

"SOUTHERN ASSOCIATED SCHOOLS"

Charter of Operations
(Index)

ASSOCIATED & CATHOLIC COLLEGES

OF

WESTERN AUSTRALIA

Last accessed by ACC staff January 23, 2024

**ASSOCIATED & CATHOLIC COLLEGES
OF
WESTERN AUSTRALIA
"SOUTHERN ASSOCIATED SCHOOLS"
- INDEX -**

| ITEM NUMBER | ITEM | PAGE |
|--------------------|---|-------------|
| 1. | <u>AIMS</u> | 4 |
| 2. | <u>INVOLVEMENT</u> | 4 |
| 3. | <u>PARTICIPATING SCHOOLS</u> | 4 |
| 4. | <u>SCHOOL CONTACTS</u> | 4 |
| 5. | <u>MEETINGS</u> | 4 |
| 6. | <u>SPORTS</u> | 5 |
| 7. | <u>DAYS OF PLAY</u> | 5 |
| 8. | <u>HOURS OF PLAY</u> | 5 |
| 9. | <u>GENERAL CONDITIONS OF PARTICIPATION</u> | 6 |
| | 9.1 <u>DRESS</u> | 6 |
| | 9.2 <u>STAFFING</u> | 6 |
| | 9.3 <u>HOST SCHOOL</u> | 6 |
| | 9.4 <u>UMPIRES/REFEREES</u> | 7 |
| | 9.5 <u>SEND OFF RULE</u> | 7 |
| | 9.6 <u>POINTS</u> | 7 |
| | 9.7 <u>FORFEITS</u> | 7 |
| | 9.8 <u>PROTECTIVE EQUIPMENT</u> | 8 |
| | 9.9 <u>REPORTING OF RESULTS</u> | 8 |
| | 9.10 <u>FIXTURES</u> | 9 |
| | 9.11 <u>VENUES</u> | 9 |
| | 9.12 <u>FINAL TEAM PLACINGS AND TROPHIES</u> | 9 |
| | 9.15 <u>WEATHER POLICY</u> | 10 |
| | 9.16 <u>INTRAZONE FINALS</u> | 10 |
| | 9.17 <u>SAS MERCY RULE</u> | 11 |
| APPENDICES | | |
| NO 1 | <u>BASKETBALL</u> | |
| NO 2 | <u>TENNIS</u> | |
| NO 3 | <u>INDOOR CRICKET</u> | |
| NO 4 | <u>SOFTBALL</u> | |
| NO 5 | <u>TOUCH</u> | |
| NO 6.1 | <u>VOLLEYBALL (WINTER)</u> | |
| NO 6.2 | <u>BEACH VOLLEYBALL (SUMMER)</u> | |
| NO 6.3 | <u>ULTIMATE FRISBEE (MIXED)</u> | |
| NO 7 | <u>FOOTBALL</u> | |
| NO 8 | <u>BADMINTON</u> | |
| NO 9 | <u>SOCCER (BOYS & GIRLS)</u> | |
| NO 10 | <u>NETBALL</u> | |
| NO 10.1 | <u>HANDBALL</u> | |
| NO 11 | SUMMER FIXTURES YR 11/12 | |
| NO 12 | SUMMER FIXTURES YR 11/12 BEACH VOLLEYBALL (BOYS & GIRLS) | |
| NO 14 | WINTER FIXTURES YR 11/12 | |
| NO 15.1 | WINTER FIXTURES YR 11/12 BOYS & GIRLS VOLLEYBALL | |
| NO 16 | PROPOSED VENUES | |
| NO 18 | <u>INSTRUCTIONS TO UMPIRES/REFEREES</u> | |
| NO 19 | <u>GAMES PROCEDURES AND ETIQUETTE</u> | |
| NO 21 | TEAM NOMINATIONS | |
| NO 22 | <u>RACIAL AND RELIGIOUS VILIFICATION POLICY</u> | |
| NO 23 | <u>CODES OF BEHAVIOUR</u> | |
| NO 24 | <u>SPORTS COORDINATOR CONTACTS</u> | |
| NO 25 | <u>SUMMER & WINTER SCORESHEETS</u> | |
| NO 27 | <u>INCIDENT REPORT FORM</u> | |
| NO 28 | <u>WORKING WITH CHILDREN LEGISLATION</u> | |
| NO 29 | <u>SAS SPORTS UNIFORM</u> | |

**ASSOCIATED & CATHOLIC COLLEGES
OF
WESTERN AUSTRALIA
"SOUTHERN ASSOCIATED SCHOOLS"**

1. AIM

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

2. INVOLVEMENT

Separate boys and girls, teams in year groups, which includes Years 11/12 combined (summer and winter). Mixed sport such as ultimate frisbee, indoor cricket, netball and dodgeball may also exist.

Students are to commit and remain in the same chosen sport and division throughout each round. Players cannot play in two divisions or two different sports.

It is the policy of the ACC that students competing in ACC sport must be under 19 years of age as of 31st December. Students who have turned 19 years of age are not permitted to participate in ACC sport. It is also ACC policy that student participation is limited to "secondary school students" and that the minimum level for participation is enrolment in Year 8.

3. PARTICIPATING SCHOOLS YEAR 11/12 COMPETITION

| Schools | Summer: Basketball, Touch, Frisbee, IBV, Dodgeball (Term 1) | Summer: Tennis, Indoor Cricket (Term 1) | Winter: Badminton, Netball, Soccer, Volleyball (Term 2) | Winter: Football, Handball (Term 2) |
|-----------------|---|---|---|-------------------------------------|
| All Saints | ✓ | ✓ | ✓ | ✓ |
| John Wollaston | ✓ | ✗ | ✓ | ✗ |
| Kennedy Baptist | ✓ | ✓ | ✓ | ✓ |
| Ursula Frayne | ✓ | ✓ | ✓ | ✓ |

4. SCHOOL CONTACTS

| SCHOOL | ADDRESS | TELEPHONE | PE OFFICE (Direct) |
|--------------------------------|--------------------------------------|-----------|--------------------|
| All Saints College | Ewing Avenue, Bullcreek 6155 | 9313 9333 | |
| John Wollaston ACS | Cnr Lake & Centre Road, Camillo 6111 | 9495 8100 | 9495 8145 |
| Kennedy Baptist | Farrington Road, Murdoch 6150 | 9314 7722 | |
| Ursula Frayne Catholic College | 15 Duncan Street, Victoria Park 6100 | 9470 0900 | 9470 0967 |

| SCHOOL | SPORT COORDINATOR | TELEPHONE | EMAIL |
|--------------------------------|-------------------|--------------|------------------------------|
| All Saints College | Ben Shaw | 0412 546 853 | ben.shaw@allsaints.wa.edu.au |
| John Wollaston ACS | Tyron Dias | 0421 578 637 | tdias@jwacs.wa.edu.au |
| Kennedy Baptist | Karina Podmore | 0447 447 351 | kpodmore@kennedy.wa.edu.au |
| Ursula Frayne Catholic College | Sarah Muhling | 0420 333 785 | sarah.muhling@ufcc.wa.edu.au |

5. MEETINGS

5.1 Meetings will be convened at the following levels:

5.1.1 Sport Coordinators only (*needs only basis*)

5.1.1.1. Before all SMC meetings (SMC 2024 Dates: 22/2, 18/4, 20/6, 12/8).

5.1.2. Principals and Sport Coordinators combined

5.1.2.1. *One meeting in Terms 1, 2 and 4. Term 4 also being the ACC Awards & Review Day.*

Term 1: Friday 9 Feb 2024 at 8am at All Saints'

Term 2: Friday 26 April 2024 at 8am at All Saints'

Term 4: 7-25 October 2024 Final Sub Association Meeting (if required)

Term 4: Friday 22 November 2024 at 7:00am (ACC Awards and Review Day)

5.1.3. Principals required, on a 'needs' only basis.

5.2 If Principal is present of the HOST school they will chair combined meetings, whilst the Sports Coordinator is to act as minute's secretary and is responsible for agendas and minutes.

5.3 The Sports Coordinator of the HOST school chairs the Sports Coordinators meetings and is responsible for agendas and minutes.

5.4 Minutes derived from all meetings are to be circulated within one week of the meeting.

5.5 Schools must have representation at all levels of meeting.

6 SPORTS

| SUMMER SAS | | |
|------------------|------------------|----------------|
| BOYS | GIRLS | MIXED |
| Basketball A & B | Basketball A & B | Frisbee A & B |
| IBV A & B | IBV A & B | Indoor Cricket |
| Touch | Touch | Dodgeball |
| Tennis | Tennis | |

| WINTER SAS | | |
|---------------------|---------------------|-----------|
| BOYS | GIRLS | MIXED |
| Football (AFL) | Football (AFL) | Netball B |
| Indoor Volleyball A | Indoor Volleyball A | Netball C |
| Soccer | Soccer | |
| Badminton | Badminton | |
| Handball | Netball A | |

7 HOURS OF PLAY (TUESDAY)

8.1 1.30pm – 3.00pm *Home Team to start as close to 1.30pm as possible.*

8.2 All games MUST have a minimum of at least the prescribed time length as per each individual sport (up to 3.00pm) to constitute a match. Quarter and half-time breaks are not to be included within the playing time.

Refer to the table below:

| Sport (Summer) | Length of Playing Time | Sport (Winter) | Length of Playing Time |
|------------------|---------------------------------|-------------------|------------------------|
| Basketball | 2 x 20 min halves | Football | 2 x 20 min halves |
| IBV | 45 mins/Best of 3 sets | Indoor Volleyball | 45 mins/Best of 3 sets |
| Touch | 2 x 20 min halves | Soccer | 2 x 20 min halves |
| Tennis | 2 x 20 minute rubbers (minimum) | Badminton | |
| Softball | 50 minutes | Netball | 4 x 10 min quarters |
| Indoor Cricket | 50 minutes | Handball | 2 x 20 min halves |
| Ultimate Frisbee | 2 x 20 min periods | | |

- 8.3 Specific playing times for individual sports are outlined within those charter rules.
- 8.4 Start/Finish Time:
 8.4.1 Schools must endeavour to the starting time of 1.30pm.
- 8.5 Warm Up: both teams should arrive at the venue at least 10 minutes prior to start time (i.e. 1.20pm) to commence warm-up.
- 8.6 In the event of a late start to a fixture, due to unforeseen circumstances, the playing time for that fixture **MUST** be the minimum time as per 8.2
- 8.7 If it is not possible to complete the minimum playing time for that sport due to a late start, then the offending team will forfeit the match.
- 8.8 In the case of a match forfeit due to a late start, a 'social' match will still be played but the playing time will be reduced by mutual agreement between coaches ensuring equal half playing periods and a 3.00pm finish. The result will be invalid.
- 8.9 Forfeits: In the event that a match is to be forfeited due to late arrival, then the forfeit must be '**declared**' **before the start of the match**. The forfeit is to be declared in the first instance by the coach of the offending team, if not then by the umpire/referee, if not then by the non-offending coach and failing this the home team Sports Coordinator. If the forfeit is not 'declared' before the match then the result will stand.
- 8.10 Schools **MUST** ensure that they educate staff, students & outside coaches of forfeit clause 8.8 above, to ensure that this rule is implemented in the right spirit.
- 8.11 Finish Time: all matches **MUST** finish at the prescribed time by 3.00pm ensuring adequate time for the return journey to schools.

9. GENERAL CONDITIONS OF PARTICIPATION

9.1 Dress

For all sports, players dress standards must be consistent with, and 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.**

9.1.2 Shoes must be worn at all times for all sports

9.2 Staffing

- 9.2.1 Suitable teaching staff are assigned a coaching or managing task by the Principal in consultation with the Sports Coordinator. Each team (or group of teams i.e. frisbee) is to be accompanied by a teacher or a responsible adult acting on authorization from the Principal.
- 9.2.2 Where possible schools should always attempt to place individuals with knowledge of that specific sport as the coach or manager. **This is especially critical in SAS Football where it is highly recommended that each team provide an experienced teacher as coach and assistant coach.**
- 9.2.3 If necessary, qualified (in the estimate of the Principal and Sports Coordinator) non-staff adults (i.e. parents or past students) may be authorised by the Principal to coach teams (assuming the presence of an adult manager). Individual schools should be aware of their "Duty of Care" and ensure the presence of staff at each venue.
- 9.2.4 Duties of scorer, timer, linesperson and boundary umpires are carried out by competent reserves or suitable persons nominated by the Coach/Manager.
- 9.2.5 Each school engages all necessary staff and meets its own cost in this regard.
- 9.2.6 Staff authority:
 9.2.6.1 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 before disciplining students from an opposing school.

9.3 HOST School

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

| | | | |
|------|----------------|------|----------------|
| 1998 | John Wollaston | 2012 | John Wollaston |
| 1999 | Mazenod | 2013 | Ursula Frayne |
| 2000 | Mazenod | 2014 | All Saints |
| 2001 | Mercedes | 2015 | Kennedy |
| 2002 | Seton | 2016 | Carey |
| 2003 | Ursula Frayne | 2017 | John Wollaston |
| 2004 | All Saints' | 2018 | Ursula Frayne |
| 2005 | Carey Baptist | 2019 | All Saints |

| | | | |
|------|----------------|------|----------------|
| 2006 | John Wollaston | 2020 | Kennedy |
| 2007 | CBC Fremantle | 2021 | Carey Baptist |
| 2008 | Mazenod | 2022 | John Wollaston |
| 2009 | Ursula Frayne | 2023 | Ursula Frayne |
| 2010 | All Saints | 2024 | All Saints |
| 2011 | Carey Baptist | 2025 | Kennedy |
| | | 2026 | John Wollaston |

9.4 Umpires/Referees

- 9.4.1 The home team provides all umpires/referees except for cricket (Term 1) where the visiting team also provides an umpire (generally the teacher used for cricket). **SAS Basketball referees to be sourced from Refing Hoops, SSO or BWA. (2 qualified referees per court)**
 SAS Boys Football: Two qualified WAFC umpires MUST be provided for all matches. Both schools (home and away teams) must provide/pay one WAFC umpire each. SAS Girls Football: One qualified WAFC umpire MUST be provided by the home school for all matches. Tennis, Badminton and Ultimate Frisbee require no umpires as the students referee whilst playing. Indoor Beach Volleyball (IBV) is umpired by the teachers on site.
 Touch Football – Home team provides the main central referee. Visiting team provides a secondary/supporting referee/staff member to assist watching the offside players.
- 9.4.2 Where possible, schools should use accredited umpires for all SAS sport fixtures. Senior or ex-students may only be used in extreme circumstances. Only where two umpires are used for a sport may one be a student of the school (excluding SAS Football).
- 9.4.3 Individual schools should be aware of their “Duty of Care” when providing non-accredited officials.
- 9.4.4 Each school engages all necessary officials and meets its own cost in this regard.

9.5 Send Off Rule

If a student is sent from the field of play in any SAS sport, he/she is **not** permitted to return to the field of play for that game. However, that player may be replaced immediately by one of the reserve players. 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 Coordinator should then take appropriate action.

In SAS football, being a shortened game time, no yellow card warning system will take place. A zero tolerance to poor behaviour will exist and a red card policy will be implemented immediately. If a player is sent from the field (red card), they will remain off for the duration of the game, a written report is to be made, and copies sent to the Sports Coordinators and Principals of each school involved in the fixture. Principals and Sport Coordinators can then take appropriate action.

REFER TO, APPENDIX 21 “INSTRUCTIONS TO UMPIRES/REFEREES.”

9.6 Points

| | | |
|---------|---|-------------------------|
| WIN | - | 4 Points |
| LOSS | - | 1 Points |
| DRAW | - | 2 Points per team |
| FORFEIT | - | Winning Team - 4 Points |
| | - | Losing Team - 0 Points |

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

| | | |
|------------------|---|--|
| Basketball | - | Points for and against (point difference) |
| Tennis | - | Matches then games for and against (match or games difference) |
| Touch | - | Tries for and against (Tries difference) |
| Indoor Cricket | - | Runs for and against (runs difference) |
| Softball | - | Runs for and against (runs difference) |
| Football | - | Points for and points against (point differential) |
| Badminton | - | Sets then games for and against (set or games difference) |
| Handball | - | Goals for and against (goal difference) |
| Ultimate Frisbee | - | Points for and against (points difference) |
| Soccer | - | Goals for and against (goal difference) |
| Netball | - | Goals for and against (goal difference) |
| IBV / Volleyball | - | Sets for and against (then points difference) |

In the case of incomplete or extended round robin fixtures, a match ratio will be used to determine the final ladder placings and premiership teams.

9.7 Forfeits

Early communication is essential to alleviate problems arising from forthcoming forfeits. Full forfeit (no game to be played) should ideally be communicated by **9.00 am** on the day of the fixture to give opposition school as much notice as possible. However, coaches can forfeit prior to the match and still play a scratch match/friendly on game day. Coaches and Sport Coordinators must have this conversation prior to the game starting.

A team causing the forfeit will receive 0 points (loss), whilst the opposition receives; 4 points (win) 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.

Please see the predetermined scores for the summer and winter SAS sports in the table below.

| Summer | Based on SAS results | | |
|------------------|----------------------|----|---------------|
| | For | Ag | Games |
| Basketball | 30 | 0 | |
| Softball | 10 | 0 | |
| Beach Volleyball | 3 | 0 | 75 – 0 points |
| Tennis | 4 | 0 | 24 - 0 |
| Indoor Cricket | 80 | 0 | |
| Touch | 8 | 0 | |
| Ultimate Frisbee | 10 | 0 | |

| Winter | Based on SAS results | | |
|------------|----------------------|----|--------|
| | For | Ag | Games |
| Football | 55 | 0 | |
| Soccer | 4 | 0 | |
| Netball | 15 | 0 | |
| Volleyball | 2 | 0 | 50 - 0 |
| Handball | 10 | 0 | |
| Badminton | 4 | 0 | 60 - 0 |

9.8 Protective Equipment

It is essential that all sporting protective equipment is worn at all times and that the equipment is maintained at optimal levels. Students are to be advised of the requirement to use appropriate protective equipment during all games. **Shin pads are COMPULSORY for soccer.** **Mouthguards are strongly recommended for Football and Basketball.**

9.9 Reporting of Results

Results of all fixtures are reported using the GoJaro on-line results system through the ACC web site. The home team enters all results in GoJaro within 24 hours of the fixture. For SAS the home team for

result entry will be the home team in the fixtures. Once all results are entered the home scorer must go to the scoreboard and check that results are displaying correctly.

It is important that a copy of this page is printed for your records. In the event of a problem with scores, the ACC may ask for a copy of these results.

The away team needs to check all results within 48 hours from when the home team notifies that results have been entered. If there are any errors, the home team has one week to correct them. After one week, the fixture will be locked and only ACC administrators are able to make any required changes. The away team must check results within 72 hours otherwise results entered by the home team will stand. Failure of the home team to comply with this condition will invoke a penalty of 1 point for the "responsible" team involved for that fixture.

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

If for any unforeseen circumstance the results cannot be entered by the home team using GoJaro then the away team should enter the results. If GoJaro is down and results cannot be entered on-line then the results can be emailed to the ACC.

N.B. Results reported are considered final once confirmed on-line - both teams' coaches/managers and captains must settle scoring discrepancies before scorecards are signed. Note: Cricket scores are to be entered at the completion of the 2-week fixture

9.10 Fixtures

Organized on a home and away basis (whilst the boys play at home, the girls play at the opposing location and vice versa). Ultimate Frisbee (mixed) will be aligned with the girl's summer fixture and Indoor Cricket (mixed) aligned with the boy's summer fixture.

Indoor Beach Volleyball (IBV) is played centrally at either Canning Vale Indoor Beach Volleyball or Fremantle Indoor Beach Volleyball for both gender groups in summer. Indoor Cricket is played at Striker Indoor Sports in Leeming (summer). Indoor Volleyball is played centrally at the Leisurelife Victoria Park Recreation Centre (Boys and Girls) in winter.

9.11 Host Venues

It is the responsibility of the school providing the venue to ensure that all ground/court markings are complete and adequately maintained. Fields and courts should be free of obstruction and safe to play.

9.12 Final Team Placings and Trophies

Intrazone Finals please see 9.16

Final team placings are determined by position on the ladder following finals at the end of the season.

Plaques will be awarded to each school displaying the sports won for both summer and winter (these will be awarded at the end of each year –ACC Awards & Review Day).

9.15 Weather Policy

9.15.1 Hot Weather

- Host school contacts weather bureau by 10.30am. If the weather conditions are extreme (high temperature & high humidity), the home school cancels and informs other schools by 11:00am.
- 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 home 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:
 1. *Use venues that are: indoors or shaded. Outside hard courts should not be used due to increased radiant heat.*
 2. *Normal sun protection measures (hats/sunscreen) should be strictly followed*
 3. *Reduce match length or period length and increase player rotation through the bench*
 4. *Provide frequent rest/drink breaks / Ensure that rest breaks are in shaded areas.*
 5. *Ensure students drink water BEFORE/DURING/AFTER the match*
 6. *Use common sense in hot/humid conditions and remember that student welfare always comes first.*

9.15.2 Winter (severe) Weather

At 11.00am, Sports coordinators to consult and if the consensus is severe storm (lightning and hail) then games are cancelled. If doubtful, teams show up and a decision is made by the home SC. In the case of inclement (wet) weather, teams show up at the venue and a decision is made by the home SC on site as to whether games continue. Winter fixtures should only be cancelled if the weather is severe (lightning/hail/wind) and poses a risk to student safety – rain itself is not severe and cause for cancellation. In extremely cold conditions, the coaches may convene and, if agreed, tracksuit tops may be worn, but not bottoms.

- Current weather forecasts can be obtained at:

<http://www.bom.gov.au/weather/wa/>

9.15.3 Cancelled Fixtures Due to Weather

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

- In fixtures where games are played at one venue and not at another in a like sport, ALL results, at all venues in that sport are null and void.
- When home teams cancel all games due to weather only those sports affected by weather should be abandoned and where possible any indoor games should still go ahead as normal. Points for games played indoors in these cases will count as long as all fixtured games were played at all venues.
- If fixtures are cancelled, all SAS schools are to notify the ACC so that the **ACC Staff** can make the appropriate entries into **GoJaro** for that round. Cancelled fixtures will be displayed as cancelled in **GoJaro**. The ACC will then inform all schools via email the outcome for that round and if any schools played any fixtures.

9.16 Intrazone SAS Finals

SAS Final Fixtures are scheduled on the Tuesday. Normal day of competition and are to commence by 1.30pm and be completed by 3.00pm.

Not all SAS Summer and Winter sports may include finals. This will depend on the number of rounds, weeks available and total teams.

Matches conducted are 1st v's 2nd for premiers, and 3rd v's 4th for 3rd place. 5th place where applicable has a bye. When four schools compete in a sport there will be no 5th place bye.

The venues are to be at the higher finishing school unless a school does not have enough facilities per number of finals. In this case, schools come to an agreement to the venue. Umpires should be of good quality and organised by the home team. Home teams are to make sure facilities are in good order befitting a final. Courts should be swept, grounds clearly marked, nets in good order and padding on all goal posts.

All games must finish by 3.00pm with no extra time for both summer and winter competitions. If teams draw, the highest on the ladder wins. Results should be entered in GoJaro and emailed to the ACC Office by the home team within 24 hours.

9.17 SAS 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 in the back half
- winning team offering to mix players between teams.

At the point when the maximum margin occurs (refer 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. Sports Coordinators should also change scorecards 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 GoJaro.

This “Mercy Rule” scoring is only to be implemented for the sports listed below.

Cricket / Softball: Rotational positions to be used e.g. not the strongest bowler or pitcher at all times. Coaches and team managers need to ensure “State Representative/District Ability Control” especially with regards to bowling and pitching.

MAXIMUM MARGIN TABLE

| <i>Sport</i> | <i>Maximum Margin</i> |
|---------------------|------------------------------|
| Indoor Cricket | 80 runs |
| Touch Rugby | 8 tries |
| Basketball | 30 points |
| IBV | 3-0 sets |
| Tennis | N/A |
| Softball | 10 |
| Ultimate Frisbee | 10 |
| Soccer | 4 goals |
| AFL Football | 55 points |
| Netball | 15 goals |
| Badminton | 30 points |
| Handball | 10 |
| Indoor Volleyball | 3-0 sets |

Appendix 1

TO "Southern Associated Schools"

SUMMER SPORT - **BASKETBALL** (BOYS AND GIRLS)

SPECIFIC CONDITIONS OF PLAY AND RULES

TEAMS

Each school fields two (2) graded teams (A and B) for each gender in the 11/12 competitions.

Teams are to consist of 5 on-court players with up to five (5) interchange players. Minimum number of player is five (5).

DRESS

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

START TIME

Year 11/12 1.30 pm - 1.45 pm

Where an indoor court exists i.e. Kennedy, and All Saints. The 'B' grade basketball must commence first followed by the 'A' Grade game. Games must start on time. First game **must begin** at 1.30 and finish by 2.15pm. Followed by the 'A' game which must begin at 2.15 and finish by 3.00pm.

DURATION OF PLAY

Games are to consist of two (2) x 20 minute halves with 5 minutes changeover at half time.

Year 11/12 games are to be played in full with a running clock.

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

RULES

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

The game clock will not be stopped for any reason.

SUBSTITUTES

Are to be made via the referee.

TIME OUTS

There are no time-outs in the last 5 minutes of game time.

EQUIPMENT

The home team is to provide the match ball.

Ball sizes Boys - size 7 Girls – size 6

Players should be advised to wear mouth guards.

SCORECARDS

Scorers from both teams must sit together and compare scores throughout the game. Scorecards are to be signed by the umpire/s or referee/s 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 should they occur, and that results reported to the ACC office are final.

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall **confirm the bonus points** immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

[Appendix 2](#)

TO "Southern Associated Schools"

SUMMER SPORT - **TENNIS** (BOYS AND GIRLS)

SPECIFIC CONDITIONS OF PLAY AND RULES

TEAMS

Teams consist of eight players who play as two doubles pairs (graded as pair 1: 1 and 2, pair 2: 3 and 4, pair 3: 5 and 6, pair 4: 7 and 8). Minimum of eight (8) players.

DRESS

School sports uniform or all white.

START TIME

Year 11/12 - 1.30 pm - 1.45 pm

DURATION OF PLAY

Rubbers are to be played over two (2) x 30 minutes periods of play. Minimum of 2 x 20minute of play.

4 Pairs (Pair 1 = Player 1 & 2, Pair 2 = Player 3 & 4,
Pair 3 = Player 5 & 6, Pair 4 = Player 7 & 8)

Times for a 1:30pm start (adjust for 1:45pm start as required)

Rubbers 1:30pm to 2:00pm Pair 1 v Pair 1, Pair 2 v Pair 2;
Pair 3 v Pair 3, Pair 4 v Pair 4

Rubbers 2:05pm to 2:35pm Pair 1 v Pair 2, Pair 2 v Pair 1;
Pair 3 v Pair 4, Pair 4 v Pair 3

Rubbers are to finish at 3.15 pm.

A minimum of 15 minutes per period of play constitutes 'full-time' for a match result, with both pairs filling this time requirement.

Year 11/12 matches are to be played in full.

RULES

The rules of the Lawn Tennis Association will apply except as stated otherwise in this document.

For finals matches, players are to remain in pairings as for qualifying rounds.

MATCH BALLS

The home team is to provide the match balls. These should be suitable for the match surface.

SUBSTITUTES

In the event of an injury to an individual, the player may be replaced by a reserve. However, that reserve must remain in place to complete the fixture (i.e. the original player cannot return to court).

SCORING AND SCORECARDS

Rubbers are scored as matches (not sets) and a match is awarded on the basis of the total games won and lost. If the game score is a draw, e.g. a score of 4-4, no match score is awarded to either team.

All games shall be scored in full as per normal tennis game rules. Example: 15-0, 30-0, 30-15, 40-15, game.

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

Play continues for the duration of 30 minutes. (e.g. a score of 5 - 3 gives the highest scoring pair the match). Coaches of both teams must be in agreement of the score before leaving the game.

Scorecard Example:

1.30-2.00pm

Pair 1 School A - 5 v Pair 1 School B – 3 (School A wins Match)
Pair 2 School A - 2 v Pair 2 School B – 4 (School B wins Match)
Pair 3 School A - 7 v Pair 3 School B – 2 (School A wins Match)
Pair 4 School A - 6 v Pair 4 School B – 3 (School A wins Match)

2.05-2.35pm

Pair 1 School A - 2 v Pair 2 School B – 4 (School B wins Match)
Pair 2 School A - 5 v Pair 1 School B – 3 (School A wins Match)
Pair 3 School A - 6 v Pair 4 School B – 2 (School A wins Match)
Pair 4 School A - 3 v Pair 3 School B – 3 (No result as 3-3)

GoJaro results would then be entered as:

| <u>School A</u> | | <u>School B</u> |
|-----------------|-----------------|-----------------|
| 5 | match (rubbers) | 2 |
| 36 | games | 24 |

**In some cases, schools may finish on 3-3 or 4-4 equal rubbers. The fixture result may then be determined by total games won. Example below:*

GoJaro results would then be entered as:

| <u>School A</u> | | <u>School B</u> |
|-----------------|-----------------|-----------------|
| 4 | match (rubbers) | 4 |
| 33 | games | 30 |

Appendix 3

TO "Southern Associated Schools"

SUMMER SPORT – **INDOOR CRICKET (MIXED)**

SPECIFIC CONDITIONS OF PLAY AND RULES

TEAMS

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

8 a side (16 overs total) 16 x 6 ball overs. Each player bowls a maximum of 2 overs. Each batting pair has 4 overs.

Fielding – Max 8 on the field (6 fielders, 1 bowler, 1 wicket keeper). If there are extra, the coach can sub extra fielders on/off. Players may be of either gender.

UNIFORM

School sports uniform.

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

PLAYING TIME

1 hour playing time from 1.30pm – 2.30pm. Games are played at central venue (Strikers Indoor Sports, Leeming) which are booked for one hour only. All games should be played rapidly to aim to be completed inside 50 minutes.

EQUIPMENT

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

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 will 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 highest 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) Teams will supply a recognised Indoor Cricket ball for each match. 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. (*Venue may provide stumps*)

5. THE UMPIRE

- a) Before each game, an umpire will be appointed by the home (first mentioned) school to adjudicate the rules of the game with absolute impartiality.
- b) The umpire has the right to alter their decision provided it is done promptly.
- c) The umpire's ultimate decision during a game is final. No dispute, written or otherwise, will alter the result.
- d) The umpire will be the sole judge of fair and unfair play.
- e) 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. 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.

7. 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 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

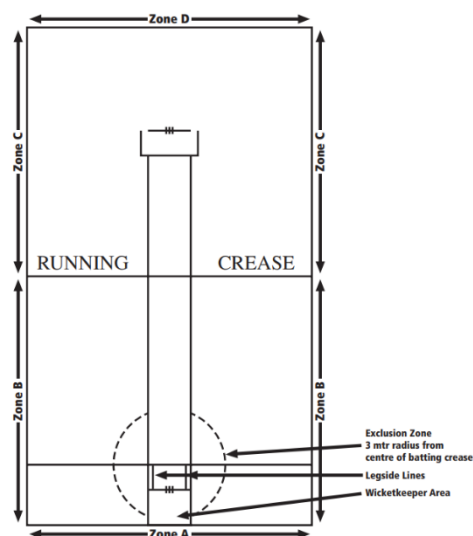
ZONE B (SIDE NET) 1 RUN

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



SCORECARDS

Scorecards/scorebooks are to be signed by the umpires and captains or coaches at the conclusion of the game. It is assumed that scoring discrepancies are settled immediately and that results reported to the ACC office are final. Constant liaison between both sets of scorers and captains/teams is necessary. Scoring is based on the team, which has the most runs after the equivalent number of overs.

FORFEITS

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

INTRAZONE SAS FINALS

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

1st place team v's 2nd placed team at the 1st placed team venue (unless otherwise agreed)

3rd place team v's 4th placed team at the 3rd placed team venue (unless otherwise agreed)

All games must finish by 5:00pm with no extra time. If teams draw, the highest on the ladder wins.

Bus companies are to be notified to pick up at 5:15pm for finals. Each venue is to hold a presentation hosted by the Sport Coordinator or lead teacher. All teams will be acknowledged and winning plaques given at the end of the year.

Results should be sent to the ACC office within 24 hours.

Appendix 4

TO "Southern Associated Schools"

SUMMER SPORT – **SOFTBALL (GIRLS) – N/A 2024**

SPECIFIC CONDITIONS OF PLAY AND RULES

TEAMS

Teams consist of nine (9) players on the field, with up to 11 players who are permitted to bat but only nine each innings.

Minimum number of players is eight (8). Automatic 'out' for the missing players when playing seven or eight players when their turn at the plate to bat. All players to bat in order each innings following on from the previous innings (teams cannot bat out of order). For example: If batter 5 was the last person to bat in the 3rd innings, then batter 6 will be the first person to bat in the 4th innings. If a team scores 9 runs in an innings then it should be called side away and let the fielding team to bat.

DRESS

School softball strips or sports uniform. (Tracksuit pants are permitted when batting.)

START TIME

Year 11/12 - 1.30 pm - 1.45 pm

DURATION OF PLAY

Year 11/12 games are to be played for one (1) hour. Minimum of 45minutes of play

RULES

The winning team is determined by a comparison of runs after equal innings. Play is to continue until the specified finish time. If an innings is uncompleted when time is called result is scores after equal innings have been completed. However, if the team batting second has passed the other team then they will be deemed the winning team.

Playing Rules and scoring rules are in accordance with the Softball Association of WA.

Scoring: <http://www.scoring.softball.org.au/default.asp?MenuID=Resources - Scoring/3514/0/>

Rules: <http://www.softball.org.au/default.asp?Page=22260&MenuID=About/4215/0/> (click on the rule book for the PDF).

Toss to decide fielding team. The **maximum** number of batters in an innings is 9 and **3 out** determines side away (which comes first). Teams playing with eight players have one automatically out. (Automatic 'OUT' for any players not present when their turn to bat at the plate).

Batting helmets must be worn from home plate to home plate i.e. worn around bases when running.

Catching helmets **must** be worn.

Each team must supply an umpire, who umpires when their team is fielding.

SUBSTITUTES

As above

EQUIPMENT

All bases must be fixed, with double bases at first base (runner and 1st base person).

Pitching and base distances are in accordance with normal rules for all year groups.

Catchers must wear protective gear (mask, chest protector, helmet (or shell cap) and throat guard).

SCORECARDS

Scorecards are to be signed by the umpire/s and captains of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately and that results reported are final.

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

ROTATIONAL POSITIONS IN THE SPIRIT OF THE GAME: Pitcher is to be rotated through each innings. This is to prevent a State Representative player pitching for the full game duration (See Mercy Rule).

Appendix 5

TO "Southern Associated School"

SUMMER SPORTS - **TOUCH** (BOYS AND GIRLS)

SPECIFIC CONDITIONS OF PLAY AND RULES

TEAMS

Teams are to consist of six (6) players with a maximum of seven (7) interchange players. Subs made via the coach not the umpire.

Minimum number of players is five (5).

DRESS

Players are to be dressed in school sports uniform.

START TIME

Year 11/12 - 1.30 pm - 1.45 pm

DURATION OF PLAY

Year 11/12 games are to consist of two (2) x twenty (20) minute halves with a three (3) minute break between halves.

RULES

Rules are in accordance with the Australian Touch Association Rules Book.

For a complete version of the rules of the game, please follow the link or visit the Rules and Policies section of the TFA website www.austouch.com.au.

SUBSTITUTES

See rules as stated above

EQUIPMENT

The home team is to have suitably sized markers of a distinguishing colour and made from a safe and pliable material, which are to be positioned at the intersection of sidelines and score lines (total of six (6) markers).

SCORECARDS

Scorecards are to be signed by the referee and captains 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.

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

Appendix 6.1

TO "Southern Associated Schools"

WINTER SPORT - **VOLLEYBALL** (BOYS AND GIRLS)

TEAMS

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

Teams are to be graded where applicable.

DRESS

Players are to be dressed in school sports uniform.

START TIME

Year 11/12 - 1.30pm - 2.15pm
 - 2.15pm - 3.00pm

DURATION OF PLAY

Games are to be contested over the best of 3 sets or minimum of **45** minutes play

Games are to finish by 3.00 pm

LOCATION

Games will be played at Victoria Park Recreation Centre in term 2. Teams to check fixtures each week.

RULES

The rules of International rules will apply except as stated otherwise in this document. Sets are played to 25 points with two advantage points. If third set is not completed when time limit expires, (scores are one set all) the game is a draw unless one team has achieved six (6) points or more and has a two (2) point advantage. If a team wins two (2) sets and the game continues until time is completed the result is recorded as a 2–0 win.

Ensure schools have referees available for each game and that can referee at a good standard for Volleyball.

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

The first fixture on an individual court must be completed by 2.15 pm to ensure that the second fixture on that court has sufficient time to be played.

RULES (INTRAZONE FINALS)

As for qualifying fixtures.

SUBSTITUTES

As stated above.

SCORING AND SCORECARDS

The games completed at the call of time shall constitute the "set". The final match result will be determined by each team's total sets won. Sets are played to 25 points and each point counts.

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

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

Appendix 6.2

TO "Southern Associated Schools"

SUMMER SPORT – **INDOOR BEACH VOLLEYBALL (IBV) (BOYS AND GIRLS)**

TEAMS

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

Teams are to be graded (a & b) where applicable (a - being the strongest team)

DRESS

Players are to be dressed in school sports uniform.

START TIME

All fixtures will start at 1.30pm and conclude at 2.30pm at both Indoor Beach Volleyball venues. In the event, that one venue can only be used for all fixtures a split fixture below may be used (45 minute periods):

Fixture One – 1.30pm – 2.15pm / Fixture Two – 2.15pm – 3.00pm

25 Point Cap Rule – even if time remaining in sets.

DURATION OF PLAY

Games are to be contested over the best of 3 sets. Games to be contested over a set period of time. Sets will be timed at 15 minutes duration. Short 2-minute timeouts/drink interval will occur between sets. Teams will record scores when one team reaches 25 points. **25 Point Cap Rule – even if time remaining in sets.**

Games are to finish by no later than 3.00 pm

LOCATION

Games will be played at either Indoor Beach Volleyball, Canning Vale or Fremantle Indoor Beach Volleyball, O'Connor. Teams are to check fixtures each week.

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

RULES

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

The Game

- Indoor beach volleyball 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.

The Team

- A team consists of six players.
- Substitutions on a rotation basis at the change of serve.

Serving and Positions

- The ball must be served within one metre from the back net and the right hand side net.
- The ball can be served over or under arm.
- The ball must not have contact with any nets whilst being served.
- All players must serve. A maximum of 5 serves then rotate. Players are to rotate clockwise on winning serve.
- The ball must be set at least once on receiving the serve before returning the ball back over the centre net.

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.

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.

General Play

- Any contact with the centre net by a player whilst the ball is in play, will result in 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 the play, the player will be fouled.

Fouls

THE POINT OR SERVE IS LOST WHEN:

- The ball touches the ground.

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

SCORING

Best of three sets (will be used for all SAS matches): Sets are played to time (15 minutes). The team that is leading at the completion of the 15 minute time period will be awarded that set. A team wins the match by winning two sets. If a team wins the first two sets, a third set must still be played as this final 3rd set may impact final team standings on the ladder. The full result must be entered when entering results. i.e. 3-0 or 2-1.

Points & Service:

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

TO WIN A SET: The team which is leading the points at the completion of time (15 minutes). No minimum lead of two points is required. In the case of a tie i.e 18-18, play is continued with a deciding point to determine who wins the set. The sets completed at the call of time shall constitute the match. The final match result will be determined by each team's total sets won.

Both 'sets' and total number of games are entered into the results system, example below:

Set 1 won by School A 17 - 12

Set 2 won by School B 16 – 20

Set 3 won by School A 14 – 12

Results system would then show:

| <u>School A</u> | | <u>School B</u> |
|-----------------|--------|-----------------|
| 2 | set | 1 |
| 47 | points | 44 |

RULES (INTRAZONE FINALS)

As for qualifying fixtures.

SUBSTITUTES

On a rotation basis at the change of serve.

SCORING AND SCORECARDS

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

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

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

Appendix 6.3

TO "Southern Associated Schools"

SUMMER SPORT – **ULTIMATE FRISBEE (MIXED)**

SPECIFIC CONDITIONS OF PLAY AND RULES

TEAMS

Two teams of seven players (7) plus substitutes.

Minimum number of players is four (4).

The changes include:

Must be a **minimum of 5 players** on the field with a **maximum of 4 players per gender** on the field at one time

EQUIPMENT/DRESS

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 vortex (aero) or European handball that allows the enjoyment and participation of the game to increase under the poor weather conditions.

Players are to be dressed in school sports uniform.

START TIME

Year 11/12 - 1.30 pm - 1.45 pm

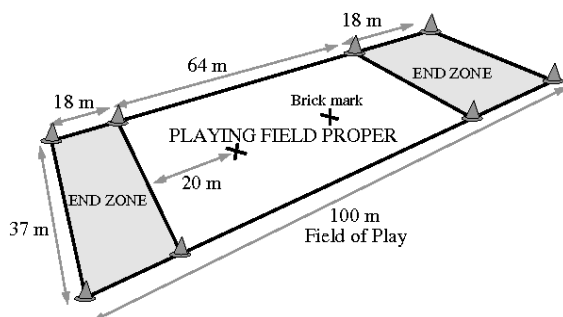
DURATION OF PLAY

Year 11/12 games are to be played with 2 x 20 minute halves.

All games shall include a short half time break – 5 minutes.

RULES

Ultimate is a fast, free flowing game that combines elements of netball, soccer, gridiron and touch footy. 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.



Field: Ultimate is usually played on an approximately half-width football field, with two teams of seven players (plus substitutes) lining up against each other. Any size field can be used, however, 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.

Quick Rules:

1. 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.
2. The person with the frisbee has 10 seconds to throw. A defensive team member marks them and counts out loud, "stalling...one...two...three..."
3. No physical contact is allowed between players. Contact results in a foul. In practice, small amounts of accidental contact are usually tolerated if contesting a catch.

4. A “turnover” occurs when the frisbee hits the ground, goes out of bounds, is dropped or intercepted. Unlike touch footy, 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.
5. **Unlimited substitutions** are allowed between points, although none during points.

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.

“Spirit of the Game”: Unique to Ultimate, and central to individual and team conduct, is the underlying Spirit of the Game, which embodies the sportsmanship which has sadly been lost from other sports. Players undertake to be competitive but fair and truthful, physical but careful, intense but friendly and courteous.

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. Time cap for game is 60 minutes (1 hour). Mercy rule is set to 10 – 0.

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

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

Appendix 7

TO "Southern Associated Schools"

WINTER SPORTS - **FOOTBALL** (BOYS)

SPECIFIC CONDITIONS OF PLAY AND RULES

TEAMS

Teams are to consist of eighteen (18) on field players and an unlimited number of interchange players. Minimum number of players is fifteen (15).

DRESS

Players must wear numbered school jumpers, uniform shorts and socks.

START TIME

Year 11/12 - 1.30 pm - 1.45 pm

DURATION OF PLAY

Year 11/12 games will consist of two (2) thirty (30) minute halves with no time on. Minimum of 2 x 20 minute halves. The half time break is to be of ten (10) minutes duration.

RULES

Rules are in accordance with the Australian Football League rules.

Two qualified WAFC football umpires MUST be provided for all matches. Both schools (home and away teams) must provide one umpire each.

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

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

REFER ITEM 8.3.1, "SEND OFF RULE".

SUBSTITUTES

As described above.

UMPIRES

The Central Umpire/s must be correctly attired in white and be in possession of a "finger hold" whistle. Each school **is** to provide one umpire.

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

The Goal Umpires (one supplied by each team) must wear a white coat (buttoned up) and be in possession of two white flags and scorecard and pen.

The Boundary Umpires (one supplied by each team - preferably two), must wear a white top and shorts and be in possession of a "finger hold" whistle.

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

Refer to section 8.3.1 "Umpires and Referees".

EQUIPMENT

The home team is to supply the ball. For year 11/12 games a full size ball must be used. A school regulation size ball is to be used for all other age groups. Players should be advised to wear mouth guards. The Home school to supply goal post pads. If no goal pads, then a 5m safety line in front of the goal line will be imposed by the umpires (safety issue).

SCORECARDS

It is critical that the Central Umpire/s and both goal umpires confer and coordinate progressive and final scores at EACH break. Two official scorers should sit together and co-ordinate progressive and final scores. The sideline scorers are the **official** scorers.

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

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

Appendix 7 Cont.

TO "Southern Associated Schools"

WINTER SPORTS - FOOTBALL (GIRLS)

SPECIFIC CONDITIONS OF PLAY AND RULES

TEAMS

Teams are to consist of twelve (12) on field players and an unlimited number of interchange players. Minimum number of players is nine (9). Team must consist of 4 forwards, 4 midfielders and 4 defenders. If the game is played as 9 a side this would mean each playing position would have 3 players in each position.

GROUND SIZE

Playing ground should be approximately 110m x 60m. This can be reduced further if playing 9 a side i.e. 90m x 55m. Temporary pop up goals can be used at either end of the ground.

DRESS

Players must wear numbered school jumpers, uniform shorts and socks.

START TIME

Year 11/12 - 1.30 pm - 1.45 pm

DURATION OF PLAY

Year 11/12 games will consist of two (2) Twenty (25) minute halves with no time on. Minimum of 2 x 20 minute halves. The half time break is to be of five (5) minutes duration.

RULES

Start of Play: the start of game shall be started by a ball up (and restarted after each goal) between two players in the centre of the ground (ruck contest between two players of similar size and should be rotated between the midfielders). There are no wing position players in 12 a side or 9 a side so all players will be in the midfield looking to gain the clearance possession following the ball up.

Out of Bounds: When the ball goes out of bounds a free kick is awarded against the team to touch the ball last (last touch rule). If the umpire is unsure of the last touch, they shall bring the ball in from the boundary 15m and conduct a ball up.

Tackling: Players can perform a full wrap tackle or bump/push a player to the side. Players cannot sling or dump an opponent to the ground or push an opponent in the back. Any high contact above the shoulders is not permitted.

Bouncing the football: players are permitted to bounce the football or touch the football on the ground once (1) before disposing of the ball via handball or kick.

Off the ground: players are permitted to deliberately kick the ball off the ground.

All other rules are in general accordance with the Australian Football League rules.

One (1) qualified WAFC football umpires MUST be provided for all matches. Home team must provide one umpire for home games.

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

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

REFER ITEM 8.3.1, "SEND OFF RULE".

SUBSTITUTES

As described above.

UMPIRES

The Central Umpire/s must be correctly attired in white and be in possession of a "finger hold" whistle. Home school is to provide one qualified umpire (as per above requirements).

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

The Goal Umpires (one supplied by each team) must wear a white coat (buttoned up) and be in possession of two white flags and scorecard and pen.

Boundary Umpires – not required for 12 a side or 9 a side football.

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

Refer to section 8.3.1 "Umpires and Referees".

EQUIPMENT

The home team is to supply the ball. For year 11/12 games a full size ball must be used. A school regulation size ball is to be used for all other age groups. Players should be advised to wear mouth guards. The Home school to supply goal post pads. If no goal pads, then a 5m safety line in front of the goal line will be imposed by the umpires (safety issue).

SCORECARDS

It is critical that the Central Umpire/s and both goal umpires confer and coordinate progressive and final scores at EACH break. Two official scorers should sit together and co-ordinate progressive and final scores.

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

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

Appendix 8

TO "Southern Associated Schools"

WINTER SPORT - **BADMINTON** (BOYS AND GIRLS – SEPARATE COMPETITIONS)

TEAMS

Teams consist of four (4) teams made up of two (2) players with up to two (2) substitutes. Minimum number of players is four (4).

DRESS

School sport uniform.

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

START TIME

Year 11/12 - 1.30 pm - 1.45 pm

DURATION OF PLAY

Games are to be played over two (2) x **25** minutes periods of play. With a minimum of 2 x 20-minute halves.

4 Pairs (Pair 1 = Player 1 & 2, Pair 2 = Player 3 & 4,
Pair 3 = Player 5 & 6, Pair 4 = Player 7 & 8)

Times for a 1:30pm start (adjust for 1:45pm start)

1:30pm to 2:00pm Pair 1 v Pair 1, Pair 2 v Pair 2;
Pair 3 v Pair 3, Pair 4 v Pair 4

2:05pm to 2:35pm Pair 1 v Pair 2, Pair 2 v Pair 1;
Pair 3 v Pair 4, Pair 4 v Pair 3

Games are to finish by 3.00 pm at the very latest.

A minimum of 15 minutes per period of play constitutes 'full-time' for a match result, with both pairs filling this time requirement.

Year 11/12 Games are to be played in full.

RULES

The rules of the WA Badminton Association will apply except as stated otherwise in this document. WA Badminton rules are available for download at: <http://www.intbadfed.org/>

In addition, a sin bin rule: 5 minutes for minor offences.

The team listed first on the fixture is to provide new shuttlecocks.

SCORING

Points & Service:

- Points can be won on any given point via service or return (all live points)
- 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 (25 minutes) the team with the most points wins the game. A draw can occur.
- A mercy rule of 30 point margin is applied. When the margin hits 30 points the score is finalized and recorded. The game may continue for the full time period, but it will be continued without point scoring as the result has been set and awarded at the maximum 30 point margin.

Schools which have won the most games wins the rubber. Games and points for both schools must be totaled and recorded on the scorecard e.g. Carey 3 d All Saints 1 (121 – 117). In the event of a tie in the number of games, points will determine the result.

Schools must have 2 complete pairs for a real match to take place.

In addition, a sin bin rule: 5 minutes for minor offences.

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

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

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 full points for a win (3 points) and 6 games, 60 points to nil (6 – 0, 60 - 0) shall be credited to the opposing team. Nine games shall be debited against the team forfeiting. Teams forfeiting receive 0 points.

Results should be sent to the ACC office within 24 hours.

Appendix 9

TO "Southern Associated Schools"

WINTER SPORTS - **SOCCEER** (BOYS & GIRLS)

SPECIFIC CONDITIONS OF PLAY AND RULES

TEAMS

Teams are to consist of eleven (11) players with a maximum of four (4) interchange players. Minimum number of players is seven (7).

DRESS

Players are to be dressed in school sports uniform.

START TIME

Year 11/12 - 1.30 pm - 1.45 pm

DURATION OF PLAY

Year 11/12 games are to consist of two (2) x thirty (30) minute halves with a 5 minute break at half time. With a minimum of 2 x 20 minute halves.

RULES

Rules are in accordance with the Australian Soccer Federation.

SUBSTITUTES

Substitutes are to be made via the referee. Substitutes may return to the field.

EQUIPMENT

All players must wear shin pads. Goalkeepers are advised to wear gloves.

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

Nets are to be used wherever possible.

SCORECARDS

Scorecards are to be signed by the referee and captains 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.

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately before the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

Appendix 10

TO "Southern Associated Schools"

WINTER SPORT - NETBALL (A AND B DIV =A GIRLS, B DIV= MIXED)

SPECIFIC CONDITIONS OF PLAY AND RULES

B DIVISION SAS NETBAL WILL BE AS A 'MIXED' COMPETITION

TEAMS

Teams are to consist of seven (7) players with up to five (5) interchange players. Unlimited interchange.

Minimum number of players is five (5).

Schools field 3 graded teams each.

B Division (MIXED) Teams are to consist of seven (7 girls) players with up to five (5) interchange players.

If B Division team is mixed-there are to be no more than three (3) boys on the court at the same time. Each male must play in a separate zone on the court.

DRESS

Players are to wear sports uniforms and lettered bibs.

START TIME

Year 11/12 - 1.30 pm - 1.45 pm Home Team to start as close to 1.30pm as possible

DURATION OF PLAY

All games are to consist of four (4) x twelve (12) minute quarters (minimum of 4 x 10 min quarters acceptable) with no changeover at quarter and three quarter time (change ends only) and a 5 minute changeover at half time.

Year 11/12 games to be played in full.

RULES

Rules are in accordance with the Western Australian Netball Association.

SUBSTITUTES

Advise opposition team players or management.

SCORECARDS

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

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

UMPIRES

If senior students (players) umpire they must continue to do so for the entire game.

Appendix 10.1

TO "Southern Associated Schools"

WINTER SPORT - **HANDBALL** (BOYS)

SPECIFIC CONDITIONS OF PLAY AND RULES

TEAMS

Each team has maximum of 12 players. However, only 5 players plus Goalkeeper take the court at any one time. The reminding players are substitutions during the game. Schools can decide to decrease court players to 4 plus GK if agreed on prior to start of game. They enter and leave from the substitution area of the court. Players alternate between an attacking position and a defending position, depending on who has possession of the ball. The goal keeper of each team wears a different colour from the rest of the team.

DRESS

Players are to wear sports uniforms with Goalie in a different coloured uniform (similar to soccer).

START TIME

Year 11/12 - 1.30 pm - 1.45 pm

DURATION OF PLAY

The game consists of two 30 minute time periods and a 5 minute changeover at half time. With a minimum of 2 x 20 minute halves.

Year 11/12 games to be played in full.

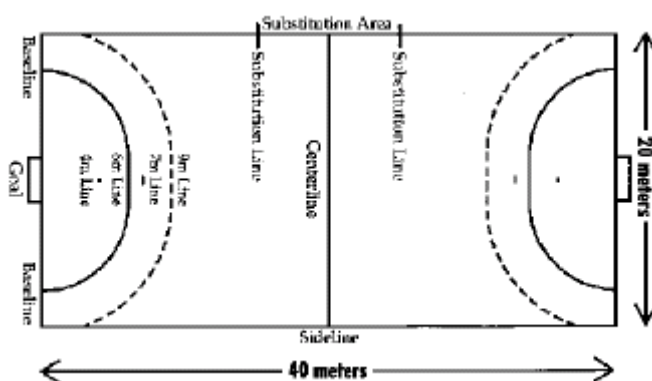
EQUIPMENT

The circumference of the ball is 58-60 cm and the weight is at least 425-475 grams (size 3)

RULES

International handball rules http://www.ihf.info/upload/PDF-Download/rules_english.pdf

Quick Rules: The object of the game is to throw the ball into the opponent's goal. Movement of a player must include 3 steps, a bounce, 3 steps and release of ball. Contact with other players is similar to Basketball rules. E.G. Chest to Chest only. No hits, side bumps, tripping or kicking.



Handball will be played on a Basketball court or a court which is 40 m long by 20 wide.

All schools should endeavor to a Basketball court with the 3 point line being the shooting arc.

PENALTIES

First foul - A player is warned by the referee by displaying a yellow card.

Second foul - A 2 minute suspension will be enforced on the player. During that time the team plays will one less player. Player may return only after serving the suspension and enters through the substitution area of the court.

A team can have a maximum of 3 yellow cards. After that the remaining fouls are punished with 2 minute suspensions. If a player receives three 2 minute suspensions, the player is shown a red card by the referee and is disqualified from the game and can not participate for the rest of the game. After the 2 minutes has elapsed that player can be replaced by another player.

UMPIRES

If senior students (players) umpire they must continue to do so for the entire game.

Generally, there are 4 officials: 2 referees, 1 timekeeper and 1 score keeper. Two referees are required because of the fast nature of the game. One referee is on the outer goal line and watches for any goal are violations and verifies if the ball completely crossed the goal line for a goal. The other referee is behind the attacking team, watching for any defensive or offensive fouls by the court players or any possession violations. The time keeper looks after the time and notes the time when a player may reenter the court after a suspension or disqualification. The score keeper keeps the score and statistics of the match. The time keeper and score keeper also assist the referees if any illegal substitutions occur.

SCORECARDS

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

A bonus point system will operate where a team is awarded an additional point for all players correctly attired in the school sports uniform. The umpire in consultation with the coaches of each team shall confirm the bonus points immediately **before** the fixture has started. Coaches must write the bonus point on the scorecard and then umpires sign. Teams who forfeit matches cannot claim a bonus uniform point but the team, which wins on a forfeit, can claim the bonus point.

GAME POSITION LAYOUT (DIAGRAM)

Attacking positions:

LW - left wing

LB - left back

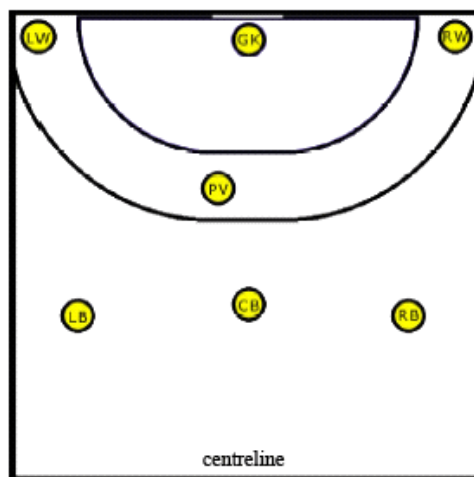
CB - centre back or playmaker

RB - right back

RW - right wing

PV - pivot

GK - goal keeper



Defending positions:

OD - outside defender

HD - half defender

FD - forward defender

GK - goal keeper

Appendix 11

To "Southern Associated Schools"

SUMMER FIXTURES – BASKETBALL, TOUCH, FRISBEE, TENNIS, SOFTBALL, INDOOR CRICKET

For current fixtures please check the ACC website

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

Appendix 12

To "Southern Associated Schools"

SUMMER FIXTURES – BOYS BEACH VOLLEYBALL A & B AND GIRLS A & B

For current fixtures please check the ACC website

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

Appendix 14

To "Southern Associated Schools"

WINTER FIXTURES – NETBALL, SOCCER, BADMINTON, HANDBALL, FOOTBALL

For current fixtures please check the ACC website

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

Appendix 15.1

To "Southern Associated Schools"

WINTER FIXTURES – BOYS INDOOR VOLLEYBALL A & B AND GIRLS A & B

For current fixtures please check the ACC website

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

Appendix 16

TO "Southern Associated Schools"

PROPOSED VENUES

For current venues please check the ACC website

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

[Appendix 18](#)

TO "Southern Associated Schools"

INSTRUCTIONS TO UMPIRES/REFEREES

Prior to Game

- 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 recognise good play.

- **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 scorecard.

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

[Appendix 19](#)

To “Southern Associated Schools”

GAME PROCEDURES AND ETIQUETTE

A. TEAMSMANSHIP:

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

B. 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.

For current SAS nominations please check the ACC website

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

Appendix 22

TO "Southern Associated Schools"

POLICY ON RACIAL AND RELIGIOUS VILIFICATION

"POLICY ON RELIGIOUS & RACIAL VILIFICATION"

Background

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

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

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

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

Codes of Behaviour

The Association has developed "Codes of Behaviour" (Appendix 1) to assist everyone involved in ACC sport to promote fair play and appropriate behaviour. The codes outline appropriate behaviour for players, coaches, teachers, officials, administrators and spectators. All schools should use these codes as the basis for creating an awareness of appropriate behaviour when participating in ACC Sport.

Rights

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

Policy

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

Promotion

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

1. AN ALLEGED INCIDENT

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

**2. A COMPLAINT**

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

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

**3. CONCILIATION**

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

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

**4. COMPLAINT RESOLVED**

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

Associated and Catholic Colleges of Western Australia

The ACC strives to encourage and support all CAS schools in the running of their Sub Association competition, under the maxim 'Sport in the right Spirit'.

Sport can positively influence a young person's value of physical fitness and a sense of self-worth. This can take place through the opportunity to develop and build personal characteristics such as determination, self-discipline, obedience and teamwork.

Good sportsmanship is an integral part of all that is best in sport. It includes a generous spirit, true respect for others, graciousness and an ability to resist the temptation of gaining an unfair advantage. Good sportsmanship is an honorable behavior and a valuable life skill both on and off the playing field.

Codes of Behaviour

The following guidelines have been developed to assist everyone involved in ACC sport to promote worthy competition and make it clear what is deemed acceptable behaviour.

All those involved in ACC fixtures such as players, coaches and spectators are required to adhere to these codes.

(ACC Codes of Behaviour have been adopted from the "Aussie Sport – Codes of Behaviour", produced by the Australian Sports Commission and The PSA Code of Behaviour for Sport from the Public Schools' Association of Western Australia)

Players Code of Behaviour

- Respect the rights, dignity and worth of all participants regardless of their gender, age, ability, cultural background or religion.
- Never argue with an official. If you disagree with a decision, speak with your coach and they will deem an appropriate time to communicate the concerns with the umpire.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable.
- Work equally hard for yourself and your team. Your team's performance will benefit and so will you.
- Positive and sportsmanlike behavior should be exhibited by extending standard courtesies to the opposing teams. E.g. – applaud good play; thank referees and opposition at the end of the game.
- Treat all participants in your sport, as you like to be treated. Do not bully or use unfair or illegal tactics to gain an advantage.
- Cooperate with your coach, teammates and opponents. Without them, there would be no competition.
- Immodest behavior in victory or success is an act of poor sportsmanship and not acceptable.

Coaches Code of Behaviour

- Respect the rights, dignity and worth of every young person regardless of their gender, age, ability, cultural background or religion.
- Remember that young people participate for pleasure and winning is only part of the fun. Ensure the time players spend with you is a positive.
- Never ridicule or yell at a young player for making a mistake or not winning.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Set an example to your students by always playing by the rules and in the spirit of your sport. Expect and encourage your players to do the same.
- Ensure that equipment and facilities adhere to the charter recommendations and meet all safety standards.
- Display control, respect and professionalism to all involved. Encourage your players to do the same.
- Do not publicly question an umpire /referees decision and avoid blaming a team's defeat on 'poor umpiring'.
- Any scoring or umpiring discrepancies between teams needs to be settled before schools part ways from the playing venue. If coaches are in doubt, the Sport Coordinator of the Home team needs to be advised and take on the role of the mediator using the charter to assist in coming to a mutual decision.
- Establish and foster professional relationships with the coaches of opposing teams.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development

Schools Code of Behaviour

- Heads of Sport, Sport Coordinators and teachers in charge of individual sports aim to foster sportsmanlike behaviour and positive attitudes amongst their players, supporters and coaches.
- Sport Coordinators must communicate and advise the relevant Principal and Sport Coordinators if there are concerns with players or spectators not meeting the ACC Codes of Behaviour. This needs to be addressed immediately and confidentially in the interests of the players, coaches and the ongoing competition.
- Host schools must ensure playing grounds are safe and equipment and facilities meet acceptable standards as outlined in the charter.
- Sport Coordinators support coaches and officials to highlight appropriate behaviour and skill development, and endeavor to improve the standards of coaching and officiating.
- Ensure that everyone involved in ACC events emphasise fair play and support the ACC maxim of 'Sport in the Right Spirit'
- Make the ACC Codes of Behaviour available to the necessary people. This should include spectators, officials, coaches, players and other persons you deem necessary
- Make it clear that any form of physical or verbal abuse or intimidation of players, coaches, spectators or officials is completely unacceptable and will result in disciplinary action if deemed necessary.

Parents and other spectators Code of Behaviour

- Children appreciate the presence and support of their parents. Accordingly, always set an example of good sportsmanship and give enthusiastic, but not excessive or inappropriate support. Applaud good performance and efforts from all individuals and teams. Congratulate all participants on their performance regardless of the game's outcome.
- Host school parents are invited to assume responsibility for making visiting parents feel welcome.
- Respect the rights, dignity and worth of every young person regardless of their gender, age, ability, cultural background or religion.
- Parents should not under any circumstances approach or give advice during a match to coaches, umpires/ referees or players.
- Respect the decisions of officials and encourage players to do the same by following the rules and the officials' decisions.
- Never ridicule or scold a young player for making a mistake.
- Condemn the use of violence in any form, whether it is by spectators, coaches, officials or players.
- Do not use foul language, sledge or harass players, coaches or officials.

Officials Code of Behaviour

- Give all young people a 'fair go' regardless of their gender, age, ability, cultural background or religion.
- Compliment and encourage all participants and emphasise the spirit of the game rather than the errors.
- Be consistent, objective and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all players. Communicate with the coach concerned to advise them of any inappropriate behavior.
- Keep up to date with the latest trends in officiating and the principles of growth and development of young people.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Place the safety and welfare of the participants above all else.
- If you have any concerns regarding the credibility of the game communicate your concern with the coaches and seek assistance from the Host Sport Coordinators.
- Any form of intimidation, abuse or persuasive advice from players, coaches or spectators will not be tolerated. Advise the Sport Coordinator at the host school if you need support to resolve the matter. Feedback of this nature must be reported to the Sport Coordinator even if you do not call for assistance.

Appendix 24

TO "Southern Associated Schools" CONTACT LIST

All Saints' College

Ben Shaw

ben.shaw@allsaints.wa.edu.au

0412 546 853

9313 9333

Location:

Ewing Avenue, Bull Creek Western Australia 6149

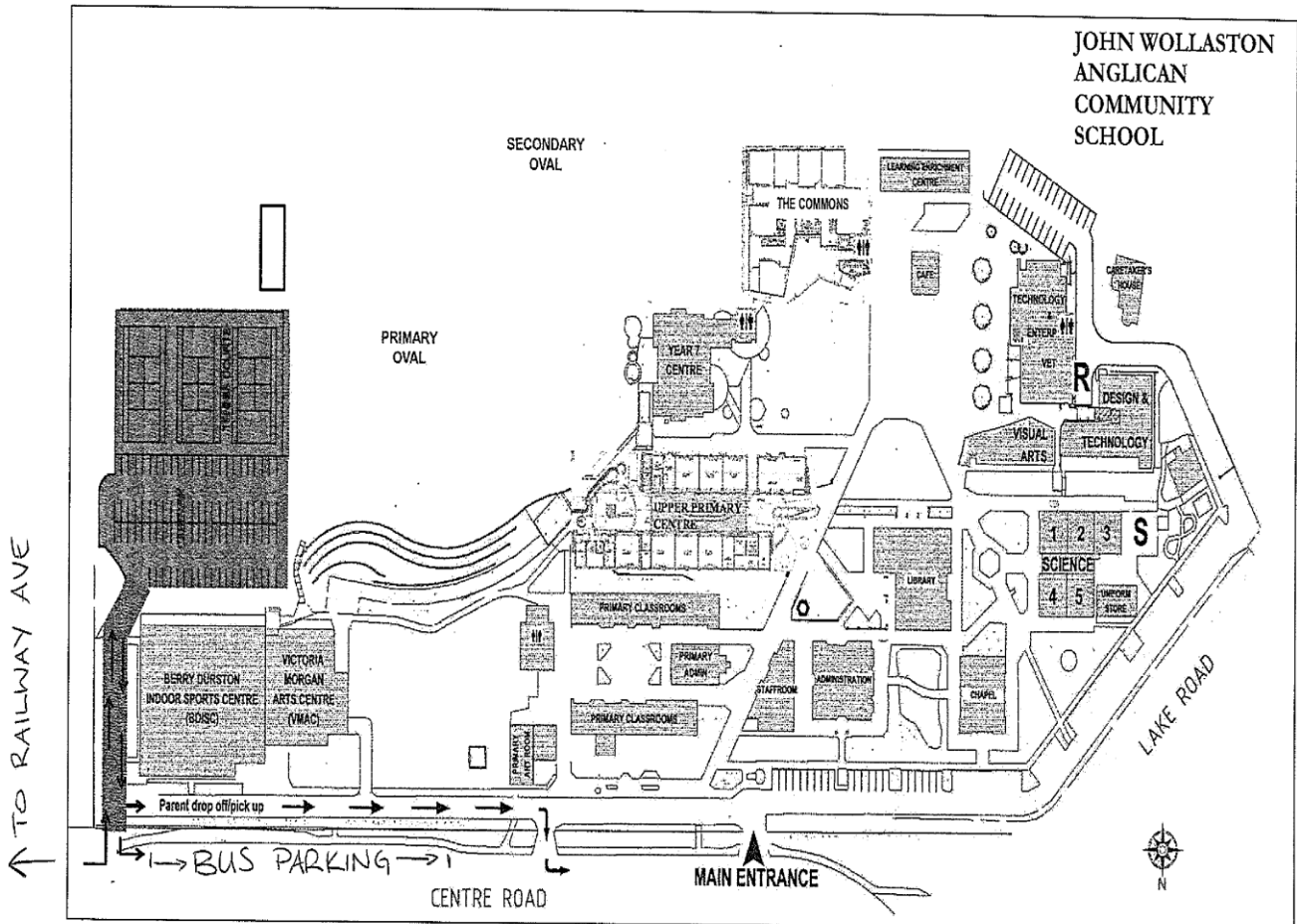


John Wollaston

Tyron Dias
tdias@jwacs.wa.edu.au
0421 578 637
9495 8145 (PE office)

Location:

Centre Road & Lake Road, Camillo Western Australia 6111



Best access to bus parking:

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

Ursula Frayne

Sarah Muhling

sarah.muhling@ufcc.wa.edu.au

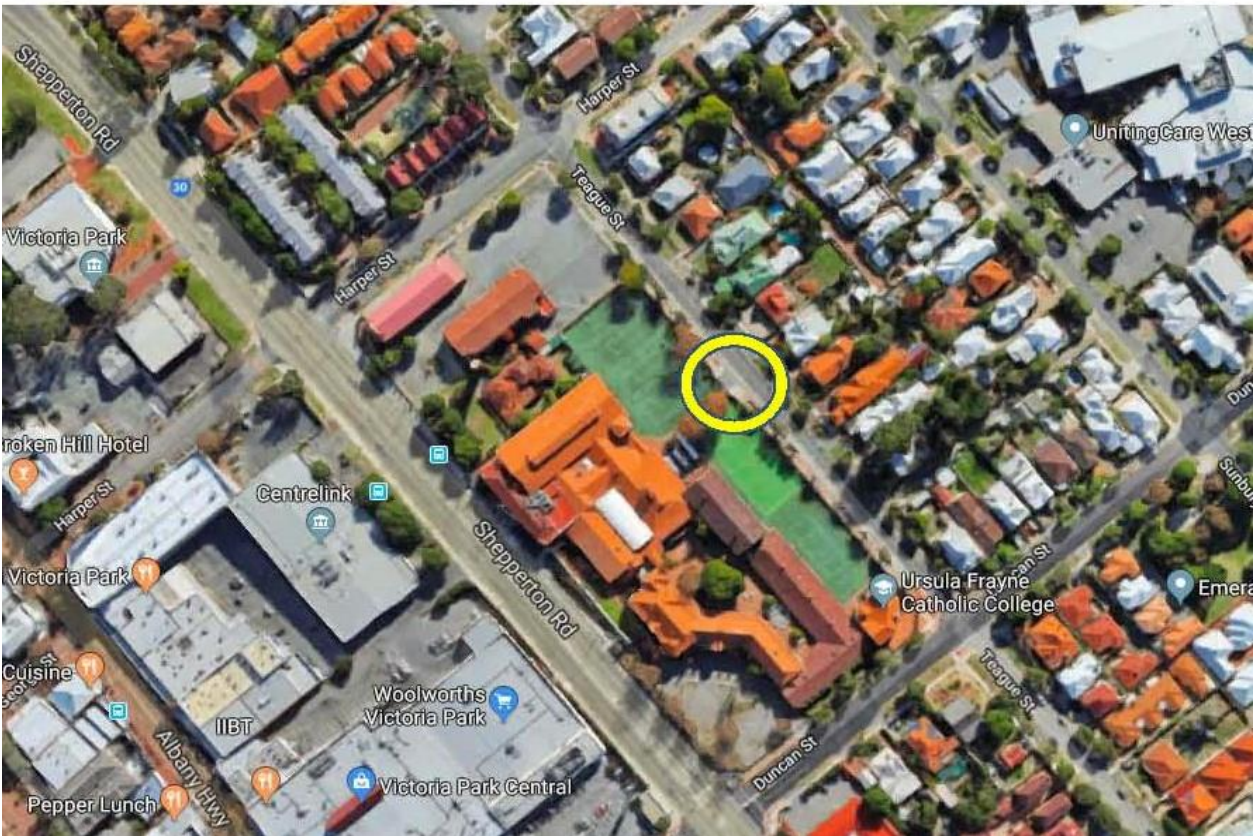
0420 333 785

9470 2094 / 9470 0914

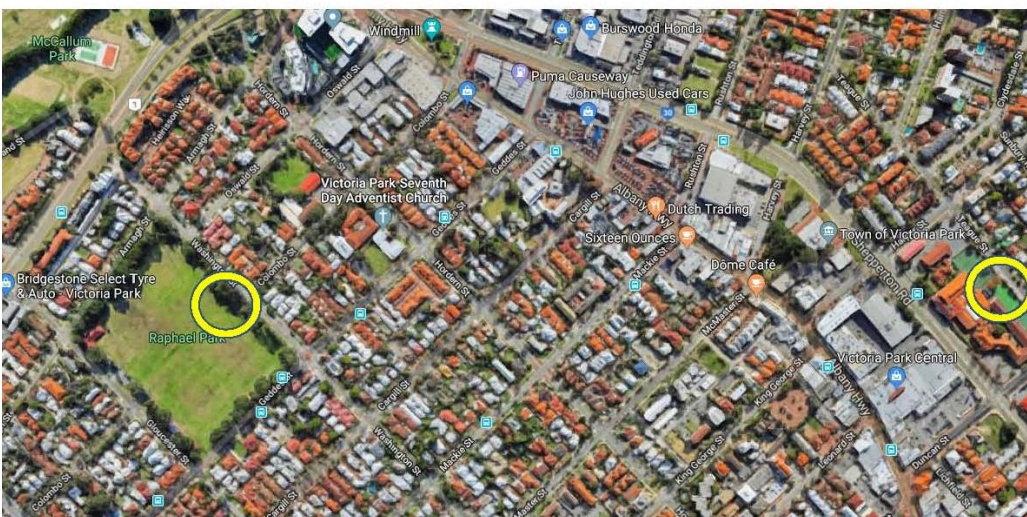
Location:

Duncan Street, Victoria Park Western Australia 6100

BUS ENTRY TO UFCC of TEAGUE STREET



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

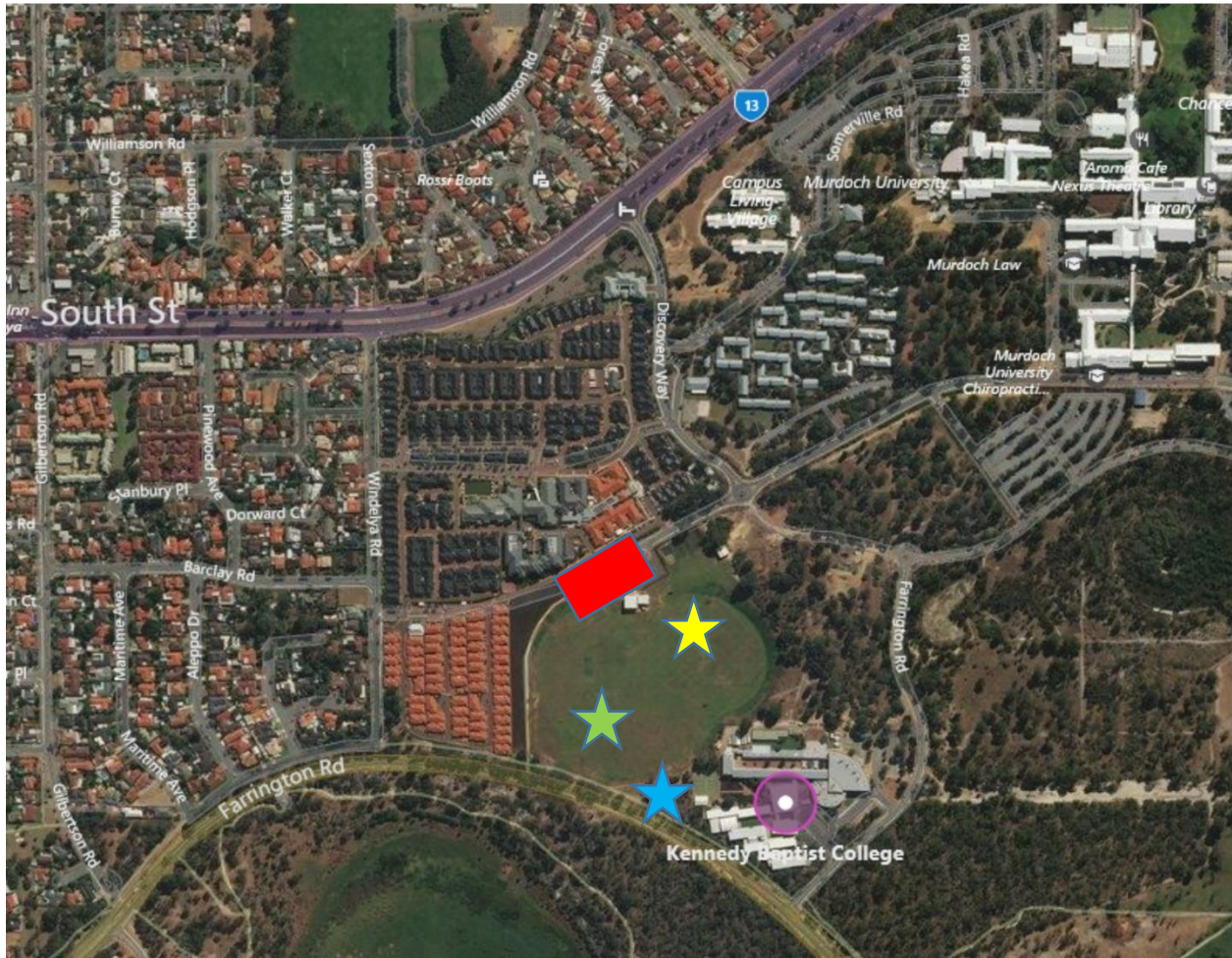


PARKING at LIESURELIFE in VIC PARK from Gloucester St



Location:

Farrington Rd, Murdoch Western Australia 6150



★ Basketball/Netball

★ Cricket

★ Touch Rugby/Soccer

■ PARKING – enter off south street onto discovery way, turn right at the first roundabout and the carpark can be found on the left.

ACC Contacts:

Trent Sharpe (**SAS Faciliator**)
trent.sharpe@cewa.edu.au
0408 958 415

Suzie Ehlers – Executive Officer
suzie.ehlers@cewa.edu.au
0400 252 112

Tom Bottrell - Director of Sport
Tom.bottrell@cewa.edu.au
0416 127 839

Appendix 25

TO "Southern Associated Schools"

SUMMER & WINTER SCORESHEETS

[HTTP://WWW.ACCSPORT.ASN.AU/INTERSCHOOL-SPORT/SAS/SCORESHEETS](http://www.accsport.asn.au/interschool-sport/sas/scoresheets)

Appendix 27

TO "Southern Associated Schools"

INCIDENT REPORT FORM

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

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



"Sport in the Right Spirit"

Phone: 6380 5182 / 6380 5180 / 6380 5181
Mobile: 0413 531921 / 041 215 3222 / 041 791 4548
Fax: 6380 5184
Email: acc@ceo.wa.edu.au
Web: www.accsport.asn.au

INCIDENT REPORT

Nature of Incident : _____

Date and Time of Incident : _____

Details :

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

Reported by : _____ School: _____ Signature : _____

Witness : _____ School: _____ Signature : _____

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

Action/Follow-up :

Original to : Principal

Copies to :

Principal of Opposing School
Director of Sport (ACC)

☐
☐

Appendix 28

TO "Southern Associated Schools"

WORKING WITH CHILDREN LEGISLATION

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. From 2008 the legislation will affect people working with children aged between 13-17 years. Persons deemed to be working with children are any volunteers, employees or contractors (over 18 years of age) who in their usual duties are likely to have contact with children. Contact includes any form of physical contact, oral communication and electronic communication.

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

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

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

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

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

| POSITION | NAME | VOLUNTEER/PAID | EXEMPT? – WHY | WWC CARD NUMBER |
|----------------|------------|----------------|-----------------------------|-----------------|
| Sports Trainer | John Brown | Paid | No | 123456 |
| Basketball 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/specialdl/policies/wwc.PDF>

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

Appendix 29

TO "Southern Associated Schools"

SPORTS UNIFORM SPECIFICATIONS

SUMMER UNIFORM – GIRLS/BOYS

| | Sport | Basketball | Touch | Tennis | Softball | IBV | Ultimate Frisbee |
|----------|-----------------------|--|--|--|---|--|--|
| G | JOHN WOLLASTON | Blue or Red Singlet, Navy Shorts | Blue, White & Red Shirts with white number on back Navy Shorts | N/A | N/A | Red Shirt, Blue Shorts | Blue, White & Red Shirts with white number on back Navy Shorts |
| | URSULA FRAYNE | Black/Red Basketball Singlet, Blue shorts, shoes | Black/White/Red Shirts numbered , Blue shorts, shoes | Red Shirts, Blue Shorts, shoes | Red Shirts, Blue Shorts, shoes | Red Shirts, Blue Shorts, shoes | Black/White/Red Shirts numbered , Blue shorts, shoes |
| | ALL SAINTS | Navy Blue, Light Blue & White Basketball Singlet-numbered, Blue shorts, shoes | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes |
| | KENNEDY | Navy Singlet with sky blue and white stripes and navy shorts. White sport socks and shoes | Navy singlet with sky blue and white stripes and navy KBC shorts . White sport socks and shoes | Navy KBC polo and Navy KBC shorts. White sport socks and shoes | Navy KBC Polo and navy KBC shorts. White sport socks and shoes | Navy singlet with sky blue and white stripes and navy KBC shorts | Navy singlet with sky blue and white stripes and navy KBC shorts . White sport socks and shoes |
| | Sport | Basketball | Touch | Tennis | Cricket | IBV | Ultimate Frisbee |
| B | JOHN WOLLASTON | Blue or Red Singlet, Navy Shorts | Blue, White & Red Shirts with white number on back Navy Shorts | N/A | N/A | Red Shirt, Blue Shorts | Blue, White & Red Shirts with white number on back Navy Shorts |
| | URSULA FRAYNE | Black/Red Basketball Singlet, Blue shorts, shoes | Black/White/Red Shirts numbered , Blue shorts, shoes | Red Shirts, Blue Shorts, shoes | Cricket Whites, Red College Shirt, shoes | Red Shirts, Blue Shorts, shoes | Black/White/Red Shirts numbered , Blue shorts, shoes |
| | ALL SAINTS | Navy Blue, Light Blue & White Basketball Singlet-numbered, Blue shorts, shoes | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes | Cricket White Pants or Blue Shorts, Navy Blue, Light Blue & White Sports Shirt, shoes | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes |
| | KENNEDY | Navy singlet with sky blue and white swirls and navy KBC shorts. White sport socks and shoes | Navy singlet with sky blue and white stripes and navy KBC shorts . White sport socks and shoes | Navy KBC polo and Navy KBC shorts. White sport socks and shoes | Navy blue KBC polo with sky blue and white stripes, white cricket pants, white sports socks and shoes | Navy singlet with sky blue and white stripes and navy KBC shorts | Navy singlet with sky blue and white stripes and navy KBC shorts . White sport socks and shoes |

WINTER UNIFORM – GIRLS/BOYS

| | Sport | Netball | Soccer | Volleyball | Badminton | Football (AFL) |
|----------|-----------------------|---|--|---|--|--|
| G | JOHN WOLLASTON | Red shirts, Navy Blue Shorts | Blue, White & Red Shirts white number on back, Stripey socks | Red Shirt, Blue Shorts | Red Shirt, Blue Shorts | N/A |
| | URSULA FRAYNE | Red Shirts, Blue Shorts, shoes, position bibs | Black/White/Red Shirts numbered on back, Blue shorts, shoes | Red Shirts, Blue Shorts, shoes | Red Shirts, Blue Shorts, shoes | |
| | ALL SAINTS | Navy Blue, Light Blue & White Sports Shirt, Blue Shorts, shoes, position bibs *school track pants OK | Sky Blue Shirt, Navy Blue Shorts, shoes *school track pants OK | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes *school track pants OK | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes | |
| | KENNEDY | Netball KBC netball dress with sky blue and white swirl | KBC Soccer Top with navy shorts. White sport socks and shoes | Navy singlet with sky blue and white stripes and navy KBC shorts. White sport shoes and socks | Navy KBC Polo and shorts White sport socks and shoes | |
| | Sport | Handball | Soccer | Volleyball | Badminton | Football (AFL) |
| B | JOHN WOLLASTON | N/A | Blue, White & Red Shirts white number on back, Stripey socks | Red shirts, Navy Blue Shorts | Red Shirt, Blue Shorts | N/A |
| | URSULA FRAYNE | Red Shirts, Blue Shorts, shoes | Black/White/Red Shirts numbered on back, Blue shorts, shoes | Red Shirts, Blue Shorts, shoes | Red Shirts, Blue Shorts, shoes | |
| | ALL SAINTS | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes *school track pants OK | Sky Blue Shirt, Navy Blue Shorts, shoes *school track pants OK | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes *school track pants OK | Navy Blue, Light Blue & White Sports Shirt, Blue shorts, shoes | Navy, White 7 Blue striped singlet. Navy shorts & socks. |
| | KENNEDY | Navy KBC singlet with sky blue and white swirls and navy KBC shorts. White sport socks and shoes | KBC Soccer Top with navy shorts. White sport socks and shoes | Navy singlet with sky blue and white stripes and navy KBC shorts. White sport shoes and socks | Navy KBC Polo and shorts White sport socks and shoes | Navy singlet with white stripes. Navy shorts with white sports socks. |