

PREMIER LEAGUE GENERAL OPERATIONS

1 The Premier League Committee

The Premier League Committee is a sub-committee of S.A.C.C.S.S controlling the Premier League. The sub-committee comprises the Sports Coordinators from Thirteen schools:

Caroline Chisholm Catholic College, Braybrook
Penola Catholic College, Broadmeadows
Catholic Regional College, Caroline Springs
St Monica's College, Epping
Kolbe Catholic College, Greenvale Lakes
Catholic Regional College, Melton
Catholic Regional College, North Keilor
Antonine College- Saint Joseph's Campus, Pascoe Vale South
Emmanuel College- Notre Dame Campus, Point Cook
Marymede Catholic College, South Morang
Catholic Regional College, St Albans
Salesian College, Sunbury
MacKillop College, Werribee

2 The Aims and Ethics of the Premier League

The appropriate code of conduct of the Premier League demands respect for opponents and includes winning with modesty, losing with dignity, and accepting the Umpire's / Referee's ruling without question. The highest standard of sportsmanship will be expected at all times.

The Premier League will conduct sport that is an enjoyable exercise where "how the game is played" takes precedence over the result.

2.1 Players Code:

The SACCSS 'Code of Behaviour and Responsibilities' is the guiding document for acceptable behaviour by all participants for activities conducted by SACCSS.

2.2 Breaching the Player Code:

Students who breach the Players Code will be dealt with by:

- sending off*; and/or
- an Incident/ Umpire's report.

(*Refer to individual sports for time spent off field and reporting process)

2.2.2 An Umpire's report

At the discretion of the Umpire / Referee a report will be supplied regarding relevant incidents. The report will record all details and a copy sent to the Executive Officer within twenty-four hours of the incident. The Executive Officer is responsible to alert the relevant Principals who will confer and deal with the matter appropriately, achieving mutual agreement. The minimum penalty is suspension from the next game and/or final.

2.3 Coaches and Supervising Staff:

The role of these staff includes:

- insisting on the highest standard of sportsmanship at all times;
- ensuring students follow the Code of Conduct;
- providing a level of courtesy consistent with legitimate complaints against opponents, as per “Sending Off” and “Reporting”. **At no time are coaches and supervising staff to argue with Umpires / Referees or staff of opposing schools;**
- supplying a first aid kit;
- providing to the Umpire / Referee a team list with a copy to be provided to the opposition coach.

The home team coach will be responsible for:

- supplying ice;
- supplying a copy of the expected “Code of Conduct” to the Umpire / Referee;
- Sports coordinator from the HOME team is required to enter results into ResultsVault within 24hours of round being played. AWAY team sports coordinator to confirm results once entered.

3 COMPETITION DETAILS

3.1 The weekly sports competition will take place with the following year levels:

- Year 10 Term 1
- Year 9 Term 3
- Year 8 Term 4
- Year 7 Term 2

The days of competition are set for each year level on a day decided the preceding year. Exceptions maybe made to the original calendar date between participating schools.

3.2 Starting Time:

Normally games will commence at 1.30 pm, with the exception of Volleyball and Cricket which can have the start time negotiated to start earlier to allow extra time for matches to be completed.

Home and Away timetable to apply. Home games will be run by the school named first.

External umpires used.

3.3 Sports to be played: (one team only)

- Football (boys & girls)
- AFL (boys) Years 9 and 7
- Cricket (boys) Years 8 and 10
- Netball (girls)
- Volleyball (boys & girls)
- Basketball (boys & girls)

3.4 Mobile Phones:

All coaches in charge of a team should have a mobile phone on them, in the event of an emergency. Mobile numbers need to be distributed to each school prior to the competition.

3.5 Finals

A year level with more than four competing schools will only have a grand final and all other placings will be determined on the home and away season. When only four schools or less compete in a year level a grand final and consolation final will occur to determine final ladder placings. To determine home finals the ladder will be used, the team that finishes first with the highest point score will host the game. If uneven games have been played between any school final placing will be determined on percentage of games won.

3.6 Awards

A pennant will be awarded to the team that finishes first in each of the sports. This pennant will be awarded at the conclusion of the grand final.

An aggregate pennant will be awarded to the most successful school in each year level. This will be presented at the SACCSS Awards Afternoon. The aggregate will be calculated on the final ladder position of each competing school in each sport. Points awarded will be:

| | | |
|-----------------------------|-----------------------------|-----------------------------|
| 1 st = 26 points | 6 th = 16 points | 11 th = 6 points |
| 2 nd = 24 points | 7 th = 14 points | 12 th = 4 points |
| 3 rd = 22 points | 8 th = 12 points | 13 th = 2 points |
| 4 th = 20 points | 9 th = 10 points | |
| 5 th = 18 points | 10 th = 8 points | |

SACCSS PREMIER LEAGUE FINALS

The Premier League Grand Finals are an opportunity for the best two teams in the sport to challenge themselves and celebrate the season they have enjoyed. The afternoon should be given the occasion it deserves with the competing teams ensuring the following occurs;

Prior to game:

1. A representative from the home school meet the visiting team at the entrance to the venue showing them to the change-rooms and fields/ court.
2. Coaches introduce themselves to each other and the officials.
3. The two teams come together and the home team coach or sports coordinator (where available) welcomes the teams, ensures the rules are understood and introduces the officials.
4. The officials have an opportunity to address the participants.
5. Ensure a representative from each competing school has a scorer and timer sitting together.

Post game:

1. The home team coach or sports coordinator calls the two teams together. They congratulate the participants for their endeavors. Officials are also thanked for their efforts.
2. The winning team is awarded the pennant and congratulated.
3. The captain of the winning team has an opportunity to address the two teams.

AFL RULES AND REGULATIONS

- 1 The Competition shall be conducted under the rules of the AFL, with exception of the “order off” rule. (See Rule 11.)
- 2 Each College will field 1 team, consisting of a **maximum 24 players**; 18 players on the field and a maximum of 6 on the bench. Teams must field **a minimum of 14 players** for a game to commence.
- 3 Matches shall commence at 1.30 pm and shall be played on the ground of the first named College.
- 4 Matches shall be of **4 X 15 minute quarters. (Games should not be shortened to ensure that all teams receive equal game time for percentage purposes)**
- 5 There shall be a break of 10 minutes at half time; and one of not more than 3 minutes at quarter time and three quarter time. Game times are overruled by the **SACSS Safety Policy** and alterations to game times must be made.
- 6 For every ten minutes a team is late one goal will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 7 The Home School shall appoint umpires. It shall be the responsibility of the Home Team to pay the Umpire at the end of the match. Two field umpires must be supplied for a final.
- 8 In the event of the Umpire being later than 15 minutes after the official starting time of the match, the 2 Coaches shall confer in an attempt to reach a mutual agreement as to who shall umpire the match. If no agreement can be reached the match shall be abandoned and a decision made re awarding of points or the allotting of another date of play.
- 9 If both coaches agree that the ground is in an unplayable state, the match shall be deemed a drawn.
- 10 The following points shall be awarded for each match:
 - Win = 4
 - Draw = 2
 - Loss = 0

In the event of a draw at the end of full time in a **final**, two **five** minute halves of extra time will be played. If after the end of extra time the scores are still drawn, the game will continue to the next score.

- 11 Teams requiring to forfeit a game must notify the Executive Officer and the opposing team two school days prior to the day of competition. A forfeit occurring

in this time frame will result in the game being awarded to the team available to compete, they will receive four points.

If a team forfeits within two school days prior to competition the game shall be awarded to the team available to compete, they will receive four points and a score of 60 points to 0.

12 The Umpire shall have the power to send off any player for misconduct (as this term is understood under the rules of the AFL). If a player is sent off, he shall remain off the field for a period of 15 minutes playing time and may **NOT** be interchanged. Upon the same player being sent off a second time in the same game, he shall remain off field for the entire game and no interchange will be allowed on field. (Timekeepers are responsible for estimating when the 15 minutes have elapsed).

A melee will result in the game being abandoned.

13 For serious offence, the Umpire shall have the power to report any offending player to the Executive Officer, who shall forward details of any such report to the Principal of the player concerned. The Umpire shall inform the player's Coach of his report. The Principal and Sports Coordinator of the player reported shall deal with the case as they see fit.

14 The Field Umpire is empowered to overrule the Goal and Boundary Umpire in any obviously wrong decision.

4.1.1 By Laws:

1 Each Coach shall see that players wear numbers. Numbers shall not be duplicated in a team. A team list is to be completed and given to the Umpire and opposing Coach prior to each game.

2 Each College shall supply:

- One boundary umpire with whistle;
- One goal umpire in a white coat with a pair of flags;
- One timekeeper. Both timekeepers shall sit together apart from spectators and shall have sole charge of timing each quarter and estimating times for the "order off" rules. (The home team will be responsible for providing the bell or other device used to signal the end of each period of play);
- One stopwatch.

3 The Home Team shall supply:

- A leather football, standard size – in good condition re shape and inflation;
- A bell or other device used to signal the end of each period of play.

4 Stops on boots shall be according to regulations. Coaches shall insist on boots being correctly and safely studded, with no metal studs. Umpires shall inspect boots prior to the start of a match.

5 **The Head of Sport of the HOME Team is required to enter the result onto Results Vault within 24 hours and the AWAY Team Head of Sport is then**

required to confirm the entered score. Where they are unable to enter a result they should **e-mail the Executive Officer ASAP.**

- 6 Score Cards to be used for all matches. Goal umpires will use the scorecards, which they check with the central umpire at the end of each quarter.
- 7 The timekeepers will keep a separate record of the scores each, as an added check.
- 8 All players are encouraged to wear mouth guards.
- 9 Mercy Rule will be implemented if the score differential gets to 60 points or greater from half time. From that point the trailing team will gain possession of the ball via a free kick from the centre circle after every score (goals and points) by either team.

SACCSS SENIOR AFL

RULES & RESPONSIBILITIES

1. The home team is the first named team on the draw.

Home team duties:

- (a) Arrange venue with competing school.
- (b) Organise a registered field umpire
- (c) Organise match ball (must be a relatively new, quality leather football, for the Grand Final each competing school is to supply a match ball, the game ball will be selected by the field umpires)
- (d) Organise one boundary umpire (most likely a student)
- (e) Organise one goal umpire (a student)
- (f) Organise a scorer and timekeeper (a teacher or student)
- (g) Supply a first aid kit
- (h) After the game, send final scores to Executive Officer via email or fax, with the required details.
- (i) Collect the umpire's votes for the SACCSS Best and Fairest and send to the Executive Officer.

Away team duties:

- (a) Organise a registered field umpire
- (b) Organise one boundary umpire (a student)
- (c) Organise one goal umpire (a student)

- (d) Organise a scorer and timekeeper (a teacher or student)
- (e) Supply a first aid kit

**** The National Anthem is to be sung at the Grand Final, each College is to attempt to find a suitable student.****

2. Length of games – 4 x 20 minutes quarters with no time on (Five minutes break at $\frac{1}{4}$ time and $\frac{3}{4}$ time, ten minutes break at $\frac{1}{2}$ time, 15 minutes break at $\frac{1}{2}$ time in a Grand Final).
The Game is to commence at 1.30pm – unless a different start time has been negotiated and agreed upon by both teams.
Senior AFL matches should not be shortened in length to ensure the consistency of the division.
3. Each College will field 1 team, consisting of a **maximum 24 players**; 18 players on the field and a maximum of 6 on the bench. Teams must field **a minimum of 14 players** for a game to commence.
4. The ladder will be calculated like a normal football ladder
Four points for a win, two points for a draw and no points for a loss.

Percentage will be calculated using points for and points against.
5. The competition will be conducted with two divisions. The divisions will be based on the previous years' results. There will be promotion of the winning grand final team from division 2 into the division 1 competition and the last placed division one team will be relegated to division 2.
6. In the event of a draw in the Grand Final, two periods of five minutes extra time each way will be played.
7. Disciplinary cards will be used at the umpire's discretion. Send off rule will apply. If three players from the same team are sent off in the course of a game, that team shall forfeit the game.
8. Players sent off must not return until 15 minutes of play have elapsed or, subject to the umpire's discretion, may not return at all. When a player is sent off, another player cannot replace them. The team will be one short until he returns.

A melee will result in the game being abandoned.

9. In the instance a team is late to competition without prior notification the team ready to play will be awarded 1 goal (6 points) per 10 minutes. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.

10. Teams that forfeit a game must notify the Executive Officer and the opposing team two school days prior to the day of competition. A forfeit occurring in this time frame will award the game to the team available to compete; they will receive four points and no score advantage to their percentage.

If a team forfeits within two days of competition, the game will be awarded to the team available to compete, they will receive 4 points and a score of 60 points to 0.

- 11 **The Head of Sport of the HOME Team is required to enter the result onto Results Vault within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result they should **e-mail the Executive Officer ASAP.**

- 12 **Finals** – Players are required to have played the equivalent of one full game to qualify for the final.

BASKETBALL RULES AND REGULATIONS

- 1 The Competition shall be conducted under the rules specified by the Victorian Amateur Basketball Association except where amended below.
- 2 Schools are required to declare their team of **maximum 10 players** prior to each game. The names will be entered on the score sheet prior to the commencement of the game. Teams must field **a minimum of 4 players** for a game to commence.
- 3 Matches shall commence at 1.30 pm and shall be played at the venue of the first named college on an indoor court.
- 4 Games shall be 2 x 20 minute halves. There shall be a break of 5 minutes at half time. Game times are overruled by the **SACCSS Safety Policy** and alterations to game times must be made.
- 5 For every ten minutes a team is late four points will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 6 The home school shall appoint the Referee. It shall be the responsibility of the home team to pay the Referee at the end of the game. Two referees must be appointed for a final.
- 7 In the event of the Referee being later than 15 minutes of the official starting time of the match, the Coaches shall confer in an attempt to reach a mutual agreement as to who should referee the match. If no agreement can be reached, the game shall be abandoned and a decision made re awarding points or the allotting of another date of play.
- 8 Two time outs are permitted per team in each half. The clock shall STOP for one minute at a time out. The clock does not STOP for substitutions except in the last 3 minutes.
- 9 All venues MUST have a visible, electronic timer which ideally displays scores as well
- 10 In the last 3 minutes of the game, the clock must STOP each time the whistle is blown.
- 11 In the event of equal scores, the match is deemed a tie. No extra time may be played.
- 12 The following points shall be awarded for each game:
 - win = 4
 - tie = 2
 - loss = 0

In the event of a draw at the end of full time in a **final**, two **five** minute halves of extra time will be played. If after the end of extra time the scores are still drawn, a penalty shoot-out from the foul line will decide the winner.

- 13 Teams requiring to forfeit a game must notify the Executive Officer and the opposing team two school days prior to the day of competition. A forfeit occurring in this time frame will result in the game being awarded to the team available to compete, they will receive four points.

If a team forfeits within two school days prior to competition the game shall be awarded to the team available to compete, they will receive four points and a score of 20 points to 0.

- 14 The home school will provide a competent scorer / timekeeper and an approved basketball (leather size 6 for females in years 7 -10 and males in years 7 -8, a leather size 7 for males in years 9- 10).

- 15 Players shall wear correct basketball attire including numbered singlet's.

- 16 Players are required to have their nails cut or taped.

- 17 For a disqualifying foul, the Referee shall have the power to send off a player for the remaining time of the game. If a player is sent from the field for serious misconduct they will remain of the court for fifteen minutes and may not be replaced.

- 18 All players are encouraged to wear mouth guards.

- 19 Mercy Rule; whenever one team has a lead of 20 points or more, the team in the lead shall retreat behind the 3 point line, in defence, whenever the opposition gain possession, from inbound or filed play.

- 20 **The Head of Sport of the HOME Team is required to enter the result onto Results Vault within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result they should **e-mail the Executive Officer ASAP.**

CRICKET RULES AND REGULATIONS

- 15 Each side shall be of twelve players of whom only eleven may bat and only eleven may be on the field of play as fieldsmen.
- 16 Each College will field 1 team of **12 players** of whom only 11 may bat and only 11 may be on the field as fieldsmen. Teams must field **a minimum of 8 players** for a game to commence.
- 17 Matches shall commence between 12.30-1pm (negotiated by HoS) and shall be played on the ground of the first named College.
- 18 Each innings shall consist of 20 overs per team
- 19 There shall be a drinks break at a pre agreed time by the coaches and a 10 minute break between innings. Game times are overruled by the **SACCSS Safety Policy** and alterations to game times must be made if required.
- 20 For every ten minutes a team is late 10 runs will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 21 The Home School shall appoint umpires. It shall be the responsibility of the Home Team to pay the Umpire at the end of the match.
- 22 In the event of the Umpire being later than 15 minutes after the official starting time of the match, the 2 Coaches shall confer in an attempt to reach a mutual agreement as to who shall umpire the match. If no agreement can be reached the match shall be abandoned and a decision made re awarding of points or the allotting of another date of play.
- 23 If both coaches agree that the ground is in an unplayable state, the match shall be deemed a drawn. In cases of washouts, HoS must negotiate a revised date so that all fixtured games are played to determine who makes finals.
- 24 The following points shall be awarded for each match:
 - Win = 4
 - Draw = 2
 - Loss = 0

In the event of a draw at the end of full time in a **final**, two overs per team will be played.

The ladder will be further calculated using Net Run Rate (NRR). It is calculated as follows:

Team A total runs scored for the season ÷ Team A over's faced for the season =
NRR

Accumulated runs scored by each opposition / over's faced by each opposition=
NRR

Team A NRR - Opposition NRR = NRR

Please note that overs faced is in decimal format eg. (19.4 overs = 19.67 as 4 out of 6 balls)

- 25 Teams requiring to forfeit a game must notify the Executive Officer and the opposing team two school days prior to the day of competition. A forfeit occurring in this time frame will result in the game being awarded to the team available to compete, they will receive four points.

If a team forfeits within two school days prior to competition the game shall be awarded to the team available to compete, they will receive four points and a score of 50 runs to 0.

- 26 The Umpire shall have the power to send off any player for misconduct. If a player is sent off, they shall remain off the field for the remainder of the innings.
- 27 For serious offence, the Umpire shall have the power to report any offending player to the Executive Officer, who shall forward details of any such report to the Principal of the player concerned. The Umpire shall inform the player's Coach of his report. The Principal and Sports Coordinator of the player reported shall deal with the case as they see fit.

4.1.1 By Laws:

- 10 Each Coach shall see that players wear numbers. Numbers shall not be duplicated in a team. A team list is to be completed and given to the Umpire and opposing Coach prior to each game.
- 11 Each College shall supply:
- The scorers shall sit together apart from spectators and shall have sole charge of scoring and timing each innings. (The home team will be responsible for providing the bell or other device used to signal the end of each period of play);
 - One stopwatch.
- 12 The Home Team shall supply:
- Appropriate wicket that has required markings and boundaries visible. Wickets with stumps and spares.
 - A bell or other device used to signal the end of each period of play.
 - **Both teams** shall supply a two piece leatherball of 156 grams for Year 10 and 8.

- 13 Wicketkeeper must wear a protector at all times, and when standing up to the stumps, a properly fitting cricket helmet with a faceguard.
- 14 Batsmen must wear the appropriate protective equipment at all times; this includes a properly fitting cricket helmet with faceguard, gloves, leg pads and protectors.
- 15 A fielder is not be within 10m of the facing batsmen.
- 16 A bowler may bowl 4 overs only in an innings and a batsmen is to retire upon reaching 40 runs for year 10 and 8. In the event that all wickets fall a retired batsmen may resume their innings in order of retirement.
- 17 For each extra bowled the batting team will receive 2 runs in addition to any other runs made off the ball. 6 balls are to be bowled each over (no balls and wides are NOT re-bowled), however, in the final over 6 legitimate balls must be bowled.
- 18 10 overs are to be bowled consecutively from one end followed by 10 overs from the opposite end.
- 19 **The Head of Sport of the HOME Team is required to enter the result onto Results Vault within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result they should **e-mail the Executive Officer ASAP**. Included in the results need to be wickets that fell, runs made and overs bowled per innings.
- 20 Score Cards to be used for all matches.

SENIOR CRICKET RULES AND REGULATIONS

- 28 Each College will field 1 team of **12 players** of whom only 11 may bat and only 11 may be on the field as fieldsman. Teams must field **a minimum of 8 players** for a game to commence.
- 29 Matches shall commence at 1.30 pm and shall be played on the ground of the first named College.
- 30 Matches shall consist of 20 overs per team.
- 31 There shall be a drinks break at a pre agreed time by the coaches and a 10 minute break between innings. Game times are overruled by the **SACCSS Safety Policy** and alterations to game times must be made if required.

- 32 For every ten minutes a team is late 10 runs will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 33 The Home School shall appoint umpires. It shall be the responsibility of the Home Team to pay the Umpire at the end of the match. In the finals two umpires must be supplied.
- 34 In the event of the Umpire being later than 15 minutes after the official starting time of the match, the 2 Coaches shall confer in an attempt to reach a mutual agreement as to who shall umpire the match. If no agreement can be reached the match shall be abandoned and a decision made re awarding of points or the allotting of another date of play.
- 35 If both coaches agree that the ground is in an unplayable state, the match shall be deemed a draw. In cases of washouts, HoS must negotiate a revised date so that all fixtured games are played to determine who makes finals.
- 36 The following points shall be awarded for each match:
- Win = 4
 - Draw = 2
 - Loss = 0

In the event of a draw at the end of full time in a **final**, two over's per team will be played.

The ladder will be further calculated using Net Run Rate (NRR). It is calculated as follows:

Team A total runs scored for the season ÷ Team A over's faced for the season = NRR
Accumulated runs scored by each opposition / over's faced by each opposition = NRR

Team A NRR - Opposition NRR = NRR

*Please note that overs faced are in decimal format eg. (19.4 overs = 19.67 as 4 out of 6 balls)

- 37 Teams requiring to forfeit a game must notify the Executive Officer and the opposing team two school days prior to the day of competition. A forfeit occurring in this time frame will result in the game being awarded to the team available to compete, they will receive four points.
- If a team forfeits within two school days prior to competition the game shall be awarded to the team available to compete, they will receive four points and a score of 50 runs to 0.
- 38 The Umpire shall have the power to send off any player for misconduct. If a player is sent off, they shall remain off the field for the remainder of the innings.
- 39 For serious offence, the Umpire shall have the power to report any offending player to the Executive Officer, who shall forward details of any such report to the Principal of the player concerned. The Umpire shall inform the player's Coach of

his report. The Principal and Sports Coordinator of the player reported shall deal with the case as they see fit.

4.1.1 By Laws:

- 21 A team list is to be completed and given to the Umpire and opposing Coach prior to each game.
- 22 Each College shall supply:
 - The scorers shall sit together apart from spectators and shall have sole charge of scoring and timing each innings. (The home team will be responsible for providing the bell or other device used to signal the end of each period of play);
- 23 The Home Team shall supply:
 - Appropriate wicket that has required markings and boundaries visible. Wickets with stumps and spares.
 - A bell or other device used to signal the end of each period of play.
 - **Both teams** shall supply a two-piece leather ball of 156 grams.
- 24 Wicketkeeper must wear a protector at all times, and when standing up to the stumps, a properly fitting cricket helmet with a faceguard.
- 25 Batsmen must wear the appropriate protective equipment at all times; this includes a properly fitting cricket helmet with faceguard, gloves, leg pads and protectors.
- 26 A fielder is not be within 10m of the facing batsmen.
- 27 For each extra bowled the batting team will receive 2 runs in addition to any other runs made off the ball. 6 balls are to be bowled each over (no balls and wides are NOT re-bowled), however, in the final over 6 legitimate balls must be bowled.
- 28 10 overs are to be bowled consecutively from end followed by 10 overs from the opposite end.
- 29 **The Head of Sport of the HOME Team is required to enter the result onto Results Vault within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result they should **e-mail the Executive Officer ASAP.** Included in the results need to be wickets that fell, runs made and overs bowled per innings.
- 30 Score Cards to be used for all matches.
- 31 A bowler may bowl 4 over's only. A batter must retire at 50 runs, if the remaining batsmen all go out, they may continue batting.

FOOTBALL RULES AND REGULATIONS

- 1 The competition shall be conducted under the rules specified by the Australian Football Federation with the following amendments.
- 2 Each team shall consist of a **maximum 18 players**; with 11 players on the pitch at once and a maximum of 7 interchange players may be used, including the goalkeeper. Teams must field **a minimum of 7 players** for a game to commence.
- 3 The game shall commence at 1.30 pm and shall be played on the ground of the first named college.
- 4 Matches shall be **2 x 25 minutes** with a ten-minute half time break. The **SACCSS Safety Policy** overrules game times and alterations to game times must be made.
- 5 For every ten minutes a team is late one goal will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 6 The home school will appoint the Referee. It shall be the responsibility of the home team to pay the Referee at the end of the match.
- 7 In the event of the Referee being later than 15 minutes after the official starting time of the match, the two coaches shall confer in an attempt to reach a mutual agreement as to who shall referee the match. If no agreement can be reached, the match shall be abandoned and a decision made regarding awarding points or the allotting of another date of play.
- 8 The following points shall awarded for each match:
 - win = 3
 - draw = 1
 - loss = 0

In the event of a draw at the end of full time in a **final**, two **five** minute halves of extra time will be played. If after the end of extra time the scores are still drawn, a penalty shoot-out will decide the winner. The shoot-out will consist of the players on the field when the final whistle was signalled.

- 9 Teams requiring to forfeit a game must notify the Executive Officer and the opposing team two school days prior to the day of competition. A forfeit occurring in this time frame will result in the game being awarded to the team available to compete, they will receive four points.

If a team forfeits within two school days prior to competition the game shall be awarded to the team available to compete, they will receive three points and a score of 3 goals to 0.

- 10 The Referee shall have the power to order off and report any player to the Executive Officer who shall forward details to the Principal of the player concerned. The Referee shall inform the player's Coach of his report. The Principal and Sports Co-ordinator of the player reported shall deal with the case as they see fit.
- 11 A player sent off will remain off the field for the remainder of the game and may not be replaced
- 12 Each Coach shall see that players wear numbers. A team list is to be completed and given to the Referee and opposing Coach prior to each game.
- 13 The home team shall supply:
 - an approved football –size 5 for years 7 -10;
 - two nets – fitted well back, not to impede the goal keeper;
 - four corner flags on posts – not less than 1½ metres, with a non-pointed top;
 - a first aid kit;
 - one reliable lines-man.
- 14 **The Head of Sport of the HOME Team is required to enter the result onto Results Vault within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result they should **e-mail the Executive Officer ASAP.**
- 15 All players are required to wear shin guards.

SACCSS MALE AND FEMALE FOOTBALL

CONDITIONS OF PLAY:

- 16 The competition shall be conducted under the rules specified by the Australian Soccer Federation with the following amendments.
- 17 Each team shall consist of a **maximum 18 players**; with 11 players on the pitch at once and a maximum of 7 interchange players may be used, including the goalkeeper. Teams must field a **minimum of 7 players** for a game to commence.
- 18 Games will begin at 1:30pm unless the competing Colleges mutually agree upon an alternative time. The game shall be **2 x 40 minutes** with a **five-minute** half time break.
- 19 The Referee is the responsibility of the Convenor.

20 The following points shall awarded for each match:

- Win = 3
- Draw = 1
- Loss = 0

In the event of a draw at the end of full time in a **final**, two ten minute halves of extra time will be played. If after the end of extra time there has been no score, a penalty shoot-out will decide the winner. The shoot out will consist of the players on the field when the final whistle was signalled.

6. The Referee shall have the power to order off any player, as per the **SACCSS Code of Conduct and Responsibilities**. The Executive Officer should receive a record of the send off and forward details to the Principal of the player concerned. The Referee shall inform the player's Coach of his report. The Principal and Sports Co-ordinator of the player reported shall deal with the case as per the schools welfare and discipline policy.
7. Each Coach shall see that players wear numbers. A team list is to be completed and given to the Referee and opposing Coach prior to each game.
8. Each team shall supply:
 - a leather soccer ball – regulation size;
 - a first aid kit;
 - one reliable lines-man.
9. All players are required to wear shin guards.
10. The home team is the first named team on the draw.

Home team duties:

- (j) Arrange venue with competing school.
- (k) Organise registered umpire.
- (l) Organise match ball (must be a relatively new, quality leather football, for the Grand Final each competing school is to supply a match ball, the game ball will be selected by the umpire)
- (m) Organise one linesman (most likely a student)
- (n) Organise a scorer and timekeeper (a teacher or student)
- (o) Supply a first aid kit
- (p) After the game, send final scores to Executive Officer via email or fax, with the required details.
- (q) Collect the umpire's votes for the SACCSS Best and Fairest and send to the Executive Officer.

Away team duties:

- (f) Organise one linesman (most likely a student)
- (g) Organise a scorer and timekeeper (a teacher or student)
- (h) Supply a first aid kit

** The National Anthem is to be sung at the Grand Final, each College is to attempt to find a suitable student.**

11. Players sent off must not return until 15 minutes of play have elapsed or, subject to the umpire's discretion, may not return at all. When a player is sent off, another player cannot replace them. The team will be one short until he returns.

12. In the instance a team is late to competition without prior notification the team ready to play will be awarded 1 goal per 10 minutes. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.

13. Teams that forfeit a game must notify the Executive Officer and the opposing team two school days prior to the day of competition. A forfeit occurring in this time frame will award the game to the team available to compete; they will receive 4 points and no score advantage to their percentage.

If a team forfeits within two days of competition, the game will be awarded to the team available to compete, they will receive 3 points and a score of 3 goals to 0.

14. The Head of Sport of the HOME Team is required to enter the result onto Results Vault within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score. Where they are unable to enter a result they should e-mail the Executive Officer ASAP.

NETBALL RULES AND REGULATIONS

- 1 The competition shall be conducted in accordance with the rules specified by Netball Victoria except where amended below.
- 2 Each college will field one female team.
- 3 Each college is required to declare a **maximum of 11 players** on match day. The team and positions must be entered on the score sheet before the commencement of the game. Teams must field **a minimum of 5 players** for a game to commence.
- 4 Matches shall commence at 1.30 pm and shall be played at the home schools venue.
- 5 Matches shall be 4 x 10 minute quarters.
- 6 There shall be a 2 minute break at quarter and three quarter time and a 5 minute break at half time. Game times are overruled by the **SACCSS Safety Policy** and alterations to game times must be made.
- 7 For every ten minutes a team is late two goals will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 8 The home school shall appoint two neutral Umpires. It shall be the responsibility of the home team to pay the Umpires at the end of the match. Two umpires must be provided in a final.
- 9 Interchange of players is to be made at the breaks unless an injury occurs. The Coach may remove the player and replace her. The opposition Coach may also make changes if they wish at this time.
- 10 In the event of the Umpire being later than 15 minutes after the official starting time of the match, the two Coaches shall confer in an attempt to reach a mutual agreement as to who shall umpire the match. If no agreement can be reached the match will be abandoned and rescheduled if possible or a decision will be made about points.
- 11 The following points shall be awarded for each match:
 - Win = 4
 - Draw = 2
 - Loss = 0

In the event of a draw at the end of full time in a **final**, two five minute halves of extra time will be played. If after the end of extra time the scores are still drawn, the game will continue to the next score.

- 12 Teams requiring to forfeit a game must notify the Executive Officer and the opposing team two school days prior to the day of competition. A forfeit occurring in this time

frame will result in the game being awarded to the team available to compete, they will receive four points.

If a team forfeits within two school days prior to competition the game shall be awarded to the team available to compete, they will receive four points and a score of 10 goals to 0.

13 The Umpire shall have the power to send off and / or report any player for misconduct to the Executive Officer who shall forward details to the Principal and Sports Coordinator of the player concerned. The Umpire shall inform the player's Coach of her intention to lodge a report. The Principal and Sports Co-ordinator of the player reported shall deal with the case.

A player sent off must remain off for 15 minutes.

4.5.1 By Laws:

1 Each college shall see that players wear skirts, school polo top and appropriate netball bib. In the event of a clash in bib colours, the home team is required to bring an alternative set.

2 Each college shall supply:

- A match ball, size 5;
- A competent scorer / timekeeper;
- One stopwatch.

3 Mercy Rule

The Mercy Rule margin is 20 points. The rule will apply if a team is leading by 20 points at any stage during the game. The centre pass will be taken by the opposition until the score reduces below 20 points, the usual rotation will then resume.

4 Other netball rules:

- Jewellery may not be worn during a game;
- The Umpire may require a player with long hair to tie their hair back;
- Nails must be cut. **At no stage can players wear gloves or tape their nails.**

4 **The Head of Sport of the HOME Team is required to enter the result onto Results Vault within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result they should **e-mail the Executive Officer ASAP.**

5 **Finals** – Players are required to have played the equivalent of one full game to qualify for the final.

SACCSS SENIOR NETBALL

RULES & RESPONSIBILITIES

11. The home team is the first named team on the draw.

Home team duties :

- (r) Arrange venue with competing school.
- (s) Organise registered umpires (each College is to supply an umpire each for the Grand Final).
- (t) Organise match ball (must be a relatively new, quality leather netball, for the Grand Final each team is to supply a ball with the game ball selected by the umpires)
- (u) Organise a scorer and timekeeper (a teacher or student)
- (v) Supply a first aid kit
- (w) After the game, enter final scores on Results Vault, with the required details.
- (x) Collect the umpire's votes for the SACCSS Best and Fairest and enter on Results Vault.

Away team duties:

- (i) Organise a scorer and timekeeper (a teacher or student)
- (j) Supply a first aid kit

** The National Anthem is to be sung at the Grand Final, each College is to attempt to find a suitable student.**

12. Length of games – 4 x 10 minutes quarters
(One minute break at $\frac{1}{4}$ time and $\frac{3}{4}$ time, four minutes break at $\frac{1}{2}$ time)

In the event of an injury or a player needing to leave the field of play due to blood the clock will stop for a total of 2 minutes.

13. Teams can consist of up to a **maximum of 11 players** per game, 7 on the field and 4 on the bench. Teams must field **a minimum of 5 players** for a game to commence.

14. The ladder will be calculated like a normal netball ladder

Four points for a win, **two** points for a draw and **zero** points for a loss.

Percentage will be calculated using points for and points against.

15. The competition will be conducted with two divisions. The divisions will be based on the previous years results. There will be promotion of the winning grand final team from division 2 into the division 1 competition and the last placed division one team will be relegated to division 2.
16. In the event of a draw in the Grand Final, two periods of **five** minutes extra time each way will be played, if it is still a draw, play on to the a team has a 2 goal advantage.
17. Colleges must have an alternate bib in the case of a clash.
18. In the instance a team is late to competition without prior notification the team ready to play will be awarded 2 goals per 10 minutes. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
19. Teams that forfeit a game must notify the Executive Officer and the opposing team two school days prior to the day of competition. A forfeit occurring in this time frame will award the game to the team available to compete; they will receive 4 points and no score advantage to their percentage.

If a team forfeits within two days of a scheduled game, the game will be awarded to the team available to compete, they will receive 4 points and a score of 10 goals to 0.

- 10 **The Head of Sport of the HOME Team is required to enter the result onto Results Vault within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result they should **e-mail the Executive Officer ASAP.**
- 11 **Finals** – Players are required to have played the equivalent of one full game to qualify for the final.

VOLLEYBALL RULES AND REGULATIONS

- 1 The Competition shall be conducted under the rules specified by Volleyball Victoria except where amended below.
- 2 Each college will field 1 boy's and 1 girls' team.
- 3 Each college is required to declare a **maximum of 10 players** on match day, with 6 in rotation at any one time. Teams must field **a minimum of 5 players** for a game to commence.
- 4 Matches shall commence at 1.15 pm (or earlier if negotiated by HoS in advance) and shall be played at the home schools venue
- 5 There shall be a 3 - 4 minute changeover period between games. The **SACCSS Safety Policy** overrules game times and alterations to game times must be made.
- 6 For every ten minutes a team is late 3 points will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 7 Matches shall be the **BEST OF 5 SETS**. The team that wins 3 sets wins the match. Sets are played to 25 points with a minimum lead of 2 points and 15 points in the final set with a 2 point lead.

For example 14 – 14 play continues until a 2 point lead is achieved (16 – 14).

If a set is in play and the score is between 10- 15 points the set should be played out for a result in that set. However if the game needs to finish due to unforeseen circumstances the set shall be awarded using the following scoring;

- In the final set if a team is 8 points or greater with a 2 point lead it is considered a win.
- In set 1 to 4 if a team has a score of 12 points or greater with a two point lead it will be considered a win for team leading for that set.

- 8 The home school shall appoint an umpire. It shall be the responsibility of the home team to pay the Umpires at the end of the match.
- 9 In the event of the Umpire being later than 15 minutes after the official starting time of the match, the 2 Coaches shall confer in an attempt to reach a mutual agreement as to who shall umpire the match.

- 10 The following points shall be awarded for each match:

- Win = 4
- Draw = 2 (*only to be awarded if game is abandoned due to heat*)
- Loss = 0

- 11 Teams requiring to forfeit a game must notify the Executive Officer and the opposing team two school days prior to the day of competition. A forfeit occurring

in this time frame will result in the game being awarded to the team available to compete, they will receive four points.

If a team forfeits within two school days prior to competition the game shall be awarded to the team available to compete, they will receive four points and a score of 3 sets to 0.

12 Players will be Yellow Carded or Red Carded (just like soccer) for offensive conduct or aggression. First Yellow Card is a warning. A second Yellow Card will equal a Red. If a player receives a Red Card they are off for the rest of the match and may not be replaced.

13 The Umpire shall have the power to order off and report any player for misconduct to the Executive Officer who shall forward details to the Principal and Sports Coordinator of the player concerned. The Umpire shall inform the player's Coach of his intention to lodge a report. The Principal and Sports Coordinator of the player reported shall deal with the case.

14 A player sent off is required to report to their Coach to have their name recorded.

4.4.1 By Laws:

1 A team list is to be completed and given to the Umpire and opposing Coach prior to each game.

2 Each College shall supply:

- A synthetic leather Volleyball, standard size;
- A competent scorer/timekeeper;
- One stopwatch.

3 The net height shall be **2.15 metres** for boys and for girls.

4 Either side, regardless of who serves, can win points.

5 Any body part can be used to hit the ball.

6 The team's starting line up (6 players) indicates the rotational order of players on the court. This rotational order must be maintained through the set.

7 Players must use the correct serving technique, that is the ball shall be hit with one hand or any part of the arm after being released.

8 If the ball hits the net on the serve and continues into the opposition's court it is played on.

9 A technically correct shot for the DIG must be played. Both hands **must** be linked together.

- 10 A team is entitled to a maximum of 3 team hits. A player may not hit the ball 2 times consecutively.
- 11 A ball driven into the net may be recovered within the limits of the 3 team hits.
- 12 Teams can request 2 time-outs for a maximum time of 30 seconds. Time-outs cannot be called in the last 3 minutes of the game.
- 13 Four substitutions is the maximum permitted per team per set. One or more players may be substituted at the same time. The Umpire must acknowledge all substitutions.
- 14 After each set the teams change sides or ends.
- 15 **The Head of Sport of the HOME Team is required to enter the result onto Results Vault within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result they should **e-mail the Executive Officer ASAP.**