

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 **SACSS 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 2 Referees. It shall be the responsibility of the home team to pay the Referees at the end of the game.
- 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 All venues **MUST** have a visible, electronic timer which ideally displays scores as well
- 9 The clock **MUST STOP** for all whistles in the last 1 minute of the FIRST HALF.
The clock **MUST STOP** for all whistles in the last 3 minutes of the SECOND HALF.

Two time-outs are permitted per team in each half.
The clock does not **STOP** for substitutions except in the last 3 minutes.
- 10 In the event of equal scores, the match is deemed a tie. No extra time may be played in Home and Away matches that are NOT finals.
- 11 The following points shall be awarded for each game:
 - win = 4
 - tie = 2
 - loss = 0

- 13 Ladder Scheme: ladders for all Premier League Basketball competitions will be based on the following

- Total Match Points
- Percentage

14 In the event of a draw at the end of full time in any **final (Semi or Grand Final)**, two **three-minute** halves of extra time will be played. **If after the end of extra time the scores are still drawn, the game will restart from the center with a jump ball and the first team to score will be declared the winner.**

15 Teams requiring forfeiting 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.

16 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 year 7, a leather size 7 for males in years 8 - 10).

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

18 Players are required to have their nails cut or taped.

19 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 court for serious misconduct they will remain off the court for fifteen minutes and may not be replaced.

20 All players are encouraged to wear mouth guards.

21 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 defense, whenever the opposition gain possession, from inbound or field play.

22 **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.**

Injury Time

In the event of a serious injury where a player can not be moved from the court until assessed and deemed medically safe to move, the game time shall be suspended for up to 15 minutes.

If appropriate to do so, the game may be moved to another Court within the same centre to be continued. (considerations: player welfare/ supervision/ nature of injury)

Once player is moved from the court the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 15 minute mark the player has not been moved and it was not appropriate to move the game and remaining players to another court the game result would be either:

(a) If under the half time point of the match – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)

(b) If the third quarter of the game has commenced then the result at the point in time that the clock was stopped will stand as the end result of the match. The game will not be replayed.

CRICKET RULES AND REGULATIONS

- 1 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.
- 2 Matches shall commence between 12.30-1pm (negotiated by HoS) and shall be played on the ground of the first named College.
- 3 Each innings shall consist of 20 overs per team.
- 4 There shall be 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.
- 5 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.
- 6 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.
- 7 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.
- 8 If both coaches agree that the ground is in an unplayable state, the match shall be deemed a draw and both teams awarded two points.
- 9 The following points shall be awarded for each match:
 - Win = 4
 - Tie/Draw = 2
 - Loss = 0
- 10 In the event of a tie at the end of the 20 overs in a **final**, two overs per team will be played. In the event that scores are still tied after the 2 extra overs have been played, then the two teams will have a 'bowl off'. Each team, chooses 5 bowlers who will bowl at the stumps and the side with the most "hits" will win the game. If 'hits' are even after all 5 bowlers, the next team to hit the stumps and the other miss, wins the match.
- 11 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)

12 Teams requiring forfeiting 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.

13 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.

14 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:

1 Each College shall supply:

- The scorers shall sit together apart from spectators and shall have sole charge of scoring.

2 The Home Team shall supply:

- Appropriate pitch that has required markings and boundaries visible. Stumps with bails and spares
- **Both teams** shall supply a two-piece leather ball of 156 grams for Year 10 and 8.

3 Wicketkeeper must wear a protector at all times, and when standing up to the stumps, a properly fitting cricket helmet with a faceguard.

4 Batsmen must wear the appropriate protective equipment at all times; this includes a properly fitting cricket helmet with faceguard, gloves, leg pads and protectors.

5 A fielder is not to be within 10m of the facing batsmen.

6 A bowler may bowl 4 overs only in an innings and a batsman is to retire upon reaching 50 runs for year 10 and 8. In the event that all wickets fall a retired batsman may resume their innings in order of retirement.

7 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.

8 10 overs are to be bowled consecutively from one end followed by 10 overs from the opposite end.

9 **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.

10 Score Cards to be used for all matches.

Injury Time

In the event of a *serious injury in Senior Cricket, where a player can not be moved from the field* until assessed and deemed medically safe to move, the following shall occur.

If the injury and delay occurs before the end of the innings for the team batting first - Reduce total overs for each side (1 over less for each team for every 7 minutes lost)

If the injury and delay occurs during the 2nd innings - Reduce total overs for 2nd team (1 over for every 3.5 minutes lost).

- Batting target to chase is revised based on overs to face – target to chase is 5% less for every over lost. So 1 over lost means team 2 faces 19 overs and needs to make more than 95% of the team 1 score; 2 overs lost = 18 overs (90%); 3 overs lost is 17 overs (85%) etc. e.g. If team 1 makes 100 runs off their 20 over max. and 4 overs are lost based on 14 minute delay then team 2 only gets 16 overs to face. This would be 80% of initial 20 over max. & therefore they need to make 81 runs to win (more than 80% of the total scored by team 1).

Once 30 minutes of time has elapsed, if the player has not been moved and play resumed the game will be recorded as a DRAW.

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. *The Referee of the match is blow the whistle to conclude the playing periods at the **25 minute mark, regardless of the position of play of the ball on the pitch.***
- 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
- 9 Ladder Scheme: ladders for all Premier League Football competitions will be based on the following
 - Total Match Points

- Goal Difference
- Goals For
- Head to Head

10 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.

11 Teams requiring forfeiting 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.

12 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.

13 A player sent off will remain off the field for the remainder of the game and may not be replaced

14 Each Coach shall see that players wear numbers.

15 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.

16 **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.**

17 All players are required to wear shin guards.

Injury Time

In the event of a *serious injury where a player cannot be moved from the field* until assessed and deemed medically safe to move, the game time shall be suspended for up to **15 minutes**.

Once player is moved from the field the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 15 minute mark the player has not been moved the game result would be either:

(a) If the match time was suspended prior to the 70% of the game time being played (35min) due to serious injury – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)

(b) If the game has progressed past the 70% time mark, then the result at the point in time that the clock was stopped will stand as the result of the match. The game will not be replayed.

NETBALL RULES AND REGULATIONS

- 1 The competition shall be conducted in accordance with the rules specified by Netball Victoria except where amended below.
 - 2 Year 7- 9 - Each college will field one female team.
Year 10 – Each college will field one female and one male 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
 - 12 Ladder Scheme: ladders for all Premier League Netball competitions will be based on the following
 - Total Match Points
 - Percentage
 - 13 In the event of a draw in the Grand Final, two periods of **three-minutes** extra time each way will be played, if it is still a draw, play on until a team has a 2-goal advantage.
 - 14 Teams requiring forfeiting 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.

- 15 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 without replacement.

4.5.1 By Laws:

- 1 Each college shall see that players wear skirts (male players shorts with no pockets), 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 in two games to qualify for finals.

Injury Time

In the event of a serious injury where a player can not be moved from the court until assessed and deemed medically safe to move, the game time shall be suspended for up to 15 minutes.

If appropriate to do so, the game may be moved to another Court within the same centre to be continued. (considerations: player welfare/ supervision/ nature of injury)
Once player is moved from the court the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 15 minute mark the player has not been moved and it was not appropriate to move the game and remaining players to another court the game result would be either:

- (a) If under the half time point of the match – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)
- (b) If the third quarter of the game has commenced then the result at the point in time that the clock was stopped will stand as the end result of the match. The game will not be replayed.

SACCSS SENIOR BOYS 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,

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..

- (i) As well as Collect the umpire's votes for the SACCSS Best and Fairest and enter via Results Vault.

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 wearing of mouth guards is **highly recommended** in all SACCSS AFL matches

5. 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.

6. Ladder Scheme: ladders for all Senior AFL competitions will be based on the following

- Total Match Points
- Percentage

7. 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.

8. In the event of a draw in the Grand Final, **two periods of 5 minutes** extra time each way will be played. If scores are still drawn at the end of extra time the time keeper will NOT blow the siren, play should continue and the team who makes the next score (goal or behind) wins the game and the siren is blown.

9. 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.

10. 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.

11. 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.

12. 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 in two games to qualify for the final.

Injury Time

In the event of a serious injury where a player cannot be moved from the field until assessed and deemed medically safe to move, the game time shall be suspended for up to a total of 20 minutes for the match.

Once player is moved from the field the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 20 minute mark the player has not been moved the game result would be either:

- (a) If the match time was suspended prior to the half time siren due to serious injury – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)
- (b) If the third quarter of the game has commenced then the result at the point in time that the clock was stopped will stand as the result of the match. The game will not be replayed.

SACCSS SENIOR AFL HISTORY

		<u>CHAMPIONS</u>	<u>RUNNERS UP</u>
2008		SALESIAN	CRC SYDENHAM
2009		MACKILLOP	SALESIAN
2010		SALESIAN	MACKILLOP
2011		SALESIAN	ST MONICA'S
2012	Div 1	SALESIAN	MACKILLOP
	Div 2	EMMANUEL	CRC MELTON
2013	Div 1	SALESIAN	PENOLA
	Div 2	KOLBE	CRC MELTON
2014	Div 1	SALESIAN	MACKILLOP
	Div 2	CRC MELTON	ANTONINE
2015	Div 1	MACKILLOP	SALESIAN
	Div 2	MARYMEDE	ANTONINE
2016	Div 1	MACKILLOP	SALESIAN
	Div 2	EMMANUEL	CRC SYDENHAM
2017	Div 1	MACKILLOP	SALESIAN
	Div 2	CRC MELTON	KOLBE
2018	Div 1	SALESIAN	EMMANUEL
	Div 2	MARYMEDE	CRC SYDENHAM

BEST IN COMPETITION

BEST ON GROUND GRAND FINAL

2009	Brendan Grech (Salesian)	Adam Ostrowski (MacKillop)
2010	Brendan Grech (Salesian)	Matthew Said (Salesian)

2011		Ricky Mecuri (St Monica's)/ Jack Hilton (Caroline Chisholm)	Greg Hay (Salesian)
2012	Div 1	Patrick O' Brien (MacKillop)	Alex Court (MacKillop)
	Div 2	Leslie Butler (Emmanuel)	Daniel O'Leary (Emmanuel)
2013	Div 1	Xavier Toi (Penola)/ Jayden Muscat (Salesian)	Dillon Tarczon (Salesian)
	Div 2	Joseph Blake (Caroline Chisholm)	Gene Vocale (Kolbe)
2014	Div 1	Pat McKenna (Salesian)	Pat Trotter (Salesian)
	Div 2	Khodr Waari (Antonine)	Jack Hughes (CRC Melton)
2015	Div 1	Matthew Copley (MacKillop)	Matthew Knezevic (MacKillop)
	Div 2	Walid Karran (Antonine)	Walid Karran (Antonine)
2016	Div 1	Bailey Siwek (MacKillop)	Bailey Siwek (MacKillop)
	Div 2	George Abboud (Emmanuel)	George Abboud (Emmanuel)
2017	Div 1	Luke Sultana (Salesian)	Daly Andrews (MacKillop)
	Div 2	Michael Tabacco (Kolbe)	Jack Watkins (CRC Melton)
2018	Div 1	Daniel Pantalleresco (EMC)	Matt McDonald (Salesian)
	Div 2	Jordan Castle (KCC)/ Lachlan D'Cruz (KCC) Billy Johnson (CRC SYD)	Samuel Indian (Marymede)

SACCSS SENIOR GIRLS AFL

RULES & RESPONSIBILITIES

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

Home team duties:

- (j) Arrange venue with competing school.
- (k) Organise a registered field umpire
- (l) Organise a **SIZE 4 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)
- (m) Organise one boundary umpire (most likely a student)
- (n) Organise one goal umpire (a student)
- (o) Organise a scorer and timekeeper (a teacher or student)
- (p) Supply a first aid kit
- (q) After the game, **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.**
- (r) As well as Collect the umpire's votes for the SACCSS Best and Fairest and enter via Results Vault.

Away team duties:

- (f) Organise a registered field umpire
- (g) Organise one boundary umpire (a student)
- (h) Organise one goal umpire (a student)
- (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.**

14. Length of games – 4 x 15 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.

15. Each College will field 1 team, consisting of a **maximum 22 players**; 16 players on the field and a maximum of 6 on the bench. Teams must field **a minimum of 12 players** for a game to commence.
16. The wearing of mouth guards is **highly recommended** in all SACCSS AFL matches
17. 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.
18. Ladder Scheme: ladders for all Senior AFL competitions will be based on the following
 - Total Match Points
 - Percentage
19. The competition will be conducted with two pools for 2018. 2018 will be used as a seeding year, where the top half of each pool will make up Division 1 in 2019, and the bottom half to make up Division 2. From 2019 onwards, 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.
20. Jewellery of any descriptions must NOT be worn whilst playing including metal hair pins, body piercings should be removed and not covered in tape.
21. In the event of a draw in the Grand Final, **two periods of 5 minutes** extra time each way will be played. If scores are still drawn at the end of extra time the time keeper will NOT blow the siren, play should continue and the team who makes the next score (goal or behind) wins the game and the siren is blown.
22. 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.
23. 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 she returns.

A melee will result in the game being abandoned.

24. 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.

25. 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.

- 13 **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.**

- 14 **Finals** – Players are required to have played in two games to qualify for the final

Injury Time

In the event of a serious injury where a player cannot be moved from the field until assessed and deemed medically safe to move, the game time shall be suspended for up to a total of 20 minutes for the match.

Once player is moved from the field the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 20 minute mark the player has not been moved the game result would be either:

(a) If the match time was suspended prior to the half time siren due to serious injury – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)

(b) If the third quarter of the game has commenced then the result at the point in time that the clock was stopped will stand as the result of the match. The game will not be replayed.

SACCSS SENIOR AFL GIRLS HISTORY

	<u>CHAMPIONS</u>	<u>RUNNERS UP</u>
2012	PENOLA	CRC SYDENHAM
2013	PENOLA	SALESIAN
2014	MACKILLOP	PENOLA
2015	SALESIAN	ST MONICA'S
2016	ST MONICA'S	CRC SYDENHAM
2017	EMMANUEL	MACKILLOP
2018	Div 1 MACKILLOP Div 2 CRC MELTON	SALESIAN ANTONINE
	<u>BEST IN COMPETITION</u>	<u>BEST ON GROUND GRAND FINAL</u>
2012	Ashlee Mills (CRC Melton)	Not awarded
2013	Sarah Lampardi (Salesian)	Erin Surkitt (Salesian)
2014	Erin Surkitt (Salesian)	Amanda Tessari (MacKillop)

2015	Carly James (Emmanuel)	Erin Surkitt (Salesian)
2016	Tyra Suemai (CRC Sydenham)	Raquel Deralas (St Monica's)
2017	Emily Gardner (Emmanuel)	Emily Gardner (Emmanuel)
2018	Div 1 Kiara Zacharias (St Monica's)	Hayley Cran (MacKillop)
	Div 2 Caitlin Daly (Marymede)	Gloria Elarmaly (Antonine)

SACCSS SENIOR NETBALL

RULES & RESPONSIBILITIES

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

Home team duties:

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

Away team duties:

- (k) Organise a scorer and timekeeper (a teacher or student)
- (l) 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.**

27. 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.

28. 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.

29. 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.

30. Ladder Scheme: ladders for all Senior Netball competitions will be based on the following:

- Total Match Points
- Percentage

31. 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.

32. 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 a team has a 2-goal advantage.

33. Colleges must have an alternate bib in the case of a clash.

34. 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.

35. 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 in two games to qualify for the final.

12 Injury Time

In the event of a *serious injury where a player can not be moved from the court* until assessed and deemed medically safe to move, the game time shall be suspended for up to **15 minutes.**

If appropriate to do so, the game may be moved to another Netball Court within the same centre to be continued. (considerations: player welfare/ supervision/ nature of injury)

Once player is moved from the court the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 15 minute mark the player has not been moved and it was not appropriate to move the game and remaining players to another court the game result would be either:

(a) If under the half time point of the match – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)

(b) If the third quarter of the game has commenced then the result at the point in time that the clock was stopped will stand as the end result of the match. The game will not be replayed.

SACCSS SENIOR NETBALL RESULTS

		<u>CHAMPIONS</u>	<u>RUNNERS UP</u>
2010		ST MONICA'S	SALESIAN
2011		ST MONICA'S	MACKILLOP
2012	Div 1	MACKILLOP	ST MONICA'S
	Div 2	KOLBE	CRC MELTON
2013	Div 1	SALESIAN	ST MONICA'S
	Div 2	CRC MELTON	EMMANUEL
2014	Div 1	SALESIAN	MACKILLOP
	Div 2	EMMANUEL	PENOLA
2015	Div 1	MACKILLOP	CRC MELTON
	Div 2	MARYMEDE	PENOLA
2016	Div 1	MACKILLOP	CRC MELTON
	Div 2	PENOLA	KOLBE
2017	Div 1	MACKILLOP	CRC MELTON
	Div2	CRC SYDENHAM	MARYMEDE
2018	Div 1	MACKILLOP	SALESIAN
	Div2	ST MONICA'S	MARYMEDE

BEST IN COMPETITION**BEST ON GROUND GRAND FINAL**

2010	Tess Watson (Salesian)	Julia Ferraro (St Monica's)
2011	Adele Giarusso (MacKillop)	Stephanie Kearney (MacKillop)
2012	Div 1 Lucy Vercher (MacKillop) Div 2 Tiffany Calleja (Kolbe)	Lucy Vercher (MacKillop) Madeleine Piggot (Kolbe)
2013	Div 1 Maddison Gay (Salesian) Div 2 Jordan O'Connor (Emmanuel)	Rylee Connell (Salesian) Jordan O'Connor (Emmanuel)
2014	Div 1 Abuk Akec (MacKillop) Div 2 Danielle Marcato (Penola)	Maddison Gay (Salesian) Jordan O'Connor (Emmanuel)
2015	Div 1 Abuk Akec/Anger Akec (MacKillop) Div 2 Laura Castles (Marymede)	Jacinta Savory (MacKillop) Laura Castles (Marymede)
2016	Div 1 Anger Akec (MacKillop) Div 2 Isabella Bascherini	Anger Akec (MacKillop) Grace Condororio (Kolbe)
2017	Div 1 Nyibol Akec (MacKillop) Div 2 Grace Condororio (Kolbe)/ Aleigha Walters (Marymede)/ Lauren Vella (CRC Sydenham)	Karli Angleton (MacKillop) Mikaela Jurcic (CRC Sydenham)
2018	Div 1 Mikaela Jurcic (CRC Sydenham) Div 2 Brooke Crossley (St Monica's)	Maddi Puli (MacKillop) Zoe Morton (St Monica's)

SENIOR CRICKET RULES AND REGULATIONS

- 15 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.
- 16 Matches shall commence at 1.00pm and shall be played on the ground of the first named College.
- 17 Matches shall consist of 20 overs per team.
- 18 There shall be a 10 minute break between innings. Game times are overruled by the **SACSS Safety Policy** and alterations to game times must be made if required.
- 19 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.
- 20 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.
- 21 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.
- 22 If both coaches agree that the ground is in an unplayable state, the match shall be deemed a draw, however, in cases of washouts, HoS may negotiate a revised date so that all fixtured games are played to determine who makes finals.
- 23 The following points shall be awarded for each match:
- Win = 4
 - Tie/draw = 2
 - Loss = 0
- 24 In the event of a tie at the end of the 20 overs in a **final**, two overs per team will be played. In the event that scores are still tied after the 2 extra overs have been played, then the two teams will have a 'bowl off'. Each team, chooses 5 bowlers who will bowl at the stumps and the side with the most "hits" will win the game. If 'hits' are even after all 5 bowlers, the next team to hit the stumps and the other miss, wins the match.
- 25 Calculating the ladder:

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

$$\frac{\text{Team A total runs scored for the season}}{\text{Accumulated runs scored by each opposition / over's faced by each opposition}} = \text{NRR}$$

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)***

- 26 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.
- 27 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.
- 28 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.
- 29 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:

- 11 Each College shall supply:
 - The scorers shall sit together apart from spectators and shall have sole charge of scoring each innings.
- 12 The Home Team shall supply:
 - Appropriate pitch that has required markings and boundaries visible. Stumps with bails and spares.
 - **Both teams** shall supply a two-piece leather ball of 156 grams.
- 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 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.
- 17 10 overs are to be bowled consecutively from one end followed by 10 overs from the opposite end.
- 18 **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.
- 19 Score Cards to be used for all matches.
- 20 A bowler may bowl 4 overs' only. A batter must retire at 50 runs, if the remaining batsmen all go out, they may continue batting in order of retirement.

Injury Time

In the event of a *serious injury in Senior Cricket, where a player can not be moved from the field until assessed and deemed medically safe to move, the following shall occur.*

If the injury and delay occurs before the end of the innings for the team batting first - Reduce total overs for each side (1 over less for each team for every 7 minutes lost)

If the injury and delay occurs during the 2nd innings - Reduce total overs for 2nd team (1 over for every 3.5 minutes lost).

- Batting target to chase is revised based on overs to face – target to chase is 5% less for every over lost. So 1 over lost means team 2 faces 19 overs and needs to make more than 95% of the team 1 score; 2 overs lost = 18 overs (90%); 3 overs lost is 17 overs (85%) etc. e.g. If team 1 makes 100 runs off their 20 over max. and 4 overs are lost based on 14 minute delay then team 2 only gets 16 overs to face. This would be 80% of initial 20 over max. & therefore they need to make 81 runs to win (more than 80% of the total scored by team 1).

Once 30 minutes of time has elapsed, if the player has not been moved and play resumed the game will be recorded as a DRAW.

SACCSS SENIOR CRICKET HISTORY

		<u>CHAMPION</u>	<u>RUNNERS UP</u>
2013	Div 1	SALESIAN	MACKILLOP
2014	Div 1	MACKILLOP	SALESIAN
	Div 2	PENOLA	ST. MONICAS
2015	Div 1	MACKILLOP	PENOLA
	Div 2	EMMANUEL	CRC MELTON
2016	Div 1	MACKILLOP	SALESIAN
	Div 2	CRC MELTON	ST. MONICA'S
2017	Div 1	SALESIAN	MACKILLOP
	Div 2	ST. MONICA'S	KOLBE
2018	Div 1	MACKILLOP	SALESIAN
	Div 2	EMMANUEL	MARYMEDE
		<u>MAN OF THE MATCH</u>	<u>PLAYER OF THE SERIES</u>
2015	Div 1	Callum O'Malley (MACK)	Nathan Caulfield (MACK), Darcy Phillips
	Div 2	Liam Banks (EMC)	
2016	Div 1	Jack Budd (MACK)	Riley Vernon (SAL)
	Div 2	Jack Doyle (CRCMEL)	Panashe Mutusva (MMCC), Arnav Dalal
2017	Div 1	Aidan Beard (SAL)	Luke McManus (SYD), Billy Johnson (SAL), Kosta Arapidis (EMC)
	Div 2	Connor Walsh-Queay (SMC)	
2018 (MACK), (MMCC)	Div 1	Harley Blake (MACK)	
	Div 2	Jashan Malhorta (EMC)	

SACCSS MALE AND FEMALE FOOTBALL

CONDITIONS OF PLAY:

- 18 The competition shall be conducted under the rules specified by the Australian Soccer Federation with the following amendments.
- 19 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.
- 20 Games will begin at 1:30pm unless the competing Colleges mutually agree upon an alternative time.
 - Boys games shall be **2 x 40 minute** with a **five-minute** half time break.
 - Girls games shall be **2 x 30 minute** with a **five-minute** half time break, (this will be the same in the Grand Final)
*The Referee is to blow the whistle to conclude the playing periods at the: **40min (boys)/ 30 min (girls) mark, regardless of the position on play of the ball on the pitch***
- 21 The Referee is the responsibility of the home team.
- 22 The following points shall awarded for each match:
 - Win = 3
 - Draw = 1
 - Loss = 0
- 6 Ladder Scheme: ladders for all Senior Football competitions will be based on the following
 - Total Match Points
 - Goal Difference
 - Goals For
 - Head to Head
7. 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 there has been no score, a penalty shoot-out will decide the winner. The shootout 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 school's welfare and discipline policy.
7. Each Coach shall see that players wear numbers.
8. Each team shall supply:
 - a leather soccer ball – regulation size;
 - a first aid kit;
 - one reliable lines-person.

9. All players are required to wear shin guards.
10. The home team is the first named team on the draw

Home team duties:

- (z) Arrange venue with competing school.
- (aa) Organise registered referee.
- (bb) 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)
- (cc) Organise one linesperson (most likely a student)
- (dd) Organise a scorer (teacher or student)
- (ee) Supply a first aid kit
- (ff) Collect the umpire's votes for the SACCSS Best and Fairest and send to the Executive Officer.

Away team duties:

- (m) Organise one linesman (most likely a student)
- (n) Organise a scorer (a teacher or student)
- (o) 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 at all. When a player is sent off, another player cannot replace them.
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.**

15. Injury Time

In the event of a *serious injury where a player cannot be moved from the field* until assessed and deemed medically safe to move, the game time shall be suspended for up to **20 minutes**.

Once player is moved from the field the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 20 minute mark the player has not been moved the game result would be either:

- (a) If the match time was suspended prior to the 70% of the game time being played (Boys 49 min/ Girls 42min) due to serious injury – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)
- (b) If the game has progressed past the 70% time mark, then the result at the point in time that the clock was stopped will stand as the result of the match. The game will not be replayed.

SACCSS SENIOR FOOTBALL RESULTS

MALE CHAMPIONS

2013 Div 1 ST MONICA'S
Div 2 EMMANUEL

2014 Div 1 ST MONICA'S
Div 2 KOLBE

2015 Div 1 CRC SYDENHAM
Div 2 PENOLA

2016 Div 1 ST MONICA'S
Div 2 EMMANUEL

2017 Div 1 CRC SYDENHAM
Div 2 MACKILLOP

FEMALE CHAMPIONS

ST MONICA'S
MARYMEDE

ST MONICA'S
MACKILLOP

CRC SYDENHAM
EMMANUEL

CRC SYDENHAM
KOLBE

ST. MONICA'S
MARYMEDE

BEST IN COMPETITION MALE

2013 Div 1 Matthew Kundevski (SMC)/
Anthony Duzel (CRC Sydenham)
Div 2 Jake Renifis (Emmanuel)

2014 Div 1 Aminta Makalovski (St. Monica's)
Div 2 Vani Shamoon (Kolbe)

2015 Div 1 Aminta Makalovski (St. Monica's)
Div 2 Carlos Matti (Penola)

2016 Div 1 Kristian Tajcevski (St Monica's)/
Adrian Tardio (CRC Sydenham)

BEST ON GROUND GRAND FINAL MALE

Adrian Logozzo (CRC Sydenham)
Jake Kremers (CRC Melton)

Aminta Makalovski (St. Monica's)
Vani Shamoon (Kolbe)

Joshua Napolitano
Baz Warda (Penola)

Daniel Duzel (CRC Sydenham)

Div 2 Sean Worrall (Emmanuel)

Jason D'Souza (Emmanuel)

2017 Div 1 Adam Acosta (St Monica's)

Liam Wardle (CRC Sydenham)

Div 2 Jacob Talevski (Marymede)

Matt Chak (MacKillop)

2018 Div 1 Daniel Paolucci (St Moncia's)
Kirk Aitken (MacKillop)
Luke Duzel (CRC Sydenham)

Jack Bozinovski (CRC Sydenham)

Div 2 Giovanni Stellitano (Kolbe)

Jacob Talevski (Marymede)

BEST IN COMPETITION FEMALE

BEST ON GROUND GRAND FINAL FEMALE

2013 Div 1 Claudia Fruscalzo (St Monica's)

Claudia Fruscalzo (St Monica's)

Div 2 Katherine Argiyou (Marymede)

Katarina Nicolazzi (Marymede)

2014 Div 1 Anthea Raniem (Penola)

Julia Treglia (St Monica's)

Div 2 Chelsea Pittari (MacKillop)

Chelsea Pittari (MacKillop)

2015 Div 1 Deanna Fruscalzo (St. Monica's)

Kelsey Hildred (CRC Sydenham)

Div 2 Carly James (Emmanuel)

Catherine Sayachack (Emmanuel)

2016 Div 1 Mariella Bagang (Emmanuel)/
Lisa Mascaro (St Monica's)

Sheniz Ahmet (CRC Sydenham)

Div 2 Lisa Kuol (CRC Melton)/
Mary-Grace Nicolazzo (Marymede)

Lisa Kuol (CRC Melton)

2017 Div 1 Alana Burn (St Monica's)/
Raquel Deralas (St Monica's)

Raquel Deralas (St Monica's)

Div 2 Linda Sawa (Penola)

Linda Sawa (Penola)

2018 Div 1 Alana Burn (St Monica's)
Jessica Traynor (CRC Sydenham)

Alana Burn (St Monica's)

Div 2 Elyssia Laleas (Penola)

Eloise Rodda (Salesian)

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 The **SACSS 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).
- 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 Ladder Scheme: ladders for all Premier League Volleyball competitions will be based on the following
 - Total Match Points
 - Set Difference
 - Sets For
 - Percentage based on Total Points For and Against (found in notes)

- 12 Teams requiring forfeiting 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.

- 13 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.

- 14 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.

- 15 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;

- 3 The net height shall be:

- | | |
|-----------------------|---------|
| - Year 7 - 10 Females | - 2.05m |
| - Year 7 - 9 Males | - 2.15m |
| - Year 10 Males | - 2.24m |

- 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 team is entitled to a maximum of 3 team hits. A player may not hit the ball 2 times consecutively.

- 10 A ball driven into the net may be recovered within the limits of the 3 team hits

- 11 Teams can request 2 time-outs for a maximum time of 30 seconds.

- 12 Four substitutions are the maximum permitted per team per set. One or more players may be substituted at the same time. The Umpire must acknowledge all substitutions.

- 13 After each set the teams change sides or ends.

- 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.**

Injury Time

In the event of a serious injury where a player can not be moved from the court until assessed and deemed medically safe to move, the game time shall be suspended for up to 15 minutes.

If appropriate to do so, the game may be moved to another Court within the same centre to be continued. (considerations: player welfare/ supervision/ nature of injury)

Once player is moved from the court the match will recommence with a serve from the team who last had serving possession, when play was stopped, and the game is played out in its entirety. (Best of 5 sets)

If the game can not be moved to another court, once the 15 minutes of time has elapsed the 2 coaches present at the game will shorten the remaining match time and play the best of 3 sets for an outcome. If 3 sets have already been played at the time the injury took place, then the set score at the end of the 3rd set will stand as the result for the match.

AFL RULES AND REGULATIONS

- 30 The Competition shall be conducted under the rules of the AFL, with exception of the “order off” rule. (See Rule 11.)
- 31 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.
- 32 Matches shall commence at 1.30 pm and shall be played on the ground of the first named College.
- 33 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)**
- 34 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 **SACCSS Safety Policy** and alterations to game times must be made.
- 35 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.
- 36 The Home School shall appoint 2 umpires. It shall be the responsibility of the Home Team to pay the Umpire at the end of the match.
- 37 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.
- 38 If both coaches agree that the ground is in an unplayable state, the match shall be deemed a draw.
- 39 The following points shall be awarded for each match:
- Win = 4
 - Draw = 2
 - Loss = 0
- 40 Ladder Scheme: ladders for all Premier League AFL competitions will be based on the following
- Total Match Points
 - Percentage
- 41 In the event of a draw in a Final, **two periods of 5 minutes** extra time each way will be played. If scores are still drawn at the end of extra time, the time keeper will NOT blow the siren, play should continue and the team who makes the next score (goal or behind) wins the game and the siren is blown.
- 42 Teams requiring forfeiting 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.

43 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.

44 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.

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

4.1.1 By Laws:

21 Each Coach shall see that players wear numbers. Numbers shall not be duplicated in a team.

22 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.

23 The Home Team shall supply:

- A leather football, standard size – in good condition re shape and inflation; (Year 9 size 5, Year 7 size 4)
- A bell or other device used to signal the end of each period of play.

24 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.

25 **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.**

26 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.

27 The timekeepers will keep a separate record of the scores each, as an added check.

28 All players are encouraged to wear mouth guards.

29 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.

Injury Time

In the event of a serious injury where a player cannot be moved from the field until assessed and deemed medically safe to move, the game time shall be suspended for up to a total of 15 minutes for the match.

Once player is moved from the field the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 15 minute mark the player has not been moved the game result would be either:

- (a) If the match time was suspended prior to the half time siren due to serious injury – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)
- (b) If the third quarter of the game has commenced then the result at the point in time that the clock was stopped will stand as the result of the match. The game will not be replayed.