement

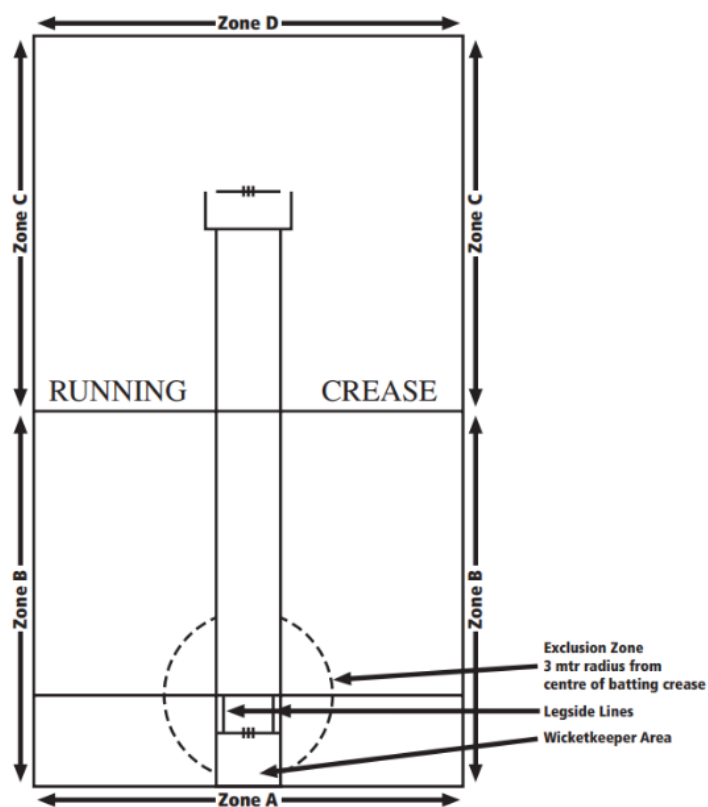
- **Fielders Per Half Court** The court is divided into two halves with the dividing line being the non-striker's running crease. No more than 4 fielders may be in either half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. On the line is considered in the other half. If this rule is contravened, the umpire will call "No Ball".
- **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 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".
- **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.

9. Scoring

Runs may be scored as follows:

1. 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.
2. 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



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, 50 runs shall be credited to the opposition team. Teams forfeiting receive 0 points.

PRESENTATIONS – One Day Carnivals [and SASJ Crossover Finals](#)

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

Cricket – Super 8's

TEAMS

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

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

DRESS

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

DURATION OF PLAY

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

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

EQUIPMENT

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

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

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

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

Ball: Kookaburra Supa Softaball

RULES & PLAYING CONDITIONS

- Each game is to be played between two teams of eight (8) players with the **home team batting first**.
- A game consists of a maximum of 8 (six ball) overs bowled by each side with a maximum of six (6) balls per over. This may be reduced to 5 ball overs for one day carnival format.
- Each person of the fielding side shall bowl one (1) over each. Batting pairs shall bat for two (2) overs.
- The wicketkeeper shall be permitted to bowl.
- **Bowlers** are limited to a 10-metre run up (limit also applies to the wicketkeeper's position).
- **Boundaries:** 4 runs scored as normal for a ball running along the ground or bouncing through the boundary. 6 runs scored for any ball passing over the boundary on the full.
- A **wide ball** shall count as 2 extra runs and **no extra ball shall be bowled**. Bowling width should be within 24 inches (60cm) of off stump and 18 inches (45cm) of leg stump.
- Upon the call of a "wide" the ball shall remain live i.e. the batsman can still run.
- A **No Ball** shall count as 2 extra runs, and **no extra ball shall be bowled**. Bouncing above shoulder height, full toss above the waist, ball bounces more than once are calls for a No Ball.
- **Retirement:** Batsman bat for two (2) overs and then swap with new pair ensuring all players bat.
- When a wicket is taken (bowled, caught, run out or stumped) the batting team will be penalized three (3) runs for each wicket taken.
- Fielding Restrictions:
 - No more than 4 fielders on the leg side at any one time.
 - Pitch length is 18m – aligned with the Master Blaster (WACA) competitions and can be slightly shorter than a full standard pitch. If using a standard pitch stumps should be set up on the batting crease at each end which will reduce the pitch to approximately 18m and then use black/white tape to mark the new batting crease.
 - For the first 7 overs; there must be 2 stationary fielders within 15m of the striker.
 - The boundaries shall have a radius of 40-50m from the centre of the wicket i.e. 80-100m full diameter across the field.

SCORING

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

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

POINTS

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

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

FORFEITS

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

PRESENTATIONS – One Day Carnivals ~~and SASJ Crossover Finals~~

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

Indoor Beach Volleyball

TEAMS

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

DRESS

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

DURATION OF PLAY

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

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

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

EQUIPMENT

Standard Beach Volleyball

RULES

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

1. THE GAME

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

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

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

2. BALL AND NET ABUSE

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

3. SIDE AND TOP NETS

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

4. GENERAL PLAY

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

5. FOULS

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

6. POINTS AND SERVICE

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

LADDER POINTS

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

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

SUBSTITUTES

On a rotation basis at the change of serve.

SCORING AND SCORECARDS

1. The set playing periods completed at the call of time shall constitute the match.
2. Points & Service: If the serving team wins a rally, it scores a point and continues to serve; if the receiving team wins a rally, it scores a point and must serve next.
3. The team that wins the total number of sets wins the match.
4. In the case of a tied set when the time expires, play will continue with a deciding point to determine who wins the set. When a serve is in play it is "live" and must be played out.
5. Scorecards are to be signed by the umpires and captains of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture. Umpires are to coordinate scorecards and ensure they concur at each break. Results are to be entered in Clipboard on the day by the carnival manager. Results reported to the ACC office are considered final.

PRESENTATIONS – One Day Carnivals and SASJ Crossover Finals

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

Netball

TEAMS

Teams are to consist of 7 on-court players with up to 5 substitute players (Minimum of 5 and maximum of 12)

DRESS

Players are to wear sports uniforms (which may include shorts if they are an official part of the sanctioned uniform of that school) and lettered bibs. Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and, if agreed, tracksuit tops may be worn, but NOT bottoms.

EQUIPMENT

It is highly recommended that players wear mouthguards.

DURATION OF PLAY

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

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

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

RULES

Rules are in accordance with the Western Australian Netball Association.

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

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

SUBSTITUTES

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

TIMERS AND SCORERS

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

SCORING

Scorecards are to be signed by the umpires and coaches of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture. Results reported to the ACC office are considered final. Results are to be entered in 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. Goals For and Against.
2. Head-to-head game result.
3. Total Goals (For).

FORFEITS

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

PRESENTATIONS – One Day Carnivals and SASJ Crossover Finals

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

Soccer

TEAMS

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

DRESS

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

DURATION OF PLAY

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

RULES

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

SUBSTITUTES

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

EQUIPMENT

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

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

SCORING

Scorecards are to be signed by the referee and coaches at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results reported to the ACC office are final. Results are to be entered in 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. Goals For and Against.
2. Head-to-head game result.
3. Total Goals (For).

FORFEITS

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

PRESENTATIONS – One Day Carnivals and SASJ Crossover Finals

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

Touch Football

TEAMS

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

DRESS

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

DURATION OF PLAY

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

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

EQUIPMENT

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

RULES (QUALIFYING FIXTURES)

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

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

SUBSTITUTES

See rules as stated above.

SCORING

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

Scorecards are to be signed by the referee/s and coach of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture should they occur, and that results reported to the ACC office are final. Results are to be entered in 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:

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

FORFEITS

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

PRESENTATIONS – One Day Carnivals ~~and SASJ Crossover Finals~~

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

Ultimate Frisbee

TEAMS

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

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

DRESS

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

DURATION OF PLAY

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

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

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

EQUIPMENT

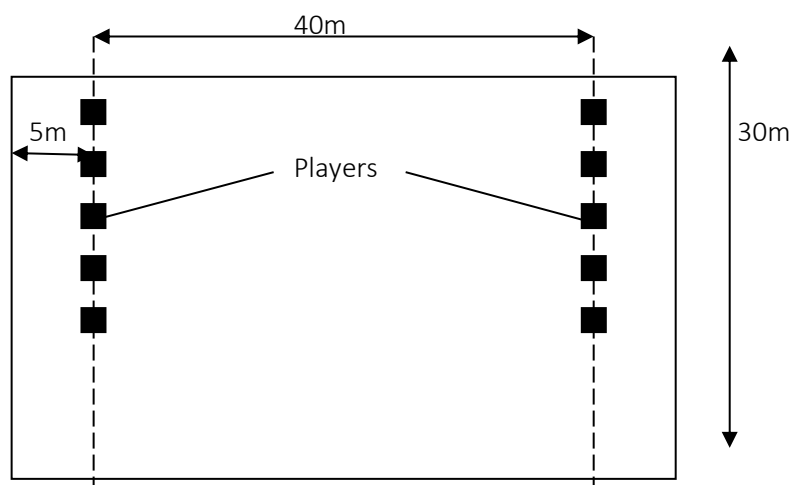
175g competition Ultimate Frisbee Flying Disc is recommended. Under strong wind and deteriorating weather conditions both coaches may communicate before the game starts and decide to implement an alternative object such as a vortex (aero) that allows the enjoyment and participation of the game to increase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

RULES

Ultimate is a fast, free flowing game that combines elements of netball, soccer, gridiron and touch rugby. The basic idea of the game is very simple. The aim is for the team with the Frisbee to pass it up the field without dropping it and catch it in an end zone, which scores a point. The other team tries to intercept the disc or knock it down. The sport is non-contact and teams are generally mixed – both men and women play on the same team. The other important aspect of Ultimate is that there are **NO REFEREES**. The players are trusted to make all decisions by themselves. Schools are to ensure a competent teacher/coach monitors the game/students.

FIELD

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



QUICK RULES

- There is no running with the frisbee. The frisbee can only be moved up the field by passing it. When a player catches the disc they must establish a “pivot” foot before throwing, a little like basketball.
- The person with the frisbee has 10 seconds to throw. A defensive team member marks them and counts out loud, “stalling...one...two...three...”
- No physical contact is allowed between players. Contact results in a foul. In practice, small amounts of accidental contact are usually tolerated.
- A “turnover” occurs when the frisbee hits the ground, goes out of bounds, is dropped or intercepted. Unlike touch football, if the frisbee is knocked down, the team that last **held** the frisbee loses it, regardless of who knocks it down. The defensive team takes possession of the disc at that point and becomes the offensive team.
- **Unlimited substitutions** are allowed between points, although none during points.
- 2m minimum pass distance.
- 20m maximum pass distance.
- 2m spacing on defence
- If a player drops the disc or causes a turnover in their defensive end zone a point will be awarded and play will restart.

FOULS

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

SCORING

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

Results reported are considered final - scoring discrepancies must be settled by both team's coaches/managers and captains before scorecards are signed. Results are to be entered in 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:

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

FORFEITS

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

PRESENTATIONS – One Day Carnivals and ~~SASJ Crossover Finals~~

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

SPORTS INJURIES DOCUMENT

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

INSTRUCTIONS TO UMPIRES/REFEREES

Prior to Game

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

The Game

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

On ground procedures.

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

Post Game

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

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

GAME PROCEDURES AND ETIQUETTE

TEAMSMANSHIP

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

PROCEDURE

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

SCORE SHEETS

To download score sheets please refer to the link provided.

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

WORKING WITH CHILDREN LEGISLATION

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

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

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

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

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

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

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

For more information:

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

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

CODES OF BEHAVIOUR

The Codes of Behaviour have been developed to assist everyone involved in ACC sport to promote fair play and appropriate behaviour. The codes outline appropriate behaviour for players, coaches, teachers, officials, administrators and spectators. *(ACC Codes of Behaviour have been adopted from the "Aussie Sport – Codes of Behaviour", produced by the Australian Sports Commission.)*

Codes of behavior can be found at : <https://www.accsport.asn.au/interschool-sport/acc-championship/codes-conduct>

POLICY ON RELIGIOUS & RACIAL VILIFICATION

Please refer to : <https://www.accsport.asn.au/acc-information/policies>

INCIDENT REPORT FORM SAMPLE

Please refer to : <https://www.accsport.asn.au/acc-information/policies>

SCHOOL LOCATIONS

All Saints' College

28 Ewing Avenue, Bullcreek WA 6149

Location Extras:

Entrance via Ewing Avenue



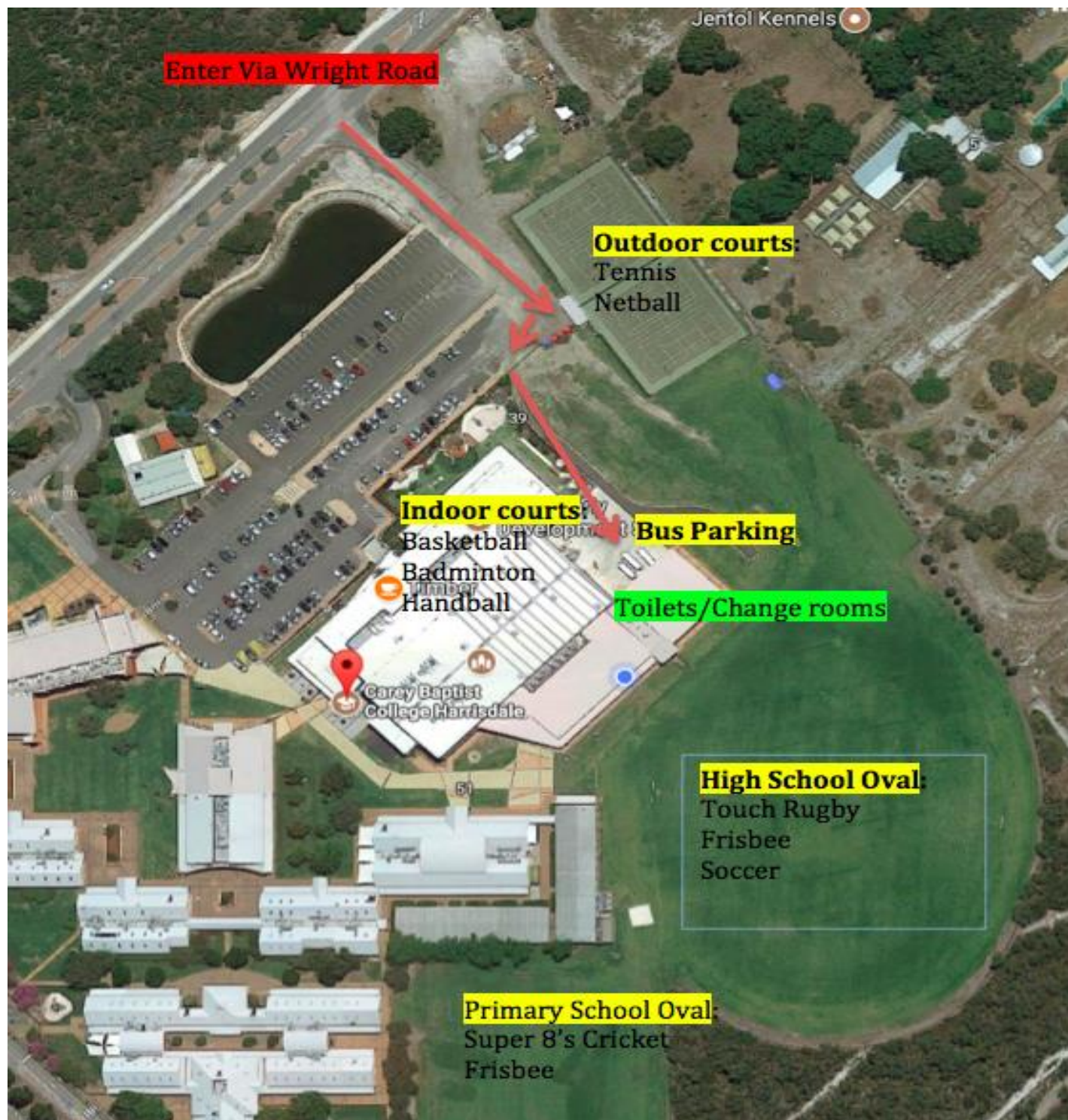
ALL SAINTS'
COLLEGE

Carey Baptist (Harrisdale)

51 Wright Road, Harrisdale WA 6112

Location Extras:

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



John Wollaston ACS:

Centre Road, Camillo WA 6111

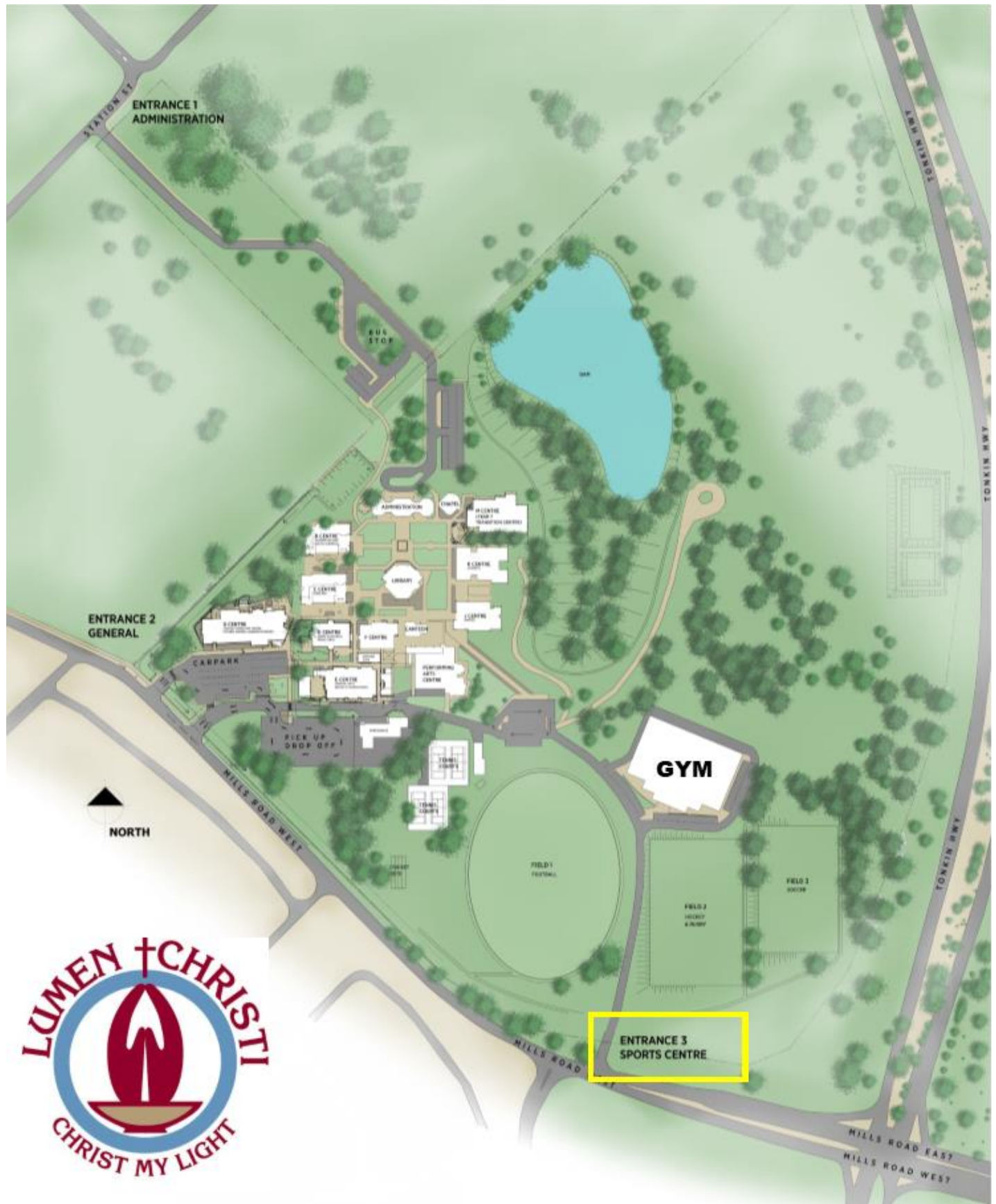
Location Extras:

Best access to bus parking :

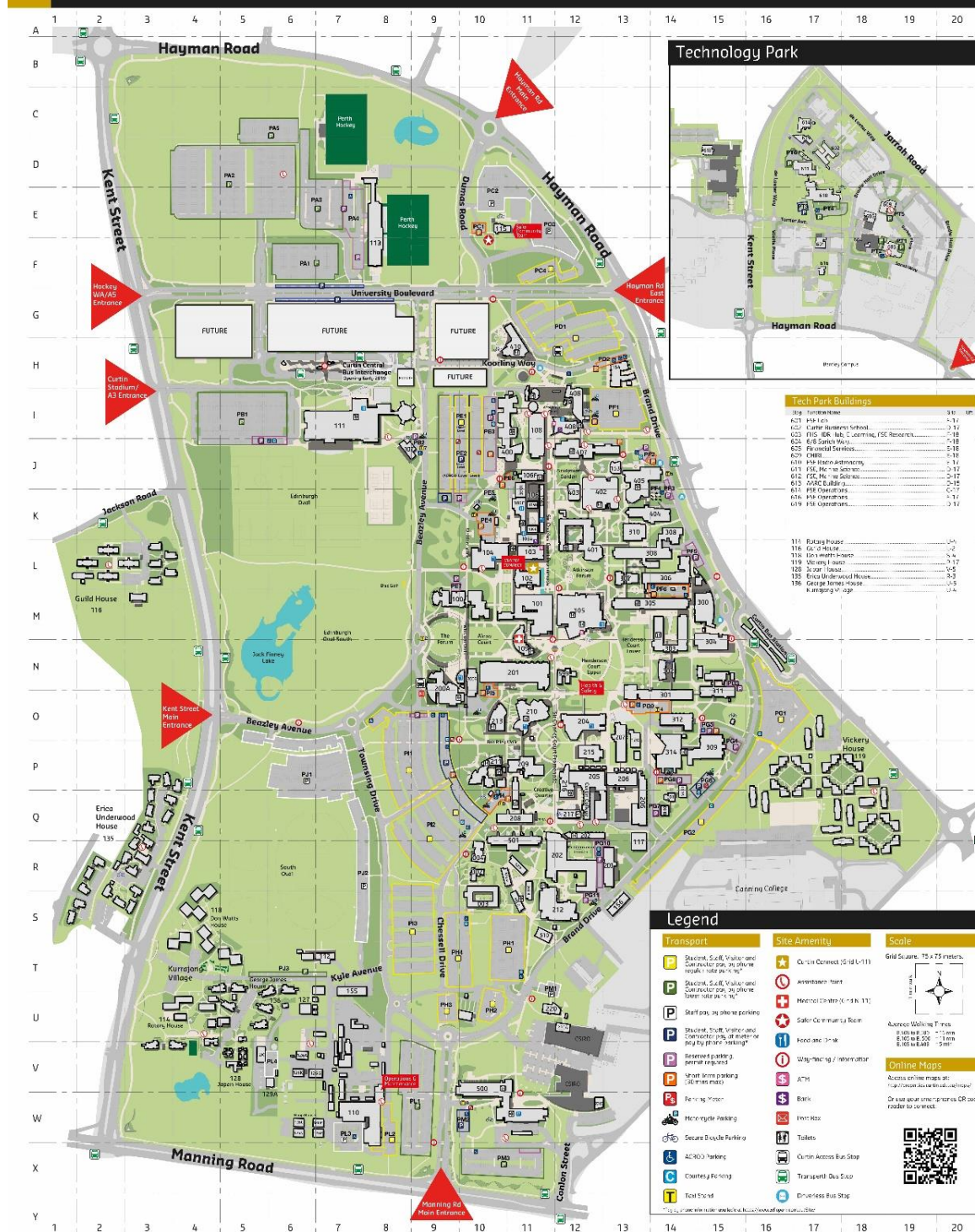
If travelling SE on Railway Avenue, turn right onto Centre Road. Bus parking on left

If travelling N on Lake Road, continue on and turn right at the Railway Avenue roundabout, then right onto Centre Rd. Bus parking on the left





Directory



B	Buildings			
	Building name	Level		
	201 Building 301	C-14		
C	201 Middle Gate Centre	C-12		
	201 Curran Bldg 1300 1PH	D-16		
	100 Curran Bldg	D-16		
D	100 Curran Bldg	E-11		
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RR	100 Curran Bldg	SS-11		
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	100 Curran Bldg	SS-11		
SS	100 Curran Bldg	TT-11		
	100 Curran Bldg	TT-11		
	100 Curran Bldg	TT-11		
TT	100 Curran Bldg	UU-11		
	100 Curran Bldg	UU-11		
	100 Curran Bldg	UU-11		
UU	100 Curran Bldg	VV-11		
	100 Curran Bldg	VV-11		
	100 Curran Bldg	VV-11		
VV	100 Curran Bldg	WW-11		
	100 Curran Bldg	WW-11		
	100 Curran Bldg	WW-11		
WW	100 Curran Bldg	XX-11		
	100 Curran Bldg	XX-11		
	100 Curran Bldg	XX-11		
XX	100 Curran Bldg	YY-11		
	100 Curran Bldg	YY-11		
	100 Curran Bldg	YY-11		
YY	100 Curran Bldg	ZZ-11		
	100 Curran Bldg	ZZ-11		
	100 Curran Bldg	ZZ-11		
ZZ	100 Curran Bldg	AAA-11		
	100 Curran Bldg	AAA-11		
	100 Curran Bldg	AAA-11		
AAA	100 Curran Bldg	BBB-11		
	100 Curran Bldg	BBB-11		
	100 Curran Bldg	BBB-11		
BBB	100 Curran Bldg	CCC-11		
	100 Curran Bldg	CCC-11		
	100 Curran Bldg	CCC-11		
CCC	100 Curran Bldg	DDD-11		
	100 Curran Bldg	DDD-11		
	100 Curran Bldg	DDD-11		
DDD	100 Curran Bldg	EEE-11		
	100 Curran Bldg	EEE-11		
	100 Curran Bldg	EEE-11		
EEE	100 Curran Bldg	FFF-11		
	100 Curran Bldg	FFF-11		
	100 Curran Bldg	FFF-11		
FFF	100 Curran Bldg	GGG-11		
	100 Curran Bldg	GGG-11		
	100 Curran Bldg	GGG-11		
GGG	100 Curran Bldg	HHH-11		
	100 Curran Bldg	HHH-11		
	100 Curran Bldg	HHH-11		
HHH	100 Curran Bldg	III-11		
	100 Curran Bldg	III-11		
	100 Curran Bldg	III-11		
III	100 Curran Bldg	JJJ-11		
	100 Curran Bldg	JJJ-11		
	100 Curran Bldg	JJJ-11		
JJJ	100 Curran Bldg	KKK-11		
	100 Curran Bldg	KKK-11		
	100 Curran Bldg	KKK-11		
KKK	100 Curran Bldg	LLL-11		
	100 Curran Bldg	LLL-11		
	100 Curran Bldg	LLL-11		
LLL	100 Curran Bldg	MMM-11		
	100 Curran Bldg	MMM-11		
	100 Curran Bldg	MMM-11		
MMM	100 Curran Bldg	NNN-11		
	100 Curran Bldg	NNN-11		
	100 Curran Bldg	NNN-11		
NNN	100 Curran Bldg	OOO-11		
	100 Curran Bldg	OOO-11		
	100 Curran Bldg	OOO-11		
OOO	100 Curran Bldg	PPP-11		
	100 Curran Bldg	PPP-11		
	100 Curran Bldg	PPP-11		
PPP	100 Curran Bldg	QQQ-11		
	100 Curran Bldg	QQQ-11		
	100 Curran Bldg	QQQ-11		
QQQ	100 Curran Bldg	RRR-11		
	100 Curran Bldg	RRR-11		
	100 Curran Bldg	RRR-11		
RRR	100 Curran Bldg	SSS-11		
	100 Curran Bldg	SSS-11		
	100 Curran Bldg	SSS-11		
SSS	100 Curran Bldg	TTT-11		
	100 Curran Bldg	TTT-11		
	100 Curran Bldg	TTT-11		
TTT	100 Curran Bldg	UUU-11		
	100 Curran Bldg	UUU-11		
	100 Curran Bldg	UUU-11		
UUU	100 Curran Bldg	VVV-11		
	100 Curran Bldg	VVV-11		
	100 Curran Bldg	VVV-11		
VVV	100 Curran Bldg	WWW-11		
	100 Curran Bldg	WWW-11		
	100 Curran Bldg	WWW-11		
WWW	100 Curran Bldg	XXX-11		
	100 Curran Bldg	XXX-11		
	100 Curran Bldg	XXX-11		
XXX	100 Curran Bldg	YYY-11		
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	100 Curran Bldg	YYY-11		
YYY	100 Curran Bldg	ZZZ-11		
	100 Curran Bldg	ZZZ-11		
	100 Curran Bldg	ZZZ-11		
ZZZ	100 Curran Bldg	AAA-11		
	100 Curran Bldg	AAA-11		
	100 Curran Bldg	AAA-11		
AAA	100 Curran Bldg	BBB-11		
	100 Curran Bldg	BBB-11		
	100 Curran Bldg	BBB-11		
BBB	100 Curran Bldg	CCC-11		
	100 Curran Bldg	CCC-11		
	100 Curran Bldg	CCC-11		
CCC	100 Curran Bldg	DDD-11		
	100 Curran Bldg	DDD-11		
	100 Curran Bldg	DDD-11		
DDD	100 Curran Bldg	EEE-11		
	100 Curran Bldg	EEE-11		
	100 Curran Bldg	EEE-11		
EEE	100 Curran Bldg	FFF-11		
	100 Curran Bldg	FFF-11		
	100 Curran Bldg	FFF-11		
FFF	100 Curran Bldg	GGG-11		
	100 Curran Bldg	GGG-11		
	100 Curran Bldg	GGG-11		
GGG	100 Curran Bldg	HHH-11		
	100 Curran Bldg	HHH-11		
	100 Curran Bldg	HHH-11		
HHH	100 Curran Bldg	III-11		
	100 Curran Bldg	III-11		
	100 Curran Bldg	III-11		
III	100 Curran Bldg	JJJ-11		
	100 Curran Bldg	JJJ-11		
	100 Curran Bldg	JJJ-11		
JJJ	100 Curran Bldg	KKK-11		
	100 Curran Bldg	KKK-11		
	100 Curran Bldg	KKK-11		
KKK	100 Curran Bldg	LLL-11		
	100 Curran Bldg	LLL-11		
	100 Curran Bldg	LLL-11		
LLL	100 Curran Bldg	MMM-11		
	100 Curran Bldg	MMM-11		
	100 Curran Bldg	MMM-11		
MMM	100 Curran Bldg	NNN-11		
	100 Curran Bldg	NNN-11		
	100 Curran Bldg	NNN-11		
NNN	100 Curran Bldg	OOO-11		
	100 Curran Bldg	OOO-11		
	100 Curran Bldg	OOO-11		
OOO	100 Curran Bldg	PPP-11		
	100 Curran Bldg	PPP-11		
	100 Curran Bldg	PPP-11		
PPP	100 Curran Bldg	QQQ-11		
	100 Curran Bldg	QQQ-11		
	100 Curran Bldg	QQQ-11		
QQQ	100 Curran Bldg	RRR-11		
	100 Curran Bldg	RRR-11		
	100 Curran Bldg	RRR-11		
RRR	100 Curran Bldg	SSS-11		
	100 Curran Bldg	SSS-11		
	100 Curran Bldg	SSS-11		
SSS	100 Curran Bldg	TTT-11		
	100 Curran Bldg	TTT-11		
	100 Curran Bldg	TTT-11		
TTT	100 Curran Bldg	UUU-11		
	100 Curran Bldg	UUU-11		
	100 Curran Bldg	UUU-11		
UUU	100 Curran Bldg	VVV-11		
	100 Curran Bldg	VVV-11		
	100 Curran Bldg	VVV-11		
VVV	100 Curran Bldg	WWW-11		
	100 Curran Bldg	WWW-11		
	100 Curran Bldg	WWW-11		
WWW	100 Curran Bldg	XXX-11		
	100 Curran Bldg	XXX-11		
	100 Curran Bldg	XXX-11		
XXX	100 Curran Bldg	YYY-11		
	100 Curran Bldg	YYY-11		
	100 Curran Bldg	YYY-11		
YYY	100 Curran Bldg	ZZZ-11		
	100 Curran Bldg	ZZZ-11		
	100 Curran Bldg	ZZZ-11		
ZZZ	100 Curran Bldg	AAA-11		
	100 Curran Bldg	AAA-11		
	100 Curran Bldg	AAA-11		
AAA	100 Curran Bldg	BBB-11		
	100 Curran Bldg	BBB-11		
	100 Curran Bldg	BBB-11		
BBB	100 Curran Bldg	CCC-11		
	100 Curran Bldg	CCC-11		
	100 Curran Bldg	CCC-11		
CCC	100 Curran Bldg	DDD-11		
	100 Curran Bldg	DDD-11		
	100 Curran Bldg	DDD-11		
DDD	100 Curran Bldg	EEE-11		
	100 Curran Bldg	EEE-11		
	100 Curran Bldg	EEE-11		
EEE	100 Curran Bldg	FFF-11		
	100 Curran Bldg	FFF-11		
	100 Curran Bldg	FFF-11		
FFF	100 Curran Bldg	GGG-11		
	100 Curran Bldg	GGG-11		
	100 Curran Bldg	GGG-11		
GGG	100 Curran Bldg	HHH-11		
	100 Curran Bldg	HHH-11		
	100 Curran Bldg	HHH-11		
HHH	100 Curran Bldg	III-11		
	100 Curran Bldg	III-11		
	100 Curran Bldg	III-11		
III	100 Curran Bldg	JJJ-11		
	100 Curran Bldg	JJJ-11		
	100 Curran Bldg	JJJ-11		
JJJ	100 Curran Bldg	KKK-11		
	100 Curran Bldg	KKK-11		
	100 Curran Bldg	KKK-11		
KKK	100 Curran Bldg	LLL-11		
	100 Curran Bldg	LLL-11		
	100 Curran Bldg	LLL-11		
LLL	100 Curran Bldg	MMM-11		
	100 Curran Bldg	MMM-11		
	100 Curran Bldg	MMM-11		
MMM	100 Curran Bldg	NNN-11		
	100 Curran Bldg	NNN-11		
	100 Curran Bldg	NNN-11		
NNN	100 Curran Bldg	OOO-11		
	100 Curran Bldg	OOO-11		
	100 Curran Bldg	OOO-11		
OOO	100 Curran Bldg	PPP-11		
	100 Curran Bldg	PPP-11		
	100 Curran Bldg	PPP-11		
PPP	100 Curran Bldg	QQQ-11		
	100 Curran Bldg	QQQ-11		
	100 Curran Bldg	QQQ-11		
QQQ	100 Curran Bldg	RRR-11		
	100 Curran Bldg	RRR-11		
	100 Curran Bldg	RRR-11		
RRR	100 Curran Bldg	SSS-11		
	100 Curran Bldg	SSS-11		
	100 Curran Bldg	SSS-11		
SSS	100 Curran Bldg	TTT-11		
	100 Curran Bldg	TTT-11		
	100 Curran Bldg	TTT-11		
TTT	100 Curran Bldg	UUU-11		
	100 Curran Bldg	UUU-11		
	100 Curran Bldg	UUU-11		
UUU	100 Curran Bldg	VVV-11		
	100 Curran Bldg	VVV-11		
	100 Curran Bldg	VVV-11		
VVV	100 Curran Bldg	WWW-11		

Location Extras:

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

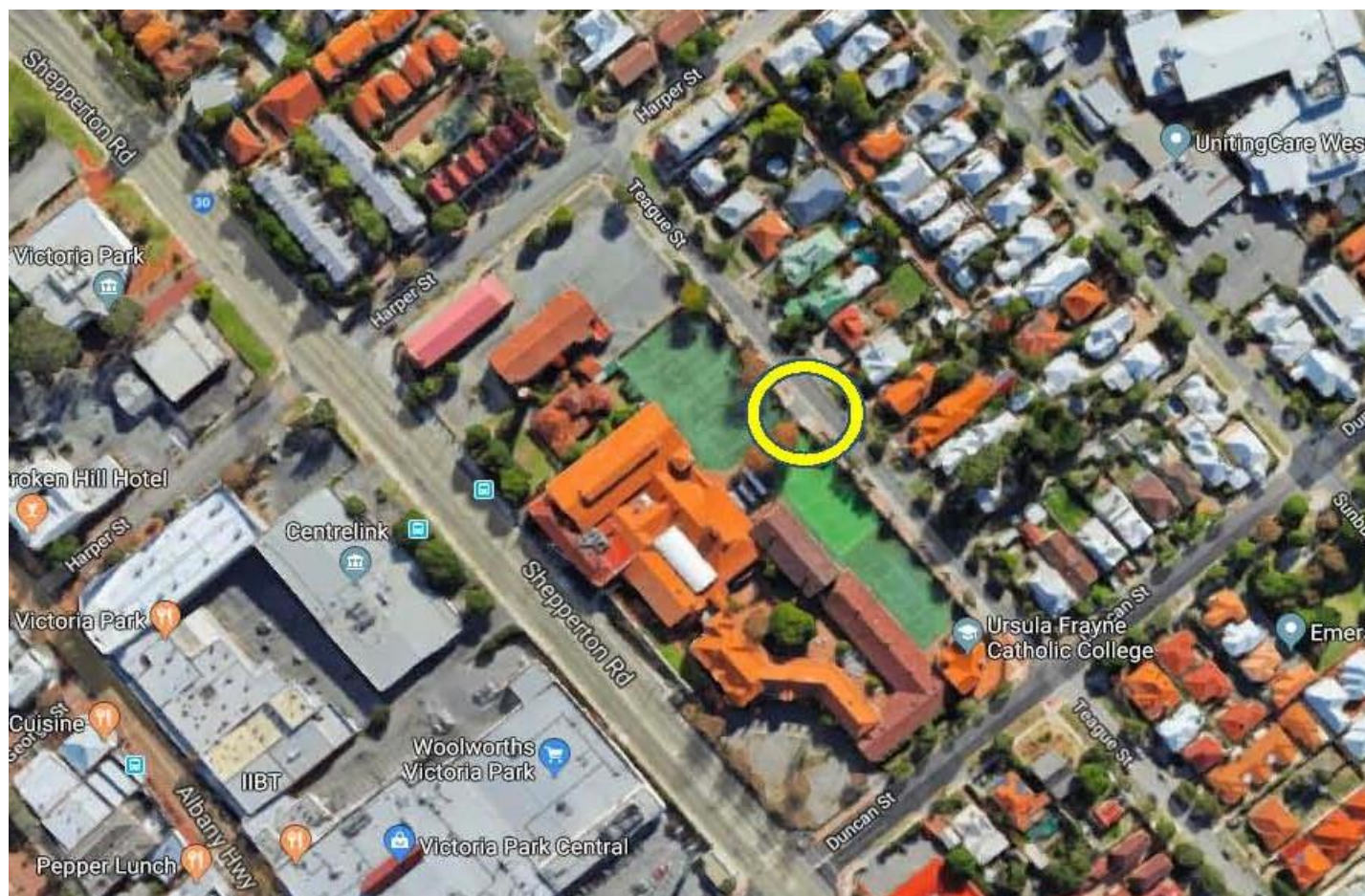


Ursula Frayne

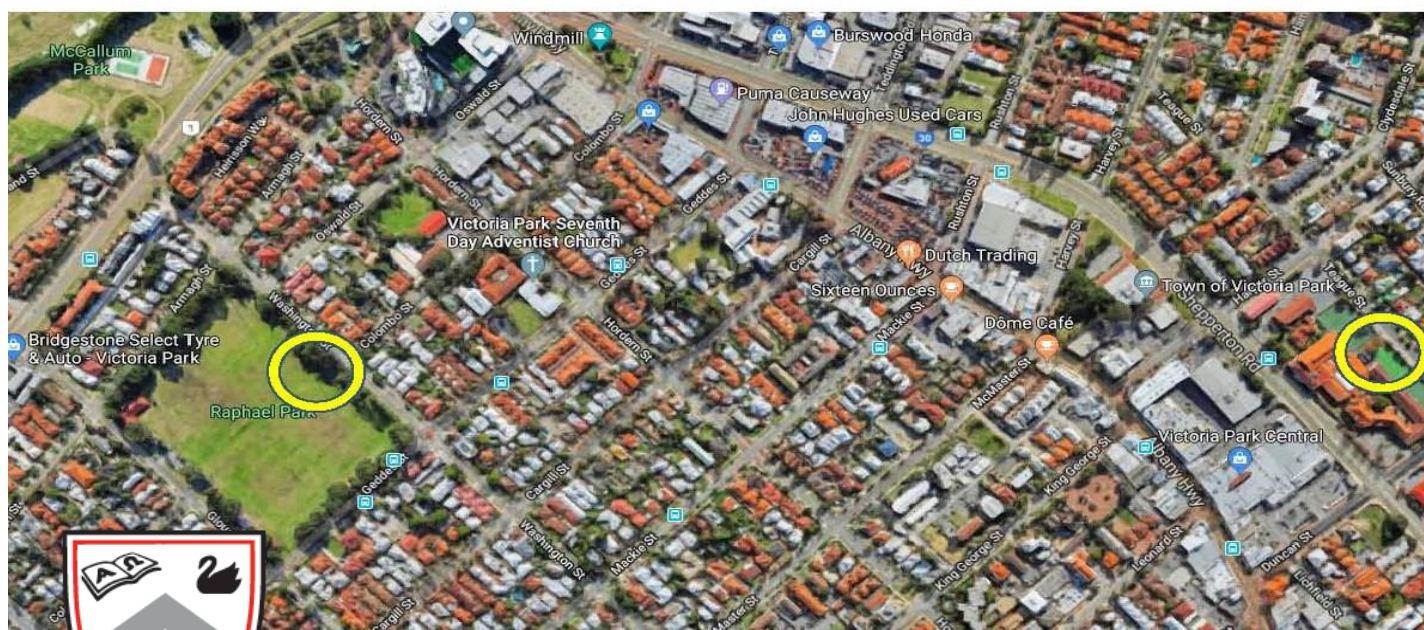
Duncan Street, Victoria Park WA 6100

Location Extras:

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



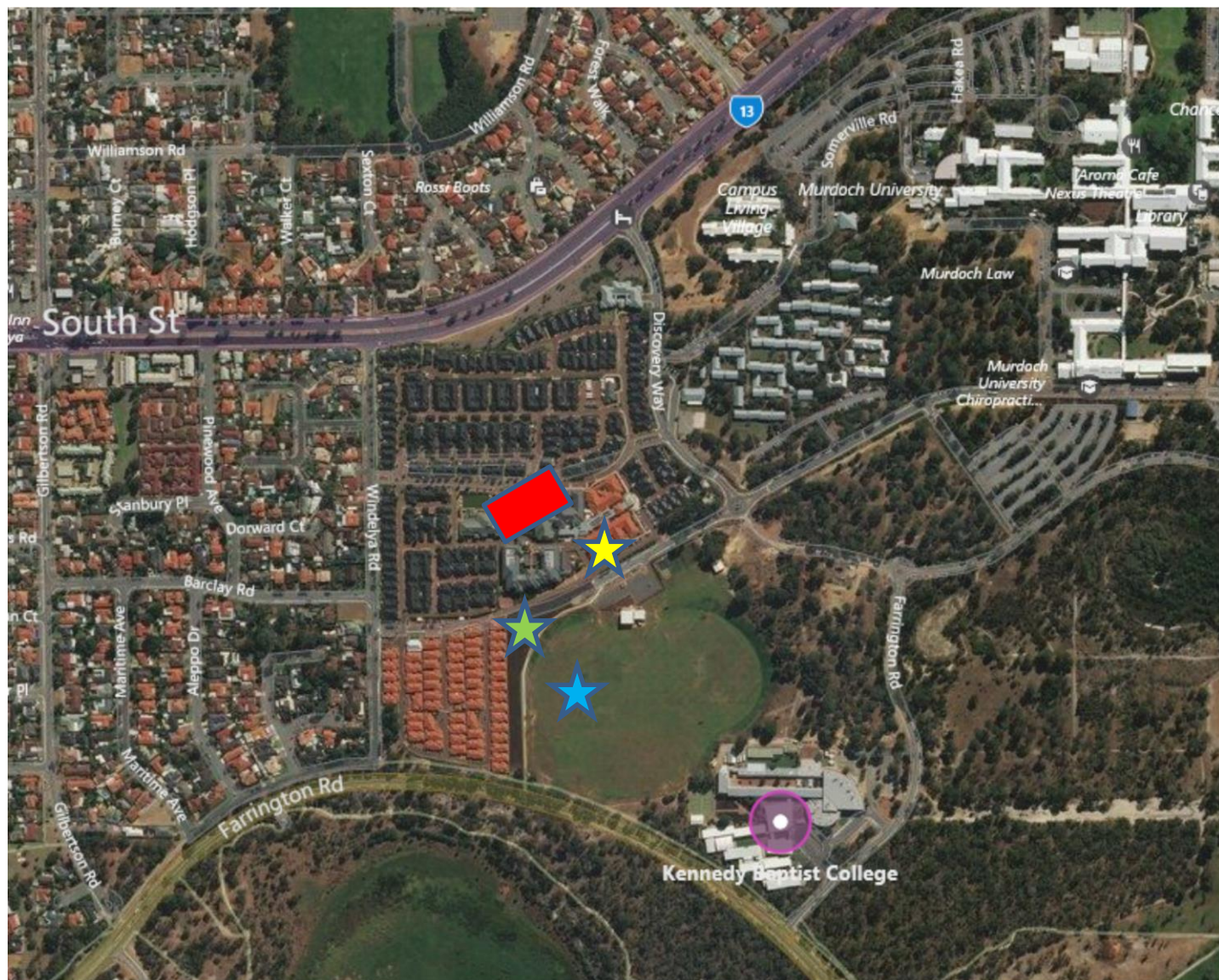
PARKING at RAPHAEL PARK in VIC PARK road side on Washington Street



Kennedy Baptist College Farrington Rd, Murdoch WA 6150

Location Extras:

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



-  Basketball/Netball
-  Cricket
-  Touch Rugby/Soccer

Kennedy Baptist; Murdoch University Courts Usage:

(streetside parking opposite centre)

