



ASSOCIATED AND CATHOLIC COLLEGES OF WA

NORTH EASTERN ASSOCIATED SCHOOLS

OPERATIONS MANUAL

CONTENTS

1.0	AIM.....	3
2.0	PARTICIPATING SCHOOLS.....	3
3.0	SPORTS COORDINATOR CONTACTS.....	3
4.0	HOST SCHOOL (ROTATION)	4
5.0	MEETINGS	4
6.0	INVOLVEMENT	4
7.0	ACC SERVICE AND FEE GUIDELINES.....	4
8.0	SPORTS	5
9.0	NOMINATIONS	6
10.0	FIXTURE FORMAT	6
10.1	Fixtures	6
10.2	Venues.....	6
11.0	HOURS OF PLAY.....	6
12.0	GENERAL CONDITIONS OF INVOLVEMENT.....	7
12.1	Team sizes	7

12.2	Dress	7
12.3	Staffing.....	8
12.3.1	Staff authority	9
12.3.2	School complaints	9
12.4	Umpires / Referees.....	9
12.4.1	Send off rule	9
12.5	Points.....	9
12.5.1	Forfeits	10
12.6	Protective equipment.....	10
12.7	Reporting of results	10
12.8	Finals and team final placings.....	11
12.9	Intra zone finals	11
12.10	ACC Championship	11
12.11	Uneven contest (Mercy Rule)	12
12.12	Inclement weather	13
12.13	Trophies.....	13
13.0	APPENDIX	14
13.1	Basketball conditions of play	14
13.2	Inclusive Basketball conditions of play	15
13.3	Netball conditions of play	18
13.4	Soccer conditions of play.....	20
13.5	Ultimate Frisbee conditions of play	21
13.6	Volleyball conditions of play	23
13.7	Sports injuries	25
13.8	Instruction to the Referee / Umpire	25
13.9	Game procedures and etiquette	26
13.10	Working with children legislation	26
13.11	BRIEF SPORT SUMMARY - Basketball.....	28
13.12	BRIEF SUMMARY SPORT SUMMARY - Netball	29
13.13	BRIEF SPORT SUMMARY - Soccer	30
13.14	BRIEF SPORT SUMMARY – Ultimate Frisbee.....	31
13.15	BRIEF SPORT SUMMARY – Volleyball.....	32
13.16	Codes of behaviour.....	34

1.0 AIM

It is the aim of the North Eastern Associated Schools, as a division of the Associated & Catholic Colleges, is to further develop an interschool sporting competition, promoting participation, sportsmanship, leadership and socialization amongst students.

2.0 PARTICIPATING SCHOOLS

SCHOOL	ADDRESS	TELEPHONE
Ellenbrook Christian College	5 Santona Boulevard, Ellenbrook WA 6069	9297 9279
Helena College	Bilgoman Road, Glen Forrest WA 6071	9298 9100
Holy Cross Catholic College	18 Strathmore Parkway, Ellenbrook WA 6069	9297 7600
La Salle College	5 La Salle Avenue, Middle Swan WA 6056	9274 6266
Swan Christian College	381 Great Northern Highway, Middle Swan 6936	9364 8300
Swan Valley ACS	Swanleigh Parade, Aveley WA 6069	9297 9506

3.0 SPORTS COORDINATOR CONTACTS

SCHOOL	HEAD OF SPORT	EMAIL	PHONE	MOBILE
Ellenbrook	Stefan Grove	stefan.grove@ellenbrook.wa.edu.au	9297 9297	0416 920 760
Helena College	James Waterhouse	jwaterhouse@helena.wa.edu.au	9298 9100	0400 349 396
Holy Cross	James Kerr	james.kerr@cewa.edu.au	9297 7600	0456 032 326
La Salle	Alex Robinson	alex.robinson@cewa.edu.au	9274 6266	
Swan Christian	Ryan Faed	ryan.faed@swan.wa.edu.au	9374 8300	0422 137 477
Swan Valley	Andrew Storer	andrew.storer@svacs.wa.edu.au	92979506	0417 938 880
SCHOOL	HEAD OF PE	EMAIL	PHONE	MOBILE
Ellenbrook	Andrew Johnston	andrew.johnston@ellenbrook.wa.edu.au	9297 9297	
Helena	Joe Kendall	jkendall@helena.wa.edu.au	9298 9100	0415 797 912
Holy Cross	Liam Smith	liam.smith@cewa.edu.au	9297 7600	0438 878 880
La Salle	Liam Merigan	liam.merigan@lasalle.wa.edu.au	9274 6266	
Swan Christian	Sam Tweedie	samuel.tweedie@swan.wa.edu.au	9374 8300	
Swan Valley	Stewart Lowndes	StewartLowndes@svacs.wa.edu.a	9297 9506	0418 933 482

Associated & Catholic Colleges contacts

Tom Bottrell (Director of Sport) T | 0416 127 839 or 9278 0216

E | tom.bottrell@cewa.edu.au

Cherie Pirnie (NEAS Coordinator) T | 044 750 2248 or 9278 0218

E | cherie.pirnie@cewa.edu.au

4.0 HOST SCHOOL (ROTATION)

YEAR	SCHOOL	YEAR	SCHOOL
2015	La Salle College	2024	Helena College
2016	Ellenbrook Christian College	2025	Holy Cross College
2017	Helena College	2026	Swan Valley ACS
2018	Holy Cross College	2027	La Salle College
2019	Swan Christian College	2028	Ellenbrook Christian College
2020	Swan Valley ACS	2029	Swan Christian College
2021	La Salle College	2030	Helena College
2022	Ellenbrook Christian College	2031	Holy Cross College
2023	Swan Christian College	2032	Swan Valley ACS

5.0 MEETINGS

Meetings will be convened at the following levels:

SPORTS CO-ORDINATOR MEETING DATES			
TERM 1	TERM 2	TERM 3	TERM 4
WK 2 FRI 14.02.25 WK 4 THURS 27.02.25 #	WK 1 THURS 01.05.25 # WK 9 THURS 26.06.25 #	WK 5 MON 18.08.25 # WK 10 TUES 23.09.25	

meetings taking place before Sports Management Committee (SMC) meetings

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

PRINCIPALS & SPORTS CO-ORDINATOR MEETING DATES			
TERM 1	TERM 2	TERM 3	TERM 4
			WK 4 WED 29.10.25

- Additional meetings on a 'need' only basis.

PRINCIPALS ONLY

- On a 'need' only basis

6.0 INVOLVEMENT

Boys and girls selected in separate teams, which includes Year 7, 8/9 & 10-12.

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

7.0 ACC SERVICE AND FEE GUIDELINES

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

1. The ACC complete and maintain key administrative tasks. These services are historically aligned with the existing team nomination fees that schools pay for sub-association sport, including:
 - a) Operations Manual updates

- b) Team nominations
- c) Fixture set up
- d) Online results management
- e) Tally of Placings
- f) Payment of invoices and on charge of shared costs

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

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

8.0 SPORTS

SUMMER	Year 7	Year 7B	Year 7-9	Year 7-12	Year 8/9		Year 10-12
Basketball	G, B	B		M (INC)	G, B		G, B
Frisbee			M				M

WINTER	Year 7	Year 7B	Year 7-9	Year 7-12	Year 8/9	Year 8/9 B	Year 10-12
Netball	G	G			G	G	G
Soccer	B				B		B, G/O

TERM 3	Year 7/8		Year 9/10	Year 11/12	
Volleyball	G, B		M	M	

KEY: G = GIRLS B = BOYS M = MIXED INC = INCLUSIVE O = OPEN TO ANY YEAR LEVEL

9.0 NOMINATIONS

Nominations will be requested by the ACC, with due dates provided within this communication. The 2025 NEAS nomination fee is \$98.80 per team which includes a results management service fee of \$17.80.

10.0 FIXTURE FORMAT

YEAR 7 – 9 NEAS FIXTURES		
TERM 1	TERM 2	TERM 3
TUESDAY Week 4 – 8	TUESDAY Week 3 - 8 Week 6 BYE	TUESDAY Week 3 - 7
JUNIOR FINALS FOR 1 st place v 2 nd place ONLY		

YEAR 10 – 12 NEAS FIXTURES		
TERM 1	TERM 2	TERM 3
One Day Carnivals Thurs 31.03.25 (Wk 9)	WEDNESDAY Week 5 – 7 Week 6 BYE ½ day carnival Wed 18.06.25 (Wk 8)	One Day Carnival Wed 27.08.25 (Wk 6)
SENIOR FINALS FOR 1 st place v 2 nd place ONLY		

10.1 Fixtures

NEAS fixtures are organized on a home and away basis. Schools agree to venues and fixtures at the November review meeting each year. Fixtures and venues **MUST BE** confirmed by sports coordinators on the Monday of the fixture week.

10.2 Venues

Venues will be determined by both schools for each round or standardized (boys' home/girls away) for first mentioned teams. It is the responsibility of the school providing the venue to ensure that all ground/court markings are complete and adequately maintained.

For current fixtures please check the ACC website
<http://www.accsport.asn.au/interschool-sport/neas/fixtures>

For current venues please check the ACC website
<http://www.accsport.asn.au/interschool-sport/neas/venues>

11.0 HOURS OF PLAY

- ~~Year 7, 8/9 & 10-12~~ 4:00 pm – 5:00 pm (NB – schools are encouraged to start earlier if possible)
- The spirit of the NEAS competition is that all schools must ensure that they arrive on time to ensure an adequate amount of playing time. In some instances, this may require the 'away' school to leave early or arrange a change of venues to a central location if they cannot meet their starting time commitment. All schools are committed to starting fixtures at 4:00pm and will make the necessary in-house arrangements to ensure they are ready to play.

- c) Sports Coordinators are expected to discuss these 'time sensitive fixtures' with their Principal and Deputy Principal well in advance of the fixture to ensure that the necessary organization is in place.
- d) All games MUST have a minimum of at least 45 minutes playing time (up to 5:00pm) to constitute a match. Quarter and half-time breaks are not to be counted within the 45-minute playing time.
- e) Specific playing times for individual sports are outlined within those charter rules.
- f) Start / finish time:
 - i. Schools must adhere to the starting time of 4:00pm
 - ii. The latest start time is 4:15pm
 - iii. Warm Up: both teams should attempt to arrive at the venue at least 10 minutes prior to start time (i.e. 3:50pm) to commence warm-up
 - iv. In the event of a late start to a fixture, due to unforeseen circumstances, the playing time for that fixture MUST be a minimum of 45 minutes (up to 5:00pm) to constitute a match.
 - v. If it is not possible to complete 45 minutes of playing time up to 5:00pm, due to a late start, then the offending team will forfeit the match.
 - vi. 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 5:00pm finish. The result will be invalid.
 - vii. Finish Time: all matches MUST finish at the prescribed time of 5:00pm to ensure adequate time for the return journey to schools.
- g) Forfeits: If 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 than the result will stand.
- h) Schools MUST ensure that they educate staff, students & outside coaches of forfeit clause 8.i above, to ensure that this rule is implemented in the right spirit.

12.0 GENERAL CONDITIONS OF INVOLVEMENT

12.1 Team sizes

The following table lists the maximum team sizes for NEAS sport:

SUMMER	
Sport	Max. team size
Basketball	12
Frisbee	10

WINTER	
Sport	Max. team size
Soccer	15
Netball	12
Volleyball	12

12.2 Dress

For all sports, players dress standards must be consistent with, and in line with the traditional expectations for that sport. The school sports/PE uniform may be substituted where appropriate, but if tops require numbers or letters this must be adhered to i.e., basketball, netball, soccer. Appropriate safety equipment (i.e., soccer shin pads) should also be recommended by all schools. Schools are requested to allocate funds to establish and maintain uniform standards.

Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and if agreed, tracksuit tops may be worn, but NOT bottoms. In addition, only Goalkeepers in soccer may wear tracksuits or part thereof. Hats should be encouraged in summer sports.

BOYS	SCHOOL	SPORTS UNIFORM	BASKETBALL	SOCCER
	Ellenbrook CC	Maroon/White/Black		
	Helena	Navy Blue & Light Blue	Navy and light blue	Navy and light blue (light blue socks)
	Holy Cross	Navy, grey, orange	Singlet navy with orange numbers Navy Shorts	Top navy with orange numbers Navy Shorts
	La Salle College	Green, Red & Gold	Green/red/yellow singlet; green shorts	Green shorts; green/red shirt; green/yellow/red socks
	Swan Christian	Navy Blue, White, Black, Cyan	Cyan, Black and White singlet and shorts	
Swan Valley ACS	Navy, Emerald and white	White singlet with navy blue shorts	Navy and white shirt navy shorts navy socks	

GIRLS	SCHOOL	SPORTS UNIFORM	BASKETBALL	NETBALL	SOCCER
	Ellenbrook CC	Maroon/White/Black	Black/gold, Yr 8/9 girls - maroon	Maroon with black/white bibs	
	Helena	Navy Blue & Light Blue	Navy and Light blue	Navy and light blue (Navy bibs)	
	Holy Cross	Navy, grey, orange	Singlet navy with orange numbers navy shorts	Grey Sports Polo, Navy Shorts – Bibs Navy, Orange or White	
	La Salle College	Green, Red & Gold	Green/red/yellow singlet; green shorts	Green/red/yellow dress	Green shorts; green/red shirt; green/yellow/red socks
	Swan Christian	Navy Blue, White, Black, Cyan	Cyan, Black, and White singlet and shorts		
Swan Valley ACS	Navy, Emerald and white	White singlet blue shorts- still yet TBC	Navy blue with green and white stripes, navy blue shorts		

12.3 Staffing

- Suitable teaching staffs are assigned a coaching or managing task by the principal in consultation with the Sports Coordinator in such a way that each team (or group of small teams e.g. tennis) is accompanied by a teacher or a responsible adult acting on written authorization from the Principal.
- 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 a staff manager). Individual schools should be aware of their "Duty of Care" and ensure the presence of staff with each team.
- Where possible schools should always attempt to place individuals with knowledge of that specific sport as the coach or manager.

- d) Duties of scorer, timer, linesmen, and boundary umpires are carried out by competent reserves or suitable persons nominated by the Coach/Manager.
- e) Principals are committed to ensuring that all teams are well supervised. Sport Coordinators are entitled to expect support from senior administrators in approaching and appointing staff to coaching positions.
- f) Staff from all teams are to submit **signed** scorecards (by both coaches) to the Sports Coordinator who is responsible for all results. The ACC office may request copies of results from teams to verify scores in the event of a dispute/query. The Sports Coordinators will keep all records for the duration of both the summer and winter seasons for the year.
- g) Staff from both teams are to agree on forfeits and uniform points before the start of play. This information is to be clearly indicated on the scorecard.

12.3.1 Staff authority

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

12.3.2 School complaints

No school is to submit a complaint against another school's team, staff or student(s) without first addressing the issue with the school's Principal. Sports Coordinators should first try to work out an agreement on disputes and if unsuccessful move to the Principals for clarity. ACC staff are not to be involved in any incident or disagreement unless the two Principals cannot come to an agreement. If no agreement can be achieved between the two Principals, either or both Principals may submit a complaint to the ACC for adjudication.

12.4 Umpires / Referees

- a) Home school provides an umpire for Year 7 Boys, Year 7 Girls, Year 8/9 Boys and Year 8/9 Girls fixtures. Away teams provide an additional referee for Year 8/9 boys fixtures. If an umpire cannot be sourced for a game, then it is acceptable for the coach of the team to be the umpire.
- b) Both home and away teams are to supply a linesman for soccer and a scorer for netball and basketball.
- c) Where possible schools should use accredited umpires. Schools may use competent senior students to perform umpiring duties.
- d) Individual schools should be aware of their "Duty of Care" when providing non-accredited officials and senior students.
- e) Each school engages all necessary officials and meets its own cost in this regard.
- f) All umpires are to wear fluoro vests, so they are easily identified during games.
- g) Schools are encouraged to supply external/adult umpires for finals. In Netball and Basketball, each school involved in the finals is required to supply an umpire.
- h) Neutral umpires/referees will be sourced by the ACC for netball and soccer in the NEAS winter sport carnival round. Schools will share the costs and will be invoiced by the ACC with equal fee amounts.

12.4.1 Send off rule

If a student is sent from the field of play in any NEAS sport, he/she is **not** permitted to return to the field of play for that game. That player can not be replaced by any reserve players.

REFER APPENDIX 13.8 Instruction to umpires / referees for information surrounding Send off ruling and procedures

12.5 Points

WIN	3 points
LOSS	0 points
DRAW	1 points per team

FORFEIT Winning Team | 3 points
 Losing team | 0 points

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

Basketball Goals for and against (goal difference)
 Soccer Goals for and against (goal difference)
 Netball Goals for and against (goal difference)
 Volleyball Point for and against

12.5.1 Forfeits

- a) Games **MUST start by 4:15pm**. If teams are not ready to start at 4:15pm a forfeit will be declared. The game will still be played but as a 'scratch' match not counting for point
- b) If a forfeit occurs due to a team arriving late or not having the correct gender split, then the forfeit must be 'called' before the start of play.
- c) Early communication is essential to alleviate problems arising from forthcoming forfeits. The latest time for a forfeit to be communicated is 10.30am on the day of the fixture.
- d) A team causing the forfeit will receive 0 points, whilst the opposition receives 3 points for that fixture.
- e) 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 sport. The team losing will be awarded the reverse of the predetermined score.
- f) If at any stage a school cannot fill a team, they should first try to source players from a lower age group to help fill that team.

Forfeiting of a fixture should be an absolute last resort due to unforeseen circumstances.

FORFEIT SCORES

SUMMER	FOR	AGAINST
Basketball	20	0
Frisbee	7	0
WINTER	FOR	AGAINST
Soccer	4	0
Netball	15	0
Volleyball	2 sets to 0 (10 point win per set)	0

12.6 Protective equipment

It is essential that all 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 must be worn in soccer matches.

12.7 Reporting of results

- a) Results of all fixtures are reported using the **Sports Dash** on-line results system through the ACC web site. The home team enters all results in **Sports Dash** within 24 hours of the fixture. Once all results are entered the home scorer must go to the scoreboard and check that results are displaying correctly.
- b) 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.

- c) 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.
- d) It is suggested that the **Sports Dash** be promoted to coaches, students, and parents and that the ladders be used to motivate individuals, teams, and coaches/managers throughout the season.
- e) If for any unforeseen circumstance the results cannot be entered by the home team using **Sports Dash** then the away team should enter the results. If **Sports Dash** is down and results cannot be entered online, then the results can be emailed to the ACC.

NOTE: Results reported are considered final once confirmed on-line - both teams' coaches/managers and captains must settle scoring discrepancies before scorecards are signed.

12.8 Finals and team final placings

- a) Points gained in qualifying fixtures determine the final team placings for finals. Both summer and winter sport will have a final series 1st place v 2nd place.
- b) The higher placed school will have priority in hosting the final at their home venue unless a school does not have enough facilities. In this case schools come to an agreement to the venue. The highest place school is to enter finals results into the results entry system regardless of the outcome.

NOTE : Only A team sports count towards NEAS Tally of Placings for summer, winter and overall winners.

12.9 Intra zone finals

- Intra-zone finals will take place at the venue of the school placed first on the ladder. In the event of a draw at full time then extra time will be played. Refer to table below.
- Paid referees/umpires to be used whenever possible. Netball and Basketball to have two umpires (one from each school).

Basketball	Keep playing additional 5 minutes until deadlock is broken
Netball	Keep playing additional 5 minutes until deadlock is broken
Soccer	Five penalties for each side
Frisbee	Drop off a player per minute until deadlock is broken
Volleyball	Refer to 13.6 'Sudden death' rules

12.10 ACC Championship

	ACC CHAMPIONSHIPS		
	BASKETBALL	NETBALL	SOCCER
YEARS	Jnr BOYS Jnr GIRLS Snr BOYS Snr GIRLS	Snr GIRLS Snr BOYS	Snr BOYS Snr GIRLS
QUALIFIERS	Top 2 placed teams	Top 2 placed teams	BOYS : Top 2 placed teams GIRLS : Top placed team
TOURNAMENT	Early Term 2	Early Term 3	Early Term 3

- NEAS Premiership teams from **junior and** senior basketball, **senior** netball and soccer will progress to the ACC Championship competition.
- ACC Championship games will be a weekly knockout/elimination tournament following the finals round for each NEAS season.

PRELIMINARY ROUNDS

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

ELIMINATION ROUNDS

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

12.11 Uneven contest (Mercy Rule)

NEAS schools have agreed that a 'mercy rule' can be applied to all summer and winter sports if necessary. The purpose of the Mercy Rule is to ensure that enjoyment and participation of all NEAS participants remain the overall aim of the competition, while maintaining the game is 'played in the right spirit'. Once the maximum margin difference has been reached (per the table below), coaches come to an agreement to implement the Mercy Rule and cease scoring at this stage of the game. Coaches will make appropriate changes, in an attempt to make the game more equally matched. Changes to the game should be instigated by the coaches and NOT the referees, and will be completed in a way that the coaches see fit.

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 ie swapping attackers with defenders
- Winning team to instruct players to pass the ball more often before taking a shot
- Winning team to reduce defensive pressure on the opposition
- Winning team offering to mix players between teams

The score at the time of implementing the Mercy Rule, is recorded in **Sports Dash**.

The following scores are considered as being a 'blow out':

Soccer	7 goal difference
Netball	30 goal difference
Basketball	40 point difference
Frisbee	10 point difference
Volleyball	N/A (refer to 12.5.1 Forfeit rule)

12.12 Inclement weather

HOT WEATHER

- Home school contacts weather bureau at 10.30am. If the weather conditions are extreme (high temp (>37 & high humidity), the home school contacts the away school by 11:00am to decide if to cancel
- If schools do proceed with sport under hot/humid conditions the following strategies should be employed:
 - reduce match length
 - increase the number of rest/drink breaks
 - ensure that adequate fluid replacement occurs before/during/after the match
 - normal sun protection measures such as hats/sunscreen should already be in place
 - where possible shade should be available adjacent to playing venues
 - consider cancellation of outdoor sport only

STORM / WET WEATHER

- Home school contacts weather bureau at 10.30am and if the consensus is a disaster warning (lightning and hail), the home school contacts the away school by 11:00am and a decision to cancel can be made.
- If doubtful, teams show up and a decision is made by the home SC on site as to whether games continue. Rain and cold weather are not considered a disaster and matches should continue.
- Rain is not a reason to cancel a fixture. Fixtures should only be cancelled if the weather is severe and poses a significant risk to student safety.
- The decision to cancel a fixture remains a school-based decision. Fixtures cancelled due to weather will affect all inside and outside venues.

CANCELLATIONS

- In the event that 2 schools cancel fixtures due to adverse weather, then the fixtures for **those sports** will be considered a draw and entered into the results management system using the scores as per table below.
- Unaffected schools continue with their fixtures as per normal.

If fixtures are cancelled and a draw entered it is vital that the home scorer makes note that the game was cancelled due to weather in the 'match report' section of results entry.

SPORT	FOR	AGAINST
Basketball	10	10
Soccer	2	2
Netball	13	13
Frisbee	4	4
Volleyball	N/A	N/A

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

12.13 Trophies

A single plaque will be awarded to each school acknowledging any premiership teams for that school in that year. Individual team plaques will not be awarded. There is also a perpetual shield that will be awarded to the overall winning school for each year.

13.0 APPENDIX

13.1 Basketball conditions of play

TEAMS

Each school fields one (1) team for each gender.

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

DRESS

Basketball strip with numbered singlet or bibs from 4 to 15.

Non marking shoes are to be worn in games played indoors.

START TIME

All fixtures are to start at 4:00pm.

To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00pm start.

DURATION OF PLAY

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

In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the 5:00pm finish time.

RULES

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

Jump balls will commence each half and still occur when necessary throughout the game.

The game clock will not be stopped for any reason.

When there is an obvious difference in ability levels between two teams, the players are to be instructed that teams are to avoid playing a "full court press defence", instead they should allow the opposition to bring the ball over halfway before being engaged by the defence.

SUBSTITUTES

Are to be made via the umpire on any dead ball, except for after a score, from the side only.

TIME OUTS

One time out per team half.

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

FINALS

In the case of a drawn final then 1 x 5 minutes extra time will be played. If the game is still a draw, then the team finishing higher on the ladder will be deemed the winner. Both teams must supply a referee.

EQUIPMENT

The home team is to provide the match ball. Ball size 7 (Year 7, 8, 9 and 10)

SCORING/SCORECARDS

One scorer from each team should overlook the scoring duties. 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.

13.2 Inclusive Basketball conditions of play

AIM

The intent of the NEAS Inclusive Basketball competition is to provide the students with an “inclusive” sporting opportunity as part of NEAS Sport. The game will be an integrated playing model with able bodied/skilled students playing alongside students with a disability or those physically or cognitively challenged. The game should be a learning process for both groups of students with the emphasis on fun and participation, rather than a must win approach. The games should be played as “real” as possible and still be competitive with scores kept.

ROLES

ABLE BODIES / SKILLS STUDENTS

To use their skills and game sense to play alongside SWD’s and use their abilities to bring the SWD’s into the game and help the SWD’s to improve their skills and game sense.

The able-bodied students will have an important mentoring and on-court coaching role as well as the usual role of a player in the game.

SWD OR PHYSICALLY OR COGNITIVELY CHALLENGED PLAYERS

To be provided an opportunity to develop their skills, game sense and confidence in an inclusive, safe, and non-threatening environment.

To develop better relationships with their able-bodied peers and through a shared game experience assist their able-bodied peers to gain a better understanding of the challenges faced by people with a disability.

SUPERVISING COACH / TEACHER

To facilitate the game experience so that both groups of students are provided equal opportunity to develop their physical and interpersonal skills through a game experience.

To ensure that able bodied students understand their role as one of a playing mentor/coach to assist the SWD’s to develop their skills and game competence.

The Supervising Coach/Teacher must ensure that fun, participation, and inclusion are the key elements to the game.

To ensure that the referee and able-bodied players understand that in the event of a one-sided contest that steps will be taken to even up the contest in a subtle way.

REFEREE

Must be aware that the game is a development and learning process for all players and inclusion, fun and participation are the most important outcomes.

Ensure that supervising coaches/teachers, referees and captains meet briefly pregame to discuss rules and emphasize inclusive philosophy.

To ensure that in the event of a one-sided contest that supervising coaches/teachers take steps to even up the contest in a subtle way, even if this means changes to the standard playing rules of the sport.

TEAMS

Teams are to consist of five (5) players on the court with a maximum of four (4) interchange players. Minimum number of four (4) players.

Students may be of any age Year 7-12

Ratio of Inclusive students to mainstream is 3:2 (on court). However, schools’ mainstream students are to aged up to Year 10 and not a basketball dominant player

Teams are to have mixed gender (if possible).

DRESS

Basketball strip with numbered singlets or bibs from 4 to 15. Non marking shoes are to be worn in games played indoors. All shorts must be the school's sports uniform in the same colour.

START TIME

4:00pm with warm-up activities to be conducted by staff from participating school teams. The staff that attend will need to have some understanding of basketball and possible warm up activities. Schools will be required to bring basketball balls for own warm up.

The venue is unable to supply coaches or take warm up drills.

Game commences at 4:20pm

VENUE

(TBC)

DURATION OF PLAY

Games are to consist of three (3) x fifteen (15) minutes halves with three (3) minute break. If teams are running late, each quarter can be reduced to 10 minutes at the discretion of the Inclusive teacher in charge. In the event of an unscheduled reduction in the time available to play, the thirds are to be reduced accordingly, with strict adherence to the 5:15pm finish time.

RULES (QUALIFYING FIXTURES)

The rules of the Basketball Australia (FIBA Rules) will apply except as stated otherwise in this document. FIBA rules are available for downloading at: <http://www.fiba.com>

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

TEAM LEADER / CAPTAIN

Each team must appoint a student or students to act as Captain or Team leader each week.

TEAM BUDDIES

Supervising coach/teacher should consider a subtle buddy system where each able-bodied player is assigned to a SWD player. During breaks and post-game buddies can meet to discuss the game and share their experience with each other.

PRE-GAME

Coach/Teacher, Referees and Captains to meet, shake hands and quickly confirm the rules of the game and that the emphasis is on fun and participation.

Warm up: all players must participate in a pre-game warm up.

½ Time: As well as their own ½ time address, the Coach/Teacher to invite the captain to address the team players on how the game is going and areas to consider to help improve skills and inclusion of all players.

POST-GAME

All players, coaches from both sides and referees line up and shake hands. Home supervising team teacher/coach to bring all participants together and provide some verbal encouragement to all participants and strategies that they can improve on for next time.

NOTE If it becomes obvious that the game is becoming too one sided, then the Supervising coaches/teachers must facilitate a change in the game structure to even up the game. This must be done in a subtle way and not an obvious public announcement. Possible game changes:

- Dominant team should remove all abled bodied players from the game to allow the opposition team more success and opportunity.
- Reduce the number of players on the dominant team from 5 to 4 or 3.

- Ask the able bodies players on the dominant team to play the ball only with their non-dominant dribbling and shooting hand.

SUBSTITUTES

Substitutes are to be made via the umpire.

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

EQUIPMENT

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

Ball Size: 6

SCORECARDS

Coaches are to declare and sign for the penalty uniform point. Scorecards are to be signed by the umpire/s or referee/s and captains or coach of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture should they occur, and that results reported to the ACC office are final.

Scores are to be entered in [Sports Dash](#). Results will not affect NEAS Tally of Placings

FORFEITS

Should any team forfeit a match full points for a win (3 points and 4 goals to nil) shall be credited to the opposing team (4-0). Four goals shall be debited against the team forfeiting. Teams forfeiting receive 0 points.

FINALS

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

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

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

All games must finish by 5:15pm with no extra time for both summer and winter competitions. If teams draw, the highest on the ladder wins. Ladder placings will not count towards the NEAS tally of placings.

13.3 Netball conditions of play

TEAMS

Teams are to consist of seven (7) players with unlimited interchange players.

Maximum team size is twelve (12) players.

Three teams: x1 Year 8, x1 Year 9, x1 Year 10

DRESS

Players are to wear sports uniforms and lettered bibs.

MINIMUM NUMBERS

Five (5) players.

START TIME

All fixtures are to start at 4:00pm.

To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00pm start.

DURATION OF PLAY

All games are to consist of four (4) x ten (10) minute quarters with 3-minute changeover at three quarter time and a 5 minute changeover at half time.

RULES

Rules are in accordance with the Western Australian Netball Association.

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

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

SUBSTITUTES

~~Substitutions can be made via the referee during a stop in play.~~

- Rolling substitutions are permitted, whereby an on-court player can substitute with an off-court player during the game.
- There is no stoppage, and the substitution must be immediate.
- No substitutions can be made in the final 5 minutes of the game.

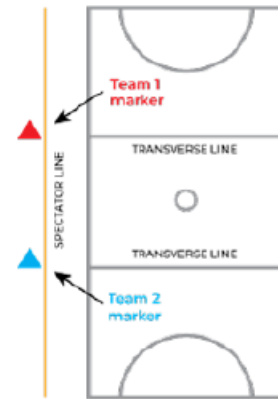
PREMATCH SETUP

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

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

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

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



PROCEDURE FOR ROLLING SUBS

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

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

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



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

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

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

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 they concur at each break. Results reported to the ACC office are considered final.

FINALS

In the case of a drawn final then 1 x 5 minutes extra time will be played. If the game is still a draw, then the team finishing higher on the ladder will be deemed the winner.

13.4 Soccer conditions of play

TEAMS

Teams are to consist of eleven (11) players with as many interchange players as they wish.

The maximum team size is fifteen (15) players.

Efforts should be made to field full strength teams. (Refer to minimum numbers)

DRESS

Players are to be dressed in numbered soccer tops and uniform shorts and socks. Shin pads must be worn.

MINIMUM NUMBERS

Seven (7) players is the minimum to play an official match.

An opposing team still has the right to field their full team (11 players) regardless, and the final result will remain valid.

START TIME

All Fixtures are to start at 4:00pm.

To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00pm start.

DURATION OF PLAY

Games are to consist of two (2) x twenty (20) minute halves with a 5-minute break at half time and must be finished by 5:00 pm.

RULES

Rules are in accordance with the Australian Soccer Federation.

SUBSTITUTE

Substitutes are to be made via the umpire.

EQUIPMENT

Shin pads must be worn by all players.

The home team is to have corner flags or markers in place.

Nets must be used.

FINALS

In the case of a drawn final then each team will take five (5) penalty strokes. If the game is still a draw, then the team finishing higher on the ladder will be deemed the winner.

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.

13.5 Ultimate Frisbee conditions of play

TEAMS

Two teams of six (6) players plus substitutes.

Maximum team size is ten (10) players.

Ratio to be 2:2 with the balance made up of either gender

DRESS

Players are to be dressed in school sports uniform.

UMPIRES

As this sport is new to the association, the staff will need to officiate, so students receive some guidance with the rules to ensure consistency.

START TIME

All Fixtures are to start at 4:00pm.

To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00pm start.

DURATION OF PLAY

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

RULES

Ultimate is a fast, free flowing game that combines elements of netball, soccer, gridiron, and touch rugby. The basic idea of the game is very simple. The aim is for the team with the frisbee to pass it up the field without dropping it and catch it in an end zone, which scores a point. The other team tries to intercept the disc or knock it down. The sport is non-contact and teams are generally mixed - both genders play on the same team. The other important aspect of Ultimate is that there are **NO**

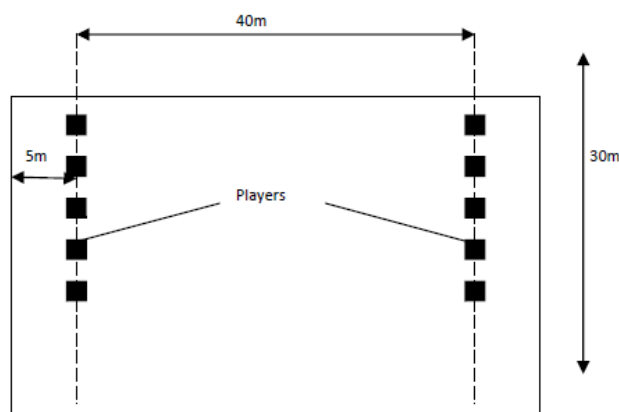
REFEREES.

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. However, any size field can be used depending on space available, and a good game can be had with as few as four players a side. Cones are generally used to mark the corners of the zones and the sidelines. The diagram below displays the size field NWAS will use for their games with 5 per team. This is minimum size. The maximum size allowed is 50m with 2 x 5m end zones.

Field dimensions with starting position of players



QUICK RULES

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

FOULS

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

‘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.

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

13.6 Volleyball conditions of play

TEAMS

Teams are to consist of six (6) players with unlimited interchange players.

Maximum team size is twelve (12) players.

Three players on the front row and three on the back row.

Four mixed teams: x1 Year 7/8, ~~x1 Year 8~~, x1 Year 9/10, x1 Year 11/12.

Minimum of 2 females on the court at any one time for all year groups

DRESS

Players are to wear sports uniforms.

MINIMUM NUMBERS

Four (4) players.

START TIME

All Fixtures are to start at 4:00pm.

To fulfill this requirement some schools may have to leave class early to ensure they arrive at the away venues in time for a 4:00pm start.

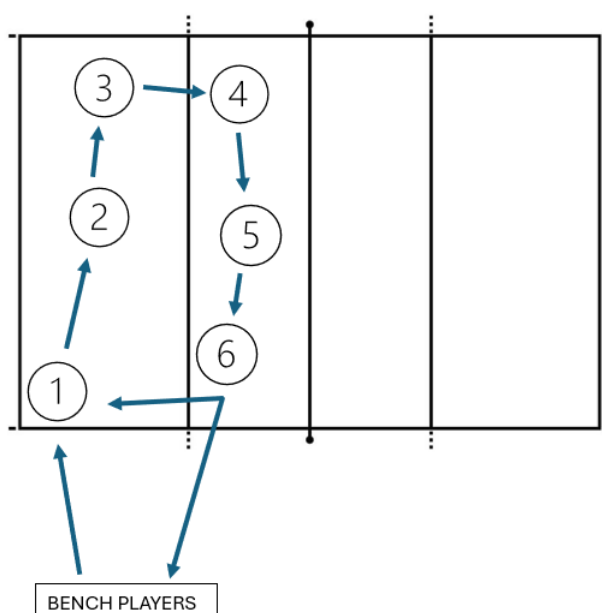
DURATION OF PLAY

First to 25 for the first two sets, and need to win by 2 and a sudden death point is played at 29 all. If first two sets are split, a deciding set is played, first to 15 with a sudden death point played at 14 all.

RULES

- Maximum of three hits per side – blocks do not count as hits
- Player may not hit the ball twice in succession (A block is not considered a hit)
- Ball may be played off the net during a volley and on a serve
- A ball hitting a boundary line is "in"
- It is legal to contact the ball with any part of a players body
- It is illegal to catch, hold, or throw the ball
- A player can not block or attack (spike above the net) a serve
- 5 won serves maximum per server allowed before rotation
- Gender ratio must be 2 of each on court, at all times

ROTATIONS



Please refer to the diagram above

- Player 1 is the server on court.
- When a rotation occurs (refer to charter) players must rotate clockwise to the next court position (e.g the server (1) moves to position (2)).
- Players are only allowed to be replaced by another player when they rotate from the (6) position. In that case (5) moves to (6), (6) rotates to the bench and a bench player rotates to (1).
- A player rotating in position (6) may rotate to position (1).
- Rotations must maintain the gender ratios outlined in the charter (at least 2 girls on court at all time in mixed gender games).
- ~~Circular clockwise rotation specified, however coaches can organise substitutions on side at their own discretion~~

YEAR 7 AND 8 FIXTURES ONLY

- Students may serve closer to the net, with a secondary service line set by Sports Co-ordinator / Coach
- Handball serve allowed for this cohort only

The result of a violation is a **point for the opponent**.

- When serving, **stepping on or across the service line** as you make contact with the serve
- Failure to serve the ball over the net successfully
- Serving with two hands (e.g classic AFL handpass)
- **Contacting the ball illegally** (lifting, carrying, throwing, etc.)
- **Touching the net** with any part of the body while the ball is in play. Exception: If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
- When blocking a ball coming from the opponents court, contacting the ball when reaching over the net is a violation if both:
 - (i) your opponent hasn't used 3 contacts AND
 - (ii) they have a player there to make a play on the ball
- When attacking a ball coming from the opponents court, contacting the ball when **reaching over the net** is a violation if the ball hasn't yet broken the vertical plane of the net.
- **Crossing the court centerline** with any part of your body. Exception: if it's the hand or foot, the entire hand or entire foot must cross for it to be a violation.
- **Serving out of order.**
- **Back row player blocking** (deflecting a ball coming from their opponent), when at the moment of contact the back row player is near the net and has part of his/her body above the top of the net (an illegal block).
- **Back row player attacking** a ball inside the front zone (the area inside the 10 foot line), when at the moment of contact the ball is completely above the net (an illegal attack).

SUBSTITUTES

Substitutions can be made via the referee during a stop in play. No substitutions can be made in the final 5 minutes of the game.

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 they concur at each break. Results reported to the ACC office are considered final.

13.7 Sports injuries

As approved by Council 31 August 1995

Located in the POLICIES SECTION of the ACC Charter.

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

13.8 Instruction to the Referee / Umpire

PRIOR TO THE GAME

- Ensure both teams have timekeepers, timing pieces, scorecards, and pens, and that they are in close proximity to one another.
 - (For football - ensure that goal umpires compare scores at each break.)
- Meet both teams in centre of court/field/oval where they line up apposite each other and shake hands.
- Briefly explain specific rules of note.
- Conduct toss of coin for direction of play.
- In 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

SEND OFF RULES

A player may receive an :

Indirect red card : issued to a player as a result of the player being issued two yellow cards in a single match

Direct red card : issued in accordance with the Laws of the Game that is not classed as an Indirect red card

- If a player is sent from the field of play for the remainder of the game (indirect or direct red card) he/she is not permitted to return to the field of play for that game under any circumstances.
- If the player has been served a direct red card, then the player will serve an automatic on match suspension, for the next fixtured match
- Should a direct red card be issued in the final match of a given season, then the player will not be permitted to play in the first fixtured game of the next season
- The umpire/referee should indicate the reason for the send off to the team coach and player concerned at the next formal break in play

REPORT FOR DIRECT RED CARD

- The umpire is to make a written report of any direct red card incident, and provide a copy to both Sports Coordinators of each school
- A written report is to be made by the team coach of said player, and copies sent to the Sports Coordinators of each school
- The Sport Coordinators' should then take appropriate disciplinary action and inform the ACC of the incident, while providing copies of both reports
- The ACC will take necessary action on receiving any said reports, which (where necessary) involve mediation between schools, and potential suspension of said player in community sport

POST GAME

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

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

13.9 Game procedures and etiquette

TEAMSMANSHIP

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

PROCEDURE

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

13.10 Working with children legislation

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

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

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

For the purposes of these guidelines, persons deemed to be volunteers are those that are engaged in child-related work for, but are not employed by, the school. The term volunteer is not defined in the legislation. Volunteers that are being "reimbursed" for out-of-pocket expenses such as travel/uniform are still regarded as volunteers and not employees. However, volunteers that receive payments as a "reward" and not a "reimbursement" may be considered as employees and not volunteers. Schools will have to make their own "common sense" decision when determining the status of persons as volunteers or employees. In cases where a volunteer has received a very minimal payment then the school may consider them as a volunteer. In most cases an employee is someone that has received a wage/payment and has signed a contract of employment. Schools involved in sub-association sport are required to comply with the legislation. Schools must ensure that all coaches, officials, and bus drivers that will have contact with children at sporting events (whether they are paid or volunteers) have undergone a working with children check and hold a valid WWC card number (excluding those covered under exemptions above). To comply with the legislation, you will have to keep records to ensure that people working at your sporting events have their WWC ID in order.

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

POSITION	NAME	VOLUNTEER / PAID	EXEMPT ? WHY ?	WWC CARD NUMBER
Sports Trainer	John Brown	PAID	NO	123456
Basketball referee	Sue Brown	Volunteer	YES (parent of 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.au

13.11 BRIEF SPORT SUMMARY - Basketball

TIMES

2 x 20-minute halves with a five-minute changeover.

TEAMS

5 players on court with marked numbers (4-15) on their singlets.

RULES

As per Australian Basketball Association standards.

- Game clock does not stop.
- Avoid playing full court press to allow both teams to bring ball into offence.
- One time-out per half / team. No time-outs in the last 5 minutes of the game.
- Substitutions can be made via the referee when game stops.

Players are to be addressed by the referee before the game regarding sportsmanship and language. Overly aggressive play is discouraged.

SCORING

- As per Australian Basketball Association standards.
- In the event of a forfeit, details need to be agreed on before the game commences.
- Final scores need to be agreed by both coaches before leaving the venue.
- Final scores are to be provided to the Sport Coordinator on return to school.

13.12 BRIEF SUMMARY SPORT SUMMARY - Netball

TIMES

2 x 20-minute halves with a 5 minute changeover between halves

TEAMS

7 x (female) players, plus interchange.

RULES

- As per Australian Netball Association standards.
- ~~Substitutions can be made via the referee(s) during a stop in play. No substitutions can be made in the final 5 minutes of the game.~~
- Rolling substitutions are permitted, whereby an on-court player can substitute with an off-court player during the game.
- There is no stoppage, and the substitution must be immediate.
- No substitutions can be made in the final 5 minutes of the game.
- **** REFER TO CONDITIONS OF PLAY for diagram and further information regarding substitutions ****
- **Players are to be addressed by the umpire before the game regarding sportsmanship and language. Overly aggressive play is discouraged.**
- Each team must wear a set of bibs clearly labelled with player positions.

SCORING

- As per Australian Netball Association standards.
- In the event of a forfeit, details need to be agreed on before the game commences.
- Final scores need to be agreed by both coaches before leaving the venue.
- Final scores are to be provided to the Sport Coordinator on return to school.

13.13 BRIEF SPORT SUMMARY - Soccer

TIMES

2 x 20-minute halves with a 5 minute changeover between halves

TEAMS

11 players, plus interchange

RULES

- As per Australian Soccer Association standards.
- Substitutions can be made via the referee. Play stops for this.
- Players are to be addressed by the referee before the game regarding sportsmanship and language. Overly aggressive tackling is discouraged.
- The central referee may rule on off-side calls or rely on linespersons.
- The home team should have corner posts / markers and nets available.
- All players must be wearing shin guards.
- **Soccer goals must have nets.**

SCORING

- As per Australian Soccer Association standards.
- In the event of a forfeit, details need to be agreed on before the game commences.
- Final scores need to be agreed by both coaches before leaving the venue.
- Final scores are to be provided to the Sport Coordinator on return to school.

13.14 BRIEF SPORT SUMMARY – Ultimate Frisbee

TIMES

2 x 20-minute halves with a 5-minute changeover between games

TEAMS

Two teams of six (6) players plus substitutes.

Maximum team size is ten (10) players.

Ratio to be 2:2 with the balance made up of either gender

RULES

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

SCORING

- 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.
- In the event of a forfeit, details need to be agreed on before the game commences.
- Final scores need to be agreed by both coaches before leaving the venue.
- Final scores are to be provided to the Sport Coordinator on return to school.

13.15 BRIEF SPORT SUMMARY – Volleyball

SCORING

- In the event of a forfeit, details need to be agreed on before the game commences.
- Final scores need to be agreed by both coaches before leaving the venue.
- Final scores are to be provided to the Sport Coordinator on return to school.

TEAMS

Teams are to consist of six (6) players with unlimited interchange players.

Maximum team size is twelve (12) players.

Three players on the front row and three on the back row.

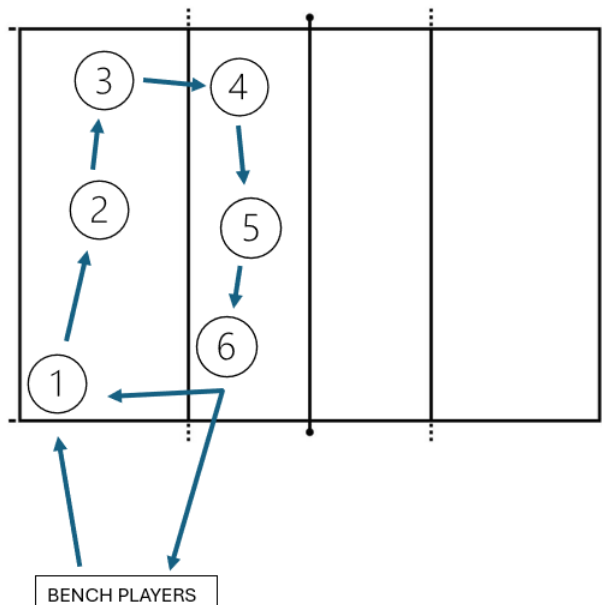
Four mixed teams: x1 Year 7/8, ~~x1 Year 8~~, x1 Year 9/10, x1 Year 11/12.

Minimum of 2 females on the court at any one time for all year groups

RULES

- Maximum of three hits per side – blocks do not count as hits
- Player may not hit the ball twice in succession (A block is not considered a hit)
- Ball may be played off the net during a volley and on a serve
- A ball hitting a boundary line is "in"
- It is legal to contact the ball with any part of a players body
- It is illegal to catch, hold, or throw the ball
- A player can not block or attack (spike above the net) a serve
- player can not block or attack (spike above the net) a serve
- 5 won serves maximum per server allowed before rotation
- Gender ratio must be 2 of each on court, at all times
- Circular clockwise rotation specified, however coaches can organise substitutions on side at their own discretion

ROTATIONS



Please refer to the diagram above

- Player 1 is the server on court.
- When a rotation occurs (refer to charter) players must rotate clockwise to the next court position (e.g the server (1) moves to position (2)).
- Players are only allowed to be replaced by another player when they rotate from the (6) position. In that case (5) moves to (6), (6) rotates to the bench and a bench player rotates to (1).
- A player rotating in position (6) may rotate to position (1).
- Rotations must maintain the gender ratios outlined in the charter (at least 2 girls on court at all time in mixed gender games).

YEAR 7 AND 8 FIXTURES ONLY

- Students may serve closer to the net, with a secondary service line set by Sports Co-ordinator / Coach
- Handball serve allowed for this cohort only

The result of a violation is a **point for the opponent**.

- When serving, **stepping on or across the service line** as you make contact with the serve
- Failure to serve the ball over the net successfully
- Serving with two hands (e.g classic AFL handpass)
- **Contacting the ball illegally** (lifting, carrying, throwing, etc.)
- **Touching the net** with any part of the body while the ball is in play. Exception: If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
- When blocking a ball coming from the opponents court, contacting the ball when reaching over the net is a violation if both:
 - (i) your opponent hasn't used 3 contacts AND
 - (ii) they have a player there to make a play on the ball
- When attacking a ball coming from the opponents court, contacting the ball when **reaching over the net** is a violation if the ball hasn't yet broken the vertical plane of the net.
- **Crossing the court centerline** with any part of your body. Exception: if it's the hand or foot, the entire hand or entire foot must cross for it to be a violation.
- **Serving out of order.**
- **Back row player blocking** (deflecting a ball coming from their opponent), when at the moment of contact the back row player is near the net and has part of his/her body above the top of the net (an illegal block).
- **Back row player attacking** a ball inside the front zone (the area inside the 10 foot line), when at the moment of contact the ball is completely above the net (an illegal attack).

DURATION OF PLAY

- First to 25 for the first two sets, you have to win by 2 and a sudden death point is played at 29 all. If the first two sets are split then a deciding set is played first to 15 with a sudden death point to be played at 14 all.

13.16 Codes of behaviour

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

The codes of behavior can be found at :

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