



ASSOCIATED AND CATHOLIC COLLEGES OF WA

SOUTHERN ASSOCIATED SCHOOLS

Operations Manual

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AIM

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

PARTICIPATING SCHOOLS

SCHOOL	ADDRESS	TELEPHONE
All Saints' College	Ewing Avenue, Bullcreek 6155	9313 9333
John Wollaston ACS	Cnr Lake & Centre Road, Camillo 6111	9495 8100
Kennedy Baptist College	Farrington Road, Murdoch 6150	9314 7722
Ursula Frayne Catholic College	15 Duncan Street, Victoria Park 6100	9470 0900
ACC STAFF CONTACTS		
Trent Sharpe (SAS facilitator)	trent.sharpe@cewa.edu.au	M: 0408 958 415
Tom Bottrell (Director of Sport)	tom.bottrell@cewa.edu.au	M: 0416 127 839
Cherie Pirnie (IS Coordinator)	cherie.pirnie@cewa.edu.au	M: 0447 502 248

SPORTS STAFF CONTACTS

SCHOOL	HEAD OF SPORT	EMAIL	PHONE	MOBILE
All Saints'	Ben Shaw	ben.shaw@allsaints.wa.edu.au	9313 9333	0412 546 853
John Wollaston	Tyron Dias	tdias@jwacs.wa.edu.au	9495 8100	0421 578 637
Kennedy	Robert Ford		9314 7722	
Ursula Frayne	Dan Gordon	dan.gordon@cewa.wa.edu.au	9470 0900	0416 260 976
SCHOOL	HEAD OF DEPARTMENT	EMAIL	PHONE	MOBILE
All Saints'	Katie Clayton	katie.clayton@allsaints.wa.edu.au	9313 9333	
John Wollaston	Alicia Anderson	aanderson@jwacs.wa.edu.au	9495 8100	
Kennedy	TBC		9314 7722	
Ursula Frayne	Tamara Keyes	tamara.keyes@cewa.edu.au	9470 0900	

HOST SCHOOL

YEAR	SCHOOL	YEAR	SCHOOL
1998	John Wollaston	2015	Kennedy
1999	Mazenod	2016	Carey Harrisdale
2000	Mazenod	2017	John Wollaston
2001	Mercedes	2018	Ursula Frayne
2002	Seton	2019	All Saints'
2003	Ursula Frayne	2020	Kennedy
2004	All Saints'	2021	Carey Harrisdale

2005	Carey Harrisdale	2022	John Wollaston
2006	John Wollaston	2023	Ursula Frayne
2007	CBC Fremantle	2024	All Saints'
2008	Mazenod	2025	Kennedy
2009	Ursula Frayne	2026	John Wollaston
2010	All Saints'	2027	Ursula Frayne
2011	Carey Harrisdale	2028	All Saints'
2012	John Wollaston	2029	Kennedy
2013	Ursula Frayne	2030	John Wollaston
2014	All Saints'	2031	Ursula Frayne

MEETINGS

Meetings will be convened at the following levels:

Sport Coordinators

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

MEETING DATES 2025 (*Group may sometimes meet prior to SMC meetings)			
TERM 1	TERM 2	TERM 3	TERM 4
Friday 14/2/25	Friday 9/5/25	Friday 1/7/25	Date TBC by Host School
SMC: 27/2/25	SMC: 1/5/25 & 26/6/25	SMC: 18/8/25	SMC: 28/11/25

Principals and Sport Coordinators

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

PRINCIPAL & SPORTS COORDINATOR MEETINGS DATES 2025			
TERM 1	TERM 2	TERM 3	TERM 4
	Tuesday 20/5/25 (TBC)		

Change Of Rules and Conditions of Play

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

INVOLVEMENT

- Students are selected from Years 11-12 (seniors). Separate male and female competitions exist within the sport program.
- Mixed Sports such as frisbee, netball, indoor cricket or dodgeball may also exist.

- Students compete in summer and winter sporting options.
- Students are to commit and remain in the same chosen sport and division throughout the summer or winter sport program.
- In situations where teams in a sport are graded (i.e. Basketball A & B), players should only be selected to play in one grade. If a team is short and a player must fill in for another grade, then that player must remain in that grade for the entire game. Players should not rotate between grades during a match to help fill teams.
- Coaches / Team managers should record all participating players on their scorecard for each match.
- In any finals (TBC), the students selected to play should have been members of the team during the regular SAS one day carnivals. It is not in the spirit of the competition for students to be brought into teams only for finals matches.
- It is ACC policy that students competing in ACC sport must be under 19 years of age as of 31 December. Students who have turned 19 years of age are not permitted to participate in ACC sport.

Inclusive & Social Sport Involvement

SAS inclusive students have the opportunity to participate within an integrated school team. This is to encourage students with disabilities to compete for their school within an interschool sporting environment. Social sport offerings will also be played during summer and winter in such sports as 5 a side soccer, table tennis or 3 v 3 basketball. **Inclusive and Social sport offerings will not include results or ladders.** Inclusive and Social Sport will be organized and controlled by the host school venue. This includes game or match times and social mechanisms to encourage fun and enjoyment amongst all the participants.

ACC SERVICE AND FEES GUIDE

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

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

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

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

- a) With the assistance of 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.

SPORTS

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

Summer (Term 1)

Sport	Grade	Competitive / Social
Basketball	Boys A	Competitive
Basketball	Boys B	Competitive
Basketball	Girls A	Competitive
Basketball	Girls B	Competitive
Touch Football	Boys	Competitive
Touch Football	Girls	Competitive
Ultimate Frisbee	Mixed A	Competitive
Ultimate Frisbee	Mixed B	Competitive
Indoor Beach Volleyball	Boys A	Competitive
Indoor Beach Volleyball	Boys B	Competitive
Indoor Beach Volleyball	Girls A	Competitive
Indoor Beach Volleyball	Girls B	Competitive
Soccer Fast 5's	Boys	Social
Soccer Fast 5's	Girls	Social
Basketball 3 v 3	Mixed	Social
Table Tennis	Mixed	Social
Fun in Training	Mixed	Social

Winter (Term 2)

Sport	Grade	Competitive / Social
Netball	Girls A	Competitive
Netball	Boys A	Competitive
Netball	Mixed B	Competitive
Soccer	Girls	Competitive
Soccer	Boys	Competitive
AFL 9's	Girls	Competitive
AFL 9's	Boys	Competitive
Badminton	Girls	Competitive
Badminton	Boys	Competitive
Volleyball	Girls A	Competitive
Volleyball	Boys B	Competitive
Volleyball	Mixed B	Social
Mixed Sports	Mixed	Social
Table Tennis	Mixed	Social
Fun in Training	Mixed	Social

Senior Sport ACC Championship

The post SAS pathway for senior basketball, soccer and netball will be the ACC Championship. The winning team in the competitive "A" grade will be placed into the elimination bracket. The 2nd ranked SAS team in these grades may also be given a qualifying line within the elimination brackets.

Gender Classification

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

Naming Conventions

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

Tennis	B/N G/N* M *Up to 12 yrs	B/N G M	B/N G M	B/N G M	B/N G M	No local rules. Based on sex discrimination laws, should be open to both genders up to 12 years of age. After 12 years girls could play in a boys team, but boys could not play in a girls team. Competitions can be mixed teams.
Touch	M B/N G	M B/N G	M B/N G	M B/N G	M B/N G	No rule of TFA or TFWA that prevents a girl from playing in a boys/male team by age. A mixed side would be free to participate in a boy's competition, however, would not be able to participate in a girl's competition.
Volleyball	B/N G M	B/N G M	B/N G M	B/N G M	B/N G M	Years 5/6 Boys and girls can play in the same team. Years 7/8, 9/10, 11/12 Girls can join/play in a boys' team of the same school year or older. Boys can only play in boys' teams.
CARNIVAL SPORTS						
ATHLETICS	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	Males and females compete in separate gender categories.
CROSS COUNTRY	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	
SWIMMING	B / G / I	B / G / I	B / G / I	B / G / I	B / G / I	

NOMINATIONS

The 2025 SAS Nomination fee is **\$116.30** per team which includes results management service fee of **\$17.80**.

For current nominations please check the ACC website at:

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

Summer Nomination Due Dates 2025: 12 August 2024

Winter Nomination Due Dates 2025: 12 August 2024

(Nominations will then be re-confirmed at the first SAS meeting to start the year)

FIXTURES

For current fixtures please check the ACC website at:

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

VENUES

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

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

For current venues please check the ACC website at:

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

ONE DAY CARNIVALS

Term 1 Summer Sport Format (2 x half day carnivals: 12.30pm – 2.15pm)

Sport	Managing School	Gender	Players on Court / Field	Max Team Squad Size	Game Length
Basketball	All Saints'	Boys A & B	5	12	2 x 12 min halves 3 min half time, 5 min changeover
Basketball	Kennedy	Girls A & B	5	12	2 x 12 min halves 3 min half time, 5 min changeover
Touch Football	All Saints'	Boys & Girls	6	13	2 x 12 min halves 3 min half time, 5 min changeover
Ultimate Frisbee	Kennedy (Murdoch)	Mixed A & B	7	14	2 x 12 min halves 3 min half time, 5 min changeover
Indoor Beach Volleyball	Fremantle Indoor Beach Volleyball	Boys A & B Girls A & B	6	12	3 x 10 min sets (3 min changeovers)
Soccer Fast 5's (Social)	All Saints'	Boys & Girls	5	Unlimited (social)	2 x 12 min halves 3 min half time, 5 min changeover
Basketball 3 v 3 (Social)	All Saints'	Mixed	3	(Cap per school)	2 x 12 min halves 3 min half time, 5 min changeover
Table Tennis (Social)	Kennedy	Mixed	2	(Cap per school)	60-80 minute session
Fun in Training (Social)	All Saints'	Mixed	(Cap per school)	(Cap per school)	60-80 minute session

Term 2 Winter Sport Format (2 x half day carnivals: 12.30pm – 2.15pm)

Sport	Managing School	Gender	Players on Court / Field	Max Team Squad Size	Game Length
Netball	John Wollaston	Boys A / Girls A / Mixed B	7	12	2 x 12 min halves 3 min half time, 5 min changeover
Soccer	Kennedy (Murdoch)	Boys & Girls	11	15	2 x 12 Min halves 3 min half time, 5 min changeover
Volleyball	Kennedy	Boys A & Girls A / Mixed B	6	12	3 x 10 min sets (3 min changeovers)
Badminton	All Saints'	Boys & Girls	4	6	2 x 12 min halves 3 min half time, 5 min changeover
AFL 9's	John Wollaston	Boys & Girls	9	15	2 x 12 min halves 3 min half time, 5 min changeover

Table Tennis (Social)	Kennedy	Mixed	2	(Cap per school)	60-80 minute session
Mixed Sports (Social)	Willetton Stadium	Mixed	(Cap per school)	(Cap per school)	60-80 minute session
Fun in Training (Social)	All Saints'	Mixed	(Cap per school)	(Cap per school)	60-80 minute session

DAYS OF PLAY

YEAR LEVEL	TERM	DATE
Senior Year 11 and 12	Term One	Tuesday, 1 April 2025
Senior Year 11 and 12	Term One	Tuesday, 8 April 2025
Senior Year 11 and 12	Term Two	Tuesday, 17 June 2025
Senior Year 11 and 12	Term Two	Tuesday, 24 June 2025

HOURS OF PLAY

For one day carnivals, round times will generally be between 9.30 am and 2.15 pm. For half day carnivals the round times will be between 12.30 pm and 2.15 pm

Start/Finish Match Length Policy

- Schools are expected to arrive by **12.20 pm**. to enable adequate warm up time before the **first round**. **All rounds have 30-35 minutes of play allowed as per [One Day Carnival](#) format instructions.**
- All **competitive** games MUST adhere to the minimum playing time for that sport to constitute a match (as listed below). Quarter and half time breaks are not to be counted within the playing time.

SPORT	MINIMUM PLAYING TIME
Basketball	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Touch Football	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Ultimate Frisbee	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Indoor Beach Volleyball	A minimum of 3 x 8 minute sets constitute "full-time" for a game result.
AFL 9's	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Soccer	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Netball	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Volleyball	A minimum of 3 x 8 minute sets constitute 'full-time' for a game result.
Badminton	A minimum of 10 minutes per game constitutes 'full-time' for a game result.

GENERAL CONDITIONS OF PARTICIPATION

Dress

For all sports, players dress standards must be in line with the traditional expectations for that sport. Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and if

agreed, tracksuit tops may be worn, but not bottoms. In addition, only Goalkeepers in soccer may wear tracksuits or part thereof.

SAS Finals (if scheduled): Players must be in correct uniform or are not allowed to enter the field of play. If necessary, the opposition coach can request that players are removed from the ground until they have the correct uniform.

Staffing

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

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

SAS Football is highly recommended that each team provide an experienced teacher as coach or assistant coach. Ideally two adults accompany each football team.

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

Staff Authority

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

School Complaints

No school is to submit a complaint against another school’s team, staff or student(s) without first addressing the issue with the school’s Principal. Sport Coordinators should first try to 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 mediation and adjudication.

Team Minimum Numbers

TEAM MINIMUM NUMBERS			
Summer		Winter	
Basketball	5 players	AFL 9’s	7 players
Touch Football	5 players	Soccer	7 players
Indoor Beach Volleyball	4 players	Netball	5 players
Ultimate Frisbee	4 players	Badminton	4 players
		Volleyball	4 players

Umpires/Referees

Where possible, schools will source and book external qualified umpire or referee services for their relevant competitions (hosted). If not possible, schools will need to provide their own umpires or referees. Each school must be aware of their “Duty of Care” when providing non-accredited officials.

<i>SPORT</i>	<i>QUANTITY</i>
Basketball	2 x referees (all courts)
Touch Football	1 x referee (all fields)
Ultimate Frisbee	Self Umpired / Teacher guidance
Indoor Beach Volleyball	Umpired by Teacher / Coach on site
Netball	2 x umpires (all courts)
Soccer	1 x central referee (all fields) / schools each provide a sideline referee
AFL 9's	2 umpires (all fields). No boundary umpires required.
Badminton	Self Umpired / Teacher guidance
Volleyball	Umpired by Teacher / Coach on site

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

Control

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

Send Off Rule

If a student is sent from the field of play in any SAS sport, he/she is not permitted to return to the field of play for that game. The umpire/referee should indicate the reason for the send off to the team coach and the player concerned when it is convenient. A written report is to be made, and copies sent to the Sport Coordinators of each school. The Sport Coordinators should then take appropriate action.

SAS Football (AFL 9s) being a shortened game time, no yellow card warning system will take place. A zero tolerance to poor behavior 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 and any games following. A written report is to be made, and copies sent to the Sport Coordinator and Principals of each school involved in the fixture. Principals and Sport Coordinators can then take appropriate action.

Sin Bin Rule

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

Points

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

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

<i>SPORT</i>	<i>RESULT</i>
Basketball	Points for and against (point difference)
Touch Football	Tries for and against (tries differential)
Ultimate Frisbee	Points for and against (point differential)
Indoor Beach Volleyball	Sets for and against (set difference), points for and against (points diff)
AFL 9s	Points for and against (point difference)
Soccer	Goals for and against (goal difference)
Netball	Goals for and against (goal difference)
Badminton	Points for and against (set or games difference)
Volleyball	Sets for and against (set difference), points for and against (point diff)

One Day Carnivals

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

1. Points For and Against.
2. Head-to-head game result (between the two tied teams)
3. Total points (For) i.e. most attacking team.

Protective Equipment

It is essential that protective equipment is always worn and that the equipment is maintained at optimal levels. Mouthguards are highly recommended for competitive contact sports such as basketball, AFL 9s, netball and soccer. Shin guards are compulsory for all soccer games.

Reporting of Results

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

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

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

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

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

Weather Policy

Summer Weather (Heat)

- Sports Coordinators **are to monitor the weather leading up to carnival days**. If the weather conditions are extreme (high temp. & high humidity), **schools consult and decide prior to the day**. The ACC is to be made aware of this decision. If possible, indoor sports should still aim to go ahead.
- Team coaches: Duty of care to students is of paramount importance and individual coaches/managers always have the power to cancel an individual match if they believe that student health and safety is at risk. Where possible they should consult with the **opposition** school sports coordinator.

- The provision of water is the responsibility of the individual players and the team manager, not the home school. The Home school should always give direction to the opposing teams to where the water taps or fountains are located.
- Where possible the following guidelines should be followed when matches are played under hot/humid conditions:
 - Use venues that are indoors or shaded. Outside hard courts should not be used due to increased radiant heat.
 - Normal sun protection measures (hats/sunscreen) should be strictly followed.
 - Reduce match length or period length.
 - Increase player rotation through the bench.
 - Provide frequent rest/drink intervals.
 - Ensure that rest breaks are in shaded areas.
 - Ensure students drink water before, during and after the match.
 - Use common sense in hot/humid conditions and remember that student welfare always comes first.

Winter Weather

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

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

Cancelled Fixtures

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

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

Abandoned Games

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

- Melees (avoidable): No result and game will be cancelled. No points will be awarded to both teams.
- Severe Injury (unavoidable): Leading team at the time wins if the minimum time allowed has been achieved. If the minimum time has not been reached, the result will be a draw. A draw will be entered into SportsDash.
- Dangerous weather events (unavoidable): Same as for severe injury (above).

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

Determination Of Match Results

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

<i>SPORT</i>	<i>MATCH RESULTS</i>
Basketball	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Touch Football	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Ultimate Frisbee	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Indoor Beach Volleyball	A minimum of 3 x 8 minute sets constitute "full-time" for a game result.
AFL 9's	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Soccer	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Netball	A minimum of 10 minutes per half constitutes 'full-time' for a game result.
Volleyball	A minimum of 3 x 8 minute sets constitute 'full-time' for a game result.
Badminton	A minimum of 10 minutes per half constitutes 'full-time' for a game result.

First Aid

First Aid officers will attend all SAS sport home games that are located on school grounds. First Aid bookings are to be made via the host school (carnival manager). St John First Aid are highly recommended to be booked for the high contact or injury prone sports such as basketball, AFL 9s, soccer and netball.

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

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

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

FINALS

One Day Carnivals

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

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

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

Final Team Placings and Trophies

Final team placings are determined by the results from the **one day carnivals**. At the conclusion of each year, SAS schools will be presented with a premiership plaque recognizing all winning teams in that year. Premierships are awarded for winning teams in each grade.

ACC Championship

The ACC Championship is a knockout/elimination based tournament. The top placed SAS teams in senior basketball/netball/soccer grades will progress to the ACC Championship elimination competition. In some instances, the 2nd ranked SAS team may also be given a place in the elimination draw or qualifying game.

Preliminary Rounds

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

Elimination Rounds

Information for teams reaching the elimination stage will be issued ASAP after the conclusion of the preliminary rounds. Games in the elimination round (Round of 16 & quarter finals) will be arranged by mutual agreement between opposing schools. Semi Finals and Grand Finals are arranged by the ACC and have set dates. Wherever possible matches should always be played on the set day and time.

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

FORFEITS

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

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

SPORT	PROPOSED FORFEIT SCORES
Basketball	30 points / 0 points
Touch Football	8 tries / 0 tries
Ultimate Frisbee	8 points / 0 points
Indoor Beach Volleyball	3 sets / 0 sets (60 – 0 points)
Netball	15 goals / 0 goals
Soccer	5 goals / 0 goals
AFL 9's	50 points / 0 points
Volleyball	3 sets / 0 sets (60 – 0 points)
Badminton	30 points / 0 points

UNEVEN CONTESTS (MERCY RULE)

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

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

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

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

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

SPORT	MAXIMUM MARGIN
Basketball	30 points
Touch Football	8 tries
Ultimate Frisbee	8 points
Indoor Beach Volleyball	3 sets (N/A)
Netball	15 goals
Soccer	5 goals
AFL 9's	50 points
Volleyball	3 sets (N/A)
Badminton	30 points

APPENDIX

Basketball

TEAMS

Teams are to consist of 5 on-court players with up to 7 substitute players (Maximum Squads of 12)
Minimum of five (5) players. Each school fields two (2) graded teams (A&B) for each gender in the Y11/12 competitions.

DRESS

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

DURATION OF PLAY

Games are to consist of **2 x 12 minute halves / 3 min half time** (Running clock). Time outs are to consist of maximum 1-minute duration. In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the finish time.

EQUIPMENT

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

Girls: size 6 ball Boys: size 7 ball

RULES (QUALIFYING FIXTURES)

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

SUBSTITUTES

Substitutes are to be made via the referee.

TIME OUTS

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

SCORING

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

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

POINTS

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

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

FORFEITS

Should any team forfeit a match, full points for a win (4 points) and thirty (30) points shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager.

Touch Football

TEAMS

Teams are to consist of 6 on-field players with up to 7 substitute players (Maximum Squads of 12) Minimum of five (5) players. Each school fields one team for each gender in the Y11/12 competitions.

DRESS

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

DURATION OF PLAY

Games are to consist of **2 x 12 minute halves / 3 min half time** (Running clock). In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the finish time.

EQUIPMENT

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

RULES (QUALIFYING FIXTURES)

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

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

SUBSTITUTES

See rules as stated above.

SCORING

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

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

POINTS

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

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

FORFEITS

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

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager.

Ultimate Frisbee

TEAMS

Teams are to consist of 7 on-field players with up to 7 substitute players (Maximum Squads of 14)
Minimum of five (4) players. Each school fields two mixed gender teams in the Y11/12 competitions.

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

DRESS

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

DURATION OF PLAY

Games are to consist of **2 x 12 minute halves / 3 min half time** (Running clock). In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the finish time.

EQUIPMENT

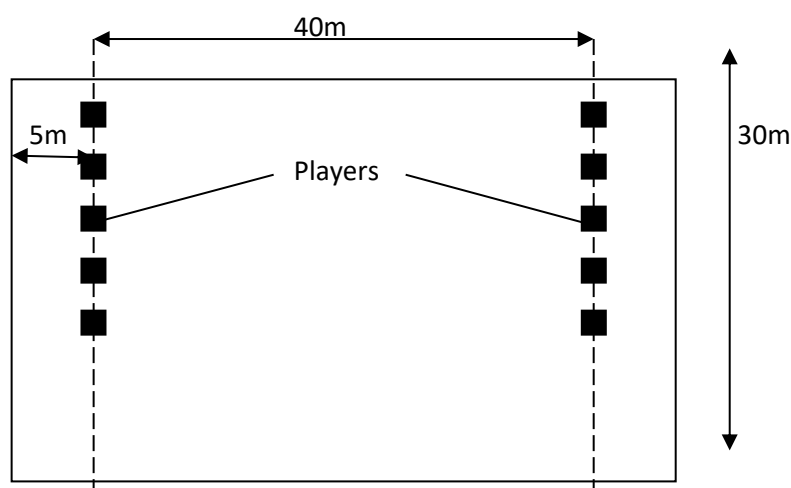
175g competition Ultimate Frisbee Flying Disc is recommended. Under strong wind and deteriorating weather conditions both coaches may communicate before the game starts and decide to implement an alternative object such as a vortex (aero) or European handball that allows the enjoyment and participation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

RULES

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

FIELD

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



Quick Rules

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

Fouls

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

SCORING

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

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

POINTS

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

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

FORFEITS

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

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager.

Indoor Beach Volleyball

TEAMS

Teams consist of six (6) on court players with up to 6 substitutes (Maximum Squad sizes 12). Minimum number of players is four (4). Each school fields two (2) graded teams (A&B) for each gender in the Y11/12 competitions.

DRESS

Players are to be dressed in school sport (PE) uniform.

DURATION OF PLAY

Games are to be contested over 3 x 10 minutes sets (1-minute changeovers). A minimum of 3 x 8 minutes will constitute a game. **25 point cap rule – even if time remaining is sets.**

EQUIPMENT

Standard Beach Volleyball

RULES

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

1. THE GAME

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

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

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

2. BALL AND NET ABUSE

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

3. SIDE AND TOP NETS

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

4. GENERAL PLAY

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

5. FOULS

- The ball touches the ground
- Team plays the ball more than three times in succession

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

6. POINTS AND SERVICE

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

LADDER POINTS

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

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

SUBSTITUTES

On a rotation basis at the change of serve.

SCORING AND SCORECARDS

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

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager.

Netball

TEAMS

Teams are to consist of 7 on-court players with up to 5 substitute players (Maximum Squads of 12) Minimum of five (5) players. Each school fields one team for each gender in the Y11/12 competitions. One (1) Mixed division B grade will also occur. 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 (which may include shorts if they are an official part of the sanctioned uniform of that school) and lettered bibs. Tracksuits are NOT acceptable items to be worn during games. In extreme adverse climatic conditions, the coaches can convene and, if agreed, tracksuit tops may be worn, but NOT bottoms.

EQUIPMENT

It is highly recommended that players wear mouthguards.

DURATION OF PLAY

Games are to consist of **2 x 12 minute halves / 3 min half time** (Running clock). In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the finish time.

RULES

Rules are in accordance with the Western Australian Netball Association.

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

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

SUBSTITUTES

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

TIMERS AND SCORERS

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

SCORING

Scorecards are to be signed by the umpires and coaches of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture. Results reported to the ACC office are considered final. Results are to be entered in SportsDash on the day by the carnival manager.

POINTS

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

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

FORFEITS

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

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager.

Soccer

TEAMS

Teams are to consist of 11 on-field players with up to 4 substitute players (Maximum Squads of 15) Minimum of seven (7) players. Each school fields one team for each gender in the Y11/12 competitions.

DRESS

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

DURATION OF PLAY

Games are to consist of **2 x 12 minute halves / 3 min half time** (Running clock). In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the finish time.

RULES

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

SUBSTITUTES

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

EQUIPMENT

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

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

SCORING

Scorecards are to be signed by the referee and coaches at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture and that results reported to the ACC office are final. Results are to be entered in SportsDash on the day by the carnival manager.

POINTS

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

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

FORFEITS

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

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager.

Football (AFL)

TEAMS – AFL 9'S

Teams are to consist of 9 on-field players with up to 6 substitute players (Maximum Squads of 15) Minimum of seven (7) players. Each school fields one team for each gender in the Y11/12 competitions.

DRESS

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

DURATION OF PLAY

Games are to consist of **2 x 12 minute halves / 3 min half time** (Running clock). In the event of an unscheduled reduction in the time available to play, the halves are to be reduced accordingly, with strict adherence to the finish time.

RULES (QUALIFYING FIXTURES)

Rules are in accordance with the Australian Football League rules.
<https://www.wafootball.com.au/resources/142/rules-and-policies>

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 or she is not to return to the field** of play for the duration of the game. An interchange player **may not** replace him. Bad language, argument and undue rough play are of particular concern.

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

INTERCHANGE

As described above. Interchange rules are to apply to support the philosophy of participation.

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

EQUIPMENT

Girls: Size 5 ball. Boys – regulation size senior ball is to be used. Goal Post Padding is to be set on all goal posts as protection and safety. Ground should be well marked with boundary line or cones.

UMPIRES

Two qualified WAFC umpires are recommended at all times for football fixtures. The Sports Coordinator and coaches must be satisfied that the central umpires can maintain control of the game where aggression and body contact are imminent.

Each competing team must also supply a competent goal umpire who will have a scorecard and two white flags.

No boundary umpires are required for 9 a side football. Last Possession rule is enacted.

SCORING

It is critical that the goal umpires and both teams confer and coordinate progressive and final scores at each break.

It is assumed that scoring discrepancies have been settled at each break and that results reported to the ACC office are final. Results are to be entered in SportsDash on the day by the carnival manager.

POINTS

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

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

FORFEITS

Should any team forfeit a match, full points for a win (4 points) and 50 points to nil (50 – 0) shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager.

Volleyball

TEAMS

Teams are to consist of 6 on-court players with up to 6 substitute players (Maximum Squads of 12) Minimum of five (5) players. Each school fields one team for each gender in the Y11/12 competitions. One (1) Mixed division B grade will also occur. There are to be no more than three (3) boys on the court at the same time.

DRESS

Players are to be dressed in school sport (PE) uniform.

DURATION OF PLAY

Games are to be contested over 3 x 10 minutes sets (1-minute changeovers). A minimum of 3 x 8 minutes will constitute a game. **25 point cap rule – even if time remaining is sets.**

EQUIPMENT

A standard size Indoor Volleyball is to be used for both genders. Full size indoor volleyball court lines marked.

RULES

Points & Service:

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

The FIVB rules of International Volleyball will apply except as stated in this document.

<https://www.fivb.com/volleyball/the-game/official-volleyball-rules/>

SUBSTITUTES

As stated above.

SCORING AND SCORECARDS

- The set playing periods completed at the call of time shall constitute the match.
- Points & Service: If the serving team wins a rally, it scores a point and continues to serve; if the receiving team wins a rally, it scores a point and must serve next.
- The teams that wins the total number of sets wins the match.
- **In the case of a tied set when the time expires, play will continue with a deciding point to determine who wins the set. When a serve is in play it is “live” and must be played out.**
- Scorecards are to be signed by the umpire 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.

LADDER POINTS

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

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

TIMERS AND SCORERS

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

FORFEITS

Should any team forfeit a match full points for a win and 3 sets shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager.

Badminton

TEAMS

Teams consist of 4 players made up of 2 pairs with up to two (2) substitutes (Maximum Squad size is 6). Minimum number of players is four (4).

DRESS

School sport uniform.

DURATION OF PLAY

- Each **round** consists of 2x12 minute games **with** 3 minutes for changeover to next court/pairings.
- Games are played to time, not points.

4 Pairs:

First game;

Pair 1 = Player 1 & 2 v Player 1 & 2 / Pair 2 = Player 3 & 4 v Player 3 & 4

Second game;

Pair 1 = Player 1 & 3 (or player 5) v Player 1 & 3 (or player 5)

Pair 2 = Player 2 & 4 (or player 6) v Player 2 & 4 (or player 6)

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

SCORING

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

SCORECARDS

Scorecards are to be signed by the umpires and coach of each team at the conclusion of the fixture. It is assumed that scoring discrepancies are settled immediately at the conclusion of the fixture. Results reported to the ACC office are considered final. Results are to be entered in SportsDash on the day by the carnival manager.

LADDER POINTS

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

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

TIMERS AND SCORERS

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

FORFEITS

Should any team forfeit a match full points for a win (4 points) and 30 points to nil shall be credited to the winning team. Teams forfeiting receive 0 points.

PRESENTATIONS

Presentations to begin promptly after the final carnival round. Each venue is to hold a presentation hosted by the carnival manager.

SPORTS INJURIES DOCUMENT

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

INSTRUCTIONS TO UMPIRES/REFEREES

Prior to Game

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

The Game

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

On ground procedures.

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

Post Game

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

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

GAME PROCEDURES AND ETIQUETTE

TEAMSMANSHIP

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

PROCEDURE

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

SCORE SHEETS

To download score sheets please refer to the link provided.

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

WORKING WITH CHILDREN LEGISLATION

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

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

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

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

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

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

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

For more information:

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

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

CODES OF BEHAVIOUR

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

The codes of behavior can be found at the following link:

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

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" 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 than 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, than the incident must be referred back to the ACC Executive who will than 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 & Catholic
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“Sport in the Right Spirit”

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)