

AUSTRALIAN FOOTBALL 2021

WEEKLY SPORT – SENIOR COMPETITION

RULES AND REGULATIONS

Australian Football is to be conducted in accordance with the Laws of Australian Football. The following local rules and regulations will apply.

Team Requirements

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

Match Requirements

1. Matches are to commence at 4.15pm.
2. Game length will be 4 x 12 minute quarters with 5 minutes at half time.
3. There will be no time allowed for injury.
4. Before commencing play, opposing sides shall toss to choose ends.
5. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining.
6. The forfeit score shall be recorded as 36 - 0.
7. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 4 x 8 minute quarters.

Sport Specific Playing Conditions

Spirit of the Game

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

Rotation of Players

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

Start of Play & Restarting after a Goal

1. At the start of the game, each quarter or after a goal, each team is to set themselves in a 6/6/6 formation, allowing for cleaner clearances.
2. Only centre line players attend centre bounces (20m clearance/centre square from all other players).
3. The umpire is to enforce a similar 20m area for field ball ups to avoid unnecessary congestion.
4. Full possession in the ruck is not permitted – players must knock, palm or punch the ball to a teammate or open ground and may not play the ball again until it has been touched by another player or hits the ground.

Contact & Tackling

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

1. Full tackling rules as per the Laws of Australian Football can be applied, however, no player shall be deliberately slung, dumped or thrown to the ground via any tackle. A free kick shall be paid.
2. Only one player is permitted to tackle another player at any time.

3. By agreement, coaches can decide to implement a 'wrap tackle' only and let the umpire know they have agreed to this.
4. A 'wrap tackle' is legally applied:
 - o When a player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees.
 - o A player's prime objective should be to gain possession of the ball (eyes on the ball).
 - o Restrained side (shoulder to shoulder) contact is permitted when players are contesting a loose ball, provided that the ball is within 5m.
 - o "Running with" the player rather than "running at" the player must be the intention.
 - o Front on contact or contact from behind is strictly prohibited.
5. No barging or chopping past opponents is allowed.

Bouncing

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

Kicking off the Ground

1. Intentional kicking off the ground is not permitted.
2. Students must be taught to pick up a moving ball cleanly from below the knees and at pace while under no pressure so that players learn to protect their body against a potential tackle or bump.

Kick In Rules

1. For kick-ins from a behind, a player will no longer need to kick to themselves to play on out of the goal square.
2. Additionally, following a behind, the player on the mark will be positioned 10m from the top of the goal square (currently 5m).
3. A player must be within the goal square to bring the ball back in to play.
4. All players must try to leave the protected area after a behind is scored.

Kicking Penalties

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

Send Off Rule

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

Game Tactics

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

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

Equalisation Strategy

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

Player Eligibility

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

Finals

Finals will only be conducted for the Senior A Grade Competition.

Cross Over and or Semi Finals:

1. If scores are level at the final siren, time is called. Teams change ends immediately with no break or coaches address. Umpires to re-start the match from the centre bounce as soon as players are in place. An extra 5 minutes each way of time will be played.
2. If still tied, the higher ranked team will progress.

Grand Final:

1. If scores are level at the final siren, time is called. Teams change ends immediately with no break or coaches address. Umpires to re-start the match from the centre bounce as soon as players are in place. An extra 5 minutes each way of time will be played.
2. If still tied, joint Premiers will be declared.

** The Premier Senior A Grade Australian Football team currently represents GSV in the AFL Victoria Senior Girls Herald Sun Shield. In the event of a joint Premiership being declared in the Senior A Grade Competition, the higher ranked team will be chosen to represent GSV in this case.*

AUSTRALIAN FOOTBALL 2021
WEEKLY SPORT – JUNIOR A GRADE COMPETITION

RULES AND REGULATIONS

Australian Football is to be conducted in accordance with the Laws of Australian Football. The following local rules and regulations will apply.

Team Requirements

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

Match Requirements

1. Matches are to commence at 4.15pm.
2. Game length will be 4 x 12 minute quarters with 5 minutes at half time.
3. There will be no time allowed for injury.
4. Before commencing play, opposing sides shall toss to choose ends.
5. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining.
6. The forfeit score shall be recorded as 36 - 0.
7. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 4 x 8 minute quarters.

Sport Specific Playing Conditions

Spirit of the Game

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

Rotation of Players

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

Start of Play & Restarting after a Goal

1. At the start of the game, each quarter or after a goal, each team is to set themselves in a 6/6/6 formation, allowing for cleaner clearances.
2. Only centre line players attend centre bounces (20m clearance/centre square from all other players).
3. The umpire is to enforce a similar 20m area for field ball ups to avoid unnecessary congestion.
4. Full possession in the ruck is not permitted – players must knock, palm or punch the ball to a teammate or open ground and may not play the ball again until it has been touched by another player or hits the ground.

Contact & Tackling

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

1. Full tackling rules as per the Laws of Australian Football can be applied, however, no player shall be deliberately slung, dumped or thrown to the ground via any tackle. A free kick shall be paid.
2. Only one player is permitted to tackle another player at any time.

3. By agreement, coaches can decide to implement a 'wrap tackle' only and let the umpire know they have agreed to this.
4. A 'wrap tackle' is legally applied:
 - When a player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees.
 - A player's prime objective should be to gain possession of the ball (eyes on the ball).
 - Restrained side (shoulder to shoulder) contact is permitted when players are contesting a loose ball, provided that the ball is within 5m.
 - "Running with" the player rather than "running at" the player must be the intention.
 - Front on contact or contact from behind is strictly prohibited.
5. No barging or chopping past opponents is allowed.

Bouncing

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

Kicking off the Ground

1. Intentional kicking off the ground is not permitted.
2. Students must be taught to pick up a moving ball cleanly from below the knees and at pace while under no pressure so that players learn to protect their body against a potential tackle or bump.

Kick In Rules

1. For kick-ins from a behind, a player will no longer need to kick to themselves to play on out of the goal square.
2. Additionally, following a behind, the player on the mark will be positioned 10m from the top of the goal square (currently 5m).
3. A player must be within the goal square to bring the ball back in to play.
4. All players must try to leave the protected area after a behind is scored.

Kicking Penalties

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

Send Off Rule

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

Game Tactics

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

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

Equalisation Strategy

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

Player Eligibility

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

Finals

Finals will only be conducted for the Junior A Grade Competition.

Cross Over and or Semi Finals:

1. If scores are level at the final siren, time is called. Teams change ends immediately with no break or coaches address. Umpires to re-start the match from the centre bounce as soon as players are in place. An extra 5 minutes each way of time will be played.
2. If still tied, the higher ranked team will progress.

Grand Final:

1. If scores are level at the final siren, time is called. Teams change ends immediately with no break or coaches address. Umpires to re-start the match from the centre bounce as soon as players are in place. An extra 5 minutes each way of time will be played.
2. If still tied, joint Premiers will be declared.

AFL 9's 2021
WEEKLY SPORT – JUNIOR B GRADE (and below) COMPETITION

RULES AND REGULATIONS

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

Team Requirements

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

Match Requirements

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

Sport Specific Playing Conditions

Players

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

Start of Play

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

Possession

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

Mark

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

Scoring

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

Bumping/Tackling/Barging

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

6. Touch the ball while another player is in possession.

Equalisation Strategy

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

Mercy Rule

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

Player Eligibility

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

Finals

Finals will not be conducted.

BADMINTON 2021 WEEKLY SPORT

RULES AND REGULATIONS

Badminton is to be conducted under the rules and regulations of the Badminton World Federation. The following local rules and regulations will apply.

Team Requirements

1. The team will consist of 8 pairs ranked strictly in order of playing ability, listed on the score sheet as A Grade (Pairs 1 – 4) and B Grade (Pairs 1 – 4).
2. Should a school be unable to fill all pairs (i.e. only have an A Grade team), then that A Grade team shall play the opponent's A Grade team. By negotiation, the A Grade team will then play a scratch match against the B Grade team. No score shall be recorded. The school without the B Grade team will have forfeited this match.
3. For Junior & Intermediate competitions, additional players may be rotated for B Grade Pairs 3 and Pair 4 matches but should not substantially improve the standard of that pair. Only 1 rotation may occur per match.
4. In the event that a player has to be replaced due to injury or illness before or during a match:
 - The Substitute player must be of the same or lower ranking than the original player
 - The substitution occurs in the pair in which the illness/injury occurred
 - No other pairings shall be altered
 - The game continues from the point at which the substitution is made

Match Requirements

1. Matches are to commence at 4.15pm. A maximum of 55 minutes is to be allocated per match. If required, second round matches are to commence no later than 5.10pm.
2. Before commencing play, opposing sides shall toss a coin to choose between first serve and ends.
3. Players shall change ends between games and the winning pair serves.
4. The first named team is to nominate which of the 8 pairs shall play in the first round.
5. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining without interfering with the starting time of remaining matches. If back to back matches are being played, the lowest grade will be forfeited unless otherwise negotiated.
6. The forfeit score shall be recorded as 1/2/60 – 0/0/0 per pair forfeited.
7. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, sets played to 21 points.

Sport Specific Playing Conditions

1. Matches will comprise best of 3 games, first to 30 points (rally point) or a maximum of 55 minutes. The side winning a rally shall add 1 point to its score. If the score becomes 29-29, the side that reaches the 30th point shall win that game. The side winning a game serves first in the next game.
2. If a game has not been completed at the call of 'time', all points scored must be recorded on the score sheet and will be used for the calculation of percentages. If either team has reached 21 points at the call of 'time', the points for the game and/or match will be awarded to the team leading at that time.
3. In a match that is 1 set all, the third set is to be played to 30 points. If 'time' is reached and either team has reached 21 points in the third set, the points for the game and match will be awarded to the team leading at that time. If neither team has reached 21 points in the third set at that time, play should continue until one team reaches 21 points and the game and match points will be awarded to that team.
4. Time taken between games: First, Second and Third game – not to exceed 1 minute and players are not to leave the court.
5. Result will be decided by matches won. If equal, then games are tallied. If still equal, then points will be used. If still equal, a draw will be declared.
6. Coaching is not permitted from behind the court. Coaching is permitted from the side of the court. The coach may not coach during a rally but can offer advice in between rallies as long as play is not impeded. Coaches may speak to players at the change of ends (not exceeding 1 minute).

Player Eligibility

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

Finals**Cross Over and or Semi Finals:**

1. If drawn on matches, games and points, then Pairs 1, 2 and 3 will play one game, first to 15 points.

Grand Final:

1. If drawn on matches, games and points, then Pairs 1, 2 and 3 will play one game, first to 15 points.

BASKETBALL 2021 WEEKLY SPORT

RULES AND REGULATIONS

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

Team Requirements

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

Match Requirements

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

Sport Specific Playing Conditions

1. The possession rule will be played in all matches.
2. *Junior teams are not permitted to play zone defence.*
3. Mercy Rule (Junior Only):
 - a. If a team is leading by a margin of 20 points or more, the coach of the team that is not leading shall advise the referees and opposition coach of the Fall Back Mercy Rule being initiated.
 - b. The team that is leading must not extend their man to man defence further than half court from any throw in situations (sideline or endline). This does not apply to general play (rebound/turnover).
 - c. All 'No Zone Defence' restrictions still apply.
 - d. If the margin becomes 15 points or less, the Fall Back Mercy Rule will cease to be in effect and referees should be notified. The coach of the team that is leading may choose to continue to have their players defend from half court at their discretion.
4. The referee may allow a small step into court where insufficient room is available for end of court and sideline throw in.
5. If the ball hits an object within the court area which is lower than the roof line, e.g. gymnastics apparatus, play on.
6. Teams are entitled 1 time out per half. No time out or substitution is allowed in the last minute of the 1st half.
7. Time outs are to be requested by the team captain or coach.
8. Each time out is limited to 60 seconds. The clock does not stop. The team requesting the time out may shorten its time limit and in doing so, the game should be resumed immediately.
9. In the last 3 minutes of the second half, the clock is stopped on every whistle. The clock is to resume when the ball touches a player in play.

Mercy Rule – Point Score

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

The Mercy Rule does not apply in finals.

Player Eligibility

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

Finals**Cross Over and or Semi Finals:**

1. In the event of a draw, time is called. Teams change ends immediately and play 3 minutes each way.
2. The clock will be stopped on every whistle.
3. One time out is permitted per team in overtime.
4. If still tied, the higher ranked team will progress.

Grand Final:

1. In the event of a draw, time is called. Teams change ends immediately and play 3 minutes each way.
2. The clock will be stopped on every whistle.
3. One time out is permitted per team in overtime.
4. If still tied, joint Premiers will be declared.

CRICKET 2021
WEEKLY SPORT - SENIOR COMPETITION

RULES AND REGULATIONS

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

Team Requirements

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

Match Requirements

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

Sport Specific Playing Conditions

Batting

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

Bowling

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

Fielding

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

Scoring

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

Umpiring

Umpires are to change ends every 4 overs.

Adverse Weather

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

Results

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

Player Eligibility

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

Finals

Cross Over and or Semi Finals:

1. Teams are to play one Super Over and allow 3 batters to pad up and may only lose **2 wickets**.
2. Each respective team may select their 3 batters and 1 bowler.
3. The team that scores the most runs in the Super Over will progress to the Grand Final.
4. If still tied, the higher ranked team will progress.

Grand Final:

1. Teams are to play one Super Over and allow 3 batters to pad up and may only lose **2 wickets**.
2. Each respective team may select their 3 batters and 1 bowler.
3. The team that scores the most runs in the Super Over will be declared the winner.
4. If still tied, joint Premiers will be declared.

CRICKET 2021
WEEKLY SPORT - JUNIOR COMPETITION

RULES AND REGULATIONS

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

Team Requirements

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

Match Requirements

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

Sport Specific Playing Conditions

Batting

1. Batting will be conducted in pairs under the following format: (Strictly Batting in Reverse Order of Ability)
Pair 1 bat for 2 overs Pair 2 bat for 2 overs Pair 3 bat for 3 overs
Pair 4 bat for 3 overs Pair 5 bat for 4 overs Pair 6 bat for 4 overs TOTAL-18 overs
2. Each pair is to bat for the allocated overs.
3. Each batter must wear a helmet.
4. Batters cannot be substituted.
5. When a batter is dismissed, batters change ends and 4 runs added to the oppositions team score.
6. In the case of a run out, the batters do not have to change ends.
7. For every player short there shall be one over reduction in the batting allocation. This shall apply progressively to the lowest ranked batters. When there is an odd number of players (i.e. 11 or 9), another player shall be attired as a batter at the other end for running purposes only.
8. The LBW rule shall only be applied if the batter does not attempt to play a stroke.

Bowling

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

Fielding

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

Scoring

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

4. A No Ball = 2 runs + any runs off the bat, leg byes or byes run.

Umpiring

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

Adverse Weather

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

Results

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

Player Eligibility

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

Finals

Cross Over and or Semi Finals:

1. Teams are to play one Super Over and allow 3 batters to pad up and may only lose **2 wickets**.
2. Each respective team may select their 3 batters and 1 bowler.
3. The team that scores the most runs in the Super Over will progress to the Grand Final.
4. If still tied, the higher ranked team will progress.

Grand Final:

1. Teams are to play one Super Over and allow 3 batters to pad up and may only lose **2 wickets**.
2. Each respective team may select their 3 batters and 1 bowler.
3. The team that scores the most runs in the Super Over will be declared the winner.
4. If still tied, joint Premiers will be declared.

HOCKEY 2021 WEEKLY SPORT

RULES AND REGULATIONS

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

Team Requirements

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

Match Requirements

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

Sport Specific Playing Conditions

1. Interchange may be used at any time during the match except during a penalty corner.
2. An injured goal keeper may be interchanged during a penalty corner.
3. The tomahawk hit is **not permitted at any level**.

Goalkeeper Rules

1. An incapacitated or suspended Goalkeeper may be replaced immediately by another Goalkeeper.
2. The player replacing the Goalkeeper shall be permitted to put on, without time wasting, all protective equipment i.e. at least a helmet, chest protector, pads and kickers.

Defensive Players

1. The wearing of an approved face mask by all Field Players to defend a penalty corner is compulsory.
2. Should a team not have approved face masks, then they can only defend the corner with as many players as face masks, up to the required amount allowed in a penalty corner. i.e.
0 masks – Goalkeeper only, 1 mask – 1 field player and the Goalkeeper etc

Mercy Rule

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

The Mercy Rule does not apply in finals.

Player Eligibility

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

Finals

Cross Over and or Semi Finals:

1. If scores are equal at full time, then a penalty shoot-out will take place to determine the result.
2. If still equal, a sudden death penalty shoot-out will apply.
3. If still tied, the higher ranked team will progress.

Grand Final:

1. If scores are equal at full time, then a penalty shoot-out will take place to determine the result.
2. If still equal, a sudden death penalty shoot-out will apply.
3. If still tied, joint Premiers will be declared.

INDOOR CRICKET 2021 WEEKLY SPORT

RULES AND REGULATIONS

Indoor Cricket is to be conducted under the Official Rules of Indoor Cricket which are sanctioned by Cricket Australia and the World Indoor Cricket Federation. The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 12, of which 8 can bat and 8 can bowl.
2. If a side is one player short:
When batting: After 12 overs, the Captain of the fielding side will nominate one player to bat the last four overs with the remaining batter.
When fielding: After 14 overs, the Captain of the batting side must choose one player (must be different players to the player that batted) to bowl the 15th and 16th overs.
3. If a side is two players short:
When Batting: The team will face 12 overs only.
When fielding: After 12 overs, the Captain of the batting side must choose two players to bowl the last four overs.
4. If a side has less than 6 players, they must forfeit the match.

Match Requirements

1. Matches are to commence at 4.15 pm.
2. Matches will consist of 16 overs per team, 6 balls per over.
3. The batting team bats in pairs with each pair batting for four overs. Upon arrival at the batting crease the batting pair must inform the Umpire of their names. Batters continue batting for the whole four overs whether they are dismissed or not. When a batter is given out she will lose three runs but will continue batting.
4. Batters must change ends at the completion of each over.
5. Each member of the fielding team must bowl two overs (not consecutive). Prior to the start of each over the Umpire must be informed of the bowler's name.
6. If a team arrives after 4.30pm, the offending team shall forfeit the match. A scratch match is to be played in the time remaining without interfering with the starting time of remaining matches.
7. The forfeit score shall be recorded as 70 - 0.
8. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches, in negotiation with the umpire, shall mutually agree on the format of the match that best maximises the time remaining. For example, 12 overs per team.

Sport Specific Playing Conditions

FIELD PLACEMENT

Fielders

- No more than four players can field in either half of the court. The dividing line is the running crease.
- No fielder, other than a bowler, can move on, or extend over the pitch, between the stumps, until the ball is hit by the striker or passes the striker's bat without the ball being struck.

Wicketkeeper

- A fielder is a wicketkeeper if she stands behind the stumps at the striker's end.
- The wearing of gloves is optional.
- The wicketkeeper must take position with both feet wholly inside the designated area and cannot move out of that area until the ball is delivered by the bowler. No fielder other than the wicketkeeper may have any part of the body in the wicketkeeper's area before the ball has been played at by the striker.
- A wicketkeeper is optional.

PLAY BALL/LIVE BALL/DEAD BALL

1. The ball is in play once the players take up their positions and the Umpire calls "play".
2. The ball remains "live" throughout the bowler's over unless the Umpire calls "dead ball", "over", "time out" or a wicket falls.
3. After the fall of a wicket, a call of "dead ball", "over" or "time out", play cannot recommence until the Umpire calls "play".

4. The ball is "dead" when:
 - A wicket has fallen.
 - The Umpire calls "over".
 - The ball leaves the playing area and the Umpire calls "dead ball".
 - The ball, after being bowled, hits the top net and the Umpire calls "no ball", "dead ball". The ball can't be scored from and counts as part of the over.
 - A player is injured and the Umpire calls "dead ball" as a protective measure for the player. No score or wickets will count.
 - The ball, after being bowled, unintentionally hits a fielder before reaching the striker and the umpire calls "no ball, dead ball". This ball counts as part of the over.

SCORING

Runs may be scored as follows:

- When batters, after a ball has been bowled, cross between the batting crease and make a physical run.
- When a batter hits the ball into the perimeter netting, including balls deflected by fielder(s) and unintentionally from the non-striker's person or equipment, the following bonus runs will apply:

Zone A (back net or side net) 0 runs

Zone B (side net) 1 run

Zone C (side net) 2 runs

Zone D (front net) 4 runs on bounce, 6 on full.

- When a fielder causes an overthrow, physical runs will be given where the batters cross between the batting crease and running crease. An "overthrow" results from the deliberate effort of throwing the ball in an attempt to strike the wicket and cause a run out or whilst the ball is being transferred from one part of the court to another.
- When a delivery is called "no ball", "wide" or "leg side" by the Umpire, the batting team will be credited with a 2 run penalty.
- If the batter strikes a "no ball" into a zone and/or both batters cross and make their ground, the zone score and physical runs made will be added to the 2 run penalty.
- A ball deflected by a fielder into a scoring zone after the ball has been hit by the striker, shall score the relevant zone score.
- Should the ball hit the striker's body, irrespective of a stroke being played or not, the batters may take a run by crossing. They may still be run out.
- If a batter is given "out" the side shall lose 3 runs (in a 6 ball over) and all runs scored from that delivery will not count.
- The total scores shown after each innings on the Official Umpire's score sheet or computer printout will determine the winner.

NO BALL

1. A no ball is called when:
 - The ball is thrown, not bowled.
 - If the ball bounces more than twice whether bowled over arm or underarm before reaching the batting crease. The ball, when bowled underarm must also pass the running crease on the full before it first touches the pitch.
 - A bowler changes style of bowling (if over arm to underarm) or changes sides of the wicket without first informing the Umpire.
 - A wicketkeeper fields outside the designated area before the ball is delivered or another fielder is in the wicketkeeper's area before the ball has been played at by the striker.
 - There are more than 4 fielders in either half of the court.
 - The ball passes, or would have, over the striker's shoulder either on the full or after bouncing, when the striker is in her natural, stationary batting stance regardless of hitting the striker's person or bat. (Any striker who moves forward more than one pace from her natural batting stance will forego the right to a "no ball" under this rule).
 - The ball, after being bowled, lands off the pitch before reaching the line of the batting crease.
 - The ball, after being bowled, hits the top net.
 - No additional ball is to be bowled for no balls.
2. A batsman can be given out in the following ways on a "no ball":
 - If the ball is hit twice other than to protect the wickets.
 - If either batter interferes with the fielding team.
 - If in attempting a run either batter is run out.

- If the striker is run out by the keeper.

BOWLING

1. In an over, any bowler deemed by the umpire to be throwing the ball will be given a warning and an instruction to rectify their action.
2. If they throw a second delivery it will be called a no-ball and the bowler will be instructed to bowl under arm. Any delivery that is thrown and is considered by the umpire to be dangerous will be called a no-ball.

WIDE AND LEGSIDE WIDE BALLS

1. A "wide" will be called when: The ball passes on the striker's offside, outside the intersection of the batting crease, and the edge of the pitch, without being touched by the striker's equipment or person.
2. A "leg side wide" will be called when: The ball lands on the pitch but outside the intersection of the batting crease and the leg side line, without being touched by the striker's person or equipment.
3. Batters may be dismissed by all forms of dismissals when a "wide" ball is bowled, bearing in mind if a ball is struck by the striker's person or equipment then it is no longer a "wide" ball.
4. Any batter dismissed on a "wide" ball will be penalised 3 runs. The 2 run bonus for the "wide" is negated by the dismissal.
5. A "wide" counts as part of the over, except in the last over of either innings when it is the batter's choice to have it rebowled.
6. The penalty for a "wide" is 2 runs which are added to the batting pair's score, plus the batters may cross for additional runs.
7. No additional ball is to be bowled for wides.

DISMISSALS

1. A striker will retain the strike after being dismissed unless both batters crossed prior to the dismissal.
2. A batter can be given out for any of the following dismissals:

Bowled

If the wicket is struck by the ball and the bails are completely and permanently removed, even if the ball touches the striker's body or equipment first.

Caught

If a ball from the stroke of a bat is caught before it touches the ground.

A catch may be taken off all boundary netting except a direct hit to the 6 net. However, should the ball hit the side netting, then pass onto the 6 net on the full and be caught, the striker will be out. Conversely, should a ball pass through a fielder's hands directly onto the 6 net and then is caught, the striker is not out and all runs will count.

Interference

If either the striker or the non-striker deliberately interferes with the ball whilst it is in play.

If either the striker or the non-striker deliberately obstructs or interferes with any member of the fielding team, bearing in mind that the fielder has the right of way as long as she is fielding the ball.

Stumped

If the striker misses the ball whilst out of her ground and the wicketkeeper completely removes the bails.

Run out

If in running or at any time the ball is in play either the striker or the non-striker is out of their ground, and a member of the fielding side breaks the wickets with the ball at the end at which the batter is out of ground. A striker can be given "run out" on a "no ball" if, in attempting a stumping, the wicketkeeper removes the bails on the first attempt then strikes the stumps a second time with the ball in hand and in the opinion of the Umpire the striker did not make a deliberate attempt to regain her ground.

L.B.W

If the ball strikes the striker's body and the striker has made no attempt to hit the ball. However, it must be in the opinion of the Umpire that the ball would have struck the wicket.

Hit wicket

If the striker breaks their wicket with bat or body whilst playing at the ball. (A batter is not out should they break the wicket whilst trying to make their ground).

If the non-striker leaves the crease before the bowler has delivered the ball, and the bowler then breaks the wicket with the hand holding the ball, the non-striker is out.

Mankad

The Mankad is a legitimate form of dismissal in Indoor Cricket. GSV recommends that it be used sparingly to maintain the spirit of fair play. A warning **must** be given to the batter at the non-striker's end for repeatedly leaving the crease early.

STRIKING THE WICKETS IN DISMISSALS

The wicket is down if:

- Either the ball or striker's bat or person, completely removes either bail from the wickets.
- Any player completely removes with their hand, a bail from the top of the wickets, provided the ball is held in their hand.

BATTER OUT OF GROUND

1. A batter, in attempting to make ground, shall be considered out of ground, unless some part of the bat in hand, or person, is grounded behind the line of the crease at the striker's end or the running crease at the bowler's end.
2. Once a batter is safely behind the crease they cannot be given run out.

INTERFERENCE BY FIELDER

1. Batters must not have their running path unfairly impeded. If in the Umpire's opinion this constitutes unfair play the batters are not to be given run out. Runs taken will count. The fielding team is to be given a warning.
2. If the ball is bowled then fielded prior to the batter having the opportunity to hit the ball the fielding team will be penalised 3 runs (in 6 ball overs).

BALL LEAVES PLAYING AREA

1. Any ball that leaves the playing area as a result of being struck by the striker will be called "dead ball" by the Umpire and rebowled. No score will count.
2. If the ball leaves the playing area as a result of an attempted run out by the fielding team, the Umpire will call "dead ball". However, the score made off the ball up to the point the ball leaves the playing area will count. Batters must have crossed to be eligible to score a physical run.

TIME OUTS

1. Teams may call the following time outs:
 - One per batting pair.
 - One per fielding team per batting pair.
2. The Umpire must keep check on the Time outs and will determine what is a suitable period for a timeout.
3. At the call of "time", teams must immediately take their positions and await the call of "play".

SUBSTITUTES

A substitute player is one who joins the game after it has officially commenced to replace an existing player who is incapable of completing the game due to injury or illness suffered during the game. This may only occur with the approval of the Umpire.

RESULTS

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

Player Eligibility

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

Finals

In the case of a draw in Crossover and or Semi Finals:

1. Teams must select 2 batters and 2 bowlers (they may not be the same players) and play two additional overs for each team.
2. If still tied, then the higher ranked team shall progress.

In the case of a draw in the Grand Final:

1. Teams must select 2 batters and 2 bowlers (they may not be the same players) and play two additional overs for each team.
2. If still tied, joint Premiers will be declared.

NETBALL 2021 WEEKLY SPORT

RULES AND REGULATIONS

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

Team Requirements

1. The maximum number of players per team is 12.
2. A maximum of 7 players are permitted to take the court.
3. A team may play with a minimum of 5 players. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.
4. Prior to the start of the game, coaches must provide the scorers with the names and positions of the players in the starting team.

Match Requirements – Senior & Intermediate

1. Matches are to commence at 4.15pm.
2. Game length will be 4 x 10 minute with 1 minute between the first and third quarter with three minutes at half time.
3. Sirens will sound at the end of each quarter; at (1) and (3) to change ends then at (2) and (4) to end half and game.
4. There will be no time allowed for injury.
5. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining, without interfering with the starting time of remaining matches. If back to back matches are being played, the lowest grade will be forfeited unless otherwise negotiated.
6. The forfeit score shall be recorded as 20 - 0.
7. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 4 x 8 minute quarters.

Match Requirements – Junior

1. Game length at central venues will be advised dependent on number of rounds required at each respective venue.
2. Sirens will sound at the end of each quarter; at (1) and (3) to change ends then at (2) and (4) to end half and game.
3. There will be no time allowed for injury.
4. If a team arrives after half time, the offending team will forfeit the match. A scratch match is to be played in the time remaining, without interfering with the starting time of remaining matches.
5. The forfeit score shall be recorded as 20 - 0.
6. Should a team arrive in between the start time and the forfeit time, teams are to take the court and play the remaining time as per central timing.

Sport Specific Playing Conditions

1. First named team will take the Centre pass and the other team will choose the shooting end.
2. Substitution and team changes will be permitted.
3. A player who has not taken the court may play one grade lower. A player may play in only one grade and one match on a night of competition.
4. Gloves are not permitted unless required for a medical reason whereby the player would provide a medical certificate.

Equalisation Strategy (All age groups)

1. When the score difference becomes greater than 20 goals, the re-start of play shall be taken as a centre pass by the lower scoring team.
2. Should the score return to less than 20 goals, the normal re-start of play shall occur (alternate centre passes)
3. This rule does not apply in any finals matches.

Mercy Rule

In Intermediate & Junior matches, the Mercy Rule margin (Netball) is 30 goals. The final result is adjusted at the conclusion of the match. This rule does not apply in any finals matches.

Player Eligibility

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

Finals

1. The Mercy Rule shall not apply in finals matches.
2. The Equalisation Strategy shall not apply in apply in finals matches.

Cross Over and or Semi Finals:

1. In the event of a draw, time is called. Teams change ends immediately and play 3 minutes each way.
2. If still tied, the higher ranked team will progress.
3. In the event of an injury, no time will be allowed, however it is understood the umpire will hold the game to allow removal of the injured player and subsequent placing of a substitute.

Grand Final:

1. In the event of a draw, time is called. Teams change ends immediately and play 3 minutes each way.
2. If still tied, joint Premiers will be declared.

In the event of an injury, no time will be allowed, however it is understood the umpire will hold the game to allow removal of the injured player and subsequent placing of a su

SOCCER 2021 WEEKLY SPORT

RULES AND REGULATIONS

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

Team Requirements

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

Match Requirements

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

Sport Specific Playing Conditions

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

Mercy Rule

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

The Mercy Rule does not apply in finals.

Player Eligibility

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

Finals

Cross Over and or Semi Finals:

1. If scores are equal at full time, then a penalty shoot-out will take place to determine the result.
2. If still equal, a sudden death penalty shoot-out will apply.
3. If still tied, the higher ranked team will progress.

Grand Final:

1. If scores are equal at full time, then a penalty shoot-out will take place to determine the result.
2. If still equal, a sudden death penalty shoot-out will apply.
3. If still tied, joint Premiers will be declared.

SOFTBALL 2021 WEEKLY SPORT

RULES AND REGULATIONS

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

Team Requirements

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

Match Requirements

1. Matches are to commence at 4.15 with the call of 'play ball'.
2. Matches will be of 70 minutes duration or seven innings.
3. Prior to the commencement of the game the two captains meet with the umpire at home plate for the toss to decide who bats first.
4. Warm up pitches start at the one minute mark.
5. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining, without interfering with the starting time of remaining matches.
6. The forfeit score shall be recorded as 14 – 0.
7. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 55 minutes duration or five innings.

Sport Specific Playing Conditions

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

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

Junior C – Introduction of Tee Ball Stand at Ball 3

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

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

Coaches/Teacher in Charge

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

Coaches are responsible for ensuring that:

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

Protective Equipment

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

Seventh Run Rule

- The **seventh** run rule is played in every innings and takes effect when a batting team scores **seven** runs in a single innings.
- As soon as the **seventh** run is scored the batting team automatically declares regardless of how many runners are left on base.

Infield Fly Rule

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

Live off the Net Rule

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

Designated Player

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

Declaration & Results

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

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

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

Mercy Rule

If after three complete innings a team is 15 or more runs ahead, time and game will be called. If after 4 complete innings a team is 10 runs or more ahead, time and game will be called. If after 5 complete innings a team is 5 runs or more ahead, time and game will be called.

Player Eligibility

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

Finals

Cross Over and or Semi Finals:

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

Tiebreaker Rule

1. The team that is ahead after equal innings of the tiebreaker rule will be deemed the winner.
2. If there is still a draw after 2 completed innings of the tiebreaker rule, then the higher ranked team will progress.

Grand Final:

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

Tiebreaker Rule

1. The team that is ahead after equal innings of the tiebreaker rule will be deemed the winner.
2. If there is still a draw after 2 completed innings of the tiebreaker rule, joint Premiers will be declared.

**The Premier Senior A Grade Softball team currently represents GSV in the SSAV competition. In the event of a joint Premiership being declared in the Senior A Grade Competition, the higher ranked team will be chosen to represent GSV in this case.*

TENNIS 2021

WEEKLY SPORT - SENIOR

RULES AND REGULATIONS

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

Team Requirements

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

Match Requirements

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

Sport Specific Playing Conditions

Foot-fault Rule

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

Tie Breaker Regulations

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

Player Conduct

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

Player Eligibility

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

Finals

Cross Over and or Semi Finals:

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

Grand Final:

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

TENNIS 2021
WEEKLY SPORT – INTERMEDIATE & JUNIOR

RULES AND REGULATIONS

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

Team Requirements

1. The team will consist of **a squad of up to 12** ranked strictly in order of playing ability.
2. In the event that a player has to be replaced due to injury or illness before or during a match:
 - The Substitute player must be of the same or lower ranking than the original player
 - The substitution occurs in the pair in which the illness/injury occurred
 - No other pairings shall be altered
 - The game continues from the point at which the substitution is made

Match Requirements

1. Matches are to consist of 4 doubles sets.
2. Sets are to commence at 4.15pm. A maximum of 55 minutes is to be allocated per set. If required, second round sets are to commence no later than 5.10pm.
3. A set is played to 8 games, no ad scoring at deuce (receiving pair chooses service side and it is a sudden death point), with a 7 point tie break at **8** games all.
4. Junior C and below Tennis (i.e. Pairs 9 – 12, 13 – 16 and so on), play at set to 6 games, no ad scoring at deuce, (receiving pair chooses service side and it is a sudden death point), with a 7 point tie break at **6** games all.
5. Where a set is incomplete through illness, injury or call of time, the set in progress is not counted. All completed games remain as won and count towards the total match score. i.e. if the game score is 2 games to 4 games, these games will be counted toward the total games recorded.
6. If a team arrives after 4.30pm, the offending team will forfeit the match. A scratch match is to be played in the time remaining, without interfering with the starting time of remaining matches. If back to back matches are being played, the lowest grade will be forfeited unless otherwise negotiated.
7. The forfeit score shall be recorded as 4 (32) – 0 (0).
8. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, sets played to 6 games.
9. In the event of an unfinished game at time, the respective game is not to be counted.
 - Example: School X – 5 games School Y – 3 games
 - Game score is 40 – 15 at time.
 - The last game is not counted.
 - As per Rule 6, this set is incomplete and is not counted. All completed games remain as won and count towards the total match score.
10. Result will be decided by sets won. If equal, then games are tallied. If still equal, a draw will be declared.

Sport Specific Playing Conditions

Foot-fault Rule

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

Tie Breaker Regulations

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

Player Conduct

- It is a players' obligation to call all balls on their side, to assist the opponent with clarification of calls when requested and to call against themselves (with the exception of the first service) any ball that is clearly out on the opponent's court.

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

Player Eligibility

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

Finals

Cross Over and or Semi Finals:

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

Grand Final:

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

VOLLEYBALL 2021 WEEKLY SPORT

RULES AND REGULATIONS

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

Team Requirements

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

Match Requirements

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

Sport Specific Playing Conditions

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

Time Outs

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

Rotation/Substitution

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

Rotation Rule

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

Substitution Rule

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

Player Eligibility

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

Finals**Cross Over and or Semi Finals:**

1. Matches will be the best of 5 sets and no more than 1 hour and 15 minutes.
2. Games will be played to 25 points, using the rally point scoring system.
3. The deciding set (if required) will only be played to 15 points.
4. If still tied, the higher ranked team will progress.

Grand Final:

1. Matches will be the best of 5 sets and no more than 1 hour and 15 minutes.
2. Games will be played to 25 points, using the rally point scoring system.
3. The deciding set (if required) will only be played to 15 points.
4. If still tied, joint Premiers will be declared.

WATER POLO 2021 WEEKLY SPORT

RULES AND REGULATIONS

Water Polo is to be conducted under the rules and regulations of Water Polo Victoria. The following local rules and regulations will apply.

Team Requirements

1. The maximum number of players per team is 13.
2. A maximum of 7 players are permitted in the water at any time.
3. A team must start with a minimum of 6 players. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.
4. If a school has multiple teams, a player may not play in more than one team.
5. First named team is to wear blue hats and start from their choice of end.

Match Requirements

1. Matches are to commence as per fixture.
2. Games will consist of 4 x 6 minute quarters (straight time), no shot clock.
3. No outside 5m shots from free throws.
4. Exclusions are swim into the penalty box, head up and return immediately unless substituted.
5. Teams are to change ends after each quarter with no more than a 2 minute break between quarters.
6. If a team arrives after half time, the offending team will forfeit the match. A scratch match is to be played in the time remaining, without interfering with the starting time of remaining matches.
7. A forfeit score shall be recorded as 7 – 0.
8. Should a team arrive between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 4 x 4 minute quarters.

Sport Specific Information

Shallow Pool Rules

- The Goal Keeper is permitted to stand but must not jump.
- No field player can stand on the bottom of the pool when attempting to gain/or be in possession of the ball.
- If a defending player is standing on the bottom and interferes with the play of the ball they will be excluded. If they are inside 5 metres, then a penalty throw shall be awarded to the attacking team.
- A player cannot stand on the bottom to obstruct another player's advancement to the ball or their drive to the goals.

Mercy Rule

In Junior matches, the Mercy Rule margin (Junior) is 10 goals. The final result is adjusted at the conclusion of the match. The Mercy Rule shall not apply in finals matches.

Player Eligibility

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

Finals

Senior A Grade: Game duration: 4 x 7 minutes 'straight time', no shot clock

Senior B Grade/All Junior Matches: Game duration: 4 x 6 minutes 'straight time', no shot clock

Cross Over and or Semi Finals:

1. If scores are equal at full time, then a penalty shoot-out will take place to determine the result.
2. If still equal, a sudden death penalty shoot-out will apply.
3. If still tied, the higher ranked team will progress.

Grand Final:

1. If scores are equal at full time, then a penalty shoot-out will take place to determine the result.
2. If still equal, a sudden death penalty shoot-out will apply.
3. If still tied, joint Premiers will be declared.