

CONDUCT OF WEEKLY SPORT

The following requirements are regarded as basic to the proper conduct of games in terms of our sporting ideals and essential to the smooth administration of the program. The basic consideration behind these regulations is the realization of the ideals of the Association, the maximum enjoyment of all participating in these games, their welfare, dignity and safety.

Team Entries

1. Schools are to enter all core weekly sports teams where possible. If, due to school numbers, this is not possible, other schools in the division need to be given prior warning as soon as possible. Entry of teams into additional draws can only occur if all of the core sports have been fielded. Notification to be made to the EISM Office of any team withdrawal from a published fixture in Results Vault must be done by completing the form 'Non-Competing Teams' (Appendix V)
2. The Division in which each EISM Member School will be competing in for weekly sport can be located in Appendix IX.
3. Each of the students competing is to be a bona fide student of the school represented. If a sports teacher has reason to doubt the bona fides of any player the matter should be reported to the Executive Officer.
4. The year levels agreed upon for each team entered are to be strictly observed.
5. All players and coaches to have a copy of the EISM Code of Conduct (Appendix II) explained to them prior to the commencement of the season.
6. In all sports, the best players should constitute the "A" team. During the season, swapping of "A" & "B" players is permissible, but should always comply with the best player available playing in the "A" team rule.
7. No student may play more than once in any EISM round of games, e.g. (i) Year 9 & Senior, (ii) volleyball and cricket or any other combination.
8. The number of students per team is listed below. If teams cannot maintain the minimum number on the field, a forfeit is given. The forfeit scores listed will only be allocated with tied teams for Grand Final places and using mini ladders to ascertain finalists. In Results Vault forfeits are to be entered as a 0-0 score with a 'Win/Loss on Forfeit' result. The maximum winning margin should be applied to final results before submitting.

<u>Sport</u>	<u>Numbers</u>			<u>Score</u>
	Team	Interchange	Minimum	Maximum Margin
Badminton	8	Up to 8	6	NA
Basketball	5	Up to 5	2	50 points
Cricket	11	Up to 2.	7	NA
Football	18	Unrestricted	14	60 points
Hockey	11	Unrestricted	7	7 goals
Indoor Cricket	8	Up to 2	6	no "-" scores
Indoor Soccer	5	Up to 5	4	7 goals
Bowls	3	zero	2	NA
Netball	7	Up to 3	5	30 goals
Soccer	11	Unrestricted	7	7 goals
Softball	9	Up to 2	7	15 runs
Table-tennis (Central)	6	Up to 6	4	NA
Table-tennis (Eastern)	4	Up to 4	3	NA
Tennis (Central)	6	Up to 6	4	NA
Tennis (Eastern)	4	Up to 4	4	NA
Touch	6	Up to 6	4	10 goals
Ultimate Frisbee	7	Unrestricted	5	10 goals
Volleyball	6	Up to 6	4	NA

CONDUCT OF WEEKLY SPORT (cont'd)

Uniforms

1. Schools shall register their sports uniforms with the EISM Executive Officer for inclusion into the EISM Website. Photos of the uniform items are to be sent to the Executive Officer. Wherever confusion arises because competing teams have similar colours, the home team shall have preference and the visiting team wear the "clash strip".
2. Before the match commences, coaches must establish that the students of both teams are in the correct uniform. This is a confidential discussion between coaches and is not to involve students. Coaches are not to allow students on the playing field without correct uniform. Students in incorrect uniform are to be asked to leave the field of play. The result sheet has a box to be ticked if the uniforms are all correct.
 - If not enough students have the correct attire, a forfeit is given. A social match between the teams can be played.
 - If neither team have enough students in correct uniform to commence a match, then both teams will be deemed to have forfeited. No points for this match will be awarded.
3. In selected sports, a combination of shorts and track pants can be worn. For field sports, only shorts to be worn.
4. Any compression garment that is not visible and is worn under the students uniform is permissible. ie. under track pants in an indoor sport.
5. If there is a medical condition, then compression garments can be worn that are visible. The compression garment would need to be skin coloured and an explanatory note would need to be provided.

Home Teams

1. Visiting teams are to be greeted on arrival by a representative of the home team and directed to the various venues.
2. Home schools provide facilities for players and the match ball.
3. Home schools are to check that the venues listed on Results Vault are correct. To confirm arrangements, the visiting team must contact the home school at least two days before matches are to be played.
4. Schools to make every effort to ensure that visiting teams are suitably accommodated, guided to the dressing rooms and given whatever assurance may be necessary about their belongings.
5. Home Teams to complete the 'Home Team Match Day Checklist' Appendix VI

Away Teams & External Venues

1. The Coach must be conversant with the ideals of the Association and its Regulations. Staff/Coaches-Student ratios must be in compliance with Victorian Education Department policies. Games may not go ahead without adequate supervision.
2. When visiting a school or external venue, their rules need to be observed. This could mean not eating food in the gym or using mobile phones during class time. The host school is to be responsible for letting visiting schools know what specific school rules are in place.
3. Schools need to have a Staff member with first aid qualifications, a 1st Aid Kit, Mobile Phone, clash bibs (as necessary), contact details for each School's First Aid Officer and a Student Accident Management Plan.
4. Any student diagnosed as having anaphylactic reactions MUST have with them their own epipen whenever they attend EISM sport.
5. Teams need to have with them the appropriate Venue and Risk Management Information as well as the relevant information from the EISM Handbook.

CONDUCT OF WEEKLY SPORT (cont'd)

Matches

1. The starting time of games is 1.30pm (Central & Southern) & 1.45pm (Eastern) unless otherwise stated. Start times must be observed. Games may start at other times by mutual agreement. Sports Teachers should confirm arrangements prior to every game; referees and umpires must be notified accordingly. All games should be scheduled for at least one hour duration.
2. All timing of games must be by a stopwatch of some description. Games that cannot be properly timed will be deemed null and void and a drawn match recorded.
3. In all sports a "Red" and "Orange" card system is in operation. Refer to the "Umpires' Section for full details.
4. The EISM Pre-Match Protocol as described on page 30 should be followed for every match.
5. Students are not to have ipods when participating in sporting activities.
6. **Time Outs.** If at any time during a sporting contest, the teacher responsible for the students' welfare believes that they are in an unsafe environment, then a 'time out' should be called. When the situation has settled down, the match can re-commence. If after a maximum time period of 5 minutes the game does not recommence, the result of the match will be determined by the Executive Officer. If the match recommences and a further time out is called, then the match will be abandoned. On all occasions when a time out is called, the pro forma (Appendix III) is then completed by the school and sent to the Executive Officer.

Results

1. For all weekly sporting events, both teams are to either enter their results or confirm their results in Results Vault by 11.00am the following day. For disputed results, note details in the comment section and communicate with the school involved to resolve the issue. Advise the EISM Office exec@eism.org of the outcome of that discussion or to request a review by the Executive Officer.
2. Unconfirmed results will be made official 24 hours after confirmation is required. Any appeal about the status of the match must be received by the next Monday so resolution can be achieved before the next round of matches is played. The status of official matches will not be amended outside of this period.
3. Winning teams get four points, two points for each team for a draw.

Forfeits:

1. A team not appearing shall forfeit the match. Teams have fifteen minutes from the scheduled start time to begin play or a forfeit can be claimed by a Head of Sport. Consideration needs to be given to schools stuck in traffic. Mobile calls to schools need to be made in these circumstances.
2. If a school gives sufficient notice before forfeiting and also advises relevant venues and officials of the cancellation there are no costs incurred. However, in the case of a school forfeiting within 24 hours of a match, the forfeiting school would be required to pay costs for any transport, umpires or venues caused as a consequence of this forfeit.
3. A list of schools' forfeited matches shall be provided to the Principals each term.
4. In the event of an "A" team forfeiting, then the "B" team plays as the "A" team, as this team is the best team on that day representing their school in that sport.

Match Amendments:

1. All amendments must be presented to the EISM Office for approval.
2. When a school makes an amendment to an existing match, schools are still responsible for letting the originally booked venues and officials aware of the changes that have been made. If information is not given, the school making the amendment is responsible for all costs incurred.

CONDUCT OF WEEKLY SPORT (cont'd)

Grand Finals

1. Qualification for Weekly Sport Finals.

- The student must have played at least half of their games in the team that has qualified for a final. Playing a couple of games in an "A" team to help out does not disqualify a player from playing in "B" finals. Players are not to swap teams mid-season to strengthen a team with finals aspirations.
- Once a student has completed playing in Division 1 or 2 Senior Football, their EISM Winter season has concluded. No boy from these teams are to play in any other sport for the remainder of that season.
- If a school has an "A" & "B" team from the same sport playing in finals, normal team selections that are used during the season would apply to that school.
- In the case where a school challenges the qualification of a student for a final, Heads of Sport should be contacted to resolve the issue before play commences.
- If requested, you must be able to justify your team selections to the Executive Officer.

2. Completion of Weekly Sport Season

- If any games are postponed they must be played at least a week prior to the finals to ensure that all ladders are completed by that time. This allows schools time to make proper arrangements before finals.

3. Finalists will be determined on a head to head basis.

- When two teams are tied for a place in the Semi-Finals, the team that won the match between those two schools will take the higher place on the ladder. If the schools have played twice, then an aggregate score of those two games is taken. If the schools have not played, or have had a tied result during the season, then the two tied teams will have their scores compared with the highest placed team that both schools have played.
- If three or more teams are tied, all results from between those teams will be made into a mini ladder. The teams from this mini ladder are then placed back into the main ladder in the same order as the mini ladder.
 - o Teams that did not play will be given a draw for that match.
 - o Teams that have played twice will have an aggregate score.
 - o Goals/Sets for and against will be used to break a deadlock in the mini ladder. If in a sport, the school does not nominate how many games they won, it will be deemed to be "0".

4. Semi-Final Guidelines

- The higher ranked school will be the Home Team for the Semi-Final.
- In the event of a Tie, a "Heat Out" or "Wash Out" in a Semi-Final, the higher placed team advances to the Grand Final.
- **No extra time to be played in Semi-Finals.**

5. Nominations for Grand Final Hosts

- During each season schools will be nominated to host finals. The venues of finals are not to change unless there are exceptional circumstances and only if approval is given by the Executive Officer.

6. Duties of Grand Final Hosts

- Host schools for finals need to arrange for a venue, book all of the umpires and have someone in place to present the trophy, pennant, best player medallions and premiership medallions. Part of the duty is to ensure that the trophy is in place. This may involve contact with the previous year's premier.

CONDUCT OF WEEKLY SPORT - UMPIRES

Competent umpires are required in accordance with details in the Handbook.

1. All umpires and officials are to have a current 'Working With Children Check'.
2. Umpires should be attired so that they are clearly distinct from the playing group.
3. For Year 7 & Year 8 matches, if you are unable to supply a paid umpire, Students may be used so long as they are competent in their knowledge of the rules, they are 2 year levels older than the age being officiated and there should be no visual link between the umpire and the school.
4. It is incumbent on the schools to inform the umpires of the EISM rules that are relevant to each sport. All associated EISM rules and coloured cards (red/orange) are to be available to the umpires at the commencement of each match.
5. Umpires should only let a match commence when they are content that the match is being properly timed by reliable people using electronic or other suitable timing equipment.
6. It is still the coaches prime responsibility to have their players play within the rules of the game, and to remove them from the match if in the opinion of the coach, the student is not playing within the spirit of the game.
7. In certain circumstances, coaches can be used as Umpires if it means that the match can be completed.

Orange card: To be issued if the player is not responding to umpires directions on how to play the game or using mild inappropriate language. Penalty – Player to leave the field of play. The Player can only return to the field of play after having spoken to their coach. There is no time limit that the player must stay off the field. The player can be replaced. Two Orange cards to the same player is equivalent to a Red card.

Red card: To be issued for striking offences, unduly rough play or inappropriate language to the umpire. The player is to leave the field of play. The player cannot be replaced. After a Student has been 'Red carded', the EISM De-Registration Form (Appendix IV) must be completed and returned to the Executive Officer before that student can participate in any other EISM sanctioned event.

Finals Umpires. Umpires for finals are arranged and paid by the host school. If it is a neutral venue, one school will nominate as host. Schools can then send an invoice to the EISM for reimbursement of the payment. The number of Umpires in Grand Finals is to be the same number as 'A' games. If additional Umpires are required, approval needs to be sought and given by the EISM.

Umpires/Referees No Show

- a) No Game - go home, share points
- b) No Game - social match, share points
- b) No Game – re-match in Catch-up Round (if available)
- c) Play - Both schools provide an umpire for the game.
- d) Play - Each school to officiate for one half.
- e) Play - If agreed, one school may officiate the whole game.

CONDUCT OF WEEKLY SPORT – UMPIRES (cont'd)

The following guidelines should be observed. The home school is to organise and pay for the match official unless otherwise stated. Visiting schools are to confirm start times with the home school so that umpires can be informed before the day of the likely match times. At no time should the umpire be left unsupervised with students.

Sport	Officials
Badminton	Self-umpired
Basketball	Central/Southern: Senior & Year 8/9 Boys – 2 paid umpires Year 8/9 Girls & Year 7 – 1 paid umpire Eastern: Senior & Year 9 Boys – 2 paid umpires @ “A” games Senior & Year 9 – 1 paid umpire @ “B” games Note: 2 paid umpires in all Grand Finals Year 7 & Year 8 – 1 paid umpire
Cricket	Coach or 1 paid umpire
Football	Senior Boys: EISM appoints 2 umpires, schools arrange payment for their own umpire. Senior Girls & Year 9: 1 paid umpire Year 8 & Year 7: 1 paid umpire
Hockey	EISM appoints umpires for all matches, schools invoiced at start of year. Senior, Years 8 & 9: 2 paid umpires (both teams pay) Year 7: 1 paid umpire (home teams pays)
Indoor Cricket	Centre provides and invoices.
Indoor Soccer	Centre provides and invoices.
Netball	Central/Southern: 2 paid umpires Eastern: 2 paid umpires per game from each school. (If only an “A” game, then 2 umpires are supplied by home team.)
Soccer	1 paid referee
Softball	Coach or 1 paid umpire
Table-tennis	Self-umpired.
Tennis	Self-umpired
Touch	1 paid umpire
Ultimate Frisbee	Self-umpired.
Volleyball	Each school provide 1 umpire, can be the coach or paid. The home school to officiate for the “A” game and the visiting school officiate the “B” game unless otherwise arranged.

CONDUCT OF WEEKLY SPORT – PRE MATCH PROTOCOL

All Schools when attending an EISM fixtured match should have in their possession the following documentation:-

- 1) EISM Handbook (or extracts pertaining to the 'Conduct of Weekly Sports')
- 2) Venue Overview Report (EISM external venues).
When visiting other EISM Member Schools, refer to them for relevant information.
- 3) Risk Management Matrix (Indoor Sport/Outdoor Sport)
- 4) Critical Incident Management Plan

On arrival:

Before a match can begin, the *Home* team is responsible for completing the **Appendix VI 'Home Team Match Day Checklist'** to ensure student safety and minimum venue requirements for EISM sport are met. These should be filed at the appropriate school for the duration of that season.

Upon arrival of the *Visiting* team at the venue, the home coach is to introduce themselves to the opposition coach. At this point any special arrangements that need to be discussed can be addressed. (NOTE: it is the duty of the Heads of Sport to make these arrangements prior to the day and the coaches should follow these wherever possible.) If there is a special circumstance that has happened, any change to the original time frame can be allowed if:

- (a) both schools agree to the change.
- (b) the full amount of game time is still played.
- (c) the umpires are available for the duration of the new match times.

If the umpires indicate that they cannot stay past a certain time then the game can be played with a reduced time. This reduced time needs to be acceptable to the home team or a forfeit can be called. If there is a reduced-time match played, the playing time should be maximised as much as possible with shorter breaks. As the setting of the times is the responsibility of the schools, the home coach is to relay any changes to the match conditions to the umpires as soon as is practical.

On entering the field of play:

Before each match commences, teams from both schools are to line up facing each other. This should preferably be on the playing area where the match is to be played.

1. The Home Coach should then welcome the Visiting Team.
2. Reminders on behalf of the EISM: -
 - Play hard but fair and always accept the Umpires decision.
 - All players must be dressed in the appropriate uniform. Any infractions should now be addressed, confirm uniforms have been checked on the EISM results sheet.

If players are able to find the correct items of uniform, they can then be part of the EISM Competition. If they are unable to comply, they are not permitted to play. Coaches should first take responsibility for the uniforms of the Students from their own school. If not enough students have the correct attire, a forfeit is given. A social match between the teams can be played.

3. Players are to shake hands with the opposition player who is standing opposite them. This is a way of the players introducing themselves to each other.
4. Coaches are to be mindful of the collegial nature of school sport. The positive spirit of the EISM is to be encouraged at all times by both coaches and students.

MATCH REGULATIONS - BADMINTON

- Bm.1. All games to be played in accordance with the current rules of the Badminton Victoria Inc. unless contra indicated below. (E) indicates Eastern, (C) indicate Central & (S) indicates Southern.
- Bm.2. (E) Each team to consist of 8 players, ranked according to ability. If you are a player short, then the “H” ranking is the one to drop off first then “G” etc.
(C)&(S) Each team to consist of 12 players, ranked according to ability and can be of either gender. If you are a player short, the “L” ranking is the one to drop off first then “K” etc.
- Bm.3. (E) Schools unable to field 8 players shall forfeit those matches that are not played. 2 games and 30 points (singles) or 2 games and 42 points (doubles) to be awarded to the school that was able to provide the correct amount of players.
(C)&(S) Schools unable to field 12 players shall forfeit those matches that are not played. 2 games and 30 points (singles) or 2 games and 42 points (doubles) to be awarded to the school that was able to provide the correct amount of players.
- Bm.4. (E) The shuttlecock is to be nylon, red-banded, with either white or yellow nylon feathers. (The yellow Carlton T800 are a good example).
(C)&(S) The shuttlecock is to be nylon, either a Carlton T800 (fast) or Yonex red band.
- Bm.5. (E) Singles are played as best of three games up to 15.
(C)&(S) Singles are played as best of three games up to 15. 3rd game played to 5 points.
- Bm.6. (E) Doubles are played as best of three games up to 21.
(C)&(S) Doubles are played as best of three games up to 21.
- Bm.7. (E) Where possible, all fixtures are to be played at Kilsyth Stadium.
(C) All fixtures are played at the Badminton courts of the first named school in the fixture.
(S) Where possible, all fixtures are to be played at Melbourne Badminton Centre & Mitcham Badminton Centre.
- Bm.8. In the event of a match not being completed, the winner is to be determined by games with a minimum point score of 11 for singles and 15 for doubles counting as a completed game.
- Bm.9. Students should stay as the same ranked player in doubles and singles. If there is a substitution, then players playing their second match could be ranked higher to allow the new player to be ranked “H”(E) or “L”(C/S). Players are not to drop down the rankings for their second match.
- Bm.10. Students are able to play in a singles and doubles.
- Bm.11. School named first has choice of ends. School named second has first serve.
- Bm.12. Non-playing students are to umpire and score.
- Bm.13. Rally point to be played. Every serve scores a point.
- Bm.14. If it is 6 games all (E), or 9 games all (C/S), the school to score the most points is deemed the winner.
- Bm.15. At the start of the season, a school will be allocated as supervisor of the venue. They will be in place to ensure the smooth running of the competition.
- Bm.16. When the server's score is even, you serve from the right side of the court. When the server's score is odd, you serve from the left side.
- Bm.17. If the receiving side wins the rally, the receiving side wins a point and the serve.
- Bm.18. In Doubles, Players do not change their respective service courts until they win a point when their team is serving.
- Bm.19. Further information regarding Badminton can be obtained by contacting the Victorian Badminton Association on 9686 4777 or the Badminton Australia website at www.badminton.org.au

Mercy Rule:

There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners. No maximum winning margin.

Tied Grand Final:

In the case of a Grand Final being tied in sets and points, the premier will be the team that won the “A& B” doubles match.

EISM Badminton (Eastern)

RESULTS

Date:

Yr Lvl:

Singles

SCHOOL:

Uniform

Uniform

MATCHES:

(RV=Sets)

GAMES:

POINTS:

* If both Matches & Games are tied, points will determine winner. In Results Vault (RV), enter Points in place of Games

Doubles

(Best of 3 games up to 21 - Rally point)

A&B:				
C&D:				
E&F:				
G&H:				

Doubles totals:

SIGNED:

(Best of 3 games up to 15 - Rally point)			
A:			
B:			
C:			
D:			
E:			
F:			
G:			
H:			

Singles totals:

EISM Badminton (Central/ Southern)

RESULTS**Date:** _____**Yr Lvl:** _____**Singles****SCHOOL:**

Uniform

Uniform

MATCHES: in
ResultsVault use Sets**GAMES:****POINTS:**

* If both Matches & Games are tied, points determine winner.

In Results Vault (RV), enter Points in place of Games

Doubles

Point score Game score

A&B:	—	—
_____	—	—
_____	—	—
C&D:	—	—
_____	—	—
_____	—	—
E&F:	—	—
_____	—	—
_____	—	—
G&H:	—	—
_____	—	—
_____	—	—
I&J:	—	—
_____	—	—
_____	—	—
K&L:	—	—
_____	—	—
_____	—	—

Doubles

(Best of 3 games. Up to 21)

Singles

(Best of 3 games. 1st 2 games to 15 and 3rd game up to 5)

Doubles totals:

—	—
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Singles totals:

—	—
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SIGNED:

	Point score	Game score
A:	—	—
	—	—
	—	—
B:	—	—
	—	—
	—	—
C:	—	—
	—	—
	—	—
D:	—	—
	—	—
	—	—
E:	—	—
	—	—
	—	—
F:	—	—
	—	—
	—	—
G:	—	—
	—	—
	—	—
H:	—	—
	—	—
	—	—
I:	—	—
	—	—
	—	—
J:	—	—
	—	—
	—	—
K:	—	—
	—	—
	—	—
L:	—	—
	—	—
	—	—

MATCH REGULATIONS - BASKETBALL

- Bb.1. The game will be played under the rules of the FIBA unless contra-indicated below.
- Bb.2. Timing for all games will be 2X20 minute halves. The clock will stop for:
- All time outs (2 per team per half).
 - (i) the last minute of the first half and
(ii) the last 3 minutes of the second half for all whistles
 - Five minute half time to allow students to get water and instruction
 - Extra time will be played in finals only
 - There is no provision for "late start points" to be allocated. The clock is not to start before both teams are ready to commence. If a team is more than 15 minutes late they will forfeit the game and a social game can be played.
- Bb.3. Each school is to supply one scorer & timekeeper. Scoresheets are to reflect 2 halves.
- Bb.4. Central Division matches start at 1.30pm and Eastern Division at 1.45pm. Umpires and the opposing team to be advised if there is an alteration to this.
- Bb.5. Ball: Size 6-All girls' competition & Yr7 boys. Size 7 for Yr8 – 12 boys' competitions.
Uniforms: Teams will wear correctly coloured and matching numbered singlets front and back. The numbers available are from 1 - 99. T-shirts and bike shorts must be the same as the main colour of the singlet. There are to be no pockets in shorts.
- Bb.6. After the initial jump ball, the possession arrow is implemented. It is recommended that all schools provide some type of mechanism to dictate possession.
- Bb.7. Teams are allowed 8 seconds to move the ball across the half court line
- Bb.8. After an "intentional/unsportsman-like" foul, there is to be 1 foul shots & possession at ½ court. An orange card is to be issued for any "tech foul" & the player will spend 5 mins. on the bench.
- Bb.9. Teams must have 4 players on court to start a match.
- Bb.10. There must be a minimum of 2 players on the court for the game to continue.
- Bb.11. There should be minimal movement between grades by the players. If the "A" grade team is short of players, then a "B" grade player can fill in to help out. This does not exclude the "B" grade player from playing finals for the "B" grade team.
- Bb.12. When selecting teams for finals, students should play in the team that they have played in for the majority of the season. Schools need to keep their own records in relation to which students play in what team.
- Bb.13. The use of instant replays are not to be used in EISM competitions.
- Bb.14. Schools can contact Basketball Victoria on 9927 6666 for information about entry to the McDonalds Cup.
- Bb.15. The National Schools Basketball Tournament is open to all schools. The Premier EISM school is eligible to compete in the Championship Division. Contact Basketball Australia for further information at www.basketball.net.au
- Bb.16. Recommended Safety Equipment: Mouth Guard
- Bb.17. Schools must ensure that appropriate safety warnings are permanently marked on all existing Backboards.

Mercy Rule:

When the score difference reaches 20 points, the leading team is to defend from the ½ court. If the score extends to 50 points then the leading team is to defend from the 3 point arc. The defence may not extend past that point. The clock does not stop for any reason if the mercy rule is in effect. Maximum winning margin: 50 points.

Tied Grand Final:

In the case of a Grand Final being tied teams play an extra 3 minutes. If still tied at the end of this time, a 2nd overtime is played. 1 Time Out per extra time allowed. If still tied, shared premiership.

EISM Basketball

Boys/Girls

Yr Level: _____ Date: _____

1st Half		School:		Name:		Fouls		First Half		Uniform:		Second Half		Total		2nd Half	
Team Fouls		No.														Team Fouls	
1						1	2	3	4	5						1	
2						1	2	3	4	5						2	
3						1	2	3	4	5						3	
4						1	2	3	4	5						4	
5						1	2	3	4	5						5	
6						1	2	3	4	5						6	
7						1	2	3	4	5						7	
8						1	2	3	4	5						8	
9						1	2	3	4	5						9	
10						1	2	3	4	5						10	

Running Score.

Time Out 1st half

Time Out 2nd half

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

1st Half		School:		Name:		Fouls		First Half		Uniform:		Second Half		Total		2nd Half	
Team Fouls		No.														Team Fouls	
1						1	2	3	4	5						1	
2						1	2	3	4	5						2	
3						1	2	3	4	5						3	
4						1	2	3	4	5						4	
5						1	2	3	4	5						5	
6						1	2	3	4	5						6	
7						1	2	3	4	5						7	
8						1	2	3	4	5						8	
9						1	2	3	4	5						9	
10						1	2	3	4	5						10	

Running Score.

Time Out 1st half

Time Out 2nd half

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

Signed.....

Signed.....

3-Dec-13

MATCH REGULATIONS - BOWLS

- Lb.1. All games will be played in accordance with the current rules of Bowls Victoria unless contra indicated below. When at the venue, students are to follow the directions of Bowls Victoria and Croydon Bowling Club staff.
- Lb.2. Each team will consist of a maximum of 3 players each week. There is no provision for interchange to occur during a match. If there are only 2 players available for a match, the match can be played. All players continue to have two bowls each. There is no provision for a player to have a third bowl. No substitution during a match.
- Lb.3. School sports uniform will be used in all games. Flat soled shoes, socks or bare feet only are a requirement when on the playing surfaces.
- Lb.4. The game will consist of 7 ends or 1 hour whichever comes first. If an end is incomplete at the end of scheduled time, then any held advantage by a team will not count. Score cards are to only include fully completed ends.
- Lb.5. Starting time will be 1.45pm and run for 7 ends or 1 hour.
- Lb.6. If Schools are unable to determine the winning bowl, they should call the duty umpire (Club accredited Coach). The umpire's decision is final.
- Lb.7. There should be minimal movement between the teams by players. If one team is short of players, then another team player can fill in to help. This does not exclude that player from playing finals for their original team.
- Lb.8. Schools should keep their own records in relation to which student played in which team each week and this forms the basis of who plays in the finals.
- Lb.9. Teams can nominate one 'Power Play' per game from ends 1 – 6, so long as it is not the last end. If the school that calls the "Power Play" wins the end, they earn double shots for that end. The Coach needs to nominate the 'Power Play' before the commencement of the end and it must be marked on the scorecard.
- Lb.10. Bowls must not be dropped, lobbed, thrown or driven. Only drawing shots to be played.
- Lb.11. The following activities are not to be conducted at Croydon Bowls:
- Sitting on the edge of the green.
 - Running or scuffing feet on the playing surface.
 - Drinking or eating on the playing surface.
 - Using mobile phones during a match.
- Lb.12. Students must bowl from the bowling mat only, with one foot on the bowling mat when delivering the bowl.
- Lb.13. Where a student's behavior is observed to be contrary to any of the listed rules, they will be given a warning and if behavior persists, the student will be immediately required to withdraw from the green and take no further part in the bowling activities.
- Lb.14. 2 Jacks are to be used, one at each end. The Skip to place the Jack on the centre line wherever they feel is the appropriate position.
- Lb.15. Schools are advised to only take the number of students to the venue that have been selected in a team. If there are extra students in attendance, they are to play a practice match against others in a similar position. There are a limited number of rinks and there is little provision for this to occur.
- Lb.16. Washout. If a game is washed out it is deemed a draw unless 4 ends have been completed. If 4 ends have been completed, then the match result will stand.
- Lb.17. Winners of Boys and Girls Grand Final will be eligible to enter Bowls Victoria School Pennant competition conducted in term 1 each year. This event is played on a Saturday Morning over approximately 5 weeks. The format is 15 ends or 2 hours whichever comes first.

Mercy Rule:

There is no specific Mercy Rule in this sport. No maximum winning margin.

Tied Grand Final:

In the case of a Grand Final being tied then one extra end will be played to decide the winner.

EISM Bowls

Date: _____ Yr Lvl: _____ Venue: _____

School _____ vs School _____

Uniform Uniform

School:	School:
Lead: /	Lead: /
Second: /	Second: /
Skip:	Skip:

School:			School:		
End	Score	Running Total	End	Score	Running Total
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
	Total			Total	

Result: _____ vs _____

signed: _____

signed: _____

MATCH REGULATIONS - CRICKET

Cricket

- Cr.001. The appropriate uniform for cricket is the correct sports uniform of his/her school or full cricket whites. However, please note that red or other dark clothing is not to be worn by the bowling team as there is no contrast between the uniform and the ball.
- Cr.002. All batsmen must wear helmets. Wicketkeepers standing up to the stumps must also wear a helmet.
- Cr.003. No fielders are permitted to field within 10 metres of the batsmen in front of the batting crease.
- Cr.004. Coaches will, in most games, occupy the umpire's position. While he can help with the team's organization, s/he should not try to dominate the game by involving themselves too much. All of the team's tactics and direction should come from the captain, who may consult with the coach before the game and between innings.
- Cr.005. Balls passing more than 40cm outside the batsman's leg stump will be called a wide. This should be marked on the pitch with chalk or paint. Any ball so wide of the off stump that it prevents a batsman playing a shot will be called a wide.
- Cr.006. The schools are to use a traditional red cricket ball.
- Cr.007. At junior levels, the incoming batsman to stand beside the square leg umpire and take up position as soon as possible after a wicket has fallen.
- Cr.008. In the event of teams tying for finals, a net run rate determined by runs scored divided by balls bowled will be used. Only run rates from relevant games will be looked at. The team vying for a finals spot that has the best run rate when compared with the other team will go through.
- Cr.009. Teams can be made up to a maximum of 13 players per side. Teams are restricted to a maximum of 10 bowlers per match. If a school chooses to retire a batsman before the compulsory retirement, all 13 players can bat. The fall of the 10th wicket will always constitute the end of an innings.
- Cr.010. Batsmen who retire can recommence their innings when all other batsmen are out and less than 10 wickets have fallen. Compulsory retired players do not resume their innings until all voluntarily retired players have resumed and completed their innings. Voluntary retirement can only occur at the end of an over.
- Cr.011. Each over will consist of a maximum of "8" balls, therefore a maximum of 2 extra balls. This is except for the final over which is to be 'bowled out'.
- Cr.012. Recommended Safety Equipment:
Batter (compulsory): Helmet with faceguard, Pads, Batting gloves, Box.
Wicket Keeper (compulsory): Helmet with faceguard (if standing up to the stumps), Pads, Keeping gloves, Box.
Close Fielder - in front of wicket (compulsory): Helmet with faceguard, Box.
- Cr.013. Cricket scoring. All teams need to have their own VCA approved scorebook. In the event of schools being tied on points for a grand final berth, scanned copies of the relevant matches need to be sent to the EISM office. A school that is unable to send through the relevant score sheet will not qualify for that final.

Mercy Rule:

There is no specific Mercy Rule in this sport. If you are winning comfortably, give fringe players a turn. No maximum winning margin. No negative scores with Indoor Cricket.

Tied Grand Final:

In all forms of Cricket where the scores are tied at the end of the game it will be deemed as shared premiership. The number of Wickets lost is not a determining factor. No extra overs are to be bowled.

MATCH REGULATIONS – CRICKET (cont'd)**Twenty20 Cricket (Eastern ~ Senior)**

- Cr.101. The Laws of Cricket, unless contra indicated below, shall apply.
- Cr.102. A match will consist of one innings per side, each innings limited to a maximum of 20 overs with a minimum of 10 for the team batting first. Once the team batting second has passed the first teams score the game will conclude immediately.
- Cr.103. Intervals between innings shall be of 10 minutes duration. No drinks breaks permitted.
- Cr.104. Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs. Strict adherence to over rates must be observed.
- Cr.105. A 156 gm ball to be used. One new ball shall be used for each innings.
- Cr.106. If the team batting second is unable to complete its overs due to adverse weather the match will be deemed a draw.
- Cr.107. Overs are to be bowled in 5-over blocks alternating between ends, ie. Overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc. At the end of each over, only the two batsmen change ends. Apart from the normal field position changes, the fieldsmen only change after each five over block. At the end of each 5 over block, the batsmen remain at the same end.
- Cr.108. A batsman is to retire at the end of the over when his score reaches 50.
- Cr.109. The maximum number of overs per bowler is 4.
- Cr.110. The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.
- Cr.111. At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- Cr.112. For the first 5 overs (1-5) of each innings, only two fieldsmen, for the next 5 overs (6-10), only 3 fieldsmen, for the next 5 overs (11-15), only 4 fieldsmen and for the next 5 overs (16-20), only 5 fieldsmen are permitted to be outside the field restriction circles.
- Cr.113. The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstance that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.
- Cr.114. The premier team will be invited to represent the EISM at the Premier School competition in the first week of December.
- Cr.115. In an interrupted match, the field-restrictions will apply as follows:

Inns length	2 outside	3 outside	4 outside	5 outside
Overs	Over Nos.	Over Nos.	Over Nos.	Over Nos.
20	1 – 5	6 – 10	11 – 15	16 – 20
19	1 – 4	5 – 9	10 – 14	15 – 19
18	1 – 3	4 – 8	9 – 13	14 – 18
17	1 – 2	3 – 7	8 – 12	13 – 17
16	1	2 – 6	7 – 11	12 – 16
15	-	1 – 5	6 – 10	11 – 15
14	-	1 – 4	5 – 9	10 – 14
13	-	1 – 3	4 – 8	9 – 13
12	-	1 – 2	3 – 7	8 – 12
11	-	1	2 – 6	7 – 11
10	-	-	1 – 5	6 – 10

- Cr.116. The fielding restriction circle is a 27.5m radius from the middle stump. This can be amended if this line is close to a boundary.

MATCH REGULATIONS – CRICKET (cont'd)

Cricket (Central/Southern ~ Senior)

- Cr.201. The Laws of Cricket, unless contra indicated below, shall apply.
- Cr.202. All games are to be played over a minimum of 20 overs and a maximum of 25 overs. The length of game is to be decided upon prior to the coin being tossed by the two coaches.
- Cr.203. In a 25 over game the maximum number of overs bowled per bowler is 6. In a 20 over game the maximum overs bowled is 5. In a 20 over game at least 5 bowlers must bowl in the innings.
- Cr.204. Overs will contain 6 balls.
- Cr.205. No-balls and wides will receive a 2 run penalty
- Cr.206. Batsmen must retire at the end of the over in which they reach 50 runs. Retired batsmen may return once all other batsmen have been dismissed. (10 wickets = all out)
- Cr.207. Leather case balls are to be used. The weight should be 155.65 grams.
- Cr.208. All games should be played on synthetic turf pitches therefore spikes are not allowed.
- Cr.209. Timber stumps and bails to be used.
- Cr.210. The competition will recognise first innings results only.
- Cr.211. Start time 1.00pm

Cricket (Central/Southern ~ Yrs 8/9).

- Cr.301. The Laws of Cricket, unless contra indicated below, shall apply.
- Cr.302. Minimum eight overs per side.
- Cr.303. All overs bowled from same end throughout innings.
- Cr.304. Maximum 20 runs per batsman (retire moment 20 is achieved).
- Cr.305. No fielders within ten metre circle of batsman in front of wicket.
- Cr.306. Helmets mandatory for batsmen and keepers standing up to the stumps.
- Cr.307. Batsmen are required to use all necessary protection (pads, helmets, gloves etc.)
- Cr.308. Local rules regarding boundaries should be determined and agreed to by both coaches before the commencement of the game.
- Cr.309. LBW will only be given when no stroke is played by the batsman.
- Cr.310. Boys to use a 142 gram cricket ball.
- Cr.311. Both teams to have equal number of overs bowled, unless the team batting first is bowled out.
- Cr.312. Wides will be as for indoor cricket (i.e. leg side wide approx. 40 cm. from leg stump).
- Cr.313. Maximum of 3 overs to be bowled by any player.
- Cr.314. Two runs for wides/no balls.
- Cr.315. Last over to be bowled out to completion.

MATCH REGULATIONS – CRICKET (cont'd)

Indoor Cricket (All Girls & Eastern Boys Yrs 9,8 & 7)

- Cr.401. The rules of the AICF, unless contra indicated below, shall apply
- Cr.402. All games to be played at either:
- Croydon Indoor Sports Centre, Canterbury Road, Kilsyth South
 - Action Indoor Sports Centre, New Street, Ringwood
- Venue details can be found in Results Vault
- Cr.403. Each game consists of 16 six ball overs.
- Cr.404. Each team consists of 4 batting pairs who bat for four overs per pair. Upon arrival at the crease, the batters are to inform the umpire of their Christian name.
- Cr.405. Batters bat for the duration of the 4 overs. Wickets lost result in the loss of 5 runs.
- Cr.406. Each member of the fielding team is to bowl 2 overs. Inform the umpire as to the name of the bowler before the over starts.
- Cr.407. If a team is a player short, the captain of the fielding team nominates who bats a second time in the last group of 4 overs. The captain of the batting team will nominate which two players will bowl the 15th and 16th overs.
- Cr.408. Max. 4 players can field in either half of the court. Fielders cannot move to the other side of the court until the ball is struck by the batter or the batter strikes at the ball.
- Cr.409. The wicketkeeper is another fielder who stands behind the stumps. The wearing of gloves by the keeper is optional. Only the wicketkeeper is allowed in the wicketkeeper's area before the ball is played at by the batsman. The keeper must take position with both feet inside the designated area.
- Cr.410. The ball is "live" once the umpire calls "play". The ball remains "live" throughout the over until the umpire calls "dead ball", "over", "time out" or a wicket falls. The game becomes "live" again when the umpire again calls "play".
- Cr.411. Runs are scored by:
- Running between the batting creases
 - Hitting the side net (1 run)
 - Hitting the side net beyond the running crease (2 runs)
 - Hitting the back net (4 runs)
 - Hitting the back net on the full (6 runs)
- Cr.412. Umpire calls of "no ball", "wide" or "leg side" is worth 2 runs to the batting team.
- Cr.413. Bowlers need to inform the umpire if they change bowling from one side of the wicket to the other or a no ball will be called. A "throw", ball bouncing more than twice, breaking field restrictions, hitting nets, not landing the ball on the pitch or the ball passing over the batters shoulder when in a normal batting stance is a no ball.
- Cr.414. A wide is when the ball passes on the offside, outside the intersection of the batting crease and the edge of the pitch. A leg side wide is called when the ball passes outside the batting crease and the leg side line. It is not a wide if it contacts the batter.
- Cr.415. As well as being bowled, caught, stumped, LBW, hit wicket, "Mankad" and runout, a player can be dismissed for interference if the umpire thinks a batter deliberately interferes with the ball when it's in play. A "Mankad" should only be used after a warning.
- Cr.416. The loss of a wicket results in 5 runs being deducted from the batting teams score.
- Cr.417. Umpires and match balls to be supplied by the centre.
- Cr.418. Teams can consist of 10 players, eight of whom can bat and 8 that can bowl. Players are permitted to substitute during the course of the game.
- Cr.419. Batting and bowling teams can each call a time out per batting pair.
- Cr.420. Girls can bowl a ball underarm. The first bounce must land over the 2/3 line marked on the pitch and cannot bounce more than twice before reaching the batsman.
- Cr.421. In the event of a tied Grand Final, a shared premiership is awarded.
- Cr.422. Recommended Safety Equipment:
Batter (compulsory): Cotton/Batting gloves, Box.
WicketKeeper: Gloves, Box.
Close Fielder - in front of wicket: Box.

MATCH REGULATIONS – FOOTBALL

- Fb.1. The game will be played under the rules of the ANFC unless contra indicated below. There are four (4) quarters of fifteen (15) minutes duration for all games. No 'time on' added unless an exceptional case such as 'blood rule' or injury requiring a stretcher.
- Fb.2. To enter a team into EISM Football, the following conditions must be met. Two staff need to be with the team. A competent first aider needs to be in attendance. Each school to provide a 'goal umpire', with flags. No spectators allowed behind the goals between the point posts. Goal umpires must check scores at the end of each quarter. Each team to provide a boundary umpire (who may be a reserve). At the Senior level, each school is to provide the name of a competent umpire. They will umpire that schools home matches with the Executive Officer allocating them to away matches.
- Fb.3. Provide a timekeeper who should have some means other than a whistle, of indicating the conclusion of the quarters.
- Fb.4. Goal squares and boundary lines to be clearly marked. Year 7 teams are to use a size 4 Football, whilst Girls teams are to use a 'woman's football'.
- Fb.5. A field umpire may send a player off in accordance with the "Red Card" policy.
- Fb.6. Quarter time breaks to be three (3) minutes. Half time will be ten (10) minutes; the three quarter break will be no more than five (5) minutes.
- Fb.7. Runners shall be dressed appropriately and be identified to the central umpire.
- Fb.8. A field umpire may declare a goal umpire's decision incorrect and has the power to overrule it after consultation with the goal umpire. The field umpire's decision is final.
- Fb.9. At Junior football, when a team nominates that it has 16 or 17 players, the opposing team is to field the same number of players. The team with a shortage must use all available players & have no interchange. If a team has 14 or 15 players, the opposing team is entitled to field 16 players. This does not apply to yellow card incidents.
- Fb.10. If a game has to be shortened, then the match should be played in two equal halves.
- Fb.11. Senior and Year 9 fixtures are separate to the normal draws. Schools will be allocated into either Division 1, 2 or 3 (12-A-Side) by the Executive Officer.
- Fb.12. In the event that one team is obviously in the wrong division, that school will be shifted into the correct division. All points accumulated carry over to the new division.
- Fb.13. If the umpire deems a tackle to be dangerous (sling or driving tackle), a free kick and 25m penalty to be awarded. If the same player repeats this type of tackle, he will receive either a Yellow or Red Card as well.
- Fb.14. Grounds to have a technical area that coaches and interchange need to stay within.
- Fb.15. All Posts must be padded and cricket pitch adequately covered.
- Fb.16. Recommended Safety Equipment: Mouth Guard, Football Boots.
- Fb.17. Division 3 matches are to be played as a 12-A-Side competition:-
- Only three boys who are AFL registered can take the field at any one time.
 - One bounce can be taken before the ball needs to be disposed. The ball must be touched by another player before possession can be regained by him.
 - Games are 4 x 12min quarters.
 - When the ball goes out of bounds a free kick is awarded against the player to last touch the ball.
 - When a team gets 10 goals in front (Mercy Rule activated) the scoring stops & that is the final score. Clock continues as normal. Losing team now has no restriction on the number of AFL registered players on the field. If the game is still uneven, the losing team can bring on an extra player each time the opposition scores a goal.

Mercy Rule:

If a school is 60 points in front the "Mercy Rule" to be activated. Each time the leading school kicks a score (goal or point), the team that is losing has a free kick from the centre of the ground. Only 6 forwards and defenders allowed in the 50m arc. Rushed behinds do not constitute a "kicked score" so the "kick in" would be taken from the goal square. The Mercy Rule is in place for the remainder of that quarter. If the margin is less than 60 points at the start of the next quarter, the mercy rule is deactivated until the 60 point margin is reached again. Maximum Winning margin: 60 points.

Tied Grand Final:

In the case of a Grand Final being tied, teams are to play an extra 5 minutes each way. If still tied, shared Premiership.

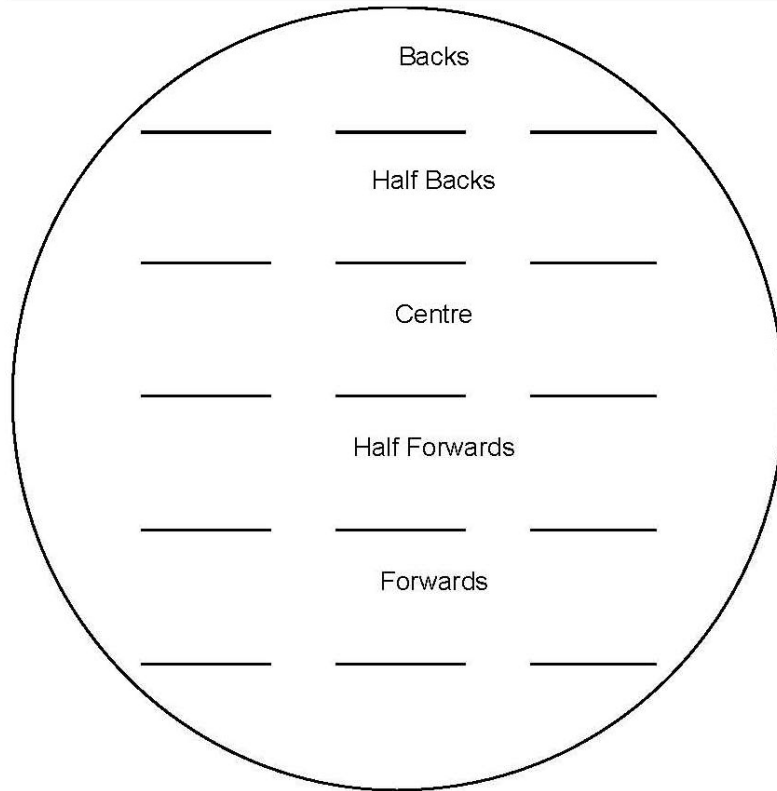
EISM Football

Yr Level: _____

Date: _____

_____ VS _____
 Uniform Uniform

Venue: _____



Rucks

Interchange

Result: _____

Signed: _____

 VS			
	Goals	Behinds	Goals	Behinds
Q1				
Q2				
Q3				
Q4				
Total				

vs _____

MATCH REGULATIONS – HOCKEY

- Hc.1. Games to be played under the Hockey Victoria Junior Rules unless otherwise stated.
- Hc.2. **Duration of the game:** The game will be of two equal periods, preferably 25 minute halves, or as determined by the two coaches prior to the start of the game. The games are scheduled to start at either 1.30 or 2.30pm. The venue bookings are for 1 hour. The 15 minute grace period applies, but it should not be assumed that games can go beyond 2.30pm if you have the first game or 3.30pm if you have the second.
- Hc.3. All matches are to be played on synthetic surfaces.
- Hc.4. **Uniform:** All players must be dressed in uniforms that distinctly show school colours.
- Hc.5. Visiting teams are to carry a set of clash bibs for when there is similar sport uniforms.
- Hc.6. The home team supplies the ball for the game.
- Hc.7. **Interchange:** Each team is permitted an unrestricted number of interchanges.
- Hc.8. For all free hits, **defending** players must be 5m from the ball when it is played. When taking a free hit inside the attacking 23m line, both teams need to be 5m from the ball.
- Hc.9. **Penalty Corner:** Only the Goalkeeper & 4 defenders may stand behind the goal line. All other players must stand beyond the half way line until the corner is taken.
- Hc.10. Those players defending a penalty corner from behind the goal line must wear an approved mask. All players without a face mask on the defending team must stand at the half way line. The wearing of facemasks during general play is prohibited.
- Hc.11. If the first shot at goal from a penalty corner is a hit it must pass the goal line at a height less than 460mm. If it makes the back of the goal it needs to hit the backboard.
- Hc.12. A second shot at goal from a penalty corner that is raised will be a goal if it is deemed not dangerous by the Umpire. ie. one person vs goalkeeper or an open goal.
- Hc.13. In general field play, hits at goal that hit the backboard are allowed. Hits at goal that hit above the backboard, but are not dangerous according to the discretion of the umpire, will be allowed. Reverse stick hits/sweeps at goal along the ground are permitted.
- Hc.14. In general field play, a hit or flick at close range going above kneecap height is deemed dangerous. If a player needs to take evasive action, that is deemed dangerous as well.
- Hc.15. At no stage is a tomahawk to be used when hitting the ball.
- Hc.16. The use of "kicking backs" is not permitted.
- Hc.17. When a "free hit" has been awarded a Self-Pass may be taken. If a Self-Pass has been taken before the defender has gone back 5 metres, the defender must not engage in the play until the ball has moved 5 metres away.
- Hc.18. Free Hits inside the 23 metre line cannot be hit directly into the D unless the ball has been dribbled/passed the required 5 metres before entering the D.
- Hc.19. There is no provision for own goals. An attacking player must hit the ball inside the D.
- Hc.20. At Year 7 hockey, the coach may enter the field of play to help coach the players using a formal 'soft' verbal tone and refrain from shouting general encouragement. The coaches are restricted to the area between the two 23 metre lines. When individual coaching has been completed, the coach should exit the field of play.
- Hc.21. When defending a corner, a defender who crosses the goal line before the push is made will need to go beyond the centre line and cannot be replaced. The penalty corner is taken again.
- Hc.22. **Goalkeeper's Equipment:** Teams must have a goalkeeper tending the goals. They must be in full protective equipment which includes: kickers, pads, chest guard, helmet with throat protector and gloves. Boys to wear a box and girls a pelvic protector.
- Hc.23. **All field players** must have a Mouth Guard & Shin Guards.

Mercy Rule:

There is no specific Mercy Rule in this sport. If you are winning comfortably, give fringe players a turn. Maximum winning margin: 7 goals.

Tied Grand Final:

In the case of a Grand Final being tied, teams are to play 5 minutes each way, golden goal applies. If still tied, shared premiership. Note: in the case of a tied semi-final no extra time is to be played. The team higher on the ladder at the end of the season will progress through to the final.

EISM Hockey

Yr. Level: _____

Boys/Girls

School: _____

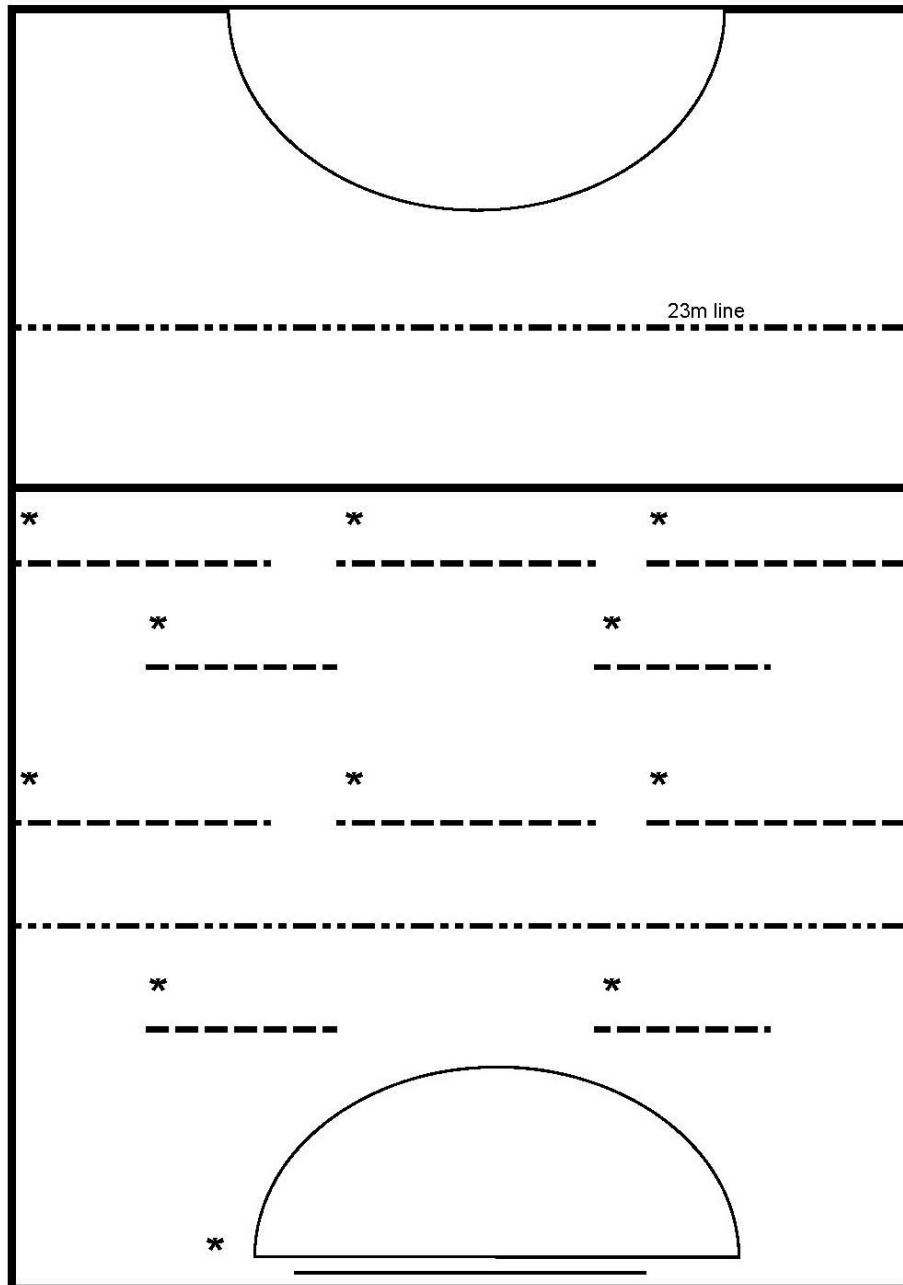
Date: _____

vs

Venue: _____

Uniform ☐

Uniform ☐



Interchange

- *
- *
- *
- *
- *
- *
- *
- *

Result: ☐

vs

☐

signed: _____

signed: _____

MATCH REGULATIONS – NETBALL

- Nb.1. All games to be played in accordance with current AANA rules unless contra indicated below.
- Nb.2. The home team to supply a size 5 (71cm) ball for the game.
- Nb.3. Time available for match should be divided into four equal quarters with 2, 5, 2 minutes between breaks. (12 minute quarters.)
- Nb.4. All players must wear bibs clearly showing their playing position. Students have the option of wearing either skirts or shorts, in their schools colours. (Schools to notify their umpires.)
- Nb.5. Players do not need to wait for the umpire to call 'play' for a throw in.
- Nb.6. Before taking a throw in, all players are to be back on the court.
- Nb.7. Substitutes may be made at any interval, and as necessary in case of injury.
- Nb.8. The match to be played inside or outside as determined by the host school.
- Nb.9. . At the beginning of the game all nails to be checked before players take the court.
- Nb.10. If a team chooses to wear shorts, none of the shorts are allowed to have pockets.
- Nb.11. There should be minimal movement between grades by the players. If the "A" grade team is short of players, then a "B" grade player can fill in to help out. This does not exclude the "B" grade player from playing finals for the "B" grade team.
- Nb.12. Schools should keep their own records in relation to which students play in what team.
- Nb.13. Recommended Safety Equipment: Mouth Guard

Mercy Rule:

Once a team is 20 goals or more in front, the losing team is to take all centre passes until they get to within 20 goals. Maximum winning margin: 30 goals.

Tied Grand Final:

In the case of a Grand Final being tied, teams are to play 5 minutes extra time and if necessary, a 2nd 5 minutes extra time. If still tied, shared Premiership.

EISM Netball

Yr. Level: _____

Date: _____.

School: _____.

vs _____

Uniform

Uniform

Venue: _____

GS _____
GA _____
WA _____
C _____
WD _____
GD _____
GK _____

I/C _____
I/C _____
I/C _____

1st Quarter _____ **Total**

GS		
GA		

_____ **Total**

GS		
GA		

2nd Quarter

GS		
GA		

GS		
GA		

3rd Quarter

GS		
GA		

GS		
GA		

4th Quarter

GS		
GA		

GS		
GA		

Result: _____

vs _____

signed: _____

signed: _____

MATCH REGULATIONS – SOCCER

- So.1. The game will be played under the rules of FIFA unless contra indicated below.
- So.2. Duration of the game will be of two 30 minute halves for Senior and Year 9 matches. The half-time interval will last five minutes.
- So.3. No 'Time on' shall be played, but 'injury time' shall be added by the referee when necessary. The referee shall be the controller of the game, and be the final arbiter on whether a game takes place when weather or ground conditions are exceptional.
- So.4. Schools to have competent linesmen, one from each competing school. In the case of a delayed start time, both halves must be of an equal time.
- So.5. Grounds must be marked clearly and accurately, and should include corner flags and goal nets. The penalty area, goal area and centre circle should not be scaled down on smaller grounds. Goals must always be eight yards by eight feet. Soccer balls: size 5 is recommended.
- So.6. All players must wear the approved soccer uniform of the school they represent. Goalkeepers must wear a different colour to those worn by both teams.
- So.7. Any player sent from the field by the referee with a red card CANNOT BE REPLACED.
- So.8. Teams consist of 11 players on the field. Unlimited interchange is permitted. Before the interchange is made, the referee is to be notified and the change made in a break of play.
- So.9. Boys and Girls to play normal FIFA offside rule.
- So.10. Girls soccer Yr 7. No offside to be played. Size 4 ball is recommended.
- So.11. Girls soccer. Common sense to apply in relation to handball. N.B. do not penalise the player if she protects her chest by using her arms.
- So.12. The Premier team competition will be contested if it is offered. Further information on soccer can be gained by calling Football Federation Victoria on 9474 1800 or visiting their website at www.footballfedvic.com.au
- So.13. Anyone using moveable soccer goals in schools must be supervised when using the goals and not be permitted to hang or swing from them at any time.
- So.14. Recommended Safety Equipment:
All players: Shin Guards (compulsory), Mouth Guard.
Goalie: Gloves

Mercy Rule:

Once a school is 7 goals up, to score a goal you either a) kick the ball from outside the penalty area or b) head the ball if you are inside the penalty area. Maximum winning margin: 7 goals.

Tied Grand Final:

In the case of a Grand Final being tied, teams are to play 5 minutes each way. If still tied, shared Premiership.

EISM Soccer

Yr. Level: _____

Boys/Girls

School: _____

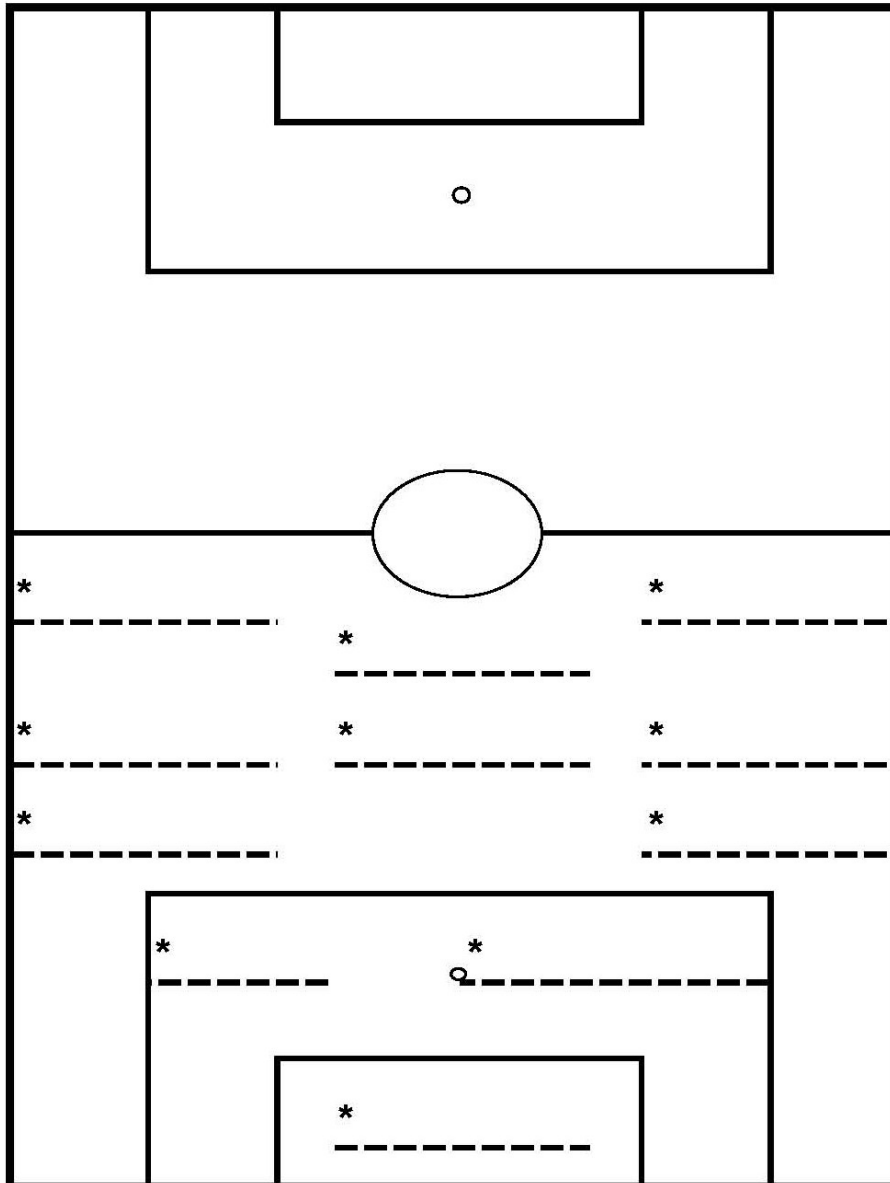
vs

Uniform

Uniform

Date: _____

Venue: _____



Interchange:

Result: _____

vs

signed: _____

signed: _____

MATCH REGULATIONS – SOCCER (cont'd)

Indoor Soccer

- ISo.101. The game will be played under the rules of the Bayswater Indoor Soccer Centre unless contra indicated below.
- ISo.102. A team is to consist of 5 players, one of which is a goalkeeper.
- ISo.103. The goalkeeper is to wear a top of a different colour to his team mates.
- ISo.104. Shin guards are compulsory.
- ISo.105. Fouls:
- a) You may not tackle from behind. You can challenge from the side as long as no contact is made during the challenge.
 - b) After the 5th foul in each half, the defending team is not permitted to setup a player "wall". All players must be 2 metres either side of the ball. Players cannot join the play until the ball has hit a structural wall, Keeper or another Player outside the 3-metre zone.
 - c) If a Player falls they cannot play the ball until they regain their feet.
 - d) Players cannot jump into, hold or obstruct other players. You are not permitted to push opposition Players into the wall.
 - e) No slide tackles.
 - f) Any foul by a defender in the Keeper's circle will result in a penalty.
 - g) Deliberate fouls in the attacking half can also result in a penalty.
- ISo.106. Free Kicks:
- a) All free kicks are direct. Players must wait for the whistle to restart the game.
 - b) Free kicks must be taken within 5 seconds of the whistle or the free is reversed.
 - c) If the Keeper steps outside his area, a free kick is awarded at the edge of the area where the offence occurred.
 - d) Hands cannot be placed on the side rails whilst playing the ball.
 - e) Deliberate time wasting in the corner is a free kick to the opposition.
- ISo.107. Keeper:
- a) The Keeper has 5 seconds from controlling the ball to release it.
 - b) The Keeper may not throw or kick the ball over the ½ way line.
 - c) The Keeper cannot leave his area. If the ball is outside his area he may retrieve it with hands or feet so as long as neither touches the ground outside his area.
 - d) If the Keeper catches the ball, it must be released by hand only.
 - e) If the Keeper deliberately leaves the area, it is a card offence.
- ISo.108. Throw ins:
- a) Throw ins from the defensive half must stay within the defensive half.
 - b) You cannot score a goal from a throw in.
 - c) You have 5 seconds from the referees whistle to take the throw.
 - d) Throw ins should be taken in the same manner as Outdoor Soccer.
- ISo.109. Inform the referee when you want to interchange. The player must have left the playing area before he is replaced.
- ISo.110. Ball cannot be kicked into the roof or against side netting.
- ISo.111. There should be minimal movement between grades by the players. If the "A" grade team is short of players, then a "B" grade player can fill in to help. This does not exclude the "B" grade player from playing finals for the "B" grade team.
- ISo.112. When selecting teams for finals, any student that has played more games in the "A" grade than the "B" grade will not be eligible for the "B" grade final. Schools should keep their own records in relation to which students play in what team.
- ISo.113. All matches to be played at Bayswater Indoor Soccer Centre.
- ISo.114. Bayswater Indoor Soccer Centre is to provide the referees for all games.

Mercy Rule:

Once a team is up by 8 goals remove one player. If you are winning comfortably, give fringe players a turn. Maximum winning margin: 7 goals.

Tied Grand Final:

In the case of a Grand Final being tied, teams are to play 5 minutes extra time, golden goal applies and if necessary, a 2nd 5 minutes extra time. If still tied, shared premiership.

EISM Indoor Soccer

Yr. Level: _____

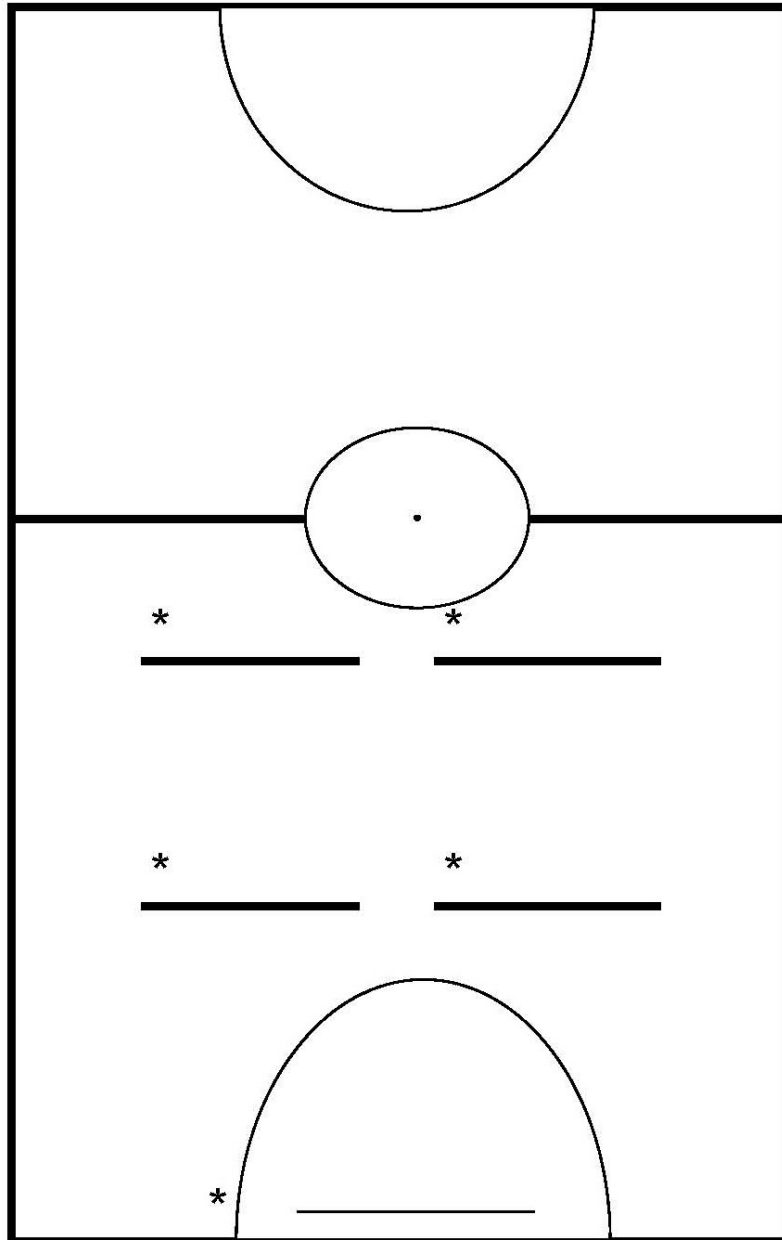
Date: _____.

School: _____.

VS

Uniform

Uniform



Interchange

* _____
* _____
* _____
* _____
* _____

Result: _____

VS

signed: _____

signed: _____

MATCH REGULATIONS – SOFTBALL

- Sb.1. Games will be played under the rules of Softball Victoria unless contra indicated below.
- Sb.2. "Time" or 7 innings will be considered end of match.
- Sb.3. "Time" must be decided before the match starts, and score taken back to even innings if the batting team is not out when time is reached.
- Sb.4. Infield fly rule played in the boy's competition. No infield fly rule in the girl's matches.
- Sb.5. No limit on substitutions. Once a player has been removed from the game, she can return to the game via a direct substitution.
- Sb.6. Positional changes on the field may be made at any time.
- Sb.7. A brightly coloured base (orange or red) **must** be placed outside the diamond at 1st base. This is known as a safety base, and is used by the runner only, while the fielder at 1st uses the white base. If there is an easy run to second base on a fair hit, then the runner need not touch the safety base, merely the white base. The fielder at 1st uses the white base at all times, never the safety base. This eliminates any danger at 1st base. There is no rule concerning base runners that go over halfway must advance.
- Sb.8. Pitching zone - between armpits and knees and over home plate when batter assumes her natural batting stance.
- Sb.9. Sizes of diamonds used should be standardized. For both Seniors and Juniors:-
a) 60 feet between bases (18.29 metres)
b) 40 foot pitch (12.19 metres) for Seniors and Year 9's. Year 7's can pitch 35'.
Pitch distance for juniors (Yrs. 7, 8, 9) can be negotiated by coaches.
- Sb.10. The designated batter rule is not used in EISM matches.
- Sb.11. Umpiring - should be in accord with VSA. rules. The game to be played with good sportsmanship and respect for the umpires' decisions at all times.
- Sb.12. A **minimum** of three innings or one hour constitutes a game.
- Sb.13. If 'time' has been reached and there is an incomplete inning, the scores revert back to the end of the last complete inning. In an incomplete inning, if the team batting second gets in front, the score stands.
- Sb.14. Pitch should be fully marked, including batters box for both left and right handers. A dead ball line needs to be marked if you are not on an official diamond.
- Sb.15. Where possible a 2nd umpire should be placed at first base.
- Sb.16. Coaches are not to direct their pitchers to walk a batter to first base.
- Sb.17. Coaches are to stay in the coaching box as marked for the batting team and behind the foul/dead ball line when fielding.
- Sb.18. Coaches under 18 must wear a helmet whilst in a coaching box.
- Sb.19. Speed-up Catchers Rule: After batting, a catcher can come off the base to get their kit on. They are to be replaced by the last batter out.
- Sb.20. The batting team can score a maximum of 7 runs per inning after which it is side away and the opposing team comes in to bat.
- Sb.21. A school can declare its innings at any time.
- Sb.22. Match balls are to be Yellow. Intermediate matches are to use a 12" ball, Junior matches are to use a 11" 'soft' softball.
- Sb.23. Further information on Softball can be gained by calling Softball Victoria on 9360 0817 or visiting their website at www.victoria.softball.org.au
- Sb.24. Recommended Safety Equipment:
Batter (compulsory): Helmet with ear protection
Catcher (compulsory): Chest protector, Gloves, Helmet with full face & throat protection, Leg guards.

Mercy Rule:

Teams are required to change the pitcher once they are 15 runs in front. Maximum winning margin: 15 runs.

Tied Grand Final:

In the event of a tied Grand Final, innings keep going until a school wins. If a school has time constraints, these need to be conveyed to the umpire at the completion of normal time. If the scores are tied at the end of this agreed extra time then the premiership will be shared.

EISM Softball

Yr. Level: _____

Date: _____.

School: _____.

VS

Uniform

Uniform

Venue: _____

Catcher

Pitcher

1st Base

3rd Base

2nd Base

Short Stop

Right Field

Left Field

Centre Field

Interchange: .---

.---

Result: _____

vs

signed: _____

signed: _____

EISM Softball

Venue: _____

Date: _____

Start Time: _____

Umpire: _____

School: _____

Final

(Signed) _____

Year Level: _____

Vs: _____

Scores

(Signed) _____

Pos	Name	1	2	3	4	5	6	7	8	9
	1									
	2									
	3									
	4									
	5									
	6									
	7									
	8									
	9									

Progressive Scoring	1st	2nd	3rd	4th	5th	Total
1st Team batting						
2nd Team batting						

MATCH REGULATIONS – TABLE TENNIS

Central & Southern Divisions

- Ctt.1. Games will be played under the rules of the ITTF unless contra indicated below.
- Ctt.2. The matches to be played are:
Six games of singles.
A vs a
B vs b
C vs c
D vs d
E vs e
F vs f
Three games of doubles.
AB vs ab
CD vs cd
EF vs ef
- Ctt.3. Best of five games played to an advantage of two, e.g 13 - 11.
- Ctt.4. After 2 serves, service is rotated.
- Ctt.5. Results based on matches, games and if necessary points
- Ctt.6. Visiting team calls toss with winner choosing end or service.
- Ctt.7. When serving, the ball must be thrown upward from an open palm before making contact with the racquet. This rule applies to "A" & "B" players with some leniency given to "C" to "F" grade players.
- Ctt.8. When serving, the ball must be hit at a point behind the table (not over the table).
- Ctt.9. Change ends with each game and mid-way through final match, i.e. first to 6.
- Ctt.10. Players should be seeded according to ability with the best players playing as "A".
- Ctt.11. Players can interchange between singles and doubles. Students playing their second match cannot play at a lower level than what they played in their first match.
- Ctt.12. In Central/Southern Division, boys and girls have teams of 6 players.
- Ctt.13. In Central/Southern Division, boys are to play at the same venue as the girls each week.
- Ctt.14. In Year 7 the teams can be a combined boy and girl team.

Mercy Rule:

There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners. No maximum winning margin.

Tied Grand Final:

In the event of a tied Grand Final, the school that won the 'AB' vs 'ab' Doubles match will be deemed the premier school.

EISM Table Tennis (Central Southern)

Yr. Level: _____

Date: _____

Table Tennis**School:** _____**School:** _____
☐ Uniform

☐ Uniform

Players Name	(Points)					Matches
	Game1	Game2	Game3	Game4	Game5	
A						
B						
C						
D						
E						
F						
Doubles (Players A & B)						
Doubles (Players C & D)						
Doubles (Players E & F)						
Totals						

Players Name	(Points)					Matches
	Game1	Game2	Game3	Game4	Game5	
A						
B						
C						
D						
E						
F						
Doubles (Players A & B)						
Doubles (Players C & D)						
Doubles (Players E & F)						
Totals						

Overall Result - Table Tennis

Won	Lost
-----	------

Matches (RV=Sets)	
----------------------	--

Games	
-------	--

Winning School

* If both Matches & Games are tied, Points will determine winner. In Results Vault (RV) enter Points in place of Games

signed: _____

signed: _____

*** **Note:** Boys and Girls play according to the Girls fixture at the one venue. Students playing as "A" in doubles play as "A" in singles. Students playing as "B" in doubles play as "B" in singles etc. Reserve players can substitute on between the singles and doubles matches

MATCH REGULATIONS – TABLE TENNIS (cont'd)

Eastern Division

- Ett.1. The game will be played under the rules of the ITTF unless contra indicated below.
- Ett.2. **"A" and "B" Grades:**
The matches to be played in each grade are:
Four matches of "A" singles. Four matches of "B" singles
 A vs a E vs e
 B vs b F vs f
 C vs c G vs g
 D vs d H vs h
Two matches of "A" doubles. Two matches of "B" doubles
 AB vs ab EF vs ef
 CD vs cd GH vs gh
- Ett.3. Best of five games played to 11, with an advantage of two, e.g 13 - 11. If a team reaches 3 games to nil, the match is considered complete with the 3-0 score recorded.
- Ett.4. After 2 serves, service is rotated.
- Ett.5. Results based on matches, games and if necessary points
- Ett.6. Visiting team calls toss with winner choosing end or service.
- Ett.7. When serving, the ball must be thrown upward from an open palm before making contact with the racquet. This rule applies to "A" & "B" players with some leniency given to "C" to "F" grade players.
- Ett.8. When serving, the ball must be hit at a point behind the table (not over the table).
- Ett.9. Change ends with each game and mid-way through final match, i.e. first to 6.
- Ett.10. Players should be seeded according to ability with the best players playing as "A".
- Ett.11. The best 4 performed players should compete in the "A" grade and the next best compete in the "B" Grade.
- Ett.12. Players can interchange between singles and doubles. Students playing their second match cannot play at a lower level than what they played in their first match.
- Ett.13. All Year 9 and Senior matches are to be played at the Kilsyth Stadium.
- Ett.14. There should be minimal movement between grades by the players. If the "A" grade team is short of players, then a "B" grade player can fill in to help out. This does not exclude the "B" grade player from playing finals for the "B" grade team.
- Ett.15. Schools should keep their own records in relation to which students play in what team.
- Ett.16. At the start of the season, a school will be allocated as supervisor of the venue. They will be in place to ensure the smooth running of the competition.

Mercy Rule:

There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners. No maximum winning margin.

Tied Grand Final:

In the event of a tied Grand Final, the school that won the 'AB' vs 'ab' Doubles match will be deemed the premier school.

EISM Table Tennis (Eastern)

Yr. Level: _____

Date: _____

Table Tennis "A"

School: _____

School: _____

		Uniform <input type="text"/>						
		(Points)						
Players Name	Game1	Game2	Game3	Game4	Game5	Games	Matches	
A								
B								
C								
D								
Doubles (Players A & B)								
Doubles (Players C & D)								
Totals								

		Uniform <input type="text"/>						
		(Points)						
Players Name	Game1	Game2	Game3	Game4	Game5	Games	Matches	
A								
B								
C								
D								
Doubles (Players A & B)								
Doubles (Players C & D)								
Totals								

Overall Result - Table Tennis "A"

Won Lost

Matches

(in Results Vault use Sets)

Games

Winning School

* If both Matches & Games are tied, Points will determine winner. In Results Vault (RV) enter Points in place of Games

signed: _____

signed: _____

Table Tennis "B"

		(Points)						
Players Name	Game1	Game2	Game3	Game4	Game5	Games	Matches	
E								
F								
G								
H								
Doubles (Players E & F)								
Doubles (Players G & H)								
Totals								

		(Points)						
Players Name	Game1	Game2	Game3	Game4	Game5	Games	Matches	
E								
F								
G								
H								
Doubles (Players E & F)								
Doubles (Players G & H)								
Totals								

Overall Result - Table Tennis "B"

Won Lost

Matches

(in Results Vault use Sets)

Games

Winning School

* If both Matches & Games are tied, Points will determine winner. In Results Vault (RV) enter Points in place of Games

signed: _____

signed: _____

MATCH REGULATIONS – TENNIS

Central & Southern Divisions

- Cte.1. The game will be played under the rules of the ITF unless contra indicated below.
- Cte.2. In recording results please record sets won and games won so that in the event of a tie on sets the games won will decide the winner.
- Cte.3. The home team supplies the balls for the games. A supervisor from the home school is responsible for the organization of the fixture.
- Cte.4. A decision must be made between both Supervisors BEFORE any games commence to establish a "Finishing Time" when all matches will cease. (To be marked on the scoresheet).
- Cte.5. The total number of sets won will determine the results for each team at the end of "Time". In the event of a tie on sets, the number of games won will determine the winning team.
- Cte.6. Substitution can be made so long as the students playing their second match do not play at a lower level than what they played in their first match.
- Cte.7. A set will be awarded in the event of time being called, if they are two games clear and at least five games have been played in the set. Games played in any unfinished sets count towards the final result.
- Cte.8. The tie-break is first to 7 points. If the score reaches 6 all, the game continues until there is a margin of two points. First service occurs from the right court. Thereafter, each player serves in rotation for two points, beginning from the left court. Change ends after every 6 points.
- Cte.9. Each set is the first player/team to reach 5 games. If games are level at 4-all, a tie break to be played to determine the winner of that set. The score will then read 5-4 at its completion.
- Cte.10. A Central team will consist of six members who at the meeting of the Supervisors of each College, and prior to the start of any matches, will designate players A,B,C,D,E and F. Players to be seeded according to ability with the best player playing as "A".
- | | | |
|-------------------------|------|-----------------------|
| Three games of doubles: | then | Six games of singles: |
| AB vs a ab | | Player A vs Player a |
| CD vs cd | | Player C vs Player c |
| EF vs ef | | Player E vs Player e |
| | | Player B vs Player b |
| | | Player D vs Player d |
| | | Player F vs Player f |
- Cte.11. If there are more than 6 players on a team, players can interchange between singles and doubles matches. Students playing their second match cannot play at a lower level than what they played in their first match.
- Cte.12. Any spare court should be utilized by those players first to finish their doubles match.
- Cte.13. If the school shorts do not have pockets, then tennis shorts can be worn. It is desirable that they be in the schools colours but this is not compulsory.
- Cte.14. Tennis Victoria can be contacted on 8420 8420 for further information regarding tennis opportunities.
- Cte.15. Sudden Death Deuce. Only one point is needed to win the game when deuce is reached. The receiver or receiving team choose the side that the server serves from.

Mercy Rule:

mercy rule:
There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners. No maximum winning margin.

Tied Grand Final:

In the event of a tied Grand Final, the school that won the 'AB' vs 'ab' Doubles match will be deemed the premier school.

EISM Tennis (Central Southern)

Yr. Level: _____

Boys/Girls

School: _____

Date: _____

vs

Uniform

Venue: _____

Player A - _____

Player B - _____

Player C - _____

Player D - _____

Player E - _____

Player F - _____

AB vs ab

-

CD vs cd

-

EF vs ef

-

A vs a

-

B vs b

-

C vs c

-

D vs d

-

E vs e

-

F vs f

-

Overall Result:

Winning School

Won Lost

Sets

Games

signed: _____

signed: _____

*** All matches are first to 5 games, being two games clear.

*** Tie breaker is played when the score is at 4 games each.

MATCH REGULATIONS – TENNIS (cont'd)

Eastern Division

- Ete.1. The game will be played under the rules of the ITF unless contra indicated below.
- Ete.2. The home team supplies the balls for the games. A supervisor from the home school is responsible for the organization of the fixture.
- Ete.3. A decision must be made between both Supervisors BEFORE any games commence to establish a "Finishing Time" when all matches will cease. (To be marked on the scoresheet).
- Ete.4. In recording results please record sets won and games won. The total number of sets won will determine the results for each team at the end of "Time". In the event of a tie on sets, the number of games won will determine the winning team.
- Ete.5. Substitution can be made so long as the students playing their second match do not play at a lower level than what they played in their first match.
- Ete.6. A set will be awarded in the event of time being called, if they are two games clear and at least five games have been played in the set. Games played in any unfinished sets count towards the final result.
- Ete.7. Each match is of one 6 game tie-break set. If games reach 5 games all, a tie break to be played to determine the winner of the set.
- Ete.8. The tie-break is first to 7 points. If the score reaches 6 all, the game continues until there is a margin of two points. First service occurs from the right court. Thereafter, each player serves in rotation for two points, beginning from the left court. Change ends after every 6 points.
- Ete.9. A team will consist of four members who at the meeting of the Supervisors of each College, and prior to the start of matches, will designate players A through to H. Players to be seeded according to ability with the best player playing as "A".
- Ete.10. **"A" and "B" Grades:**
The matches to be played in each grade are:
- | <u>Team "A"</u> | <u>Team "B"</u> |
|-----------------|-----------------|
| AB vs ab | EF vs ef |
| CD vs cd | GH vs gh |
| then | then |
| AC vs ac | EG vs eg |
| BD vs bd | FH vs fh |
- Ete.11. In Yr 7 & 8 tennis, match is the first to 4 games, tie-break to be played at 3 games all.
- Ete.12. Any spare court should be utilized by those players first to finish their doubles match.
- Ete.13. There should be minimal movement between grades by the players. If during a season, the "A" team is short of players, then a "B" team player can fill in to help out for a round. This does not exclude the "B" team player from playing finals for the "B" team.
- Ete.14. Schools should keep their own records in relation to which students play in what team.
- Ete.15. Tennis Victoria can be contacted on 8420 8420 for further information regarding tennis opportunities.
- Ete.16. Sudden Death Deuce. Only one point is needed to win the game when deuce is reached. The receiver or receiving team choose the side that the server serves from.

Mercy Rule:

There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners. No maximum winning margin.

Tied Grand Final:

In the event of a tied Grand Final, the school that won the 'AB' vs 'ab' Doubles match will be deemed the premier school.

*EISM Tennis (Eastern)***Yr. Level:** _____**Boys/Girls****School:** _____

vs

Uniform

Uniform

Date: _____**Venue:** _____**Team A**

Player A - _____

Player B - _____

Player C - _____

Player D - _____

AB vs ab

-
-
-
-

CD vs cd

AC vs ac

BD vs bd

Overall Result - Team A:

Winning School

	Won	Lost
Sets	<input type="text"/>	<input type="text"/>
Games	<input type="text"/>	<input type="text"/>

Team B

Player E - _____

Player F - _____

Player G - _____

Player H - _____

EF vs ef

-
-
-
-

GH vs gh

EG vs eg

FH vs fh

Overall Result - Team B:

Winning School

	Won	Lost
Sets	<input type="text"/>	<input type="text"/>
Games	<input type="text"/>	<input type="text"/>

signed: _____

signed: _____

<i>MATCH REGULATIONS – TOUCH</i>

- To.1. The game to be played according to the rules of the Australian Touch Association unless contra indicated below.
- To.2. 6 players on the field, with up to 7 interchange players. Interchange can occur at any time.
- To.3. The dimensions of the field are to be the same as a half size soccer pitch.(70x50m) with appropriate Touch markings.
- To.4. All Team Members must wear a uniquely numbered shirt and Football boots are permitted.
- To.5. If the dummy half scores or is caught with the ball, a turnover of possession occurs. Score does not count.
- To.6. The ball cannot touch the ground when in play. Turnover of possession occurs if the ball does make contact with the ground.
- To.7. The ball is not to be kicked during the game.
- To.8. At the “playing the ball”, the ball needs to be stationary between the legs without touching the foot.
- To.9. At “play the ball”, ALL the defensive team players must be 5 metres from the “play the ball” (in a straight line).
- To.10. The ball must be passed in a backward direction.
- To.11. Field are suggested to be 70m x 50m and appropriate “touch” markings need to be in place.

Mercy Rule:

The “drop off” rule is to apply when a team gets to 5 tries in front. When a team gets to 8 tries up, a second player is “dropped off”. If the losing team were to score a try and get back within the 5 or 8 tries buffer, the player who had been “dropped off” can return to the field of play.

Maximum winning margin: 10 tries.

Tied Grand Final:

In the event of a tied final, extra time is played. The “Drop-Off” rule to apply, so every 2 minutes a player from both teams is taken from the field and not replaced until a “golden-try” is scored. If after 8 minutes a try has not been scored, it will be deemed a shared premiership.

EISM Touch

Yr. Level: _____

Date: _____.

School: _____

vs _____

Uniforms

Venue: _____

Squad:

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____
- 11 _____
- 12 _____
- 13 _____
- 14 _____

Try's	Home	Opp
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
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25		

Result: _____

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vs

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signed: _____

signed: _____

MATCH REGULATIONS – ULTIMATE FRISBEE

- Uf.1. The game is played according to the Ultimate Players Association 11th Edition rules unless contra indicated below.
- Uf.2. A regulation game has 7 in the team and an unlimited number of interchange players.
- Uf.3. The Field is 110m long (consisting of two 23m End Zones and a 64m Playing Field) and 37m wide. The games can be played on modified size pitches with the range of dimensions to be between: Length: 100 – 110m & Width: 35 – 40m
- Uf.4. The game has 4 x twelve minute quarters. Half time break is 7 minutes and quarter time breaks are 3 minutes.
- Uf.5. There is no provision for a Team Time-Out. Injury Time-Outs and Technical Time-Outs can be called.
- Uf.6. Substitutions can occur at any time so long as the player coming off has left the field of play before the other player enters the field of play.
- Uf.7. Each point begins with the team to defend throwing from their end zone (pull) to the other team. The receiving team can start from between their end zone to the half way line. Both teams are to signal they are ready for the throw. If the receiving team touches the pull and it then hits the ground, it is considered a dropped disc and results in a turnover.
- Uf.8. Play commences from where the Frisbee hits the ground rather than where it rolls to.
- Uf.9. To score a point, a player must catch a legal pass in the defence's end zone.
- Uf.10. A "Callaghan Goal" is not permitted. Only attacking players can score.
- Uf.11. After a goal, the team that was defending takes 'the walk' back to the half way line.
- Uf.12. The disc can be thrown in any direction. Players receiving a pass need to stop as quickly as possible and then establish a pivot foot. Players are allowed to regain their feet if they fall over in the act of catching the disc and then establish a pivot foot.
- Uf.13. The person with the disc has 5 seconds to throw it. The defender guarding the thrower initiates a stall count by saying "stalling". Calls such as "one Mississippi, two Mississippi etc," are encouraged to avoid a 'fast count'.
- Uf.14. Only one player is allowed to defend the Thrower at any one time.
- Uf.15. When a pass is not completed (ie out of bounds, drop, block or interception), the defence immediately take possession of the disc and becomes the offence. A defender deflecting the disc does not impact upon the changeover of possession if the pass is not completed.
- Uf.16. Once a player has possession of the disc, the disc must leave the hand before possession is gained by a team mate.
- Uf.17. No physical contact is allowed between players unless it is accidental while both players are vying for the disc while in the air. Screens are not permitted. A foul occurs when deliberate contact or screening occurs.
- Uf.18. When a foul disrupts possession, play resumes as if the possession was retained.
- Uf.19. If any error by the defensive team occurs within their own goal area then the offensive team must take the free pass from outside the scoring zone.
- Uf.20. The match is to be self-officiated by the students however, the home team is to supply a match supervisor who shall make a ruling over any disputed calls.
- Uf.21. Sportsmanship and fair play is to be stressed with players made aware of the "10 Simple Rules" and "The Spirit of the Game". Competitive play is encouraged but never at the expense of respect between players, adherence to the rules and the basic joy of play.

Mercy Rule:

Losing team takes possession after each goal from the half way line when down by 10. Maximum winning margin: 10 goals.

Tied Grand Final:

In the event of a tied final, an extra 5 minutes is played each way. If the score is still tied at the end of this time, a shared premiership is awarded.

EISM Ultimate Frisbee

School: _____
vs _____

Uniform

Date: _____
Yr Level: _____
Venue: _____

Squad:

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____
- 11 _____
- 12 _____
- 13 _____
- 14 _____

Goals	Home	Opp
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
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22		
23		
24		
25		

Result: _____
signed: _____

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vs _____
signed: _____

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MATCH REGULATIONS – VOLLEYBALL

- Vb.1. Rules: The game will be played under the International Volleyball Rules as published by the Volleyball Victoria Inc. unless contra indicated below.
All Divisions - best of five sets, where time will not permit a best of five set match to be completed, coaches and referees will need to confer and confirm at the earliest possible opportunity how the match should be played within the time period allowed.
- Vb.2. The height of the net to be:
- | | |
|-------------------------------------|-------------|
| Year 10, 11 and 12 Boys | 2.35 metres |
| Year 8 and 9 Boys | 2.24 metres |
| Year 7 Boys, Year 10, 11 & 12 Girls | 2.15 metres |
| Year 8 and 9 Girls | 2.10 metres |
| Year 7 Girls | 2.05 metres |
- Vb.3. Players uniform should be the recognised sports uniform of that school for volleyball. Tracksuit pants are permitted.
- Vb.4. The composition of a team including substitutions may not exceed 12 players.
- Vb.5. Coaches need to confer prior to the game to establish the method of substitution. This method is not to be changed during the game.
- Vb.6. a) The server must be behind the end line. He/she may freely move or jump as long as s/he does not touch the end line at the moment s/he hits the ball. Once s/he has hit the ball, the server may land within the court or the free zone.
b) The server must hit the ball within 5 secs after the 1st referee whistles for service.
c) Services made before the referee's whistle, is cancelled and must be repeated.
d) The ball shall be clearly hit with one hand or with any part of the arm after being thrown or released and before it touches the playing surface.
- Vb.7. a) The ball may be contacted with any part of the body.
b) The ball may contact various parts of the body provided the contacts are done simultaneously, the hit is correct and the bounce is clear.
c) The ball must be clearly hit and not come to rest (lifted, pushed, carried or thrown).
d) When judging contact with the ball, don't take into consideration the movements of the players either prior or subsequent to the contact, nor the sound produced by the contact.
- Vb.8. Before the game the six players will line up on their respective base lines until called on the court by the referee. At the end of each game the team retires to the base line and then moves in a clockwise direction around the court to again line up on the base line of the opposite court.
- Vb.9. Each set is to 25 points. Advantage rule takes effect from 24 all. The 5th set is to 15.
- Vb.10. If sets are tied, it is a draw. Points won in completed sets are not taken into account. If negotiated, a reduced number of points can be played in the last set to achieve a result. To win any set, you must be up by 2 points.
- Vb.11. The use of libero is permitted at all year levels.
- Vb.12. There should be minimal movement between grades by the players. If the "A" grade team is short of players, then a "B" grade player can fill in to help out. This does not exclude the "B" grade player from playing finals for the "B" grade team.
- Vb.13. Schools should keep their own records in relation to which students play in what team.
- Vb.14. Contact Volleyball Victoria on 9794 0009 for information on other opportunities.

Mercy Rule:

There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners. No maximum winning margin.

Tied Grand Final:

The School needs to be 2 points clear in the final set to be the Premier.

EISM Volleyball

Yr. Level: _____

Volleyball A

Volleyball B

Boys/Girls

School: _____

VS

Uniform

Uniform

Date: _____

Venue: _____

Squad:

Team A

Team B

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____
9	_____

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____
9	_____

Set 1

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	25	26 27 28 29 30
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	25	26 27 28 29 30
Time Outs	1	2

RESULT

Set 2

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	25	26 27 28 29 30
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	25	26 27 28 29 30
Time Outs	1	2

Set 3

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	25	26 27 28 29 30
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	25	26 27 28 29 30
Time Outs	1	2

Set 4

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	25	26 27 28 29 30
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	25	26 27 28 29 30
Time Outs	1	2

Set 5

1 2 3 4 5 6 7 8 9 10 11 12 13 14	15	16 17 18 19 20
1 2 3 4 5 6 7 8 9 10 11 12 13 14	15	16 17 18 19 20
Time Outs	1	2

Time Outs	1	2
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Total Sets: _____

vs

signed: _____

signed: _____