

AUSTRALIAN FOOTBALL 2018

GSV Australian Football Committee

Current Heads of Sport (HOS)

Planning Meeting

Wednesday 28 February

GSV Office, 9.30am – 11.30am

Review Meeting

Wednesday 20 June

HOS Meeting, 11.00am – 11.30am

Sport Information

Australian Football is played in Term Two as a weekly sport.

Divisions are Senior (9-12) & Junior (7&8). The Junior competition is played as AFL 9's.

The fixture will be determined based on team entries, aiming to maximise participation.

Entries Close: Friday 23 February

Entry Fee: *Senior:* \$82.50/team (including GST)

Junior: Nil/team (including GST)

Further Opportunities

Contact AFL Victoria (Female Football Development Manager) for further information regarding development pathways on 8663 3042 or www.aflvic.com.au.

General Australian Football Information

Uniform for School Teams

Senior: Football jumpers with numbers are preferable

School Rugby Jumpers/Soccer Tops/Polo Shirt/Shorts/Hockey or Soccer Socks

Football boots are recommended

Second named team to carry an alternate strip (socks/tops) in the event of a uniform clash

Junior: School Rugby Jumpers/Soccer Tops/Polo Shirt/Shorts/Hockey or Soccer Socks

Second named team to carry an alternate strip (socks/tops) in the event of a uniform clash

Football boots or runners are acceptable

Mouth guards are compulsory in Senior & Junior matches

Field Requirements

It is the duty of the first named school to organise a suitable match venue. Emphasis should be on safety so that fields are clearly marked and the ground surface is suitable. Refer to Section 2/Sport Operations/Facility Requirements of the GSV Handbook for a summary of the recommended field requirements.

Match Equipment

The first named school is to provide the match equipment. If the match is not played at the first named school, it is then the responsibility of the first named school to negotiate the provision of the match equipment with the host venue. All equipment is to be clearly labeled. Portable football goals are available for purchase from AFL Victoria.

Senior: Size 4 Sherrin synthetic or leather match ball.

Junior: Size 5 AFL 9's match ball.

Umpires

Senior: The first named school is to provide two suitable umpires for each match.

Junior: The first named school is to provide one suitable umpire for each match.

Scoring & Timekeeping

Schools are to use GSV score sheets and provide a scorer, timekeeper and boundary umpire (Senior only). It is expected that scorers agree on scores at the end of each quarter.

First Aid

Schools are to address the First Aid needs of their own students and staff. A school First Aid kit is required for all matches. It is the duty of the first named school to ensure there is an operable phone at the competition venue(s) and that there is an emergency procedure set for the venue(s) hosting

the nominated fixture (refer to Section 5/Policies & Procedures/Risk Management of the GSV Handbook).

AUSTRALIAN FOOTBALL 2018
WEEKLY SPORT – SENIOR COMPETITION

RULES AND REGULATIONS

Australian Football is to be conducted under the official rules of the AFL Youth Girls Competition. The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 22.
2. A maximum of 18 players is permitted to take the field.
3. A team may play with a minimum of 15 players. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.

Match Requirements

1. Matches are to commence at 4.15pm.
2. Game length will be 4 x 10 minute quarters with 5 minutes at half time.
3. There will be no time allowed for injury.
4. Before commencing play, opposing sides shall toss to choose ends.
5. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining.
6. The forfeit score shall be recorded as 36 - 0.
7. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 4 x 8 minute quarters.

Sport Specific Playing Conditions

Spirit of the Game

1. Before the commencement of play, all players, coaches and umpires should gather on the ground and shake hands.
2. The umpires and coaches should ensure that players are aware of the rules and procedures to be followed in the conduct of the game.
3. At the conclusion of the game, all players, coaches & umpires should again gather to shake hands.
The umpire should at all times:
4. Endeavour to apply the rules of the games while preferring to award kicks to players whose sole objective is to contest and gain possession in preference to calling for ball-ups.
5. Understand that the spirit of AFL Youth Girls Match rules is to enable all players to gather possession and that the player in possession of the ball should be given every opportunity to kick or handball.
6. Attempt to apply the laws of the game so that players should be given every opportunity to get the ball in a safe manner and be protected from injury.

Rotation of Players

1. A team may use up to 4 reserve players on an interchange basis.
2. Interchange may be used at any time during the match.
3. The interchange player must seek the umpire's permission and is brought onto the field at a break in play.
4. Schools employing official umpires should ensure that he/she is informed about the GSV interchange rule.

Start of Play & Restarting after a Goal

1. Only centreline players attend centre bounces (20m clearance/centre square from all other players).
2. The umpire is to enforce a similar 20m area for field ball ups to avoid unnecessary congestion.
3. Full possession in the ruck is not permitted – players must knock, palm or punch the ball to a teammate or open ground and may not play the ball again until it has been touched by another player or hits the ground.

Contact & Tackling

Students new to the game but keen to be first to the ball often have not yet learned to protect themselves when faced with picking up the ball from below their knees and an opponent running at them to do the same. To provide the highest consideration to player welfare, the following rules shall apply:

1. Full tackling rules as per the Laws of Australian Football can be applied, however, no player shall be deliberately slung, dumped or thrown to the ground via any tackle. A free kick shall be paid.
2. Only one player is permitted to tackle another player at any time.
3. By agreement, coaches can decide to implement a 'wrap tackle' only and let the umpire know they have agreed to this.
4. A 'wrap tackle' is legally applied:
 - o When a player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees.
 - o A player's prime objective should be to gain possession of the ball (eyes on the ball).
 - o Restrained side (shoulder to shoulder) contact is permitted when players are contesting a loose ball, provided that the ball is within 5m.
 - o "Running with" the player rather than "running at" the player must be the intention.
 - o Front on contact or contact from behind is strictly prohibited.
5. No barging or chopping past opponents is allowed.

Bouncing

1. Players are allowed no more than 2 bounces before disposal.
2. This prevents one player from dominating play and encourages team play and disposal skills.

Kicking off the Ground

1. Intentional kicking off the ground is not permitted *except*:
 - o When the intent is to clear congestion around the ball.
 - o Only one kick is permitted.
 - o Any kicking in danger will be penalised.
 - o Kicking the ball off the ground for goal is permitted providing the above 2 points are adhered to.
2. Students must be taught to pick up a moving ball cleanly from below the knees and at pace while under no pressure so that players learn to protect their body against a potential tackle or bump.

Kicking Penalties

1. Kicks must be over 10 metres.
2. 25 metre penalties shall apply.

Send Off Rule

1. Red and Yellow card system in place; yellow card (minor offence) 10 minute send off, 2nd yellow card – send off for remainder of game & reported for the offence, Red card (serious offence) send off for remainder of game & reported for the offence.
2. Replacements are not permitted for players that have been sent off.

Game Tactics

AFL Victoria has identified the main reasons why girls enjoy playing are to have fun with their friends, to socialise and meet new friends and to be able to execute the physical aspects of the game such as tackling and shepherding. With this in mind, coaches are strongly advised:

1. To avoid using tactics of tagging, full presses and having only one player behind the ball.
2. These tactics detract from provision of an environment that maximises the desired fair, fun, fast, skilful and competitive elements of the game at this level.

Equalisation Strategy

1. When the score difference becomes greater than 36 points (6 goals), the re-start of play shall be taken as a free kick in the centre square by the lower scoring team.
2. Should the score return to less than 36 points, the 'normal' re-start of play shall occur (as above).

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can only play finals in only one grade/one team.

Finals

1. Finals will only be conducted for the Senior A Grade Competition.
2. In the event of a tie, 5 minutes each end to be played to determine the result.
3. If it is still a tie, the tie shall stand.

AFL 9's 2018
WEEKLY SPORT – JUNIOR COMPETITION

RULES AND REGULATIONS

Australian Football is to be conducted under the official rules of the AFL 9's Competition. The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 15.
2. A maximum of 9 players is permitted to take the field.
3. A team may play with a minimum of 7 players. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.

Match Requirements

1. Team warm up from 4.00pm.
2. Matches are to commence at 4.15pm.
3. Game length will be 4 x 10 minute quarter with 5 minutes at half time.
4. There will be no time allowed for injury.
5. Before commencing play, opposing sides shall toss to choose ends.
6. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining.
7. The forfeit score shall be recorded as 36 - 0.
8. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches in consultation with the umpire, shall mutually agree on the format of the match that best maximises the time remaining. For example, 4 x 8 minute quarters.

Sport Specific Playing Conditions

Players

1. A team may use up to 6 reserve players on an interchange basis. Interchange may be used at any time during the match.
2. 3 players are allowed in each zone at the start of play and after a goal.
3. Only designated forwards can score.

Start of Play

1. Ball up.
2. Players must stand toe to toe.
3. No run up or raised knee is allowed.
4. Two centre players in the ball up cannot take possession of ball and another centre player must touch the ball.
5. Players not involved in ball up must start on defensive side of their ruckmen.

Possession

1. Players may attempt to intercept the ball in play but must not make contact with opponent.
2. Can only touch another player if they are in possession of the ball.
3. Player can stay in possession of the ball for one bounce and 30m unless directed by the umpire.
4. If a player has had 'no prior opportunity' to get rid of the ball and they are touched, then they have two steps/two seconds to dispose of the ball.

Mark

1. Awarded if player catches or takes control of the ball irrespective of the distance it travels.
2. When a player has taken a mark, no player should be within 2m in any direction, besides the player on the mark.
3. There should be no contact in a marking contest. The player at the front of the contest has every opportunity to mark the ball and the umpire can nominate the player that has the right of way.

Scoring

1. The field umpire has the sole discretion on whether it is a score or not.

Bumping/Tackling/Barging

1. Cannot hold a player with your arms.
2. Knock ball from opponent's hands or steal the ball.
3. Push or deliberately bump a player.
4. Smother kick at point of impact.
5. Sheppard opponents.
6. Touch the ball while another player is in possession.

Equalisation Strategy

1. When the score difference becomes greater than 36 points (6 goals), the re-start of play shall be taken as a free kick in the centre square by the lower scoring team.
2. Should the score return to less than 36 points, the 'normal' re-start of play shall occur (as above).

Mercy Rule

The Mercy Rule margin AFL 9's is 10 Goals (60 points). The final result is adjusted at the conclusion of the match.

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can only play finals in only one grade/one team.

BASKETBALL 2018 WEEKLY SPORT

GSV Basketball Committee

Planning Meetings

Thursday 23 August
GSV Office, 9.30am – 11.30am

Review Meeting

Friday 23 November
HOS Meeting, 3.00pm – 3.30pm

Sport Information

Basketball is played in Term Four as a weekly sport.
Divisions are Senior (Year 11 & 12), Intermediate (Year 9 & 10) and Junior (Year 7 & 8).
The fixture will be determined based on team entries, aiming to maximise participation.

Entries Close: Friday 17 August

Entry Fee: \$88.00/team (including GST)

Further Opportunities

Contact Basketball Victoria for further information regarding development pathways, entry for the McDonalds Champion School of Victoria Tournament and National Schools Basketball Tournament on 9837 8000 or www.basketballvictoria.com.au.

General Basketball Information

Uniform for School Teams

Basketball singlet with clear and correct numbers are highly recommended, or competition shirt with adhesive numbers (Bibs are NOT permitted)
School Shorts (pockets taped or stitched)
Mouth guards are recommended
Second named team to carry an alternate strip (tops) in the event of a uniform clash

Court Requirements

It is the duty of the first named school to organise a suitable match venue. It is a requirement that at least A & B Grade matches be played on an indoor court. It is recommended that posts on outdoor courts are surrounded by protective padding. Refer to Section 2/Sport Operations/Facility Requirements of the GSV Handbook for a summary of the recommended court requirements.

Match Equipment

The first named school is to provide a size 6 ball (Indoor: leather ball, Outdoor: good quality ball)
If the match is not played at the first named school, it is the responsibility of the first named school to negotiate the provision of match equipment with the host venue. All equipment is to be clearly labeled.

Referees

The first named school is to provide 2 referees for A & B Grade and 1 referee for C Grade & below. It is recommended that a 'graded' referee be appointed to all A grade matches.

Scoring & Timekeeping

Schools are to use GSV score sheets and provide one proficient scorer and timekeeper for the bench. It is expected that scorers agree on scores at the end of each half.

First Aid

Schools are to address the First Aid needs of their own students and staff. A school First Aid kit is required for all matches. It is the duty of the first named school to ensure there is an operable phone at the competition venue(s) and that there is an emergency procedure set for the venue(s) hosting

the nominated fixture (refer to Section 5/Policies & Procedures/Risk Management of the GSV Handbook).

BASKETBALL 2018 WEEKLY SPORT

RULES AND REGULATIONS

Basketball is to be conducted under the rules and regulations of FIBA. The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 12.
2. A maximum of 5 players are permitted to take the court.
3. A team must start with a minimum of 4 players. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.
4. Prior to the start of each game, coaches must provide the scorers with names, numbers and positions of players.

Match Requirements

1. Matches are to commence at 4.15.
2. 50 minutes is to be allocated per match.
3. Matches are 2 x 20 minute halves with a stop clock rule applied.
4. Courts permitting, all teams are to play simultaneously.
5. The changeover for a second round match should take place no later than 5.10pm.
6. The home team shall decide the order of competition.
7. Before commencing play, opposing sides shall toss to choose between ends.
8. If a team arrives after 4.30pm, the offending team will forfeit the match/s. A scratch match is to be played in the time remaining without interfering with the starting time of remaining matches. If back to back matches are being played, the lowest grade will be forfeited unless otherwise negotiated.
9. The forfeit score shall be recorded as 30 – 0.
10. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 2 x 15 minute halves.

Sport Specific Playing Conditions

1. The possession rule will be played in all matches.
2. When a team is leading by 20 points or more, and the team leading is defending they must play man to man defence within the 3 point line area (Note: Where schools have new court markings/dual 3 point lines, man to man defence closest to the baseline.)
3. The referee may allow a small step into court where insufficient room is available for end of court and side line throw in.
4. If the ball hits an object within the court area which is lower than the roof line, e.g. gymnastics apparatus, play on.
5. Teams are entitled 1 time out per half. No time out is allowed in the last minute of the 1st half.
6. Time outs are to be requested by the team captain or coach.
7. Each time out is limited to 60 seconds. The clock does not stop. The team requesting the time out may shorten its time limit and in doing so, the game should be resumed immediately.
8. In the last 3 minutes of the second half, the clock is stopped on every whistle. The clock is to resume when the ball touches a player in play.

Mercy Rule

In Intermediate & Junior matches, the Mercy Rule margin (Basketball) is 30 points. The final result is adjusted at the conclusion of the match.

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can only play finals in only one grade/one team.

Finals

If at the end of time a game is drawn when a winning team needs to be determined overtime should be played to determine the result. Play 5 minutes overtime. Any subsequent overtime required shall be 2 minutes. One time out is permitted per team in overtime.

CRICKET 2018

GSV Cricket Committee

Matthew Wesson - Convener
Neale Baker

Planning Meeting

Thursday 23 August
GSV Office, 9.30am – 11.30am

Review Meeting

Friday 23 November
HOS Meeting, 3.00pm – 3.30pm

Sport Information

Cricket is played in Term Four as a weekly sport.
Divisions are Senior (Year 9 – 12) and Junior (Year 7 & 8).
The fixture will be determined based on team entries, aiming to maximise participation.

Entries Close: Friday 17 August

Entry Fee: \$66.00/team (including GST)

Further Opportunities

Contact Cricket Victoria for further information regarding development pathways on 9653 1100 or www.cricketvictoria.com.au.

General Cricket Information

Uniform for School Teams

School competition shirt long sleeve top recommended
School Shorts/Sports Hat

Field Requirements

It is the duty of the first named school to organise a suitable match venue. Boundary markers must be set out at regular intervals if no clear defined boundary exists. The minimum boundary is a 40m radius from the stumps. The pitch should be turf, synthetic, malthoid, matting over concrete or concrete. Unacceptable pitches include rolled or mowed grass and matting over grass as they are deemed to be unsafe. Refer to Section 2/Sport Operations/Facility Requirements of the GSV Handbook for a summary of the recommended field requirements.

Match Equipment

Each school must provide all match equipment, including bats, pads, batting gloves, wicket keeping gloves, helmets, wickets, bails, match ball (142 gm, 2 piece, leather, Kookaburra or Platypus, new or good condition ball). Arm guards and thigh pads are recommended for batters. All equipment is to be clearly labeled. Refer to Section 2/Sport Operations/Protective Equipment of the GSV Handbook for the recommended protective equipment.

Umpires

Schools are to provide one competent staff member to umpire.

Scoring & Timekeeping

Schools are to use GSV score sheets and provide one proficient scorer. It is expected that scorers agree on scores at the end of each over.

First Aid

Schools are to address the First Aid needs of their own students and staff. A school First Aid kit is required for all matches. It is the duty of the first named school to ensure there is an operable phone at the competition venue(s) and that there is an emergency procedure set for the venue(s) hosting the nominated fixture (refer to Section 5/Policies & Procedures/Risk Management of the GSV Handbook).

CRICKET 2018
WEEKLY SPORT - SENIOR COMPETITION

RULES AND REGULATIONS

Cricket is to be played under the Laws of Cricket and in accordance with A.C.B., V.C.A. and V.W.C.A. match rules. The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 14, of which 11 can bat and up to 11 bowl or wicket keep.
2. Substitute fielders are allowed.
3. A minimum of 7 players is required to take the field. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.

Match Requirements

1. Matches are to commence at 4.00pm (unless negotiated between schools).
2. Matches will consist of 16 overs per team.
3. If a team arrives after 4.30pm, the offending team shall forfeit the match. A scratch match is to be played.
4. The forfeit score for a match shall be recorded as 60 - 0.
5. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 12 overs per team.

Sport Specific Playing Conditions

Batting

1. Each team shall face 16 overs unless it is dismissed.
2. Each batsman must wear a helmet.
3. A batsman shall retire immediately upon reaching 30 runs.
4. Should all wickets fall, the retired batsmen shall return in the order in which they retired as long as the batting team has 11 players.

Bowling

1. 6 balls to be bowled per over.
2. No bowler is permitted to bowl more than 4 overs.
3. No additional ball is to be bowled for wides or no-balls excluding the last over, where 6 legitimate balls must be bowled.
4. At the beginning of each innings, the bowling team will choose which end they will bowl from and all overs for that innings will be bowled from that end.
5. At the end of each over the batsmen will change ends. This will save time between overs, as the fieldsman will not be required to repeatedly change positions.

Fielding

1. All 11 players field simultaneously.
2. No fieldsman can stand closer than 10 metres (half pitch length) from the striker's wicket on the leg side or in front of point on the offside, slips and gully positions are accepted.

Scoring

1. A Wide is any ball out of reach in the normal batting position.
2. A Wide = 2 runs+ any byes run.
3. A No Ball is a ball that bounces more than twice before reaching the batting crease, a ball which bounces above shoulder height in the normal batting stance or a full toss which reaches the batsman above waist height in the normal batting stance. Any bowled ball which lands off the pitch shall be called a 'no ball'.
4. A No Ball = 2 runs+ any runs off the bat, leg byes or byes run.

Umpiring

Umpires are to change ends every 4 overs.

Adverse Weather

Where a match is affected by adverse weather, the team batting second must have faced a minimum of 8 overs for a result to be determined by comparing the cumulative over score.

Results

The team with the highest total score shall be declared the winner.

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can only play finals in only one grade/one team.

CRICKET 2018
WEEKLY SPORT - JUNIOR COMPETITION

RULES AND REGULATIONS

Cricket is to be played under the Laws of Cricket and in accordance with A.C.B., V.C.A. and V.W.C.A. match rules. The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 15, of which 12 can bat and up to 12 can bowl.
2. It is recommended that those players, out of the 15, who do not get a bat at least bowl or wicket keep.
3. Substitute fielders are allowed.
4. A minimum of 8 players is required to take the field. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.

Match Requirements

1. Matches are to commence at 4.00pm (unless negotiated between schools).
2. Matches will consist of 18 overs per team.
3. If a team arrives after 4.30pm, the offending team shall forfeit the match. A scratch match is to be played.
4. A forfeit score shall be recorded as 60 – 0.
5. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 12 overs per team, each pair bats for 2 overs.

Sport Specific Playing Conditions

Batting

1. Batting will be conducted in pairs under the following format: (Strictly Batting in Reverse Order of Ability)
Pair 1 bat for 2 overs Pair 2 bat for 2 overs Pair 3 bat for 3 overs
Pair 4 bat for 3 overs Pair 5 bat for 4 overs Pair 6 bat for 4 overs TOTAL-18
overs
2. Each pair is to bat for the allocated overs.
3. Each batsman must wear a helmet.
4. Batsmen cannot be substituted.
5. When a batsman is dismissed, batsmen change ends and 4 runs added to the oppositions team score.
6. In the case of a run out, the batsmen do not have to change ends.
7. If a team has less than 12 players, i.e. the team only has 11 players, the 11th player bats for one over, with another player attired as a batsman at the other end for running purposes only. If a team has only 10 players, two overs reduction in the batting allocation shall apply, if only 9 players, three overs reduction and so on.
8. The LBW rule shall only be applied if the batsman does not attempt to play a stroke.

Bowling

1. Bowling will be conducted in pairs strictly bowling in reverse order of ability.
2. A team must use at least 6 bowlers, who shall bowl at least 1 over and no more than 4 overs each.
3. At the beginning of each innings, the bowling team will choose which end they will bowl from and all overs for that innings will be bowled from that end.
4. At the end of each over the batsmen will change ends. This will save time between overs, as the fieldsman will not be required to repeatedly change positions.
5. 6 balls to be bowled per over.
6. No additional ball is to be bowled for wides or no balls excluding the last over, where 6 legitimate balls must be bowled.
7. The bowler may choose to bowl underarm after they have bowled 2 balls off the pitch. The bowler must notify the umpire and the batter of their intention to bowl underarm.

Fielding

1. All 12 players field simultaneously.
2. No fieldsman can stand closer than 10 metres (half pitch length) from the striker's wicket on the leg side or in front of point on the offside, slips and gully positions are accepted.

Scoring

1. A Wide is any ball out of reach in the normal batting position.
2. A Wide = 2 runs + any byes run.
3. A No Ball is a ball that bounces more than twice before reaching the batting crease, a ball which bounces above shoulder height in the normal batting stance or a full toss which reaches the batsman above waist height in the normal batting stance. Any bowled ball which lands off the pitch shall be called a 'no ball'.
4. A No Ball = 2 runs + any runs off the bat, leg byes or byes run.

Umpiring

Umpires are to change ends with the change of batting pairs.

Adverse Weather

Where a match is affected by adverse weather, the team batting second must have faced a minimum of 9 overs for a result to be determined by comparing the cumulative over score (wickets/runs).

Results

The team with the highest total score shall be declared the winner.

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can only play finals in only one grade/one team.

HOCKEY 2018

GSV Hockey Committee

Angela Allen - Convener

Planning Meeting

Monday 26 February

GSV Office, 9.30am – 11.30am

Review Meeting

Wednesday 20 June

HOS Meeting, 11.00am – 11.30am

Sport Information

Hockey is played in Term Two as a weekly sport.

Divisions are Senior (Year 11 & 12), Intermediate (Year 9 & 10) and Junior (Year 7 & 8).

The fixture will be determined based on team entries, aiming to maximise participation.

Entries Close: Friday 23 February
GST)

Entry Fee: \$825.00/per Junior team (including

GST)

Entry Fee: \$605.00/per Int & Snr team (including

Further Opportunities

Contact Hockey Victoria for further information regarding development pathways on 8379 4288 or www.hockeyvictoria.org.au.

General Hockey Information

Uniform for School Teams

School Polo Shirt/Shorts/Skirt/Socks

Shin Guards and mouth guard are compulsory.

A multi-stop styled shoe is preferred. Runners are satisfactory. Players are not permitted to wear footwear with leather or metal sprigs, screw-in plastic sprigs or moulded rubber plastic sprigs of < 15 per boot.

Second named team to carry an alternate strip (socks/tops) in the event of a uniform clash.

Goal keepers

Every team must have a fully kitted goalkeeper wearing a hockey helmet (no peaked visor) and must wear an over shirt of a different colour to both teams. All sharp objects such as buckles and toe-caps must be taped. Goalkeepers may wear boots with moulded rubber sprigs or moulded plastic sprigs provided they protrude no more than 10mm (3/8") from the sole. Sprigs are to be ground to a smooth dome at the end such that there are no sharp edges. No other type of sprig is permissible.

Defenders

It is highly recommended that all defensive players wear a mask when starting inside the D Circle during a penalty corner.

Field Requirements

All matches will be played on Synthetic Hockey grounds.

Match Equipment

The first named school is to provide a dimple match ball (Kookaburra). The match ball may be white/orange. Schools are to provide their own protective equipment and sticks of regulation size and material. Split or jagged ends are not permitted. Refer to Section 2/Sport Operations/Protective Equipment of the GSV Handbook for a summary of the recommended protective equipment.

Umpires

Appointed by GSV.

Scoring & Timekeeping

Schools are to provide GSV score sheets. Umpires are to score and time. It is expected that coaches agree on scores at the end of each half.

First Aid

Schools are to address the First Aid needs of their own students and staff. A school First Aid kit is required for all matches. It is the duty of the first named school to ensure there is an operable phone at the competition venue(s) and that there is an emergency procedure set for the venue(s) hosting the nominated fixture (refer to Section 5/Policies & Procedures/Risk Management of the GSV Handbook).

HOCKEY 2018 WEEKLY SPORT

RULES AND REGULATIONS

Hockey is to be conducted under the rules and regulations of the International Hockey Federation (FIH). The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 16.
2. A maximum of 11 players are permitted to take the field.
3. A team may start play with a minimum of 7 players. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.

Match Requirements

1. Matches will be scheduled on Synthetic Hockey grounds between 4.00 and 6.00 pm.
2. All matches shall be 2 x 25 minute halves (plus penalty corners).
3. Before commencing play, opposing sides shall toss to choose between the centre pass or end.
4. If a team arrives after 4.30pm the offending team will forfeit the match. A scratch match is to be played in the time remaining, without interfering with the starting time of remaining matches.
5. The forfeit score shall be recorded as 5 – 0.
6. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 2 x 15 minute halves.

Sport Specific Playing Conditions

1. Interchange may be used at any time during the match except during a penalty corner.
2. An injured goal keeper may be interchanged during a penalty corner.
3. The tomahawk skill is **only** permitted in **Senior** competition.
4. It is highly recommended that all defensive players wear a mask when starting inside the D Circle during a penalty corner.

Goalkeeper Rules

1. An incapacitated or suspended goalkeeper shall be replaced immediately by another goalkeeper.
2. Where no substitute goalkeeper is available, the field player replacing the goalkeeper shall be permitted to put on, without time wasting, all protective equipment i.e. at least a helmet, chest protector, pads and kickers.

Defensive Players

1. It is highly recommended that all defensive players wear a mask when starting inside the Circle during a penalty corner.

Mercy Rule

In Intermediate & Junior matches, the Mercy Rule margin (Hockey) is 10 goals. The final match result is adjusted at the conclusion of the match.

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can only play finals in only one grade/one team.

Finals

If scores are equal an extra 5 minutes each way of extra time shall be played. A 'Golden Goal' rule shall apply during extra time. If there is no score at the end of extra time then penalty strokes with a minimum of 5 strokes shall follow. If still equal, a sudden death penalty stroke will apply.

BADMINTON 2018

GSV Badminton Committee

Greg Clarnette

Planning Meeting

Thursday 17 May

GSV Office, 9.30am – 11.30am

Review Meeting

Thursday 13 September

HOS Meeting, 11.00am – 11.30am

Sport Information

Badminton is played in Term Three as a weekly sport.

Divisions are Senior (Year 11 & 12), Intermediate (Year 9 & 10) and Junior (Year 7 & 8).

The fixture will be determined based on team entries, aiming to maximise participation.

Entries Close: Friday 11 May
(including GST)

Entry Fee: \$88.00/team

Further Opportunities

Contact Badminton Victoria for further information regarding development pathways and entry for the Badminton All Schools Event in Term 4 on 9686 4777 or www.badmintonvic.com.au.

General Badminton Information

Uniform for School Teams

School Polo Shirt/Shorts

Court Requirements

It is the duty of the first named school to organise a suitable match venue. Refer to Section 2/Sport Operations/Facility Requirements of the GSV Handbook for a summary of the recommended court requirements.

Match Equipment

The first named school is to provide the match shuttles. If the match is not played at the first named school, it is the responsibility of the first named school to negotiate the provision of match equipment with the host venue. All equipment is to be clearly labeled.

Senior & Intermediate Games: Feather shuttles to be used, Epsilon and Carlton 51, Yonex and RSL 79.

Junior Games: Nylon shuttles to be used, Epsilon 308. In semi-finals and finals matches, only white shuttles are permitted.

Umpires

Non playing students are to umpire (at least one student per school per court).

Scoring & Timekeeping

Schools are to use GSV score sheets. Players are to share the scoring and timing of matches. It is expected that coaches agree on scores at the conclusion of each pair's match.

First Aid

Schools are to address the First Aid needs of their own students and staff. A school First Aid kit is required for all matches. It is the duty of the first named school to ensure there is an operable phone at the competition venue(s) and that there is an emergency procedure set for the venue(s) hosting the nominated fixture (refer to Section 5/Policies & Procedures/Risk Management of the GSV Handbook).

SOCCKER 2018

WEEKLY SPORT

RULES AND REGULATIONS

Soccer is to be conducted under the official rules of FIFA. The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 16.
2. A maximum of 11 players are permitted to take the field.
3. A team may play with a minimum of 7 players. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.

Match Requirements

1. Matches are to commence at 4.15pm.
2. Game length will be 2 x 25 minute halves with 5 minutes at half time. 55 minutes is to be allocated per match.
3. Before commencing play, opposing sides shall toss to choose between kick off and ends.
4. Referee will indicate to end each half and the game.
5. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining without interfering with the starting time of remaining matches. If back to back matches are being played, the lowest grade will be forfeited unless otherwise negotiated.
6. The forfeit score shall be recorded as 4 – 0.
7. Should a team arrive between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 2 x 15 minute halves.

Sport Specific Playing Conditions

1. There will be no time allowed for injury.
2. Interchange Rule
 - A team may use 5 reserve players on an interchange basis.
 - Interchange may be used at any time during the match.
 - The interchange player must seek the referee's permission and is brought onto the field at a break in play.
 - NB: Schools employing official referees should ensure that he/she is informed about the GSV interchange rule.

Mercy Rule

In Intermediate & Junior matches, the Mercy Rule margin (Soccer) is 10 goals. The final result is adjusted at the conclusion of the match.

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can only play finals in only one grade/one team.

Finals

1. If Semi/Grand Finals are played on the same day, game length will be 2 x 20 minute halves with 5 minutes at half time.
2. Semi/Grand Finals: In the event of a tie, penalty kicks will be taken to determine the result.
3. Runner Up Final: In the event of a tie, penalty kicks may be taken to determine the result (both coaches to agree).

SOFTBALL 2018

GSV Softball Committee

Planning Meeting

Monday 12 November
GSV Office, 9.30am – 11.30am

Review Meeting

Friday 23 March
HOS Meeting, 11.00am – 11.30am

Sport Information

Softball is played in Term One as a weekly sport.
Divisions are Senior (Year 11 & 12), Intermediate (Year 9 & 10) and Junior (Year 7 & 8).
The fixture will be determined based on team entries, aiming to maximise participation.

Entries Close: Friday 9 November

Entry Fee: \$77.00/team (including GST)

Further Opportunities

Contact Softball Victoria for further information regarding development pathways on 9415 1745 or www.victoria.softball.org.au.

General Softball Information

Uniform for School Teams

School Polo Shirt/Shorts/Sports Hat
Metal cleats or spikes are not permitted
Mouth guards are highly recommended when infield fielding and batting

Field Requirements

It is the duty of the first named school to provide a suitable match venue. The distance between bases shall be 18.30 metres. A back net is recommended. If a net is unavailable, a passed ball line must be marked. A safety base at first base is to be provided. Refer to Section 2/Sport Operations/Facility Requirements of the GSV Handbook for a summary of the recommended field requirements.

Distances	Pitching	Between Bases
Senior	12.2 metres	18.30 metres
Intermediate	12.2 metres	18.30 metres
Junior A	12.2 metres (or by agreement be reduced to 11.2 metres)	18.30 metres
Junior B & C	11.2 metres	16.76 metres

Match Equipment

Each school is to provide a complete kit including all essential protective equipment, bats, gloves, 12" yellow or white leather ball. All equipment is to be clearly labeled. Refer to Section 2/Sport Operations/Protective Equipment of the GSV Handbook for recommended protective equipment.

Umpires

The first named school is to provide one qualified plate umpire, or a competent official, per grade, who will take total control of the game. If possible, they should also provide a line umpire. Umpires are to wear correct protective equipment and are required to officially time the match and are not permitted to coach whilst the ball is in play.

Scoring & Timekeeping

Schools are to use GSV score sheets and provide one proficient scorer. It is expected that scorers agree on scores at the end of each innings.

First Aid

Schools are to address the First Aid needs of their own students and staff. A school First Aid kit is required for all matches. It is the duty of the first named school to ensure there is an operable phone at the competition venue(s) and that there is an emergency procedure set for the venue(s) hosting the nominated fixture (refer to Section 5/Policies & Procedures/Risk Management of the GSV Handbook).

SOFTBALL 2018 WEEKLY SPORT

RULES AND REGULATIONS

Softball is to be conducted under the rules and regulations of Softball Australia. The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 14.
2. A maximum of 9 players are permitted to take the field.
3. A team may play with a minimum of 7 players. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.
4. If there are less than 9 players there will be blanks in the batting order at positions 9 and/or 8. These blanks will be 'outs' when the blank position has a turn to bat.
5. Players who are late can take up the positions for the blanks.
6. When a side playing with seven players is fielding, the pitcher and catcher must take up their correct position and the other players may be placed anywhere on "fair" ground.
7. Prior to the commencement of the game, players' names, initials and order of play must be entered on the score sheet.

Match Requirements

1. Matches are to commence at 4.15 with the call of 'play ball'.
2. Matches will be of 70 minutes duration or seven innings.
3. Prior to the commencement of the game the two captains meet with the umpire at home plate for the toss to decide who bats first.
4. The home team will take first base bench and the away team will take third base.
5. Warm up pitches start at the one minute mark.
6. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining, without interfering with the starting time of remaining matches.
7. The forfeit score shall be recorded as 7 – 0.
8. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 55 minutes duration or five innings.

Sport Specific Playing Conditions

For all games a fast and non-time wasting attitude should be displayed. To facilitate this, the following rules should be observed.

- At the beginning of each half innings or when the pitcher is replaced by another, no more than one minute may be used to deliver a maximum of five pitches to the catcher or another teammate.
- Catchers should leave their catching equipment on until they are the next batter in the on deck circle and keep their leg guards on and remove them just before they take their place in the batting box.
- The catcher hurry up rule will be enforced. When the batting team has two out in an innings and the catcher is safe on a base she must be replaced by the player who was last out in that innings. This allows the catcher to change into her protective gear and avoids wasting time between innings.

Junior C – Introduction of Tee Ball Stand at Ball 3

When a pitcher has pitched 3 balls, the batter may take the option of hitting from a Tee Ball Stand. The 'Tee' may be of any suitable material, of any suitable construction and should be adjustable. It must not have any sharp edges or protuberances. It must be light enough to be easily moved. It must be placed with the stem over the centre of the front of the Home Plate.

The batter shall be permitted to level the bat with the ball with only one movement. Any additional movement of the bat towards the ball shall be called a strike.

Coaches/Teacher in Charge

Coaches are to stay in the coaching box as marked for the batting side and behind the foul/dead ball line when fielding.

Coaches are responsible for ensuring that:

- Catchers are wearing full protective gear at all times when on the diamond.
- Bench and equipment is tidy and well behind the dead ball line.
- Only one batter at a time swings warm up.
- If the coach is under 18 years of age, the above responsibility must be of a teacher in charge.

Protective Equipment

- Catchers must wear a helmet, chest protector, a mask with a throat protector attached and leg guards.
- Batters must wear batting helmets with double ear protection until they are out or until the run is completed.
- Any person under 18 whilst in the coaching box or on the field of play must wear a helmet.
- Any person under 18 who is catching warm up for the pitcher must wear a protective mask, helmet and chest protector.
- Any fielder is permitted to wear a protective helmet.

Pitching

It is strongly recommended that a pitcher pitch no more than two (2) consecutive innings.

Tenth Run Rule

- The tenth run rule is played in every innings and takes effect when a batting team scores ten runs in a single innings.
- As soon as the tenth run is scored the batting team automatically declares regardless of how many runners are left on base.
- If there are runners on bases they will be deemed on the base when the tenth run occurs and shall not be given a free run home, as is normal when a team gets three out.

Infield Fly Rule

- The batter is out if they hit a fair fly ball, which can be reasonably handled by an infielder when both first and second bases are occupied, or when all bases are occupied.
- This rule can only be applied if there are none or one out in an innings.
- The umpire shall call "infield fly – out".

Live off the Net Rule

It is recommended that schools provide a net to avoid time wasting and to improve playing standards and conditions. If a net is not available then the passed ball rule will apply. This rule allows all runners on base to advance one base each time the catcher allows the ball to cross the passed ball line.

Designated Player

- Each team may have a designated player that may bat or field in the place of a nominated player when that team is batting or fielding.
- The designated player must be on the team list prior to the start of the game.

Declaration & Results

A team may declare its innings closed at any time during the game.

When time and game is called by the umpire during an incomplete innings the following rules will apply:

- If the team who batted first draws level or gets in front during the incomplete innings the score reverts to that of the last complete innings.
- If in the incomplete innings the team that batted second draws level or gets in front the score stand.
- For an innings to be complete both teams must have completed their turn at bat. i.e. the top and bottom of the innings are completed.
- There can be a regulation tie game that occurs if the score is equal when the game is called at the end of three or more completed innings or if the team that batted second equaled the score of the first team to bat in an incomplete innings.
- In the event of a washout occurring during play, a result will stand if at least half the match has been played, that is, at least 35 minutes of play and at least one equal innings completed. In this instance, only the runs scored in the completed innings are to be counted.

Mercy Rule

If after three complete innings a team is 15 or more runs ahead, time and game will be called.

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can only play finals in only one grade/one team.

Finals

At the call of side and if there is more than 5 minutes of play remaining and the top of a new innings is about to commence, then that innings will be played to a result. If at the completion of that innings the score is tied, the tiebreaker rule will be played.

If at the completion of time or 7 innings, and the game is tied, then the tiebreaker rule will be played.

Tiebreaker Rule

- The team that is ahead after equal innings of the tiebreaker rule will be deemed the winner.
- If after 2 completed innings of the tiebreaker rule, no result has been reached, a draw will be declared.
- In semi finals, if there is still a draw after 2 completed innings of the tiebreaker rule, then the higher ranked team will go through to the final.

TENNIS 2018

GSV Tennis Committee

Peter Bengough - Convener

Planning Meeting

Monday 12 November

GSV Office, 9.30am – 11.30am

Review Meeting

Friday 23 March

HOS Meeting, 11.00am – 11.30am

Sport Information

Tennis is played in Term One as a weekly sport.

Divisions are Senior (Year 11 & 12), Intermediate (Year 9 & 10) and Junior (Year 7 & 8).

The fixture will be determined based on team entries, aiming to maximise participation.

Entries Close: Friday 10 November

Entry Fee: \$110.00/team (including GST)

Further Opportunities

Contact Tennis Victoria for further information regarding development pathways on 8420 8420 or www.tennis.com.au/vic.

General Tennis Information

Uniform for School Teams

School Polo Shirt/Shorts/Sports Hat

Regulation tennis footwear (No rippled soles)

Court Requirements

It is the duty of the first named team to organise a suitable match venue and provide adequate number of courts for no more than two rounds of competition. Refer to Section 2/Sport Operations/Facility Requirements of the GSV Handbook for court recommendations.

Match Equipment

The first named school is to provide **two** new tennis balls for each competition court. If the match is not at the first named school, it will remain the duty of the first named school to provide the match balls. All equipment is to be clearly labeled. Recommended balls for competition include VTA approved brands – PENN, Spalding and Wilson.

Umpires

Players are to share the umpiring of matches.

Scoring & Timekeeping

Schools are to use GSV score sheets. Players are to share the scoring of matches. It is expected that coaches agree on scores at the conclusion of each pair's match.

First Aid

Schools are to address the First Aid needs of their own students and staff. A school First Aid kit is required for all matches. It is the duty of the first named team to ensure there is an operable phone at the competition venue(s) and that there is an emergency procedure set for the venue(s) hosting the nominated fixture (refer to Section 5/Policies & Procedures/Risk Management of the GSV Handbook).

TENNIS 2018
WEEKLY SPORT - SENIOR

RULES AND REGULATIONS

Tennis is to be conducted under the rules and regulations of Tennis Australia. The following local rules and regulations will apply.

Team Requirements

1. The team will consist of between 8 and 12 players, ranked strictly in order of playing ability. Less than 8 players will be considered a forfeit.
2. In the event that a player has to be replaced due to injury or illness before or during a match:
 - The Substitute player must be of the same or lower ranking than the original player
 - The substitution occurs in the singles or doubles match in which the illness/injury occurred
 - No other alterations shall occur
 - The game continues from the point at which the substitution is made

Match Requirements

1. Each match is to consist of 4 singles sets followed by 4 doubles sets.
2. Doubles sets will consist of ranked Pairs 1, 2, 3 and 4. Any student who plays singles may not play in doubles pairs ranked lower than Pair 2.
3. Singles sets will consist of any 4 players, ranked 1, 2, 3 and 4.
4. Singles sets are to commence at 4.15pm. A maximum of 55 minutes is to be allocated per set. Doubles sets are to commence no later than 5.10pm.
5. A set is played to 6 games, no ad scoring at deuce (receiving pair chooses service side and it is a sudden death point), with a 7 points tie break at 6 games all.
6. Where a set is incomplete through illness, injury or call of time, the set in progress is not counted. All completed games remain as won and count towards the total match score. i.e. if the game score is 2 games to 4 games, these games will be counted toward the total games recorded.
7. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining, without interfering with the starting time of remaining matches. If back to back matches are being played, the lowest grade will be forfeited unless otherwise negotiated.
8. The forfeit score shall be recorded as 8 (48) – 0 (0).
9. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, sets played to 4 games.
10. In the event of an unfinished game at time, the respective game is not to be counted.
 - Example: School X – 5 games School Y – 3 games
 - Game score is 40 – 15 at time.
 - The last game is not counted.
 - As per Rule 6, this set is incomplete and is not counted. All completed games remain as won and count towards the total match score.
11. Result will be decided by sets won. If equal, then games are tallied. If still equal, a draw will be declared.

Sport Specific Playing Conditions

Foot-fault Rule

- A player will be warned by a staff member when foot-faulting.
- The offender, if observed foot faulting again by the staff member will be penalised with a service fault.

Tie Breaker Regulations

- The player who would normally serve the fifteenth game will serve one point from the right hand court.
- The service will then change.
- From that point each player serves two points, always starting in the left hand court.
- After six points have been played the players change ends.
- The winner is the first to win seven points provided he/she is two points clear. If not, play shall continue until one player has a two point advantage.

Player Conduct

- It is a players' obligation to call all balls on their side, to assist the opponent with clarification of calls when requested and to call against themselves (with the exception of the first service) any ball that is clearly out on the opponent's court.
- If a player has any doubt as to whether a ball is out or good, the player must give the opponent the benefit of the doubt and play the ball as good. A let should not be played.
- When returning service, the partner of the receiver is to call the service line. The receiver is to call the centre and sidelines.
- Any "out", "let" or "fault" call must be made instantaneously. It needs to be made before either an opponent has hit the return or the return has gone out of play.
- If an "out" call is realised to be good, the call should be corrected prior to the commencement of the next point
- Spectators are not permitted to make line calls.
- If players cannot agree on the score, they should calmly discuss the points/games that they disagree upon. Each team shall keep the points/games agreed upon. For example, if 1 team claims the score is 40-30 and the opponent claims the score is 30-40, because they cannot agree, the game should continue from 30-30. This is because they both agree both teams have won at least 2 points in the game.
- When a game is in dispute, the same principle shall apply. When play resumes, the player who received in the last game that was played will serve in the next game.
- Players are prohibited from checking the mark of the ball on their opponent's side of the court.
- To retrieve a ball from another court, to return a ball to another court or to walk behind a court, the point in progress must first be completed.

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can play finals in only one grade/one team.

Finals

In the event of a tie occurring, doubles pairs 1, 2 and 3 will play a tie break.

TENNIS 2018
WEEKLY SPORT – INTERMEDIATE & JUNIOR

RULES AND REGULATIONS

Tennis is to be conducted under the rules and regulations of Tennis Australia. The following local rules and regulations will apply.

Team Requirements

1. The team will consist of 4 pairs ranked strictly in order of playing ability.
2. In the event that a player has to be replaced due to injury or illness before or during a match:
 - The Substitute player must be of the same or lower ranking than the original player
 - The substitution occurs in the pair in which the illness/injury occurred
 - No other pairings shall be altered
 - The game continues from the point at which the substitution is made

Match Requirements

1. Matches are to consist of 4 doubles sets.
2. Sets are to commence at 4.15pm. A maximum of 55 minutes is to be allocated per set. If required, second round sets are to commence no later than 5.10pm.
3. A set is played to 8 games, no ad scoring at deuce (receiving pair chooses service side and it is a sudden death point), with a 7 points tie break at 7 games all.
4. Junior C Tennis (i.e. Pairs 9 – 12), a set is played to 6 games, no ad scoring at deuce, (receiving pair chooses service side and it is a sudden death point), with a 7 points tie break at 5 games all.
5. Where a set is incomplete through illness, injury or call of time, the set in progress is not counted. All completed games remain as won and count towards the total match score. i.e. if the game score is 2 games to 4 games, these games will be counted toward the total games recorded.
6. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining, without interfering with the starting time of remaining matches. If back to back matches are being played, the lowest grade will be forfeited unless otherwise negotiated.
7. The forfeit score shall be recorded as 4 (32) – 0 (0).
8. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, sets played to 6 games.
9. In the event of an unfinished game at time, the respective game is not to be counted.
 - Example: School X – 5 games School Y – 3 games
 - Game score is 40 – 15 at time.
 - The last game is not counted.
 - As per Rule 6, this set is incomplete and is not counted. All completed games remain as won and count towards the total match score.
10. Result will be decided by sets won. If equal, then games are tallied. If still equal, a draw will be declared.

Sport Specific Playing Conditions

Foot-fault Rule

- A player will be warned by a staff member when foot-faulting.
- The offender, if observed foot faulting again by the staff member will be penalised with a service fault.

Tie Breaker Regulations

- The player who would normally serve the fifteenth game will serve one point from the right hand court.
- The service will then change.
- From that point each player serves two points, always starting in the left hand court.
- After six points have been played the players change ends.
- The winner is the first to win seven points provided he/she is two points clear. If not, play shall continue until one player has a two point advantage.

Player Conduct

- It is a players' obligation to call all balls on their side, to assist the opponent with clarification of calls when requested and to call against themselves (with the exception of the first service) any ball that is clearly out on the opponent's court.
- If a player has any doubt as to whether a ball is out or good, the player must give the opponent the benefit of the doubt and play the ball as good. A let should not be played.

- When returning service, the partner of the receiver is to call the service line. The receiver is to call the centre and sidelines.
- Any "out", "let" or "fault" call must be made instantaneously. It needs to be made before either an opponent has hit the return or the return has gone out of play.
- If an "out" call is realised to be good, the call should be corrected prior to the commencement of the next point
- Spectators are not permitted to make line calls.
- If players cannot agree on the score, they should calmly discuss the points/games that they disagree upon. Each team shall keep the points/games agreed upon. For example, if 1 team claims the score is 40-30 and the opponent claims the score is 30-40, because they cannot agree, the game should continue from 30-30. This is because they both agree both teams have won at least 2 points in the game.
- When a game is in dispute, the same principle shall apply. When play resumes, the player who received in the last game that was played will serve in the next game.
- Players are prohibited from checking the mark of the ball on their opponent's side of the court.
- To retrieve a ball from another court, to return a ball to another court or to walk behind a court, the point in progress must first be completed.

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can play finals in only one grade/one team.

Finals

In the event of a tie occurring, pairs 1, 2 and 3 will play a tie break.

VOLLEYBALL 2018

GSV Volleyball Committee

David Bennett – Convener
David Bennett

Planning Meeting

Thursday 17 May

GSV Office, 9.30am – 11.30am

Review Meeting

Thursday 13 September

HOS Meeting, 11.00am – 11.30am

Sport Information

Volleyball is played in Term Three as a weekly sport.

Divisions are Senior (Year 11 & 12), Intermediate (Year 9 & 10) and Junior (Year 7 & 8).

The fixture will be based on team entries, aiming to maximise participation.

Entries Close: Friday 11 May

Entry Fee: \$88.00/team (including GST)

Further Opportunities

Contact Volleyball Victoria for further information regarding development pathways on 9794 0009 or www.volleyballvictoria.com.au.

General Volleyball Information

Uniform for School Teams

School Polo Shirt/Shorts

Knee pads are recommended, arm/elbow pads are optional

Court Requirements

It is the duty of the first named school to organise a suitable match venue. Refer to Section 2/Sport Operations/Facility Requirements of the GSV Handbook for the recommended court requirements.

Net Height

Senior

2.15m Junior & Intermediate

2.10m

Match Equipment

The first named school is to provide the match equipment. If the match is not played at the first named school, it is then the responsibility of the first named school to negotiate the provision of match equipment with the host venue. All equipment is to be clearly labeled.

All age groups may use a good quality synthetic volleyball. The Mikasa MVA 200 or MVA 300 Volleyball is highly recommended.

Balls are not to be over inflated. Match ball should be separate to warm up balls.

Umpires

The first named school is to provide one experienced and proficient umpire per match. It is recommended that a 'Foundation or above level' umpire be appointed for Senior matches.

Scoring & Timekeeping

Schools are to use GSV score sheets and provide one proficient scorer every match. It is expected that scorers agree on scores at the end of each set.

VOLLEYBALL 2018 WEEKLY SPORT

RULES AND REGULATIONS

Volleyball is to be conducted under the rules and regulations of the FIVB. The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 12.
2. A maximum of 6 players are permitted to take the court
3. A team may play with a minimum of 4 players. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.
4. Any team playing with less than 6 to serve in order but automatically forfeit a point in the position of the missing player. The team with 5 players does not rotate but the team with 6 players does. The team with less than 6 players will lose the point and the serve.
5. Prior to the start of each set, coaches must provide the scorers with names, numbers (optional) and positions of players in the starting line-up.
6. Once the starting lineup has been nominated, no change to the lineup is allowed.
7. A different line up may be nominated in the following set.

Match Requirements

1. Matches are to commence at 4.15 pm.
2. Courts permitting, A & B fixtures are to be played simultaneously.
3. The changeover for a second round match is to take place no later than 5.15pm.
4. Before commencing play, opposing sides shall toss to choose between first serve and ends.
5. Teams shall change ends between sets and alternate the first serve.
6. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining, without interfering with the starting time of remaining matches. If back to back matches are being played, the lowest grade will be forfeited unless otherwise negotiated.
7. The forfeit score shall be recorded as 3/75 – 0/0.
8. Should a team arrive between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, best of 3 sets.

Sport Specific Playing Conditions

1. With the exception of finals, matches shall be the "best of 5 sets" or no more than 60 minutes. Games will be played to 25 points, using the rally point scoring system. The deciding set (if required) will only be played to 15 points.
2. Matches shall be determined on sets. If equal on sets played, then determined on points. If still equal, then a draw shall be declared.
3. In the event of a tie 24 – 24, the winner is the team that obtains the advantage of two points (26-24; 27-25)
4. If time elapses before a set has been completed, the set is to be counted only if a team has 15 or more points. Should the deciding set reach 8 points, this will be regarded as a completed set and the points will be calculated as part of the result.
5. Where a match is won in straight sets, if time permits, schools may negotiate to play an additional set. The result of this additional set/sets should not be recorded on the score sheet.
6. The server may serve from anywhere along the baseline.
7. The referee may allow a small step into court where insufficient room is available for serving.
8. At all levels a foot fault will incur an immediate loss of service.
9. If there are any major challenges at a venue the home team should discuss this with the referee and opposition coach and an agreement reached prior to the start of the match. This includes hitting any low objects.
10. If a ball touches any wall or roof it is out.
11. If any misguided ball rolls on court during play, competition must stop immediately and the point replayed.

Time Outs

- Teams are entitled 2 time outs per set.
- Time outs are to be requested by the team captain or coach.
- Each time out is limited 30 seconds.
- Time outs are not permitted in the last 5 minutes of a match.

Rotation/Substitution

All teams may select to rotate players on with service, or play the 'substitution rule'. Coaches or team captains must inform the opposition and the umpire of the method they intend to use prior to the commencement of the match.

Rotation Rule

- The rotating players are to be listed in the team line up prior to the commencement of the set.
- A team rotates a player into play when it wins the right to serve. The new player rotates on to serve with the net player (court position 2) departing the court.
- Player rotation is to continue throughout the duration of the match and must continue in the correct order.

Substitution Rule

- A team shall be allowed a maximum of twelve (12) substitutions in any one set
- Players starting a set may be replaced by a substitute and may subsequently re-enter the set twice.
- Each substitute may enter the set three times. A player shall not enter the set for a fourth time (starting shall count as an entry).
- Players re-entering the set must assume the original position in the service order in relation to other players.
- No change may be made in a player's position in the service order unless necessitated by an injury requiring an abnormal substitution under the provisions of paragraph b) below. Any number of players may enter the set in each position in the service order.

Player Eligibility

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can play finals in only one grade/one team.

Finals

Matches shall be the best of 5 sets or no more than 1 hour and 45 minutes. Games will be played to 25 points, using the rally point scoring system. The deciding set (if required) will only be played to 15 points.