



# **THE ASSOCIATED SCHOOLS INC. BY-LAWS**

# The Associated Schools Inc.

## By-Laws

### Contents

|   |           |
|---|-----------|
| <b>THE ASSOCIATED SCHOOLS INC.</b>                | <b>1</b>  |
| <b>BY-LAWS</b>                                    | <b>1</b>  |
| <b>1. Introduction</b>                            | <b>4</b>  |
| <b>2. Code of Conduct</b>                         | <b>4</b>  |
| <b>3. Rules of Competition</b>                    | <b>12</b> |
| <b>4. Carnivals &amp; Convening</b>               | <b>21</b> |
| <b>5. Basketball</b>                              | <b>25</b> |
| 5.1. Safety Aspects                               | 25        |
| 5.2. TAS Basketball By-Laws                       | 26        |
| 5.3. Junior TAS Basketball (Years 4, 5 & 6)       | 29        |
| <b>6. Cricket</b>                                 | <b>32</b> |
| 6.1. Safety Aspects                               | 32        |
| 6.3. Junior TAS Cricket (Yr 5 & YR 6 Division 1)  | 42        |
| 6.4. Junior TAS Cricket (Yr 5 & 6 Division 2)     | 45        |
| 6.5. Junior TAS Cricket (Year 4)                  | 48        |
| <b>7. Cross Country</b>                           | <b>52</b> |
| 7.1. SAFETY ASPECTS                               | 52        |
| 7.2. TAS Cross Country                            | 53        |
| 7.3. Junior TAS Cross Country                     | 56        |
| <b>8. Football (Soccer)</b>                       | <b>60</b> |
| 8.1. Safety Aspects                               | 60        |
| 8.2. TAS Football (Soccer) By-Laws                | 62        |
| 8.3. Junior TAS Football (Soccer) (Years 4, 5, 6) | 66        |
| <b>9. Hockey</b>                                  | <b>70</b> |
| 9.1. Safety Aspects                               | 70        |
| 9.2. TAS Hockey By-Laws                           | 71        |
| 9.3. Junior TAS Hockey By-Laws                    | 73        |

|              |   |            |
|--------------|---|------------|
| <b>10.</b>   | <b>Netball</b>  | <b>80</b>  |
| <b>10.1.</b> | <b>Safety Aspects</b>   | <b>80</b>  |
| <b>10.2.</b> | <b>TAS Netball By-Laws</b>                                    | <b>81</b>  |
| <b>10.3.</b> | <b>Junior TAS Netball (Yrs 4, &amp; Yr 5/6 Div 1 &amp; 2)</b> | <b>85</b>  |
| <b>11.</b>   | <b>Rugby</b>  | <b>88</b>  |
| <b>11.1.</b> | <b>Safety Aspects</b>   | <b>88</b>  |
| <b>11.2.</b> | <b>TAS Rugby By-Laws</b>                                      | <b>90</b>  |
| <b>11.3.</b> | <b>Junior TAS Rugby</b>                                       | <b>96</b>  |
| <b>12.</b>   | <b>SWIMMING</b>   | <b>100</b> |
| <b>12.1.</b> | <b>TAS Swimming By-Laws</b>                                   | <b>100</b> |
| <b>12.2.</b> | <b>Junior TAS Swimming</b>                                    | <b>101</b> |
| <b>14.</b>   | <b>Tennis</b>   | <b>105</b> |
| <b>14.1.</b> | <b>Safety Aspects</b>   | <b>105</b> |
| <b>14.2.</b> | <b>TAS Tennis By-Laws</b>                                     | <b>106</b> |
| <b>14.3.</b> | <b>Junior TAS Tennis (Years 4, 5 &amp; 6)</b>                 | <b>109</b> |
| <b>15.</b>   | <b>Touch</b>  | <b>112</b> |
| <b>15.1.</b> | <b>Safety Aspects</b>   | <b>112</b> |
| <b>15.2.</b> | <b>TAS Touch By-Laws</b>                                      | <b>113</b> |
| <b>15.3.</b> | <b>Junior TAS Touch</b>                                       | <b>115</b> |
| <b>16.</b>   | <b>Track &amp; Field</b>                                      | <b>118</b> |
| <b>16.1.</b> | <b>Safety Considerations</b>                                  | <b>118</b> |
| <b>16.2.</b> | <b>TAS Track &amp; Field By-Laws</b>                          | <b>123</b> |
| <b>16.3.</b> | <b>Junior TAS Track &amp; Field</b>                           | <b>128</b> |
| <b>17.</b>   | <b>Volleyball</b>   | <b>136</b> |
| <b>17.1.</b> | <b>Safety Aspects</b>   | <b>136</b> |
| <b>17.2.</b> | <b>TAS Volleyball By-Laws</b>                                 | <b>137</b> |

# 1. Introduction

- 1.1. The name of the incorporated association is "The Associated Schools Inc." (In these Rules called the "Association").

## 2. Code of Conduct

### ***PREAMBLE:***

- 2.1. The aim of The Associated Schools Inc. is "to promote and conduct various forms of inter-school activity, with a view to fostering a spirit of fellowship". It is acknowledged and accepted that each school has its own standards of conduct and that it is within the jurisdiction of our schools' Principals to ensure that those standards are maintained. Nevertheless, some commonly accepted norms of behaviour designated herein will be observed on a uniform basis throughout the Association.
- 2.2. In particular, as part of their involvement in TAS activities, Association Member schools have a responsibility to ensure that the Protocol and Ethos of the Association is maintained throughout.
- 2.3. In this regard, schools shall:
- 2.4. wholeheartedly support the Association's Constitution, By-Laws, Rules and activities and do all things to promote and foster the Aims, Ethos and Protocol of the Association;
- 2.5. refrain from directly approaching students from other TAS schools (poaching) or offering scholarships or other inducements to said students to change schools; (refer to policy #12 of Policy Manual)
  - 2.5.1. **(Note that respondents to "open" advertisements or to generally advertised programmes of excellence are not restricted by this Clause).**
  - 2.5.2. ensure that staff and coaches from Member schools are particularly sensitive in observing all proper protocols relating to this issue;
  - 2.5.3. when a non-solicited transfer between TAS schools occurs, the Head of the new school shall, as a matter of courtesy, advise the Head of the previous school.

### ***3. This Code is considered under the following headings:***

- |                                    |                                      |
|------------------------------------|--------------------------------------|
| (1) General Behaviour              | (2) Behaviour and Example of Coaches |
| (3) Standards required by Referees | (4) Conduct and Sanction of Players  |
| (5) Conduct of Spectators          | (6) Dress                            |
| (7) Sport Specific Considerations  |                                      |

### ***4. General Behaviour***

- 4.1. Healthy, vigorous exercise, scrupulous regard for the spirit of the Rules of the game, a willingness to submit to disciplined training, and the cultivation of a generous sportsmanship are the goals of TAS sports.
- 4.2. The Host School has the right to expect that both visitors and members of its own community will adhere to its own particular customs and practices.
- 4.3. The competition table is not to be regarded as the sole reason for competing.

- 4.4. Schools should ensure that players compete in their correct age group and that they adhere to the General Competition Rules and By-Laws for the various sports.
- 4.5. Racial/sexual/religious abuse or any other form of harassment will, under no circumstances, be tolerated by TAS. Players should be given no more than one warning before being sent off and reported to the school. Spectators likewise should be reported and asked to leave the sideline if guilty of racial/sexual/religious abuse.

## **5. Behaviour and Example of Coaches**

- 5.1. Under no circumstances is there to be deliberate bending of the General Competition Rules and By-Laws for the various sports. Coaches, Coordinators and Directors of Sport are expected to abide by the "spirit" as well as the "letter of the law".
- 5.2. Coaches should encourage teams and/or individual players to be punctual in coming onto the field or reporting to the designated officials both before and during matches.
- 5.3. Coaching from inside the playing arena by anyone is not allowed.
- 5.4. Coaches must accept the decisions of referees and umpires. This does not preclude rational clarification of decisions at a subsequent time.
- 5.5. The following are banned :
  - 5.5.1. time-wasting and time-wasting actions;
  - 5.5.2. unsportsmanlike behaviour;
  - 5.5.3. over-vigorous play;
  - 5.5.4. deliberate coaching in illegal tactics;
  - 5.5.5. sledging;
  - 5.5.6. dissention;
  - 5.5.7. foul language;
  - 5.5.8. foul play.

## **6. Standards Required of Referees**

- 6.1. As an Association we demand a certain standard of behaviour and dress from our players; similar standards are expected of referees and umpires.
- 6.2. Appropriate signals for the conduct of the sport should be adhered to; clear signalling is beneficial to the game.
- 6.3. It is expected that referees and umpires should meet the required standards of qualifications in order to officiate.
- 6.4. The criteria for appointment of referees and umpires as laid down in the various By-Laws should be adhered to.

## **7. Conduct and Sanction of Players**

- 7.1. A high standard of conduct is expected at all times, both on and off the field.
- 7.2. Each and every player should be an example of what a sportsperson should be, including an appreciation of good play and an acceptance of the mistakes made by fellow players.
- 7.3. The game should be played hard but never unfairly.

- 7.4. Ill-temper or spite should never be shown; assistance for opponents when it appears desirable should be given.
- 7.5. The meeting of the opposing coach and captain by opposite numbers is to be commended.
- 7.6. Congratulations, thanks or cheers appropriate to the game, by the captain and/or players is to be encouraged.
- 7.7. The orders or instructions of the umpire, referee or designated official should be obeyed quickly, and any decisions, however unfavourable, should be accepted without question.
- 7.8. The use of drugs, including pain-killers, to improve or maintain the performance of any individual player or group of players is strictly forbidden.
- 7.9. Player Sanctions
  - 7.9.1. In all instances where a player is dismissed or excluded from play for foul play or play deemed dismissible by the officiating crew of their game, they will incur a minimum one week suspension from that TAS sport. (It is important to note that a bye does not constitute a week of TAS sport.) Schools may impose longer sanctions if they deem it appropriate.

## **8. Conduct of Spectators**

- 8.1. Good play, by either side, should be acknowledged by spectators in the appropriate manner. This can encourage players and help them to lift their game as the match or contest progresses.
  - 8.1.1. Unwise or fanatical barracking can make a player perform foolish actions in their play, or incite them to foul play, which is not to be condoned.
- 8.2. The Principal, or their representative, has the legal right to remove any person or persons who do not conform to the acceptable standards of behaviour as set by his/her school.
- 8.3. Consumption of alcohol by spectators during the conduct of a match or contest is not permitted.
- 8.4. Referees or umpires are not to be approached by spectators at any time before, during or after a match.
- 8.5. While cheering and supporting one's own team is recognised as part of the conduct of the game, and provided this barracking is within the requirements of the By-Laws (with respect to Athletics and Swimming), it is to be encouraged; "anti-barracking" is banned.
- 8.6. While the Host School should make every endeavour to provide for the disposal of rubbish, all spectators should make every effort not to litter any parts of the playing fields and/or grounds.

## **9. Dress**

- 9.1. Referees, umpires, officials and players are to be correctly attired according to the needs of the particular sport.
- 9.2. Dress (especially footwear) of all participants should be clean and tidy, respectable, and not torn.
- 9.3. The By-Laws for the various sports, with respect to dress are to be observed by players. In addition the following points are to be noted:
- 9.4. it is recommended that correct boots be worn for turf wicket matches;
- 9.5. correct headwear should be worn for cricket;
- 9.6. appropriate sponsorship shall be permitted on sporting uniforms.

## 10. Sport Specific Considerations

As a consequence of the foregoing, the following points should be given close attention.

### 10.1. APPLICABLE TO ALL SPORTS

- 10.1.1. The Host School is to ensure that the field, court or pitch is ready for play, especially during inclement weather.
- 10.1.2. Only authorized persons should stand inside the playing areas as defined by the Host School.

### 10.2. ATHLETICS AND CROSS COUNTRY

- 10.2.1.7.1. The following practices are prohibited:
- 10.2.2. **Sprints:** Deliberately delaying getting "set" after the "on your marks" in order to hold all competitors.
  - 7. Making sound and/or movements at the "set" to cause a false start.
  - 8. Getting a "fly" before the gun (although it is difficult to do this on purpose).
- 10.2.3. **Distance:** Cutting-in in front of another athlete when there is insufficient clearance.
  - 7. Pushing, holding or jostling your opponent.
  - 8. Being given personal times by a person other than the official time caller.
  - 9. Talking to an opponent during a race.
- 10.2.4. **Field Events:** Receiving coaching while the event is in progress.
  - 7. Talking during the event to distract an opponent.

### 10.3. BASKETBALL

- 10.3.1.7.1. The following practices are prohibited:
- 10.3.2. Deliberately "fouling off" an opponent.
- 10.3.3. Unsportsmanlike applauding of the player "fouled off".
- 10.3.4. Getting one of the substitutes to go on court continually to use illegal tactics against a high scoring opponent.
- 10.3.5. More than one team official at any time approaching the score bench.
- 10.3.6. Taking time-outs in the last minutes of games by a team with an unassailable winning margin should be for tactical reasons only. If such a time-out is called for the purpose of substitutions, time-in should be called immediately. "In your face" time-outs are not acceptable behaviour.
- 10.3.7. Direct, hostile or negative comments towards opposition coaches or players are unacceptable. Furthermore, references made to "bait" opposition players or coaches are also unacceptable.
- 10.3.8. Constantly beseeching referees to make favourable calls on every play.
- 10.3.9. Coaches making indirect comments toward referees that allocate blame or incompetence i.e. "Don't worry Michael, you never touched him."
- 10.3.10. Coaches to enlist or incite the crowd against the referees.

## 10.4. CRICKET

- 10.4.1. Players must not make loud or repetitive appeals in order to influence the umpire's decision.
- 10.4.2. Players and team officials must not react in an obviously provocative or disapproving manner towards an umpire, his/her decision or generally following an umpiring decision.
- 10.4.3. Players and team officials must not dispute an umpire's decision, as distinct from a rational clarification of that decision at a subsequent time.
- 10.4.4. Players and team officials must treat umpires with respect and an element of reverence. Over familiarity between umpires and officials/players is not acceptable.
- 10.4.5. Players and team officials must not assault or attempt to assault (either verbally or physically) an umpire or another player.
- 10.4.6. Players may encourage their own team members during the course of a match, but may not engage in continual and excessive rowdy behaviour in an attempt to distract the opposition players, i.e. batsmen, fieldsmen.
- 10.4.7. Players or team officials may not make comments or use gestures with a view to intimidate or influence the performance of an opposition player, i.e. "sledge" a player, eg:
  - 7. talking at batsmen
  - 8. deliberate bumping of batsman at bowlers end or while crossing
  - 9. clapping every ball
  - 10. talking in the slips and "silly" positions during bowlers approach or delivery
  - 11. batsman to bowler/fieldsmen
  - 12. sideline players talking to fieldsmen/bowler
  - 13. Players and team officials may not use crude and/or abusive language, use gestures or well known crude or abusive hand signals in the course of the match regardless of whether or not it is directed at another player, official or umpire.
- 10.4.7.13.1. A player or official so acting shall be reported to the Principal of their school.
- 10.4.8. Players and team officials must not deliberately waste time: Such as in the situations below...
  - 7. slow change overs between overs
  - 8. slowing the over rate (dawdling by bowler)
  - 9. batsmen changing slowly at fall of wickets
  - 10. bowling off the wicket
  - 11. delays in field setting
  - 12. mid-wicket "conferences" between batsmen
  - 13. excessive movement away from crease without cause as bowler comes in to bowl
  - 14. wet weather procedures (covers)



10.4.9. Specific instructions, from the sidelines, by coaches or anyone associated with the competing teams are not permissible. However, instructions of a general nature are allowable;

- 7. "Pick up the fielding" ALLOWED
- 8. "Put a man at mid-on" NOT ALLOWED

10.4.10. Players and team officials must not indulge in unsportsmanlike behaviour detrimental to the spirit of the game.

10.4.11. Umpires should officiate the match in front of them and refrain from talking to players unnecessarily; particularly

- 7. to batsmen so as not to disturb concentration.
- 8. to fieldsmen in an attempt to coach field placements.

10.4.12. Any infringements of the Code should be discussed with the relevant parties immediately after the game and serious or repeated infringements should be brought to the notice of participating school Directors of Sport.

## 10.5. FOOTBALL (SOCCER)

10.5.1.7.1. The following practices are prohibited:

- 10.5.2. niggling minor illegalities behind play;
- 10.5.3. unnecessary talk and goading behaviour;
- 10.5.4. kicking the ball away after a free kick has been awarded;
- 10.5.5. standing over the ball to stop a team from taking a quick free kick;
- 10.5.6. claiming a throw-in, corner or goal kick knowing that it is the other team's ball;
- 10.5.7. deliberate time wasting by kicking the ball well out of play;
- 10.5.8. taking an exceptionally long time to retrieve the ball;
- 10.5.9. feigning injury or "diving" to receive a penalty;
- 10.5.10. failing to apologise for a clumsy tackle;
- 10.5.11. body language which demonstrates disagreement with the referee's decision.
- 10.5.12. Note: Before and after the game teams should shake hands and the referee should be thanked at the conclusion of the match.

## 10.6. HOCKEY

10.6.1.7.1. The following practices are prohibited:

- 10.6.2. Unnecessary talk or goading behaviour.
- 10.6.3. Body language, which demonstrates disagreement with the referee.
- 10.6.4. Claiming a penalty stroke, corner or free hit, knowing that it is the other team's ball.
- 10.6.5. Taking an exceptionally long time to retrieve the ball.
- 10.6.6. Hitting the ball away after a penalty/free hit has been awarded.
- 10.6.7. Deliberate time wasting by hitting the ball well out of play.
- 10.6.8. Failing to recognise a dangerous tackle.
- 10.6.9. Hitting, hooking, holding, striking at or interfering with another player's stick, clothing or person.

10.6.10. Deliberately raising a ball from a hit other than a shot at goal.

## **10.7. NETBALL**

10.7.1.7.1. The following practices are prohibited:

10.7.2. Defenders talking to the shooter while shooting.

10.7.3. Taking an exceptionally long time to retrieve the ball.

10.7.4. Throwing/rolling the ball away after a penalty/free pass.

10.7.5. Teams not taking the court immediately at the conclusion of an interval.

## **10.8. RUGBY**

10.8.1. Under no circumstances is there to be deliberate bending of the Laws of the game of Rugby.

10.8.2. Players must not question the referee's decision. Only the team captain or coach may seek clarification of decisions.

10.8.3. Players must control their tempers at all times and must not "mouth off" or use body language that demonstrates disagreement or disrespect to a referee or other official.

10.8.4. Players must not ridicule, goad, interfere with, bully or take unfair advantage of any player, nor feign injury to gain an unfair advantage.

10.8.5. A player should exhibit good sportsmanship and enthusiasm for the game at all times, in particular by:

7. working hard for himself and his team mates;
8. applauding good play by both teams;
9. shaking hands before and after the game; and
10. thanking the referee at the end of the match.

## **10.9. SWIMMING**

10.9.1. Deliberate time wasting at the start of races.

## **10.10. TENNIS**

10.10.1.7.1. The following practices are prohibited:

10.10.2. Displaying bad sportsmanship, eg racquet throwing, hitting balls wildly about the court, having verbal confrontations with opponents.

10.10.3. Disputing the decisions of umpires (who are generally players from your team or your opponents team).

10.10.4. Employing gamesmanship, eg deliberately returning the first serve even though it was clearly a fault, dawdling about the court, moving excessively to distract the server.

10.10.5. Lack of concentration when umpiring or scoring.

## **10.11. VOLLEYBALL**

10.11.1.7.1. The following are prohibited.

10.11.2. Unsportsmanlike behaviour on court, in particular:

7. dissenting with the referee's decision;
8. questioning the referee's decision (only the on-court captain may talk to the referee);

9. intimidating an opponent by word or physical action;
  10. "talking across the net" to opposition players.
  11. offensive behaviour:
  12. using foul language
  13. using rude or insulting gestures to referees, opposition players, coaches or spectators.
- 10.11.3. The use of physical aggression against an opponent is strictly forbidden.

## 3. Rules of Competition

### *3.1 The TAS Competition Structure will comprise the following*

#### **3.1.1. The Associated Schools will run one competition.**

3.1.1.1. The TAS competition will consist of 8 schools.

3.1.1.2. After TAS schools meet their team obligations, any additional sporting teams can be fielded in TAS Supplementary competitions.

1.1.1.2.1. Additional teams may be made up of students from two adjacent year levels.

**3.1.2. The mandatory team list for competition will be determined at the October meeting of principals each year for the upcoming year. Modifications to existing mandatory team lists will be minimal to maintain stability and ensure participation rate of students does not drop significantly.**

#### **3.1.3. TAS sport will be played in Trimesters.**

3.1.3.1. TAS schools have agreed to use the PMSA school holiday dates so that holidays can be aligned and the Association has agreed to use 9-11 week seasons.

#### **3.1.4. Open teams will be called 1sts and 2nds**

### *3.2 Criteria for participation in TAS*

**3.2.1 The following criteria must be reached for ANY school to participate in T A S Competition. Schools will be asked to show cause why they should not be removed from the competition if they do not follow these By-Laws.**

3.2.1.1. All teams outlined in the By-Laws must be fielded by all schools.

3.2.1.1.1. Fielding a team requires 75% participation. ie: 6 games of a potential 8 match season must be played.

3.2.1.2. Schools not fielding all teams outlined in the By-Laws will receive until the end of the following calendar year to ensure they comply with By-Law

3.2.1.2.1. Schools not fielding all teams outlined in the By-Laws must submit their strategy, when asked to show cause, outlining how the management and growth of their program will meet the requirements by the conclusion of the following calendar year.

3.2.1.2.2. The plan submitted should be reviewed, as appropriate, to ensure progress is achieved and/or maintained.

3.2.1.3. All schools will follow the Code of Conduct as set out in these By-Laws.

3.2.1.4. All schools will adhere to the By-Laws of the Association particularly as they pertain to safety regulations for all sports.

3.2.1.5. All schools will ensure their selection policies meet the guidelines set out in the Association By-Laws.

### **3.3 Year Level Competition.**

**3.3.1:** All team sport competitions run by The Associated Schools on a weekly basis, will be conducted as a Year-Level competition, with a maximum 2 year age window for years 7, 8, 9 and 10.

- 3.3.1.1: The 2 year window requires Year 7 students not to be older than 13 on the 1st January, Year 8 students not to be older than 14 at the 1<sup>st</sup> Jan in the year of competition. Year 9 students must not be older than 15 and Year 10 students not older than 16 at the 1st Jan in the year of competition.
- 3.3.1.2: Carnival sports shall continue to be conducted in age groups in accordance with regional competition.
- 3.3.1.3: Students in years 7-12 shall not be permitted to compete in JTAS sport, regardless of age.
- 3.3.1.4: Junior School students are not to play TAS sport, unless, due to age or safety, they are ineligible to play in Junior TAS competition. In these cases the Management Committee should approve this participation.

**3.3.2:** An exemption to this rule exists in cricket whereby year 7,8,9 will make up three Intermediate teams and years 10,11,12 will make up 3 Open teams.

### **3.4 Team Selection.**

**3.4.1:** All teams will be listed on a team sheet. Students involved in TAS competition will be selected and listed on the team sheets according to the regulations set out by the Association and in line with these guidelines.

- 3.4.1.1: Each student's age shall be taken as at 00.01 a.m. on July 1st in the year of competition (i.e., born 2nd July 2005 = Under 18 in 2023).
- 3.4.1.2: For all sports, no student shall be 19 years or older at 00.01 a.m. on July 1st to be eligible for TAS sport in that year.
- 3.4.1.3: In addition, for Rugby, no student shall be 18 years or older at 00.01 a.m. on July 1<sup>st</sup> to be eligible for TAS matches in that year.
- 3.4.1.4: Schools shall select all higher-grade teams before selecting lower grade teams, whether or not the higher grades compete on a particular day.
- 3.4.1.5: No student shall play in more than one team (excluding teams of different sports, providing that player does not take the place of another student wanting to play) on the same day unless, as a reserve, he/she replaces an injured (or absent) player in a **higher age or grade**. Consent for these replacements must be sought prior to matches taking place.
- 3.4.1.6: It is important to note that schools **will** forfeit points if students are shall play in a lower age or grade team when he/she has been selected and/or played for a higher age or grade team in the same round of competition. This includes Supplementary games. Players may play both Supplementary and regular TAS fixtures but this should be limited to

Supplementary players playing up into TAS teams rather than dropping better players to bolster the Supplementary strength. (Rationale: Supplementary teams are playing for Premierships too. Therefore they should be playing Supplementary level players. Not playing against top level players of their age group.)

3.4.1.8: Students should play in sports organised for their specific gender.

### **3.5 Junior TAS Participation.**

**3.5.1:** The Associated Schools shall provide regular Inter-School sporting competition for Grades 3-6 of Primary Sections of Association Member and guest schools. All Junior TAS competition shall be that of **skill development** and **participation** conducted in an atmosphere of **good sportsmanship** and **fair play**.

#### **3.5.2: COMPETITION:**

3.5.2.1: Weekly Saturday competition shall be programmed to occur in the following sports: **AFL, Cricket, Hockey, Rugby, Netball, Tennis, Touch, Soccer** and **Basketball**.

3.5.2.3: Carnivals shall be conducted in the following sports: **Swimming, Cross Country** and **Athletics**.

3.5.2.4: Rules of various sports may be modified for all levels of competition to ensure a development towards TAS competition in Secondary school.

#### **3.5.3: PREMIERSHIPS**

3.5.3.1: Premierships shall **not** be awarded for Saturday team sports.

3.5.3.2: Carnivals shall recognize placegetters with Ribbons and winning schools with the awarding of Trophies as in TAS carnival competitions.

#### **3.5.4: AGE GROUP/YEAR LEVELS**

3.5.4.1: Junior TAS shall cater for years 3-6 and TAS shall provide competition for Years 7-12 (Open) Age groups.

#### **3.5.5: VENUES/MATCH TIMES**

3.5.5.1: Wherever possible, Junior TAS matches shall be programmed to occur at the same venue as TAS matches.

3.5.5.2: When both TAS and Junior TAS teams are at Home together, Junior TAS matches shall be timetabled around TAS times as designated in the Association Manual.

#### **3.5.6: ORGANISATION**

3.5.6.1: All matters relating to Junior TAS competition shall be organised by the TAS Executive Officer who shall be appointed by the TAS Management Committee at their discretion.

3.5.6.2: Each school participating in Junior TAS sports and activities shall nominate a Delegate to assist the Executive Officer in the organisation and conduct of matches and Carnivals.

3.5.6.3: Delegates so nominated shall attend all required meetings when so called. If meetings are combined with TAS Sports Coordinator Sub-Committee meetings, they shall be chaired by the Association President or his/her appointee. If

separate TAS Delegates and Junior TAS meetings are conducted, the Executive Officer shall act as Chairman.

### **3.6 *By-Law Anomalies and Disputes***

- 3.6.1:** All Directors of Sport will either make contact themselves or ensure that their particular sport coordinators make contact with the opposing school's coordinator whenever there is an anomaly to their team make up or procedures. This contact must take place prior to the match taking place.
- 3.6.1.1: Schools must adhere to the By-Laws set down by the Association.
- 3.6.1.2: Whenever anomalies to the By-Laws occur, particularly with regard to team selection, contact with the opposing coordinators must occur prior to matches taking place.
- 3.6.1.3: Failure to make contact prior to matches taking place may result in forfeiture of competition points.

### **3.7 *Process for Dealing with Protests and Disputes***

- 3.7.1:** Where school Principals or Directors of Sport feel that an opposing school has breached the Association Constitution, Policies or By-Laws, the guidelines from policy #3 (Protests and Disputes) in the Associated Schools Policy Manual should be followed.
- 3.7.2:** When a protest is submitted to the Association's Management Committee for deliberation, the committee will look to see if any verification of the facts exists.
- 3.7.2.1:** Verification of facts should exist in written form via notation on the team sheets concerned with verifying signatures of opposing coaches/directors of sport.
- 3.7.2.2:** Should verification exist via a team sheet with written notification and it shows one school has played outside the By-Laws that school will forfeit points.
- 3.7.2.3:** Should verification of the facts exist via a team sheet with written and signed notification to state that teams agreed with the anomaly of the By-Laws the result of the fixture will stand.
- 3.7.2.4:** Should no verification exist the protest may be reviewed by the Association Management Committee as outlined in Policy #3.

### **3.8 *Finals***

- 3.8.1:** When Finals are scheduled in the draw, all teams of all schools involved in TAS competition will accrue points during the season to determine their position on the premiership ladder. At the end of each season, where the Association deems it appropriate, these teams will pair off and play each other for the right to occupy the higher position on the ladder of the two competing teams.
- 3.8.1.1: When finals are organised by the Association they will be played by all teams in a competition.

- 3.8.1.2: Finals will be played according to where teams finished the regular season on the ladder. ie: 1st v 2nd, 3rd v 4th, 5th v 6th, 7th v 8th.
- 3.8.1.3: Finals are played with a view to determine the final positions on the ladder.
- 3.8.1.4: Teams playing the 3rd v 4th final are playing off to determine which of them would finish 3rd.
- 3.8.1.5: Teams that win their final will earn the right to occupy the higher ladder position regardless of the number of wins and losses the two teams have during the regular season.
- 3.8.1.6: The Association via the Sports Coordinators' Sub-Committee and the General Committee will decide upon the method of hosting Finals games.

### **3.8.2: LADDER POSITIONS - FINALS**

- 3.8.2 (a) For any season of TAS sport to be considered Premiership quality season teams must have played half the allotted number of games to complete the season. Anything less than that will be deemed a season of no competition. (In situations where half a season includes a half game, the half game can be ignored meaning 4 games of a 7 game season is acceptable for a Premiership to stand.)  
(In situations where some schools have not completed the necessary number of games but other schools have, the competition will be deemed as being acceptable for a Premiership to stand)
- 3.8.2.1: Teams will be placed on the ladder according to the number of points gained due to games won, lost or drawn including bonus points as is normal for each sport.
- 3.8.2.2: In situations where points are level, schools will be separated by the following means.
  - 3.8.2.3: The team that won the regular season encounter between the two schools will be placed above the other team on level points.
  - 3.8.2.4: Should there be no result in the fixture between the two schools, they shall be separated using the points differential between the two tied teams and their matches against the teams ranked immediately above and below the position of the tie.  
or if there are more than two schools on even points and option (3.8.2.3) does not separate the teams, teams will then be separated into positions on the ladder with the use of points differential, using the difference between the tied teams; that is, using the points scored for and against each team in the matches involving the tied teams only.
  - 3.8.2.5: Should all teams still be unable to be separated, teams will be separated using points for and against accumulated only in games between all tied teams and the teams immediately above and below the tied position.



3.8.2.5.1: If this is still unable to divide the tied teams the point differential between the tied teams and the teams to two places above and below shall be used.

3.8.2.5.2: If teams are still unable to be split all methods will be used once again. On the second attempt to separate teams, when one team can be eliminated from the tie, it shall be discarded and the remaining tied teams shall progress through the process until they too are separated.

3.8.2.5.3: Should teams still be unable to be split after a second movement through the process, the teams tied without any teams that have been discarded may begin the process a third time.

3.8.2.6: In Cricket we use Net Run Rate to determine the positions of tied teams. When final Cricket points produce inequalities in results, with a second or third placed team producing the same -or less - 'losses' in the season than the leading team – ***through a greater number of washouts*** - the points scored from the games actually played shall be divided by the number of games played to ascertain the winner of the Premiership. This shall be the team with the higher resulting average.

3.8.2.7: In all cases when tied teams are unable to be separated using the aforementioned methods, because games were not played, the tied teams will be separated by the point differential of games played between the closest common opponents situated above and below the tied teams on the ladder.

### **3.8.2 (a): LADDER POSITIONS - NO FINALS**

3.8.2 (a).1: For any season of TAS sport to be considered Premiership quality season teams must have played half the allotted number of games to complete the season. Anything less than that will be deemed a season of no competition. (In situations where half a season includes a half game, the half game can be ignored meaning 3 games of a 7 game season is acceptable for a Premiership to stand.)

(In situations where some schools have not completed the necessary number of games but other schools have, the competition will be deemed as being acceptable for a Premiership to stand)

3.8.2 (a).2: Teams will be placed on the ladder according to the number of games won, lost or drawn as is normal for each sport.

3.8.2 (a).3: In all cases where teams stand on the same points, they will be awarded the position that corresponds to the highest position of the tied schools.  
i.e: Two schools finish on 10 points and occupy 3rd and 4th on the ladder. Both schools will be awarded 3rd place points for champion school.  
or Three schools finish on 14 points in 2st, 2nd and 3rd position on the ladder. All three teams will be granted Co-Premier status.

**3.8.3: FORFEITED GAMES**

- 3.8.3.1: All games forfeited will result in the non offending team occupying the higher position on the ladder of the two teams competing.

**3.8.4: TIED and WASHED OUT GAMES**

- 3.8.4.1: In the event of a 1st v 2nd final being washed out or tied, the premiership will be awarded to the school that finished with a higher number of points on the ladder.
- 3.8.4.2: If the two teams playing off for the premiership both finished on the same number of points on the ladder and the Final is a wash out or ends in a drawn match, the two teams will share a Premiership.
- 3.8.4.3: In the event of any finals match other than 1st v 2nd being washed out or drawn at the end of the game, the school that occupied the higher position on the ladder will maintain that position.

**3.8.5: UMPIRING and REFEREES**

- 3.8.5.1: In all Finals matches between 1st and 2nd teams neutral umpires and referees should be sought where possible.
- 3.8.5.2: Where schools are sharing venues and providing umpires, those umpires should be used to officiate games not involving the school from which they have come.

**3.9 Results**

**3.9.1: The Director of Sport (Sports Coordinator) of each school is responsible for passing on weekend sports results to the Executive Officer for publication. This should be achieved according to the guidelines below.**

- 3.9.1.1: Except in the case of finals, the "Home" school is defined as the school hosting the games, which may be on home grounds or at another venue.
- 3.9.1.2: The "Home" school is responsible for notifying the Executive Officer of results after each round of fixtures.
- 3.9.1.3: For all sports, results are to be telephoned or emailed to the Executive Officer - by no later than 5:15 p.m. on the day of the match in Trimester 1, and no later than 2.00 pm in Trimesters 2 and 3.
- 3.9.1.4: Where finals take place on a "Home" and "Away" basis, the above guidelines apply. Where finals are at a Central Venue, the Executive Officer will liaise with relevant Sports Coordinators to ensure results are reported.

**3.10 Forfeits**

- 3.10.1:** Defaulting teams will forfeit the rights to any points on offer for that round of competition. Non-defaulting teams will also be eligible for bonus points according to the guidelines below.

- 3.10.1.1: In the case of a forfeit in any grade, the non-defaulting team shall receive the maximum number of points that can be gained in the competition.
- 3.10.1.2: When schools forfeit a game, points should be scored for the school's for and against rating. Therefore the following by-law 3.10.1.4 will be used as a guide for allocating points for and against when teams have forfeited.
- 3.10.1.3: In the event that a school does not have a team and therefore the game is not played by ANY other schools, no points are allocated to the for and against columns on the ladder.
- 3.10.1.4: In the event of a team starting the competition and forfeiting a game or more than one game after the competition begins, points shall be added to the ladder's for and against columns in the following manner.
- 3.10.1.4.1: Volleyball can assume a victory by 3 sets to nil in all grades.
  - 3.10.1.4.2: Basketball can assume a victory by 30-0.
  - 3.10.1.4.3: Tennis can assume a 6-36 - 0-0 victory.
  - 3.10.1.4.4: Rugby can assume a 28-0 victory.
  - 3.10.1.4.5: Netball can assume a 12 nil victory.
  - 3.10.1.4.6: Hockey can assume a victory of 4-0.
  - 3.10.1.4.7: Soccer can assume a victory of 4-0.
  - 3.10.1.4.8: Touch can assume a victory of 4-0.
  - 3.10.1.4.9: Cricket can assume a Net Run Rate of zero for their team and zero against their team.

### **3.11 Byes**

- 3.11.1:** Whenever a school's teams encounter a bye within TAS competition, points will not be allocated to the Premiership tables.

### **3.12 Heat and First Aid**

- 3.12.1:** All TAS schools will provide adequate First Aid and adhere to the "Heat" requirements outlined in the following guidelines.
- 3.12.1.1: Home schools shall provide a minimum of two Sports Medicine personnel for Soccer and Rugby matches so that there is at least one medic available per field.
  - 3.12.1.2: Home schools shall provide a minimum of one First Aid officer, complete with ice and medical kit, for all other TAS team sports.
  - 3.12.1.3: When matches are played away from school venues, it is the responsibility of individual schools to ensure that a qualified First Aid person is in attendance.
  - 3.12.1.4: In Home matches, schools should ensure that all medical personnel are clearly visible to participants and coaches, by

means of a large sign indicating “First Aid Post” or by wearing coloured bibs.

- 3.12.1.5: When competition is to be played in extreme heat, it is recommended that the Home school supply ample drinking water and, where practical, sun shelter for both teams.

### **3.13 Late Starts to Matches**

- 3.13.1:** All teams from all schools will present ready for play within 15 minutes of the their appointed game time unless an alternative agreement can be or has been reached by the opposing Sports Coordinators/Heads of School.
  - 3.13.1.1: Teams should be ready to play at the appointed time.
  - 3.13.1.2: Teams will present for play if they have the minimum number of players to constitute a team as set down in the Association By-Laws.
  - 3.13.1.3: If unable to begin play after 15 minutes from the appointed start time, teams will forfeit the points for that competition match unless exceptional circumstances exist.
  - 3.13.1.4: Exceptional circumstances include but are not limited to...
    - 3.13.1.4.1: School bus accident traveling to the fixture.
    - 3.13.1.4.2: Car accident impacting on players of the team while traveling to fixture.
    - 3.13.1.4.3: Unfavourable traffic conditions when traveling to distant away venues. This refers to traffic jams where several players are unable to make the venue in time for the allocated start of the match. It does not include situations where players have travelled to an incorrect venue or have assumed an incorrect starting time for their game.
    - 3.13.1.4.4: Agreements made between competing Sports Coordinators.
  - 3.13.1.5: In all cases where exceptional circumstances are believed to exist there must be a discussion between sports coordinators to determine the agreed upon course of action.

### **3.14 Wet Weather and Extraordinary Circumstances**

- 3.14.1:** All schools involved in TAS competition will play matches as set out by The Association. In instances where this is not possible due to wet weather or cancellations by TAS Management, the following guidelines should be followed.
  - 3.14.1.1: Matches washed out or abandoned during play will have points awarded according to the By-Laws of that sport.
  - 3.14.1.2: In circumstances where a match is cancelled prior to the match time, either due to wet weather or through TAS Management

cancellations, both teams will be awarded points available for a draw in that sport.

3.14.1.3: When a major weather event threatens TAS sport, all TAS principals shall meet to determine the best course of action.

3.14.1.4: When 75% of games in a particular sport and/or a particular age group are washed out, all TAS games in that sport will be considered a wash out.

3.14.1.5: When wet weather is in play for outside matches schools should explore all avenues to ensure all matches take place.

3.14.1.5.1: Changing game times or shared hosting between the home and away schools are good ways to ensure all matches take place.

3.14.1.5.2: The away school has an opportunity to host when wet weather is in effect. This can be organised if a call is made by 10:00am on Thursday.

### 3.15 *Rescheduling Matches*

**3.15.1:** All games will be played at the designated time and date of the draw.

3:15.1.1 Schools may request for a change of date *in exceptional circumstances*, but opposing schools have no responsibility to meet the request.

**3.15.2:** Timing of games may be modified by mutual agreement. If schools cannot agree timing will be as stated in the By-Laws.

## 4. Carnivals & Convening

### 4.1 *CARNIVAL RULES:*

#### (a) **Positions of Schools**

For Swimming and Track & Field Carnivals, school spectator positions shall rotate in the sequence detailed in the annual information notes.

#### (b) **War Cries**

At the Swimming and Track & Field Carnival presentations, War Cries at the conclusion of the event shall be limited to those gaining first, second and third places.

#### (c) **Team Captains**

Schools shall appoint one male and one female team representative **only** for presentation duties.

#### (d) **Trophies Presented**

A trophy shall be presented to the winning school in each age group for each gender.

Trophies will also be awarded for overall boys and girls as well as boys' and girls' percentage and co-educational aggregate trophies.

Junior TAS trophies will be presented for each gender in each age group.

**TAS age groups for 2022 will be**

Yr12 (Open ages);

Year 11 (must have been born after July 1 2005);

Year 10 (must have been born after July 1 2006)

Year 9 (must have been born after July 1 2007)

Year 8 (must have been born after July 1 2008)

Year 7 (must have been born after July 1 2009)

**Junior TAS age groups for 2022 will be**

- Year 3 must have been born on or after July 1, 2013.
- Year 4 must have been born on or after July 1, 2012.
- Year 5 must have been born on or after July 1, 2011.
- Year 6 Open Primary School age providing born before 31 Dec 2009.

**(e) Age Champions**

A pennant shall be awarded to the TAS Age Champions in Track and Field and Swimming. This shall be to the girl and boy in each age group in each competition who scores the most points from competition in all division events.

**4.2 HOSTING AND RECORDING DUTIES**

The following lists of Hosting and Recording Duties are provided as a guideline to assist schools and the Association with planning for the coming years.

**4.2 (A)HOST SCHOOL DUTIES**

**SWIMMING:**

The Host school duties include organizing the following:

1. Announcer - provision of an appropriate person.
2. Students to assist Check Starters walking marshalling sheets to control room.
3. Students to present ribbons.
4. Students (up to 10) to deliver morning tea and lunches to officials.
5. Be at the venue early to assist with the set up of the marshalling room (need labels for chairs in room and to set up the room beforehand).
6. Spare stopwatches should be held in reserve as a back-up.
7. Director of Sport of convening school to assist with pennant and trophy presentations.

**TRACK & FIELD:**

The Host school duties include the following:

1. Announcer - provision of an appropriate person.
2. Safety Officer to patrol centre of arena.
3. Spare team of staff to cover one Field Event when school officials are late.
4. Appoint a lap scorer and bell ringer.
5. Appoint 10 students to act as runners and collect results from each event, man the scoreboard and to distribute refreshments/lunches to officials
6. Facilitate the the presentation of pennants and trophies.

**CROSS COUNTRY:**

1. **Prior to the event:** Define course, check for accuracy of distances and, if altered from the previously-approved course, submit to Delegate's Committee for approval.
2. **After inspection:** Carry out any changes required by the committee, liaise with co-host regarding duties, liaise with Recording school regarding requirements, and with the Executive Officer.
3. **On the day: (a)** Set up course as per Cross Country By-Laws, provide and appoint all necessary officials, equipment (including placegetters dais), Recording tent/building (with power), catering and ancillary facilities for the conduct of the Carnival.  
**(b)** Ensure staff and mobility equipment (eg: golf carts) are available for swift travel around course.
4. **During events:** remain in a central position to assist with problem solving.

## **4.2 (B)      *RECORDING SCHOOL DUTIES***

### ***Prior to the event:***

1. Recording schools for **Track & Field, Swimming and Cross Country Carnivals** should liaise with previous Recording school and run the Association's computer programme for familiarisation.
2. Receive and tabulate entries.
3. Liaise with Executive Officer regarding school enrolment numbers.
4. Print copies of the program for all officials.
5. Print copies of result sheets for officials at each station.

### ***On the day:***

1. Provision of clipboards for field events and marshalling should also list instructions and rules appropriate to the event according to the TAS Athletics By-Laws.
2. Clipboards will also contain the list of all competitors in all events and ribbons for all placegetters in field events.
3. Supply 20 spare copies of the program (list of events) for officials.
4. Provide all paper necessary to print and compile results.
5. Receive and enter 'late changes' into the competition program. (Note that it may reduce Carnival-day activity if changes are sought from schools in days prior to the event).
6. Receive and tabulate results.
7. Provide progressive Aggregate points to the Announcer. (Track & Field and Swimming only).
8. Provide final results for presentations.
9. Compile complete final results for distribution to all school Directors of Sport and the Association Executive Officer on the day of competition.

### ***In the case of a Tie***

### ***Carnival Points:***

If a tie exists for a position on the points table, the points for each position tied for will be added and averaged across the number of teams tied, e.g. tie for second by three teams in an eight team competition;

Second = 7 points +

Third = 6 points +

Fourth = 5 points

Total = 18 points

Divided by three tying teams = 6 points each

(Note: The next team is placed fifth and receives 4 points)

#### ***(4.2. C) TAS CARNIVAL SCHEDULE OF DUTIES***

|      | SWIMMING |        | CROSS COUNTRY |        | TRACK & FIELD |        |
|------|----------|--------|---------------|--------|---------------|--------|
|      | HOST     | RECORD | HOST          | RECORD | HOST          | RECORD |
| 2022 | StC      | WMAC   | SPS           | JPC    | CHAC          | WMAC   |
| 2023 | StC      | WMAC   | JPC           | SPS    | CC            | WMAC   |
| 2024 | STJ      | CC     | SPS           | JPC    | WMAC          | CHAC   |
| 2025 | STJ      | CC     | JPC           | SPS    | STJ           | CHAC   |
| 2026 | WMAC     | CHAC   | SPS           | JPC    | STC           | CHAC   |
| 2027 | WMAC     | CHAC   | JPC           | SPS    | OC            | CC     |
| 2028 | CHAC     | OC     | SPS           | JPC    | CHAC          | CC     |
| 2029 | CHAC     | OC     | JPC           | SPS    | WMAC          | CC     |
| 2030 | CC       | STC    | SPS           | JPC    | CC            | OC     |
| 2031 | CC       | STC    | JPC           | SPS    | STJ           | OC     |
| 2032 | OC       | STJ    | JPC           | SPS    | STC           | OC     |
| 2033 | OC       | STJ    | SPS           | JPC    | OC            | STC    |

\* Note: All schools will be required to provide 2 Marshals for Cross Country carnivals.

#### ***4.2 (D) CONVENING DUTIES for general sports carnivals***

##### ***TAS and Junior TAS common venue participation:***

The convening school duties include organizing the following:

1. Arrive at the venue early enough to ensure grounds are presentable and safe for play.
2. In the event of unfavourable weather and event cancellation, ensure all Directors of Sport participating are informed in a timely manner (usually by 6:00am) Text message or email is not sufficient. A phone call must be made and contact should be confirmed (Not a voice message)
3. Have an air horn on hand to assist with central timing of multiple games.
4. Have a timer to assist with start and stop times of matches controlled via central timing.
5. Have an area set up for First Aid.
6. Liaise with the Executive Officer regarding the provision of First Aid.
7. Liaise with the Executive Officer to organise necessary officials.
8. Ensure you have a copy of the most recent By-Laws for the sport in question.



9. Troubleshoot any issues that may arise throughout the event.
10. Prepare a control centre that will be manned throughout the event.
11. Collate scores for all matches and when appropriate send through to the TAS Executive Officer.

## **5. Basketball**

### **5.1. Safety Aspects**

The requirements of this schedule apply to the teaching of Basketball skills, team training and competition matches conducted by schools.

#### ***5.1.1. Level of risk***

- 5.1.1.1. Involvement in basketball involves medium risk.

#### ***5.1.2. Minimum supervision***

- 5.1.2.1. One adult present should have knowledge of, and an ability to perform, first aid procedures.
- 5.1.2.2. If an adult other than a registered teacher is engaged for instruction, a teacher should be present to take overall responsibility.

#### ***5.1.3. Qualifications***

- 5.1.3.1. The qualifications listed in this section are minimums for each type of situation. Leaders are encouraged to seek training to raise their qualification level above the minimum listed.
- 5.1.3.2. The leader should be:
- 5.1.3.3. a registered teacher with experience (previous involvement) in the teaching of basketball
- 5.1.3.4. an adult who has Foundation Level coaching qualifications from the Basketball Australia

#### ***5.1.4. Minimum equipment***

- 5.1.4.1. A first aid kit should be available at all venues where lessons and competitions are conducted.

#### ***5.1.5. Hazard reduction***

- 5.1.5.1. Activities should be sited away from buildings, pedestrians and other activities.
- 5.1.5.2. Teachers should ensure students cut or tape long fingernails to prevent injury to any participants.
- 5.1.5.3. Students should wear footwear appropriate to the playing surface.
- 5.1.5.4. The surface should be hard and flat (i.e. concrete, bitumen or wood).
- 5.1.5.5. The surface should be non-slip and free from obstructions and loose objects.
- 5.1.5.6. The court surface should be kept free from obstructions and loose objects.

- 5.1.5.7. A minimum space of 2 metres should surround each court.
- 5.1.5.8. Indoor facilities should have adequate lighting and ventilation. Lights should be protected.
- 5.1.5.9. Outdoor courts should be sited in a north-south direction to limit visual interference from the sun.
- 5.1.5.10. Equipment, including goal posts and boards, should be checked for damage before play and removed from use where necessary.
- 5.1.5.11. The teacher should ensure the rules regarding physical contact and rough play are adhered to.
- 5.1.5.12. Teachers should ensure students with open cuts and abrasions from the court for immediate treatment. If bleeding cannot be controlled completely, the player should not be allowed to return to the court. All clothing, equipment and surfaces contaminated by blood should be treated as potentially infectious.

## **5.2. TAS Basketball By-Laws**

### **5.2.1. GRADES**

- 5.2.1.1. Grades for boys and girls shall be:  
Firsts, Seconds, Year 10, Year 9, Year 8 & Year 7.

### **5.2.2. MINIMUM NUMBER OF PLAYERS**

- 5.2.2.1. A minimum of four (4) players is required to constitute a team. A school having less than four players by fifteen (15) minutes after the scheduled start time shall forfeit the match, notwithstanding the guidelines outlined in By-Law 3.13, "Late Starts".
- 5.2.2.2. Should player numbers fall below four (4) after a match has commenced, the match shall continue.

### **5.2.3. SELECTION OF TEAMS**

- 5.2.3.1. Schools shall select fully the players of all higher grade teams before selecting those of lower grade teams, whether the higher grades are engaged or not.
- 5.2.3.2. No student shall play in more than one team in the same round unless he replaces an injured or absent player in a higher age or grade, subject to By-Law 3.4 specifically, by-laws 3.4.1.5 and 3.4.1.6.

### **5.2.4. MATCH TIMES**

- 5.2.4.1. The home school will set the times for play in consultation with the visiting school. Times should remain as close as possible to the following.

| TIME     | COURT 1 | COURT 2 |
|----------|---------|---------|
| 8.00 am  | YEAR 10 | YEAR 7  |
| 9.00 am  | 2NDS    | YEAR 8  |
| 10.00 am | 1STS    | YEAR 9  |

### **5.2.5. WASHOUTS**

- 5.2.5.1. A washout may occur at any time the chief umpire deems the court to be unsafe. Consultation between coaches / coordinators from both schools may assist umpires

with this call. In cases where umpires are not qualified the call will be made after consultation with coaches/coordinators. Should the court be questioned as playable or unplayable, and the referees not agree, the 'existing state of affairs' will exist.

5.2.5.2. **Existing state of affairs:** This phrase is used in competition rules to clarify situations in which a difference of opinion concerns the progress of the match.

5.2.5.3. If a match has not started and the Umpires/Coaches do not agree, then the match does not start.

5.2.5.4. If a match is in progress, and if agreement cannot be reached, then the match is to continue.

5.2.5.5. If a wash out occurs prior to half time, the points will be shared between both teams.

5.2.5.6. If a wash out occurs at any point at half time or later the leading team will be declared the winner.

5.2.5.7. In keeping with TAS policy there will be no rescheduled matches for wet weather.

5.2.5.8. **Weather prior to match starting:** Teams shall arrive at the designated ground even though weather conditions appear to make play unlikely. However, in conditions of extremely adverse weather, a match may be abandoned on the advice of the Director of Sport of the home team before teams arrive at the designated ground, provided that teams mutually agree to this course of action. Through consultation between Directors of Sport alternate match time may be negotiated on that day.

### 5.2.6. MATCHES

5.2.6.1. **Timing:** Each match shall consist of 4 x 10 minute quarters, with a one minute interval between the 1<sup>st</sup> and 2<sup>nd</sup> period and the 3<sup>rd</sup> and 4<sup>th</sup> period and with a half time interval of three minutes.

5.2.6.2. In the case of a drawn match there will be no extra time allocated.

5.2.6.3. **Clock Stops:** The clock shall be stopped for all time outs. Time outs must last the entire minute.

5.2.6.3.1. The clock shall also stop for dead ball situations, including after a basket has been scored, in the last two minutes of the fourth quarter.

5.2.6.4. **Time Outs:** Each team is permitted to have one time out in the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> quarters and two time outs in the 4<sup>th</sup> quarter.

5.2.6.5. **Substitutions:** When the clock is stopped because a field goal has been scored in the final two minutes of play, the team entitled to the ball from the end line may initiate a substitution, provided the request was made before the ball becomes alive again after the made field goal. Should the team in question take advantage of this, the opponents may do likewise.

5.2.6.6. **Back court:** In all grades **except** Years 7 & 8, when a player gains control of a live ball in their back court, their team must, within 8 seconds, cause the ball to go into the front court. In Years 7 & 8 matches, time allowed shall be 10 seconds.

5.2.6.7. **Team Fouls:** When a team has committed four player fouls (personal or technical), in a quarter, the bonus situation will apply with all subsequent player fouls resulting in two free throws.

5.2.6.8. **Technical Fouls:** The penalty for a technical foul by a player is one free throw and possession at half court by the non-offending team.

### **5.2.7. POINTS**

5.2.7.1. Points shall be allocated as

Win = 4

Draw = 2

Loss = 1.

### **5.2.8. OFFICIALS**

5.2.8.1. All referees of TAS Basketball will be qualified officials.

5.2.8.2. Referees for the Firsts, Seconds and Year 10 matches should be of a Level 1 or Level 2 standard of the local Basketball Association officials.

5.2.8.3. It is the responsibility of the Home school to provide officials for all matches. If this creates difficulties, the "Away" school shall be invited to provide some officials.

5.2.8.4. If the "Away" school has access to available qualified officials, they shall inform the Home school prior to the match.

5.2.8.5. The Home school shall reimburse officials on the day of competition.

5.2.8.6. The **home team** shall appoint **a scorer and a timekeeper** for the conduct of the match.

### **5.2.9. BALLS**

5.2.9.1. The school at whose courts the match is being played shall supply the balls as follows:

5.2.9.1.1. Boys Open to Year 9 = Size 7

5.2.9.1.2. Boys Years 7 & 8 & All Girls Grades = Size 6

5.2.9.2. All games should use a high quality standard of ball regardless of age.

### **5.2.10. DRESS**

5.2.10.1. Numbered uniforms of the colour of the school shall be worn.

5.2.10.2. When uniforms clash, it is the responsibility of the Away team to source alternate jerseys or numbered bibs.

5.2.10.3. Non-marking shoes are to be worn when playing indoors and on outdoor synthetic courts.

### **5.2.11. LIMITATIONS**

5.2.11.1. "DUNKING"

5.2.11.1.1. Dunking the ball shall be permitted **EXCEPT:**

5.2.11.1.1.1. before the game or at interval;

5.2.11.1.1.2. when the player hangs on the ring.

5.2.11.2. "KEYHOLE" ZONE DEFENCE

5.2.11.2.1.1.1. "Keyhole" Zone Defence shall not be permitted in years 7 & 8 of competition.

### **5.2.12. *PLAYER SANCTIONS***

- 5.2.12.1. In all cases where a player is ejected from the court by the match officials that player will incur a mandatory one match suspension from TAS sport. (A bye is not considered one match of TAS sport)
- 5.2.12.2. This sanction applies equally to Males, Females, Juniors and Seniors, therefore Junior TAS participants ejected from the court will also incur this mandatory suspension.

## **5.3. Junior TAS Basketball (Years 4, 5 & 6)**

### **5.3.1. *STARTING TIMES***

Matches should start at 8.00am OR 9.00 am or as determined by the host school.

### **5.3.2. *TIMING OF GAMES***

- 5.3.2.1. 4 x 10 minute quarters
- 5.3.2.2. 5 min warm up
- 5.3.2.3. 5 min half time
- 5.3.2.4. 2 min quarter time
- 5.3.2.5. 1 time out allowed per quarter per team
  - 5.3.2.5.1.1. f) The clock does NOT stop except for last two minutes of the last quarter for time-outs and all dead ball situations. When a team is ahead by 20 points or more the clock shall not be stopped.

### **5.3.3. *BALLS***

- 5.3.3.1. The home team shall supply a regulation size ball for each match:
- 5.3.3.2. Year 5/6 Division 1 = Size 6
- 5.3.3.3. Year 4 & Year 5/6 Division 2 = Size 5

### **5.3.4. *PREMIERSHIP***

- 5.3.4.1. No premiership points are kept. Students are playing for the enjoyment of the game, to improve their skills and sense of sportsmanship.

### **5.3.5. *TEAMS***

- 5.3.5.1. Up to 5 players from each team are to be on the court at any one time.
- 5.3.5.2. A minimum of 4 players shall constitute a team.
- 5.3.5.3. All teams are to be boys OR girls teams.
- 5.3.5.4. No player shall play in more than one team in the same season unless he/she replaces an injured or absent player in a higher grade.

### **5.3.6. *DRESS***

- 5.3.6.1.1. Players are to wear school sports uniform or basketball uniform.
- 5.3.6.1.2. Numbers must appear on the front and back of the shirts (in accordance with Official Rules).

### **5.3.7. *REFEREES/OFFICIALS***

- 5.3.7.1. Home schools shall supply at least one competent Referee. The Referee should make an effort to explain rules to both teams if players do not understand the reason

behind a decision. Referees may give coaching tips (during Year 4 matches) only if given to both teams fairly.

### **5.3.8. SCORERS**

- 5.3.8.1. Each school should supply a scorer. They should sit together and keep score throughout the duration of the match.

### **5.3.9. ZONE DEFENCE**

- 5.3.9.1. Keyhole zone defence should not be permitted in any of the year level competitions. Effort to adhere to man to man rules must be applied.

### **5.3.10. VENUES**

- 5.3.10.1. Courts are to be clearly marked and must include goal post protectors.
- 5.3.10.2. A ground is unfit for play when it is wet or slippery so that players do not have a reasonable foothold. The decision concerning the fitness of grounds for play shall be made by the host school. This decision should be conveyed to the Director of Sport of the relevant school no later than 6.15am on game day.
- 5.3.10.3. Rings should be of height of 10 feet (3.05 m) from the ground. Year 4 games should be played on 8 ft height rings where possible.

### **5.3.11. MERCY RULE**

- 5.3.11.1. If a team is more than 20 points ahead, they are required to **play a modified game format so that the winning team is learning something and the losing team has an opportunity to gain some success and build their skills**. All teams will return to the baseline once a goal has been scored. Full press defence is not permitted in the mercy rule situation.
- 5.3.11.2. In addition to returning to the baseline at least one other modification method must be undertaken. Should the team continue to dominate, coaches should add modifications to increase the level of difficulty for their team so that they remain challenged by the match. Some suggestions for how teams could enforce the second step of the mercy rule are...
  - 5.3.11.2.1. When defending you cannot take the ball from attackers hands. Possession turnovers must be won via interceptions.
  - 5.3.11.2.2. Once one player scores they cannot be the next player to score.
  - 5.3.11.2.3. Attacking teams can only shoot from outside the key.
  - 5.3.11.2.4. Attacking teams can only try 3 point shots.
  - 5.3.11.2.5. All players on the attacking team must touch the ball before a shot is allowed.
  - 5.3.11.2.6. Dominant players are required to set up their team mates and are no longer allowed to score.
- 5.3.11.3. Further points will be recorded on the scoresheet but will not be added to the scoreboard except when additional points are scored by the losing team. In this case points can be added to the winning team so that they remain no more than 20 points ahead on the scoreboard. The published result will be the scoreboard result.

### **5.3.12. FIRST AID**

- 5.3.12.1. Each home team must provide ice and a suitably equipped First Aid Kit.
- 5.3.12.2. The home team should ensure a qualified First Aider is present for all matches.

5.3.12.3. Any player who sustains a bleeding wound will be sent from the field and will not be permitted to return until the bleeding is stopped and the wound covered. Blood on uniform must be completely removed or the uniform replaced.

## 6. Cricket

### 6.1. Safety Aspects

The requirements of this schedule apply to the teaching of Cricket skills, team training and competition matches conducted by schools.

#### 6.1.1. Level of risk

6.1.1.1. *The categorisation of these conditions is subjective and offered as a starting point for risk management planning. The actual degree of risk is best ascertained by persons with intimate local knowledge present at the site of the activity.*

6.1.1.2. Participation in outdoor cricket involves medium risk (level 2).

#### 6.1.2. Minimum supervision

6.1.2.1. One adult present should have knowledge of, and an ability to perform, first aid procedures.

6.1.2.2. If an adult other than a registered teacher is engaged for instruction, a teacher should be present to take overall responsibility.

#### 6.1.3. Qualifications

6.1.3.1. *The qualifications listed in this section are minimums for each type of situation. Leaders are encouraged to seek training to raise their qualification level above the minimum listed.*

6.1.3.2. The leader should be:

6.1.3.2.1. a registered teacher with experience (previous involvement in the activity) in the teaching of cricket

6.1.3.2.2. an adult who has Foundation Level coaching qualifications from the Australian Cricket Board

#### 6.1.4. Minimum equipment

6.1.4.1. A first aid kit should be available at all venues where lessons and competitions are conducted.

#### 6.1.5. Hazard reduction

6.1.5.1. Initial introduction of the activity should include:

6.1.5.1.1. appropriate warm-up and warm-down activities

6.1.5.1.2. rules, safety procedures and prerequisite skills before students play the game

6.1.5.1.3. progressive and sequential skill development

6.1.5.1.4. specific exercises and lead-up activities for fast bowlers

6.1.5.1.5. modified games that match skill and fitness levels of students.

6.1.5.2. Activities should be sited away from buildings, pedestrians and other activities.

6.1.5.3. Activities should be sufficiently spaced to prevent any equipment entering another playing area.

6.1.5.4. The playing area should be level and free from obstacles and loose objects.



- 6.1.5.5. The wicket surface and the outfield area should be safe and suitable for the ability level of the students.
- 6.1.5.6. Protective netting, pitches and approaches in practice nets should be kept in good repair.
- 6.1.5.7. Plastic or metal stump sets should be used for practice and in modified games.
- 6.1.5.8. Boundary markers should be made of non-injurious materials.
- 6.1.5.9. Fasteners used to affix portable wicket covers firmly to the ground should be non-injurious.
- 6.1.5.10. Pitches should be sited in a north-south direction to limit visual interference from the sun.
- 6.1.5.11. Situations during catching practice where the catcher's vision is impaired by the sun should be avoided.
- 6.1.5.12. Equipment should be checked for damage before play commences and removed from use, if necessary.
- 6.1.5.13. Leg guards, protectors and gloves should be worn by batters and wicket-keepers.
- 6.1.5.14. A specifically designed cricket helmet and face guard must be worn by all batters when playing in a match or at practice where a hard ball is being used.
- 6.1.5.15. Males need to wear protectors when batting and when fielding close to the wicket.
- 6.1.5.16. Students who field close to the wicket (including wicketkeepers keeping up to the stumps) must wear shin guards and a helmet with face guard when playing in a match or at practice where a hard ball is being used. Students 14 years or younger should not field closer than 10 metres from the striking batter at any position on the leg side of the wicket or at any position forward of point on the off side of the wicket.
- 6.1.5.17. Appropriate shoes for batting and bowling on turf wickets are encouraged.
- 6.1.5.18. The number of balls a fast bowler bowls at practice and during matches should be limited to suit the bowler's age and development. TAS delegates agree that the QCA regulations are the current standard of best practice. The limitation on fast bowlers during matches is stipulated within the game play section of these By-Laws.
- 6.1.5.19. Only the batter should be positioned inside the nets unless appropriate wicket-keeping practice to slow bowling is required.
- 6.1.5.20. Students should not collect balls from inside the nets while bowling is in progress.
- 6.1.5.21. Appropriate safety procedures should be implemented when practice is conducted in adjacent nets.
- 6.1.5.22. Students should be instructed to watch the ball in play and during net practice.
- 6.1.5.23. Adequate water needs to be consumed before and during the session to prevent dehydration.

## 6.2. TAS Cricket By-Laws

### 6.2.1. GRADES

6.2.1.1. Grades catered for shall be:

- 6.2.1.1.1. Senior 1sts, 2nds and 3rds made up predominantly of students from years 10,11 and 12
- 6.2.1.1.2. Intermediate 1sts, 2nds made up of students from years 7, 8 and 9
- 6.2.1.1.3. and Intermediate 3rds made up of students from years 7 and 8 only.

### 6.2.2. COMPETITION FORMAT

#### 6.2.2.1. FIRST XI

- 6.2.2.1.1. A 50 over match under International "Limited Over" Rules.
- 6.2.2.1.2. There will be fielding restrictions
  - 6.2.2.1.2.1. where 2 fielders are permitted outside a 27m circle for the first 15 overs and 4 permitted outside after the 15th over.
  - 6.2.2.1.2.2. See "Use of protective helmets for restrictions introduced through safety concerns (ie: Fielding distance from the bat).
- 6.2.2.1.3. Two balls per over are allowed to be pitched between the head and shoulders of the batsman's normal stance. Any further balls pitched outside this area should be deemed a No-Ball. This should be maintained through all grade levels.
- 6.2.2.1.4. The batsman will receive a 'Free Hit' if the bowler bowls a No-Ball in 1st XI fixtures only.

#### 6.2.2.2. 2<sup>nd</sup> XI & Intermediate 1sts,

- 6.2.2.2.1. 30-overs per team, with all allotted overs to be bowled, subject to innings closure.

#### 6.2.2.3. Senior 3rds and Intermediate 2nds and 3rds will play a 20/20 match.

- 6.2.2.3.1. Intermediate 3rds play 9-a-side.

### 6.2.3. MINIMUM NUMBER OF PLAYERS

6.2.3.1. A minimum of seven (7) players are required to constitute a team. A school having less than seven players by fifteen (15) minutes after the scheduled start time shall forfeit the match, notwithstanding the guidelines outlined in By-Law 3.13, "Late Starts".

6.2.3.2. Should player numbers fall below seven (7) after a match has commenced, the match shall continue.

### 6.2.4. SELECTION OF TEAMS

6.2.4.1. Schools shall select fully the players of all higher grade teams before selecting those of lower grade teams, whether the higher grades are engaged or not.

6.2.4.2. No student shall play in more than one team in the same round unless he replaces an injured or absent player in a higher age or grade, subject to By-Law 3.4 specifically, by-laws 3.4.1.5 and 3.4.1.6.

6.2.4.3. Intermediate 3rds matches should have only 9 players fielding at any one time.

### **6.2.5. GROUND PREPARATION and NOMINATION**

6.2.5.1. For First XI matches, each school shall nominate a turf wicket as its "Home" ground if one is available. If a turf wicket is not available, a covered concrete wicket (synthetic or matting) may be nominated.

6.2.5.2. All 1st XI pitches should have an off side and leg side marking on the crease to assist umpires in the calling of wides (These wide guidelines are 30cm either side of Leg Stump). This is in addition to the usual return crease that should also be marked.

6.2.5.2.1. All balls that pass down the leg side and behind the striker are considered negative bowling and shall be called wide.

6.2.5.2.1.1. The delivery is not a wide if the ball passes between the striker and the leg stump.

6.2.5.3. Intermediate 2nds and Seconds teams are to play on the "Away" wicket nominated for First XI matches and the remaining grades shall play on any available turf or covered (synthetic or matting) or uncovered concrete wicket nominated by the "Home" school.

6.2.5.4. Intermediate 3rds matches should be conducted on an 18m length pitch. Boundaries no more than 45m from the centre of the wicket.

6.2.5.5. When turf wickets are unfit for play for any reason, teams shall play on any available covered or uncovered concrete wicket at the designated venue.

### **6.2.6. PLAYING SCHEDULE**

6.2.6.1. Matches are to be played under the following schedule:

|      | <b><u>All Day</u></b> | <b><u>Morning</u></b> | <b><u>Afternoon</u></b> |
|------|-----------------------|-----------------------|-------------------------|
| Home | First XI              | Senior 2nds           | Intermediate 1sts       |
| Away | -----                 | -----                 | Intermediate 2nds       |
| Away | -----                 | -----                 | Intermediate 3rds       |

6.2.6.2. Hours of play are as follows:

First XI:

|                   |                    |
|-------------------|--------------------|
| Morning session   | 9.00 am - 12.30 pm |
| Interval          | 12.30 pm - 1.10 pm |
| Afternoon session | 1.10 pm - 4.40 pm  |

6.2.6.3. **NOTE:** In 1<sup>st</sup> XI matches, Lunch will be taken at the conclusion of 50 overs or, should a team be all out prior to their allocated overs being completed, at a time agreed to by Coaches.

6.2.6.4. Other Grades - Morning:

|   |                     |
|---|---------------------|
| 2 <sup>nd</sup> & 3 <sup>rd</sup> XI First Batting team | 8:30 am - 9:50 am   |
| Interval  | 9:50 am - 10:00 am  |
| Second Batting team                                     | 10:00 am - 11:20 am |

6.2.6.5. Other Grades - Afternoon:

Intermediate 1sts

|                          |         |   |         |
|--------------------------|---------|---|---------|
| First Batting team       | 1.00 pm | - | 3.00 pm |
| Interval                 | 3.00 pm | - | 3.10 pm |
| Second Batting team      | 3.10 pm | - | 5.10 pm |
| Intermediate 2nds & 3rds |         |   |         |
| First Batting team       | 1.00 pm | - | 2.20 pm |
| Interval                 | 2.20 pm | - | 2.30 pm |
| Second Batting team      | 2.30 pm | - | 3.50 pm |

#### 6.2.6.6. Drink Breaks:

- 6.2.6.6.1. In extreme heat situations additional drinks breaks are encouraged.
- 6.2.6.6.2. Drinks may be taken on the field after an hour of continuous play in an innings or after each 17 overs of First XI matches. Such breaks shall be taken with a minimum loss of time and should not exceed five (5) minutes duration.
- 6.2.6.6.3. During First XI matches in excessive heat, an extra drink break per innings may be taken with the agreement of the Umpires.

#### 6.2.6.7. Interval between Innings - First XI matches:

- 6.2.6.7.1. If a team is dismissed within thirty (30) minutes of the scheduled luncheon interval, that interval shall be taken. Outside that time, a normal innings change of ten (10) minutes shall occur.
- 6.2.6.7.2. When play has been delayed or interrupted, Umpires shall vary the length of the luncheon interval as follows:

| <u>Time Lost</u>         | <u>Interval</u> |
|--------------------------|-----------------|
| Up to 60 minutes         | 30 minutes      |
| Between 60 - 120 minutes | 20 minutes      |
| More than 120 minutes    | 10 minutes      |

### 6.2.7. WET WEATHER

#### 6.2.7.1. Wet weather prior to match starting:

- 6.2.7.1.1. Teams shall arrive at the designated ground even though conditions appear to make play unlikely. However, in instances of extremely adverse weather, a match may be abandoned on the advice of the Director of Sport of the "Home" school before teams arrive at the designated ground, **provided** that teams mutually agree to this course of action.

#### 6.2.7.2. Wet weather during match:

- 6.2.7.2.1. When the two teams are at the ground at the time set down for play to commence, the decision on the fitness of the ground shall be made by the Director of Sport of the "Home" school or by that school's designated person. Should the wicket be declared playable and the Umpires not agree, the "existing state of affairs" shall continue until agreement is reached.

- 6.2.7.2.2. **Existing state of affairs:**

6.2.7.2.2.1. This phrase is used in competition rules to clarify situations in which a difference of opinion concerns the progress of the match.

6.2.7.2.2.1.1. If a match has not started and the Umpires/Captains do not agree, then the match does not start.

6.2.7.2.2.1.2. If a match is in progress, and if agreement cannot be reached, then the match is to continue.

**6.2.7.3. *Second Innings Curtailed - Wet Weather:***

6.2.7.3.1. In the event of weather conditions preventing the team batting second from receiving its quota of overs, for 1st XI games the Duckworth/Lewis system shall be used to determine the target for the team batting second.

6.2.7.3.2. In all other age groups the Run Rate will be used to determine the result.

**6.2.8. LENGTH OF INNINGS**

**6.2.8.1. *Overs Not Bowled in Time: (This does not include rain interrupted matches)***

6.2.8.1.1. If the innings of the team batting first is compulsorily closed prior to receiving the full complement of overs (ie time expired), then the side batting second - if it is not dismissed - shall be entitled to bat only for the same number of overs as it bowled to the other team.

6.2.8.1.2. If the innings of the side batting first has been completed other than by compulsory closure, then the side batting second - if it is not dismissed - shall be entitled to bat for the full allocation of overs, or until time expires, whichever comes first.

6.2.8.1.3. If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs have been bowled, or a result achieved.

**6.2.8.2. *Time Lost: (This does not include rain interrupted matches)***

6.2.8.2.1. Late arrival of team: Extra time shall be added due to the late arrival of a team. Either team shall have the right to extend the time until the full duration has been completed, except when a team is unable or unwilling to commence play within fifteen (15) minutes of the time set down for commencement when a forfeit may be claimed.

6.2.8.2.2. Time lost during play: Less than six (6) minutes is to be ignored. An over shall be lost **from each team** for each whole six (6) minutes lost.

6.2.8.3. All Intermediate 3rds matches should be completed inside a 3 hour time frame.

Coaches and umpires are required to use time saving methods to reach this target.

6.2.8.4. Batsmen in Intermediate 3rds matches should retire after facing 35 balls. They are permitted to return to the pitch in the order they left, should all other members of the team have completed their bat.

6.2.8.5. An innings is declared closed after the loss of 8 wickets in Intermediate 3rds matches.

### **6.2.9. THE RESULT**

6.2.9.1. A result can only be achieved if both teams have had the opportunity to bat for a **minimum of overs**. (ie First XI = 20 overs each; 30 over games = 10 overs each and 20 over games = 5 overs each), unless the team batting second scores sufficient runs to win in less than that number of overs.

6.2.9.2. All other matches in which one or both teams have not had an opportunity of batting for the minimum number of overs shall be declared Drawn matches and points allotted in accordance with the points schedule.

### **6.2.10. BALLS**

6.2.10.1. A high quality standard of ball should be used for all matches regardless of age.

6.2.10.2. Balls used should all be leather balls with a 4 piece leather ball for 1st XI matches and a 2 piece leather ball for all other grades.

6.2.10.3. Intermediate 3rds should use a 142g ball.

### **6.2.11. BOWLING and BATTING RESTRICTIONS**

#### **6.2.11.1. First XI:**

6.2.11.1.1. No bowler shall bowl more than ten (10) six-ball overs in an innings.

6.2.11.1.2. No "fast bowler" shall bowl more than six (6) consecutive overs in any one spell - a "fast bowler" being designated as one for whom the wicketkeeper stands back from the stumps. Once a spell is completed, a fast bowler may not return to the bowling crease until **double** the number of overs which he bowled have been completed by other bowlers. (ie. Bowls spell of 5 overs, 10 further overs must be completed before he may bowl again).

#### **6.2.11.2. Other Grades where 30 over games are the norm:**

6.2.11.2.1. No bowler shall bowl more than six (6) six-ball overs in an innings.

6.2.11.2.2. "Fast" and "medium fast" bowlers (defined as those for whom the wicketkeeper stands back from the stumps) shall bowl no more than four (4) overs in any one spell and may not bowl again until **double** the number of overs which he bowled have been completed by other bowlers. (ie. Bowls spell of 4 overs, eight further overs must have been completed before he bowls again).

#### **6.2.11.3. 3rd XI:**

6.2.11.3.1. No bowler shall bowl more than Four (4) six-ball overs in an innings.

6.2.11.3.2. "Fast" and "medium fast" bowlers (defined as those for whom the wicketkeeper stands back from the stumps) shall bowl no more than four (4) overs in any one spell. If his spell is broken, he may not bowl again until **double** the number of overs which he bowled have been completed by other bowlers. (ie. Bowls spell of 2 overs, four further overs must have been completed before he bowls again).

6.2.11.4. Delayed or Interrupted Match:

6.2.11.4.1. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs to be bowled.

6.2.11.4.2. Where the total is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the difference.

6.2.11.5. Bowler Unable to Complete Overs:

6.2.11.5.1. In the event of a bowler breaking down and being unable to complete an over, the remaining balls shall be bowled by another bowler. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.

### **6.2.12. Intermediate 3rds**

6.2.12.1. Up to 11 players may be selected; however, no more than 9 fielders on the field at any time.

6.2.12.2. No over shall be more than 8 balls in length, except the final over where 6 legal deliveries must be bowled.

6.2.12.3. 9 players are required to bowl at least two overs each including the wicketkeepers before any player bowls more than 2 overs.

6.2.12.3.1. Any one player can bowl a maximum of 4 overs.

6.2.12.3.2. Bowling must be rotated so that all players bowl 2 overs each prior to any single player bowling a third over.

6.2.12.4. After 15 overs the wicketkeeper changes for the remaining 15 overs.

6.2.12.5. Batsmen must retire after facing 35 balls. (Batsmen who have retired may return to the crease in the order in which they retired provided the innings is yet to close at the loss of 8 wickets or the completion of overs.)

6.2.12.6. An innings is declared closed after the loss of 8 wickets.

### **6.2.13. LIMITED OVER RULES**

6.2.13.1. In 1st XI and Intermediate 1st XI limited over rules shall apply for Wides and No Balls:

6.2.13.1.1. Wides & No Balls = runs scored **plus** one (1) sundry **plus** extra ball.

6.2.13.2. On concrete pitches, if a ball hits the edge of the pitch it shall be called a **Dead Ball** and another ball bowled without penalty. A ball that misses the pitch entirely is to be called a Wide and penalised accordingly.

6.2.13.3. In all grade levels other than 1st XI and Intermediate 1st XI a maximum of 8 balls will be bowled per over.

### **6.2.14. SCORERS**

6.2.14.1. Scorers from both teams shall sit together for the duration of the match and use the MyCricket app for 1st XI and Intermediate 1sts. Should any discrepancy occur between Scorers, they shall contact the Umpires **immediately** for clarification.

6.2.14.2. In First XI matches, the scores and match details are to be uploaded by the following Monday.

6.2.14.3. Schools must ensure they have registered players for their 1st XI and Intermediate 1st XI teams so they may be selected for the MyCricket scoring app.

### **6.2.15. UMPIRES**

#### **6.2.15.1. Umpires:**

6.2.15.1.1. Where possible a qualified Cricket Umpire shall control all TAS Cricket matches. When only one official is available, s/he shall umpire from the bowler's end and Coordinators or designated adults from each of the competing schools shall share duties at square leg.

#### **6.2.15.2. No Umpires present:**

6.2.15.2.1.1. When no umpires are present, each team will nominate a recognised adult to umpire and they shall alternate umpiring at square leg and the bowlers end.

#### **6.2.15.3. One designated adult:**

6.2.15.3.1.1. When there is only one designated adult in attendance, they shall umpire at the bowler's end.

#### **6.2.15.4. Time Wasting:**

6.2.15.4.1.1. In Limited Over matches, Umpires should fully take into account any deliberate slowing down of the tempo by either the batsmen or fieldsmen when it may disadvantage the opposition.

6.2.15.5. Umpires shall not Score while officiating.

### **6.2.16. USE OF PROTECTIVE HELMETS**

#### **6.2.16.1. Batting:**

6.2.16.1.1. Approved helmets are **compulsory** for all players.

#### **6.2.16.2. Fielding:**

##### **6.2.16.2.1. Senior 3rds and All Intermediate matches:**

6.2.16.2.1.1. No fielder is permitted within ten (10) metres of the bat in the 270 degree arc between Point, through the non-strikers wicket, to the wicketkeeper.

6.2.16.2.2. Wicketkeepers are required to wear a helmet in Intermediate 3rds matches.

##### **6.2.16.2.3. Senior 1sts and 2nds Matches:**

6.2.16.2.3.1. Only fielders who are 16 years and older are permitted to field within 10 metres of the striking batsman but no closer than 5 metres. In the 5 to 10 metre area, fielders **must** wear an approved helmet and box. All players younger than 16 are not permitted to field within 10 metres of the striking batsman.

### **6.2.17. 12<sup>TH</sup> MAN/SUBSTITUTIONS**

#### **6.2.17.1. 12<sup>th</sup> Man:**



6.2.17.1.1. In all matches, teams are permitted to select 12 players. Of these 12 players, 11 may bat and 11 may bowl.

6.2.17.1.2. There will always be no more than 11 players on the field at any one time when a team is fielding.

6.2.17.2. **Substitutions:**

6.2.17.2.1. A player of the fielding team who leaves the field and for whom a substitution is then made shall, upon returning to the field, wait for the same number of overs to be bowled for which he was absent, before being permitted to bowl.

**6.2.18. POINTS**

**6.2.18.1. ALL GRADES (Limited Overs)**

4 win ,  
2 draw/tie ,  
1 loss,  
0 Forfeit

**6.2.19. HOUSEKEEPING MATTERS**

6.2.19.1. **Dress:**

6.2.19.1.1. First XI:

6.2.19.1.1.1. Players should wear long white or cream trousers, a predominantly white shirt, white socks, white Cricket boots or sandshoes and white hat or cap in the school colours.

6.2.19.1.2. Other Grades:

6.2.19.1.2.1. White shorts may be worn but players are encouraged to wear long trousers, otherwise dress requirements are the same as for First XI players.

6.2.19.2. **Materials:**

6.2.19.2.1. The "Home" team shall provide stumps of regulation size, bails and markers for bowlers.

6.2.19.2.1.1. Balls - First XI:

6.2.19.2.1.1.1. Each fielding side shall provide a new, 4-piece leather ball for their first innings.

6.2.19.2.1.2. Balls - Other Grades:

6.2.19.2.1.2.1. Each fielding side playing on turf or covered (synthetic or matting) concrete wickets shall provide a new, 2-piece leather ball for their first innings. On uncovered concrete wickets, each fielding side shall provide a plastic coated ball.

6.2.19.3. **Turf Wickets:**

6.2.19.3.1. Turf wickets may be covered up to the time set down for the start of the match and may remain covered or be re-covered at any time if weather conditions so indicate.

6.2.19.4. ***Tossing:***

6.2.19.4.1. Captains shall toss less than fifteen (15) minutes before the time set down for the commencement of play.

6.2.19.4.2. Prior to the match commencing, First XI captain and coach shall shake hands with the Umpires and their opponents. It is suggested that this should occur at the time of the 'toss' being taken.

6.2.19.5. ***Notification of Result:***

6.2.19.5.1. The "Home school" is responsible for organizing phone-in results on the day of the match and for forwarding all results to the Executive Officer on the Monday following matches.

**6.2.20. *PLAYER SANCTIONS***

6.2.20.1. In all cases where a player is sent from the field by the match officials that player will incur a mandatory one match suspension from TAS sport. (A bye is not considered one match of TAS sport)

6.2.20.2. This sanction applies equally to Males, Females, Juniors and Seniors, therefore Junior TAS participants sent from the field will also incur this mandatory suspension.

## **6.3. Junior TAS Cricket (Yr 5 & YR 6 Division 1)**

***If it is not noted in these By-Laws, Junior Open games will be played in accordance with Intermediate 3rds By-Laws.***

***6.3.1. Starting Times***

6.3.1.1. Starting time for all matches shall be 7.30am.

***6.3.2. Innings***

6.3.2.1. All matches are to be of one innings only. Each innings will be a maximum of 20 overs.

***6.3.3. Premierships***

6.3.3.1. No Premiership is to be awarded

***6.3.4. Sides***

6.3.4.1. Each team to be comprised of 9 players, each of whom will bowl and bat and have their scores counted.

6.3.4.2. All 9 players are permitted to field at any one time.

6.3.4.3. Should teams have more than 9 players, only 9 shall field but all players may bat or bowl. ie: some players may bowl and not bat and some may bat and not bowl.

***6.3.5. The 'Over'***

- 6.3.5.1. Overs to consist of six (6) balls regardless of whether they are fair or foul.
- 6.3.5.2. In fairness to both Batsman and Bowler, a Dead-ball is to be re-bowled (provided it is not the sixth ball).
- 6.3.5.3. No player may bowl more than four (4) overs.

#### *6.3.6. Dead Ball*

- 6.3.6.1. If a ball behaves erratically off the pitch, or from the edge of the pitch, (its movement being independent of the Bowler's technique) the ball is then declared a **Dead-ball** and may not take a wicket (i.e. if the ball hits a crack or ridge and is not the fault of the Bowler).

#### *6.3.7. No Ball*

- 6.3.7.1. If a ball lands outside the designated pitch area, it shall be deemed and called a **No-ball**.
- 6.3.7.2. If a ball bounces more than twice, it shall be deemed and called a No-Ball.

#### *6.3.8. Wide Ball*

- 6.3.8.1. If a ball is bowled and lands on the concrete or pitch area yet is so high or so wide of a Batsman (taking guard in the normal position), that it would pass beyond the Batsman's reach, it shall be called a **Wide** by the umpire, as soon as it passes the Batsman.

#### *6.3.9. Batsmen Retiring*

- 6.3.9.1. Batsmen are to retire after facing 20 fair deliveries.
- 6.3.9.2. Batsmen must retire irrespective of whether this occurs during, or at the end of an over.
- 6.3.9.3. A Batsman having retired, may return to the crease after every other Batsman in his own side has been dismissed – (provided that time and the number of overs permits this).

#### *6.3.10. Leg Before Wicket*

- 6.3.10.1. Leg Before Wicket does NOT apply to Year 5/6 Division 1 or 2 games.

#### *6.3.11. Pitch Length*

- 6.3.11.1. Division 1 pitch length shall be 18m.
- 6.3.11.2. It is the Host School's responsibility to endeavour to provide pitches of this length.

#### *6.3.12. Helmets*

- 6.3.12.1. It is compulsory for batters to wear helmets with face guard whilst batting at the strikers end.

#### *6.3.13. The Ball*

- 6.3.13.1. A 142g ball is to be used in Division 1.
- 6.3.13.2. Plastic balls for all concrete and synthetic wickets – they are not for turf pitches.
- 6.3.13.3. Leather balls for turf or synthetic wickets only – they are not permitted for concrete pitches.

#### 6.3.14. *Boundaries*

6.3.14.1. In principle, boundaries should measure between 30 and 40 metres from the centre of the popping crease. It is desirable that the host school have the boundary lines clearly marked for each match on each pitch. Any variation to this rule should be clarified prior to commencing a match.

6.3.14.2. (Each team to carry as part of its kit, a measuring rope and 18 boundary markers).

#### 6.3.15. *Fieldsmen 'in close'*

6.3.15.1. No players are to field closer than 10 metres from the batsman's popping crease, with the exception of the wicket-keeper and slips fieldsmen.

#### 6.3.16. *The Innings*

6.3.16.1. The innings of the team batting first, shall be 20 overs or 1 hr, whichever comes first.

6.3.16.2. The innings of the team batting second, shall equal the number of overs bowled during the first innings of play.

6.3.16.3. In the case of an innings being completed in less than 20 overs, the team batting second shall still be entitled to 20 overs.

#### 6.3.17. *Short Innings*

6.3.17.1. If a team is bowled out in less than 10 overs, scores will cut off, but the team can bat on with players experiencing a second bat until a total of 20 overs or the allocated time expires, whichever comes first.

#### 6.3.18. *Delays to the Start of Play*

6.3.18.1. When the start time for play is delayed, the time that remains between the actual starting time and 10:00am finishing time is calculated.

6.3.18.2. From this, ten minutes is deducted for the change of innings.

6.3.18.3. Half of the remaining time forms the length of the innings of the team batting first.

6.3.18.4. The team batting second is entitled to the same number of overs as the team

6.3.18.5. batting first.

##### **Example (A)**

Match actually starts at 8:20am.

Time calculated = 8:20am - 10:00am  
= 100 minutes

Less time for change of innings (10 mins). = 90 mins

Team batting first = 45 mins plus 10 mins change over

6.3.18.6. Team batting second is entitled to the same number of overs as was bowled to the team that batted first.

6.3.18.7. In the case of the team batting first completing its innings in less than the allocated time, the team batting second is entitled to the same number of overs or the time allocated to the team batting first, whichever is greater.

##### **Example (B)**

As for example (A) except when the team batting first is dismissed in 40 minutes. In this case, the team batting second is entitled to 45 minutes. Batting time or the same number of overs as the team batting first, whichever is greater.

#### *6.3.19. Delays During Play*

- 6.3.19.1. If play is for some reason, interrupted:-
- 6.3.19.2. A minimum of 15 overs must be bowled in each innings of play for a result to be obtained.
- 6.3.19.3. The result will be calculated by comparing the total number of runs scored by each team at the highest common over.
- 6.3.19.4. A failure to bowl a minimum of 15 overs in each innings of play will result in a Drawn match.
- 6.3.19.5. In the case of an incomplete innings, the number of overs bowled by the team batting first, shall determine the number of overs bowled during the second innings of play.

#### *6.3.20. Interval*

- 6.3.20.1. An interval not exceeding 10 minutes shall be allowed between innings.
- 6.3.20.2. A drink interval shall be allowed at the discretion of the Managers.

#### *6.3.21. Fitness of Grounds*

- 6.3.21.1. A ground is unfit for play when it is wet or slippery so as to deprive batsmen or bowlers of a reasonable foothold, or the fieldsmen freedom of movement. The decision concerning the fitness of grounds for play shall be made by the host school.
- 6.3.21.2. This decision should be conveyed to the appropriate people at each school, as early as possible and no later than 6.15am on the day of play.

## **6.4. Junior TAS Cricket (Yr 5 & 6 Division 2)**

In the first instance, it should be understood that the normal rules of cricket apply unless they are contravened by the rules listed from here on:

#### *6.4.1. Starting Times*

- 6.4.1.1. Starting time can be 7:30 or 10:00am.
- 6.4.1.2. Games may begin early if both teams are ready for play.
- 6.4.1.3. When games are scheduled back to back games should be organised by time and not by over numbers. Manipulation of starting times and intervals should be used to try to ensure all overs bowled where possible.

#### *6.4.2. Innings*

- 6.4.2.1. All matches are to be of one innings only.

#### *6.4.3. Premierships*

- 6.4.3.1. No Premiership is to be awarded

#### *6.4.4. Boundaries*

- 6.4.4.1. In principle, boundaries should measure between 30 and 40 metres from the centre of the popping crease. It is desirable that the host school have the

boundary lines clearly marked for each match on each pitch. Any variation to this rule should be clarified prior to commencing a match.

- 6.4.4.2. (Each team to carry as part of its kit, a measuring rope and 18 boundary markers).

#### *6.4.5. Sides*

- 6.4.5.1. Each team to be comprised of max. 8 players, each of whom may bat and have their scores counted. (See Batting)
- 6.4.5.2. Only 7 players shall field at any one time.
- 6.4.5.3. Should a team have more than 8 players, only 7 may field at any one time, but teams may use all players. ie: some will bat and not bowl and some will bowl and not bat.

#### *6.4.6. The 'Over'*

- 6.4.6.1. Overs to consist of six (6) balls whether they are legal or not.

#### *6.4.7. Dead Ball*

- 6.4.7.1. If a ball behaves erratically off the pitch, or from the edge of the pitch, (its movement being independent of the Bowler's technique) the ball is then declared a **Dead-ball** and may not take a wicket (i.e. if the ball hits a crack or ridge and is not the fault of the Bowler).

#### *6.4.8. No Ball*

- 6.4.8.1. If a ball lands outside the pitch area, it shall be deemed and called a **No-ball**.
- 6.4.8.2. If a ball bounces more than twice before reaching the batsman it shall be deemed and called a No-Ball.

#### *6.4.9. Wide Ball*

- 6.4.9.1. If a ball is bowled and lands on the concrete or pitch area yet is so high or so wide of a Batsman (taking guard in the normal position), that it would pass beyond the Batsman's reach, it shall be called a **Wide** by the umpire, as soon as it passes the Batsman.
- 6.4.9.2. After two wides in a row have been bowled the batsman immediately receives a free hit from the batting tee.

#### *6.4.10. Wicket Length*

- 6.4.10.1. 16m.

#### *6.4.11. Length of Play*

- 6.4.11.1. Games are to be 40 overs total, ie. 20 overs per side with 10 over quarters if a full day's play occurs. (If not, Go to 17 – Delays of Play)

#### *6.4.12. Batting*

- 6.4.12.1. Players can bat in pairs for 5 overs and coaches should ensure that each batsman faces 15 deliveries.
- 6.4.12.2. Or coaches can swap batsmen once their 15 deliveries have been faced.
- 6.4.12.3. Wickets count for the bowlers' figures and the overall score, but the batsman remains at the crease for a full 5 overs and faces 15 deliveries.

6.4.12.4. Batsmen should change ends at each dismissal.

#### *6.4.13. Bowling*

6.4.13.1. Three bowlers must bowl at least four (4) overs, 2 players bowl a **maximum** of three (3) overs and the wicketkeepers bowl 1 over each.

6.4.13.2. Overs are to be **6 ball overs** whether the deliveries are fair or foul.

#### *6.4.14. Leg Before Wicket*

6.4.14.1. LBW Rule does **not** apply, but children should be coached regarding this rule for future years.

#### *6.4.15. Balls*

6.4.15.1.1. The Kookaburra **Softaball** (or equivalent) is to be used on all surfaces.

#### *6.4.16. Fielding*

6.4.16.1. Fielding is to be rotated after every over except for the wicket keeper where possible a different wicket keeper keeps for the second half of the innings. Coaches / umpires can assist the captain with the positioning of the field into the typical alignments ie. Attacking / Defensive.

6.4.16.2. Fielder must not be closer than 10 metres from the popping crease of the batsmen on strike except in an area 90 degrees on the offside point to wicket keeper. If rule is contravened, a **no ball** shall be called.

6.4.16.3. At any time, no more than 5 players are permitted on the on-side.

#### *6.4.17. Scoring / Result*

6.4.17.1. Both the scores of the batters and the number of wickets taken is recorded. The end result then, is the number of wickets taken for the number of runs scored. A result is obtained by dividing the runs scored by the wickets taken. However, the 'calculated result' and 'defeated' should not be recorded for publication in the Sunday Mail. It should be: Eg. College A – 13 for 156 **vs** College B – 8 for 145.

#### *6.4.18. Delays to the Start of Play*

6.4.18.1. When the start time for play is delayed, the time that remains between the actual starting time and 10:00am finishing time is calculated.

6.4.18.2. From this, ten minutes is deducted for the change of innings.

6.4.18.3. Half of the remaining time forms the length of the innings of the team batting first.

6.4.18.4. The team batting second is entitled to the same number of overs as the team

6.4.18.5. batting first.

##### **Example (A)**

Match actually starts at 8:20am.

Time calculated = 8:20am -10:00am  
= 100 minutes

Less time for change of innings (10 mins). = 90 mins

Team batting first = 45 mins plus 10 mins change over

- 6.4.18.6. Team batting second is entitled to the same number of overs as was bowled to the team that batted first.
- 6.4.18.7. In the case of the team batting first completing its innings in less than the allocated time, the team batting second is entitled to the same number of overs or the time allocated to the team batting first, whichever is greater.

**Example (B)**

As for example (A) except when the team batting first is dismissed in 40 minutes. In this case, the team batting second is entitled to 45 minutes. Batting time or the same number of overs as the team batting first, whichever is greater.

*6.4.19. Delays During Play*

- 6.4.19.1. If play is for some reason, interrupted:-
- 6.4.19.2. A minimum of 15 overs must be bowled in each innings of play for a result to be obtained.
- 6.4.19.3. The result will be calculated by comparing the total number of runs scored divided by the number of wickets taken by each team at the highest common over.
- 6.4.19.4. A failure to bowl a minimum of 15 overs in each innings of play will result in a Drawn match.
- 6.4.19.5. In the case of an incomplete innings, the number of overs bowled by the team batting first, shall determine the number of overs bowled during the second innings of play.

*6.4.20. Interval*

- 6.4.20.1. An interval not exceeding 10 minutes shall be allowed between innings.
- 6.4.20.2. A drink interval shall be allowed at the discretion of the Managers.

*6.4.21. Fitness of Grounds*

- 6.4.21.1. A ground is unfit for play when it is wet or slippery so as to deprive batsmen or bowlers of a reasonable foothold, or the fieldsmen freedom of movement. The decision concerning the fitness of grounds for play shall be made by the host school.
- 6.4.21.2. This decision should be conveyed to the appropriate people at each school, as early as possible and no later than 6.15 am on the day of play.

## **6.5. Junior TAS Cricket (Year 4)**

In the first instance, it should be understood that the normal rules of cricket apply unless they are contravened by the rules listed from here on:

*6.5.1. Starting Times*

- 6.5.1.1. Starting time for all matches shall be 7.30am or 10:00am.

*6.5.2. Innings*

- 6.5.2.1. All matches are to be of one innings only.

*6.5.3. Premierships*

- 6.5.3.1. No Premiership is to be awarded



#### *6.5.4. Boundaries*

- 6.5.4.1. In principle, boundaries should measure between 30 and 40 metres from the centre of the popping crease. It is desirable that the host school have the boundary lines clearly marked for each match on each pitch. Any variation to this rule should be clarified prior to commencing a match.
- 6.5.4.2. (Each team to carry as part of its kit, a measuring rope and 18 boundary markers).

#### *6.5.5. Sides*

- 6.5.5.1. Each team to be comprised of max. 8 players, each of whom may bat and have their scores counted. (See Batting)
- 6.5.5.2. Only 7 players shall field at any one time.

#### *6.5.6. The 'Over'*

- 6.5.6.1. Overs to consist of six (6) balls whether they are legal or not.

#### *6.5.7. Dead Ball*

- 6.5.7.1. If a ball behaves erratically off the pitch, or from the edge of the pitch, (its movement being independent of the Bowler's technique) the ball is then declared a **Dead-ball** and may not take a wicket (i.e. if the ball hits a crack or ridge and is not the fault of the Bowler).

#### *6.5.8. No Ball*

- 6.5.8.1. If a ball lands outside the pitch area, it shall be deemed and called a **No-ball**.
- 6.5.8.2. If a ball bounces more than twice before reaching the batsman it shall be deemed and called a No-Ball.

#### *6.5.9. Wide Ball*

- 6.5.9.1. If a ball is bowled and lands on the concrete or pitch area yet is so high or so wide of a Batsman (taking guard in the normal position), that it would pass beyond the Batsman's reach, it shall be called a **Wide** by the umpire, as soon as it passes the Batsman.
- 6.5.9.2. After two wides in a row have been bowled the batsman immediately receives a free hit from the batting tee.

#### *6.5.10. Wicket Length*

- 6.5.10.1. 16m and in situations where players still cannot bowl with success they may move even closer.

#### *6.5.11. Batting*

- 6.5.11.1. Players can bat in pairs for 5 overs and coaches should ensure that each batsman faces 15 deliveries.
- 6.5.11.2. Or coaches can swap batsmen once their 15 deliveries have been faced.
- 6.5.11.3. Wickets count for the bowlers' figures and the overall score, but the batsman remains at the crease for a full 5 overs and faces 15 deliveries.
- 6.5.11.4. Batsmen should change ends at each dismissal.

#### *6.5.12. Bowling*

- 6.5.12.1. Every player must bowl.
- 6.5.12.2. 3 players bowl 4 overs, 2 players bowl 3 overs and the two wicketkeepers bowl an over each.
- 6.5.12.3. Overs are to be **6 ball overs** whether the deliveries are fair or foul.

#### *6.5.13. Leg Before Wicket*

- 6.5.13.1. LBW Rule does **not** apply, but children should be coached regarding this rule for future years.

#### *6.5.14. Balls*

- 6.5.14.1. The Kookaburra **Softaball** (or equivalent) is to be used on all surfaces.

#### *6.5.15. Fielding*

- 6.5.15.1. Fielding is to be rotated after every over except for the wicket keeper where possible a different wicket keeper keeps for the second half of the innings. Coaches / umpires can assist the captain with the positioning of the field into the typical alignments ie. Attacking / Defensive.
- 6.5.15.2. Fielder must not be closer than 10 metres from the popping crease of the batsmen on strike except in an area 90 degrees on the offside point to wicket keeper. If rule is contravened, a **no ball** shall be called.
- 6.5.15.3. At any time, no more than 5 players are permitted on the on-side.

#### *6.5.16. Scoring / Result*

- 6.5.16.1. Both the scores of the batters and the number of wickets taken is recorded. The end result then, is the number of wickets taken for the number of runs scored. A result is obtained by dividing the runs scored by the wickets taken. However, the 'calculated result' and 'defeated' should not be recorded for publication in the Sunday Mail. It should be: Eg. College A – 13 for 156 **vs** College B – 8 for 145.

#### *6.5.17. Delays to the Start of Play*

- 6.5.17.1. When the start time for play is delayed, the time that remains between the actual starting time and 10:00am finishing time is calculated.
- 6.5.17.2. From this, ten minutes is deducted for the change of innings.
- 6.5.17.3. Half of the remaining time forms the length of the innings of the team batting first.
- 6.5.17.4. The team batting second is entitled to the same number of overs as the team
- 6.5.17.5. batting first.

##### **Example (A)**

Match actually starts at 8:20am.

Time calculated = 8:20am -10:00am  
= 100 minutes

Less time for change of innings (10 mins). = 90 mins

Team batting first = 45 mins plus 10 mins change over

- 6.5.17.6. Team batting second is entitled to the same number of overs as was bowled to the team that batted first.

6.5.17.7. In the case of the team batting first completing its innings in less than the allocated time, the team batting second is entitled to the same number of overs or the time allocated to the team batting first, whichever is greater.

**Example (B)**

As for example (A) except when the team batting first is dismissed in 40 minutes. In this case, the team batting second is entitled to 45 minutes. Batting time or the same number of overs as the team batting first, whichever is greater.

*6.5.18. Delays During Play*

6.5.18.1. If play is for some reason, interrupted:-

6.5.18.2. A minimum of 15 overs must be bowled in each innings of play for a result to be obtained.

6.5.18.3. The result will be calculated by comparing the total number of runs scored divided by the number of wickets taken by each team at the highest common over.

6.5.18.4. A failure to bowl a minimum of 15 overs in each innings of play will result in a Drawn match.

6.5.18.5. In the case of an incomplete innings, the number of overs bowled by the team batting first, shall determine the number of overs bowled during the second innings of play.

*6.5.19. Interval*

6.5.19.1. An interval not exceeding 10 minutes shall be allowed between innings.

6.5.19.2. A drink interval shall be allowed at the discretion of the Managers.

*6.5.20. Fitness of Grounds*

6.5.20.1. A ground is unfit for play when it is wet or slippery so as to deprive batsmen or bowlers of a reasonable foothold, or the fieldsmen freedom of movement. The decision concerning the fitness of grounds for play shall be made by the host school.

6.5.20.2. This decision should be conveyed to the appropriate people at each school, as early as possible and no later than 6.15 am on the day of play.

## 7. Cross Country

### 7.1. SAFETY ASPECTS

7.1.1. The requirements of this schedule apply to cross-country events.

#### **7.1.2. Nature of hazards**

- 7.1.2.1. Hazards that may be encountered in cross country running events include:
- 7.1.2.2. physical environment (e.g. running surface, natural terrain, obstacles)
- 7.1.2.3. starting pistols and caps
- 7.1.2.4. dehydration
- 7.1.2.5. The demands on the cardiovascular and respiratory systems during high rates of energy production can cause high levels of stress in the young and the unfit.
- 7.1.2.6. Running events should be selected for students after considering their stage of growth and development, their fitness level and the demands of the particular event.

#### **7.1.3. Level of risk**

- 7.1.3.1. Cross-country events are considered Medium Risk activities.

#### **7.1.4. Minimum supervision**

- 7.1.4.1. One adult present should have knowledge of, and an ability to perform, first aid procedures.
- 7.1.4.2. If an adult other than a registered teacher is engaged for instruction, a teacher should be present to take overall responsibility

#### **7.1.5. Qualifications**

- 7.1.5.1. For *Medium Risk (Level 2)* activities, the leader should be:
- 7.1.5.2. a registered teacher with experience (previous involvement in the activity) in the teaching of the specific event; or
- 7.1.5.3. an adult who has Foundation Level Accreditation from the Australian Track and Field Coaches Association, if a teacher with relevant experience is not available.

#### **7.1.6. Minimum equipment**

- 7.1.6.1. A first aid kit should be available at all venues where lessons and competitions are conducted.

#### **7.1.7. Hazard reduction**

- 7.1.7.1. Students should be free of any injury, illness or disorder which may affect their capacity to run, or which may be aggravated as a result of the activity.
- 7.1.7.2. Students should have appropriate foot protection.
- 7.1.7.3. The area should be level and free from obstacles and loose objects.
- 7.1.7.4. The track should allow sufficient space beyond the finish line for deceleration.
- 7.1.7.5. Non-participants should be kept clear of the running area.
- 7.1.7.6. Cross-country courses should be checked before the event to ensure the course is safe and well defined. The following should be considered when selecting the course:

- 7.1.7.6.1. the age of the student group
- 7.1.7.6.2. the physical capabilities of the students
- 7.1.7.6.3. the environmental conditions prevailing at the time of the race
- 7.1.7.6.4. the number of students taking part in the race
- 7.1.7.6.5. the type of surface over which the race will take place
- 7.1.7.6.6. the steepness of inclines and declines
- 7.1.7.6.7. the depth and speed of current at any water crossings
- 7.1.7.6.8. the potential dangers of obstacles on the course
- 7.1.7.6.9. the supervision being provided at appropriately spaced stations on the course and provision of procedures to account for all competitors; and
- 7.1.7.6.10. the availability of first aid facilities.
- 7.1.7.7. There should be a vehicle available and designated for emergency transport of athletes injured on the course.
- 7.1.7.8. Students should be instructed to consume adequate amounts of water before and during the session to prevent dehydration.
- 7.1.7.9. Prevailing weather conditions should be considered. If weather conditions are unsuitable, the activity should be curtailed and appropriate shelter should be sought.

## **7.2. TAS Cross Country**

### **7.2.1. GRADES**

7.2.1.1. Grades provided for both girls and boys in 2023 shall be:

Aggregate

Yr12 (Open ages up to 30 June 2005);

Year 11 (must have been born after July 1 2006);

Year 10 (must have been born after July 1 2007)

Year 9 (must have been born after July 1 2008)

Year 8 (must have been born after July 1 2009)

Year 7 (must have been born after July 1 2010).

Percentage trophies will be awarded for the boys' and girls' teams that have scored the fewest points when multiplied by their secondary school population.

And there will be one trophy awarded for each of Girls' Champions, Boys' Champions and Co-Educational Champions

### **7.2.2. RACE DISTANCES**

7.2.2.1. Races should be organised so that the course configuration is used in the most efficient manner. The following distances shall apply:

|           |      |
|-----------|------|
| yr7 Girls | 3 km |
| yr7 Boys  | 3 km |
| yr8 Girls | 3 km |
| yr8 Boys  | 3 km |
| yr9 Girls | 3 km |

|            |      |
|------------|------|
| yr9 Boys   | 4 km |
| yr10 Girls | 3 km |
| yr10 Boys  | 4 km |
| yr11 Girls | 3 km |
| yr11 Boys  | 5 km |
| yr12 Girls | 3 km |
| yr12 Boys  | 5 km |

### **7.2.3. AGE GROUPS**

- 7.2.3.1. A competitor may compete in only one age group.
- 7.2.3.2. Any and all of the ten (10) nominated competitors from each school may compete on the day.
- 7.2.3.3. Only the first five (5) competitors to finish from each school shall count towards points.

### **7.2.4. DRAW FOR STARTING POSITIONS**

- 7.2.4.1. The draw for starting positions is made prior to the event, with the lanes so drawn applying to every race on the day.

### **7.2.5. RACE FINISH**

- 7.2.5.1. Runners will finish between ropes forming a chute, constructed in such a way that only one competitor may cross the finishing line at a time.
- 7.2.5.2. Separate chutes may be used for alternate events.

### **7.2.6. POINTS**

- 7.2.6.1. Points awarded shall be according to the competitor's placing in the event with 1st place scoring 1 point and each subsequent place scoring one point more.
- 7.2.6.2. Only the first five finishers from each school counting towards the school's total. The school with the lowest total points will be declared the winner.
- 7.2.6.3. Percentage Trophies will be awarded for each gender. Percentage points will be calculated using the following formula: Total of first five runners in each age group of each gender multiplied by total school population of that gender from years 7-12. The lowest score will win the trophy.
- 7.2.6.4. All "absent" or non-finishing runners will be scored as one point more than the last runner who completed the race.
- 7.2.6.5. Individual placegetters in each event shall be presented with Gold, Silver and Bronze medals as appropriate. A Pennant shall be awarded to Age Group, Aggregate and Percentage winning schools.

### **7.2.7. OFFICIALS**

- 7.2.7.1. The Association shall control the Championships. Each competing school may be asked to provide an equal number of officials, (Usually 2), depending on the course.
- 7.2.7.2. Queensland Athletics or Athletics Australia may be requested to provide a Meeting Referee and other officials as deemed necessary.

### **7.2.8. DRESS**

- 7.2.8.1. The costumes shall be of the colour of the school.
- 7.2.8.2. Each competitor is to wear their correct TAS school number as nominated on the front of their costume, **OR** must be numbered on the arms. Failure to finish correctly numbered shall result in disqualification.
- 7.2.8.3. School numbers will be decided by the scoring organiser:
- 7.2.8.4. If printed numbers are worn, they shall be provided by the scoring team.
- 7.2.8.5. All competitors must start and finish wearing protective footwear, otherwise they shall be disqualified.
- 7.2.8.6. Running spikes with metal or other screw in spikes may not be worn for safety reasons.
- 7.2.8.7. In the event of conditions prevailing which would make running of the carnival impracticable, a Race Committee consisting of Directors of Sport from the previous, present and next host school shall meet on the morning of the Cross Country to consider course changes or meeting cancellation.

### **7.2.9. COURSE**

- 7.2.9.1. From 2018, the following rotation of courses has been used:

|            |      |   |                          |
|------------|------|---|--------------------------|
| 7.2.9.1.1. | 2023 | = | St Paul's School course  |
| 7.2.9.1.2. | 2024 | = | John Paul College course |
| 7.2.9.1.3. | 2025 | = | St Paul's School course  |
| 7.2.9.1.4. | 2026 | = | John Paul College course |
| 7.2.9.1.5. | 2027 | = | St Paul's School course  |
| 7.2.9.1.6. | 2028 | = | John Paul College course |
- 7.2.9.2. Each course shall be marked with Red, White and Yellow markers or flags:
- 7.2.9.3. Red markers on the left
- 7.2.9.4. White markers on the right
- 7.2.9.5. Yellow markers for turns
- 7.2.9.6. There shall be at least one designated liquid stop area provided on the course. The area should be to one side of the course so as not to impede other competitors.

### **7.2.10. HOST SCHOOL**

- 7.2.10.1. The Host school of the two designated to conduct the Championship shall initiate the organization of the event and shall be responsible for all catering - both officials and spectators - and shall be reimbursed by the Association for costs associated with providing officials with refreshments.
- 7.2.10.2. The Host school shall ensure that the course is marked correctly and that maps showing the course are made available three (3) weeks before the championships.
- 7.2.10.3. The course is to be available for practice at all reasonable times leading up to the Championship.
- 7.2.10.4. The Host schools shall offer to conduct an Invitational Carnival for TAS schools commencing at 4.00 pm on the Friday of the week prior to the scheduled date of the

Championships. Attending schools shall provide two (2) officials each to assist with the conduct of the event.

#### **7.2.11. MEDICAL**

7.2.11.1. The Executive Officer shall ensure that a minimum of two (2) Sports Medicine qualified personnel are in attendance for the Carnival.

7.2.11.2. The Host school is to arrange for appropriate facilities to be provided for Medical staff, together with easy access to a Doctor.

#### **7.2.12. COURSE ACCREDITATION**

7.2.13. In the event that additional courses are nominated for entry into the Association's roster of schools, the following procedure of accreditation is to be conducted:

7.2.13.1. A sub-committee of three shall be appointed by Directors of Sport to assess courses for inclusion in the circuit and shall approve or disprove only in accordance with TAS Course Accreditation Guidelines established by Principals in 1996.

7.2.13.2. They shall consider:

7.2.13.2.1. Topography

7.2.13.2.2. Safety

7.2.13.2.3. Ability to meet all aspects of these By-Laws

7.2.13.2.4. Spectator viewing

7.2.13.2.5. Other guidelines laid down by Directors of Sport.

7.2.13.3. The sub-committee shall report back to the next meeting of Directors of Sport with a recommendation.

#### **7.2.14. RECORDING SCHOOL**

7.2.14.1. From 2023, recording shall be conducted by representatives of John Paul College in conjunction with Qld Athletics.

7.2.14.2. School nominations shall be forwarded to the Recording Schools at least one week before the Carnival. The Executive Officer shall receive entries from schools, compile a list to send to QA.

7.2.14.3. As any or all of the ten named competitors in each age group can run on the day, late changes should be confined to those competitors not now being considered to run.

7.2.14.4. Official tasks on the day will include manual paper recording as well as electronic timing.

### **7.3. Junior TAS Cross Country**

#### **7.3.1. General Information**

7.3.1.1. All schools are invited to have their competitors at the venue for an official walk through the course at the set time.

7.3.1.2. Host school responsibility/decision to operate a BBQ/canteen.

7.3.1.2.1. Refreshments should be provided for all officials by host school.

7.3.1.3. A map of the course is to be enclosed with officials' stations.



7.3.1.4. At least two trained Sports Injury personnel will be in attendance to meet any First Aid

7.3.1.4.1. requirements costs provided by TAS.

7.3.1.5. Mobile phones / Walkie talkies to be strategically placed on course with officials at areas

7.3.1.5.1. where age groups are to be re-directed.

### ***7.3.2. Age Groups (duplicated for boys and girls)***

- Year 3 must have been born on or after July 1, 2013.

- Year 4 must have been born on or after July 1, 2012.

- Year 5 must have been born on or after July 1, 2011.

- Year 6 Open Primary School age providing born before 31 Dec 2009.

7.3.2.1. Eligibility - entrants may compete in any event for which they are eligible according to the age qualifications. Students younger than the competition age are eligible to compete in age groups above their age.

7.3.2.2. Entries - Each Junior TAS team is to be capped at 80 runners each.

7.3.2.2.1. Schools may enter as many runners into each event as they see fit.

7.3.2.2.2. Only 5 runners will score for Championship points.

7.3.2.2.3. Only 5 non scoring runners are eligible to displace other runners.

7.3.2.3. All competitors shall compete in the complete recognised school athletic uniform including shoes.

### ***7.3.3. Race Specific Information***

7.3.3.1. All races will start as per the program.

7.3.3.2. Competitors failing to follow the course will be disqualified.

7.3.3.3. Due to the nature of the course competitors must wear footwear.

7.3.3.4. Competitors should report incapacitated runners to the next marshal.

### ***7.3.4. Points Scoring System***

7.3.4.1. Each finishing competitor will receive points according to the place they finish

eg 1<sup>st</sup> place is given 1 point and 20<sup>th</sup> place 20 points. The first 5 of each school's competitors have their points counted. The school with the least number of points in each age group, and overall, wins.

7.3.4.2. If fewer than 5 competitors from a school finish in a race then last points plus one will be allocated to that school for each missing runner.

### ***7.3.5. Awards***

7.3.5.1. The first 3 placegetters in each race will receive a medal.

7.3.5.2. A shield is awarded to the winning school for each age group and for overall points. If a school is holding shields from last year's carnival please bring them to the carnival and deliver them to me on your arrival.

7.3.5.3. Pennants for 1st, 2nd and 3rd are awarded to schools for overall Boys, Girls and Co-Ed Championships.

### ***7.3.6. Rules of the Competition***

- 7.3.6.1. The starting line may be divided into 6 stations (one for each school). All runners must start at their own station.
- 7.3.6.2. Only officials and competitors may be on the course while the race is being run.

#### **7.3.7. Distances:**

- 7.3.7.1 All age groups for both genders will cover a course distance of 2000m
- 7.3.7.2 A relay will be held with one boy and one girl from each age group per school across a 300-500m course. The course will be set up as a viewing spectacle and the race will not be scored.

#### **7.3.8. Shade/Cover in wet weather:**

- 7.3.8.1. Schools should provide their own shade tents for competitors. These may be set up in the marked area of the map provided by the host school.
- 7.3.8.2. Schools will be allocated on a first come basis along the start and finish area of the course.

**7.3.8.2.1. NB Students should bring a change of clothing/shoes in case of inclement weather**

#### **7.3.9. Maps:**

- 7.3.9.1. All courses will be clearly mapped. Map will be provided by the host school.
- 7.3.9.2. The 1km and 2km courses will be clearly defined. Markers, and staff on check points will direct athletes.

#### **7.3.10. Competitor Medical Records:**

- 7.3.10.1. Team Managers must bring their own school Medical records with them.

#### **7.3.11. Recording:**

- 7.3.11.1. Two schools will be responsible for the recording of the event.
- 7.3.11.2. To assist with the recording process schools will be asked to complete nominations and return them to the recording school.
- 7.3.11.3. All protests must be submitted in writing to the Convenor within 10 minutes of the completion of the event by the coordinator of the school submitting the protest.

#### **7.3.12. Officials:**

- 7.3.12.1. Each school is asked to provide 2 officials to act as either check point/table officials, finishing officials as per the Schedule below -
- 7.3.12.2. These officials are asked to report to the main recording tent. Final tasks will be allocated on the morning of the carnival.
- 7.3.12.3. Check Point Officials: (It is highly desirable that these officials have First Aid experience) (number to be determined by host school)

**Starter:** (1)

**Announcer:** Host School

**Timekeeper:** (Nil)

**Drinks Station:** Host School

**7.3.13.      *Presentations:***

- 7.3.13.1.    Presentations of a Gold, Silver and Bronze medallion will be made the 1st, 2nd and 3rd place getters respectively in each race.
- 7.3.13.2.    Presentations will be made at the end of the carnival to the school that achieves the lowest (winning) team scores in each gender of each age group, in each gender across all age groups and an aggregate score of all age groups and genders combined.

## 8. Football (Soccer)

### 8.1. Safety Aspects

Safety rules and procedures are important because of the degree of body contact in soccer.

Modified rules appropriate to the various age-groups should be used.

#### 8.1.1. Nature of hazards

8.1.1.1. *As part of the process of safety self-regulation, all persons engaging in this activity should identify the hazards, assess their significance and manage the potential risks including any additional hazards not mentioned here.*

8.1.1.2. Hazards that may be encountered in soccer include:

8.1.1.3. equipment (e.g. goal nets, balls)

8.1.1.4. body contact

#### 8.1.2. Level of risk

8.1.2.1. *The categorisation of these conditions is subjective and offered as a starting point for risk management planning. The actual degree of risk is best ascertained by persons with intimate local knowledge present at the site of the activity.*

8.1.2.2. Participation in soccer involves medium risk (level 2).

#### 8.1.3. Minimum supervision

8.1.3.1. One adult present should have knowledge of, and an ability to perform, first aid procedures. Minimum requirements; Senior First Aid (e.g. QAS, St. John's Ambulance) or the equivalent.

8.1.3.2. During competition, a qualified first aid officer/sports trainer should be located in an accessible position to the field(s) of play to provide immediate first aid assistance. There must be phone access to call an ambulance if required.

8.1.3.3. If an adult other than a registered teacher is engaged for instruction, a teacher should be present to take overall responsibility.

#### 8.1.4. Qualifications

8.1.4.1. *The qualifications listed in this section are minimums for each type of situation. Leaders are encouraged to seek training to raise their qualification level above the minimum listed.*

8.1.4.2. The leader should be:

8.1.4.3. a registered teacher with experience (previous involvement) in the teaching of soccer or

8.1.4.4. an adult who has Foundation Level coaching qualifications from the Football Federation of Australia.

8.1.4.5. Competition games should be controlled by qualified or experienced coaches and officials.

8.1.4.5.1. Any student coaches should be accompanied by an adult.

### ***8.1.5. Minimum equipment***

- 8.1.5.1. A first aid kit should be available at all venues where lessons and competitions are conducted.

### ***8.1.6. Hazard reduction***

- 8.1.6.1. Initial introduction of the activity should include:
- 8.1.6.2. appropriate warm-up and warm-down activities
- 8.1.6.3. rules, safety procedures and prerequisite skills before students play the game
- 8.1.6.4. progressive and sequential skill development
- 8.1.6.5. modified games that match skill and fitness levels of students.
- 8.1.6.6. Teachers should ensure students cut or tape long fingernails to prevent injury to any participants.
- 8.1.6.7. Teachers should obtain parents' (or caregivers') written permission for students to be involved.
- 8.1.6.8. Teachers should ascertain that students should participate only if medically fit.
- 8.1.6.9. Students should have progressed through the skills and knowledge areas associated with mini soccer before participating at a level governed by the full laws of the game.
- 8.1.6.10. Activities should be sited away from buildings, pedestrians and traffic.
- 8.1.6.11. The playing area needs to be level, grassed and free from obstacles and loose objects.
- 8.1.6.12. A minimum space of five metres should surround each field.
- 8.1.6.13. Goals should be stable and firmly fixed.
- 8.1.6.14. Corner flags or markers should be made of non-injurious material.
- 8.1.6.15. Player equipment, including footwear and other protective items, should comply with age standard levels appropriate to the laws of the games.
- 8.1.6.16. Students should wear football boots made of safe materials.
- 8.1.6.17. Boots or shoes should be inspected before each match. Boots or shoes with loose, sharp-edged or excessively worn studs and sharp-edged soles should not be worn.
- 8.1.6.18. Correctly sized and fastened shin pads should be worn for playing and practising.
- 8.1.6.19. Goal-keepers should defend their goal against only one ball at a time during skills practice.
- 8.1.6.20. Rules regarding body contact should be enforced to ensure the safety of the students.
- 8.1.6.21. Teachers should identify students who may be suffering an injury. If there is reason to believe that a student is injured, the teacher should remove the student from the field of play.
- 8.1.6.22. Procedures should be established for the management of any student receiving an injury to the head.

8.1.6.23. Teachers should remove students with open cuts and abrasions from the field of play for immediate treatment. If bleeding cannot be controlled completely, the player should not be allowed to return to the field of play. All clothing, equipment and surfaces contaminated by blood should be treated as potentially infectious.

8.1.6.24. Students should not return to playing after injury until it is clear that the injury has healed. If there is any doubt, the student should not play until medically cleared.

## 8.2. TAS Football (Soccer) By-Laws

### 8.2.1. GRADES

8.2.1.1. Grades catered for shall be:

First XI, Second XI, Year 10, Year 9, Year 8 & Year 7.

8.2.1.2. Grades for Girls' Football shall be:

Firsts, Year 9/10, Year 7/8

### 8.2.2. POINTS

8.2.2.1. Points for matches shall be awarded as follows:

|     |                          |   |          |
|-----|--------------------------|---|----------|
| (A) | Win                      | = | 4 points |
| (B) | Draw or Washed Out match | = | 2 point  |
| (C) | Loss                     | = | 1 points |
| (D) | Forfeit/Bye              | = | 0 points |

Note: In cases of forfeit, as well as three points being awarded to the winner, a scoreline of 4-0 shall be recorded.

### 8.2.3. TIME OF MATCHES

| TIME     | FIELD 1            | TIME     | FIELD 2 | Girls' Times | FIELD 1      |
|----------|--------------------|----------|---------|--------------|--------------|
| 8.00 am  | YEAR 7             | 8:00 am  | YEAR 10 | 7:50         | 1sts         |
| 9.00 am  | 2 <sup>ND</sup> XI | 9:00 am  | YEAR 8  | 9:15         | Intermediate |
| 10.30 am | 1 <sup>ST</sup> XI | 10:15 am | Year 9  | 10:15        | Junior       |

8.2.3.1. Variations to the listed times shall be by mutual consent and, when official referees are to be involved, shall be notified to the Executive Officer at the first opportunity.

8.2.3.2. When varying timing for Girls' matches, the times shall not clash with timing of current matches taking place for girls in other TAS sports that day.

### 8.2.4. DURATION OF MATCHES

|                            |   |                  |
|----------------------------|---|------------------|
| First and Second XI        | = | 40 mins each way |
| Year 10                    | = | 35 mins each way |
| Year 9 & Year 8            | = | 30 mins each way |
| Year 7                     | = | 25 mins each way |
| Girls' 1 <sup>st</sup> XI  | = | 30 mins each way |
| Girls' Intermediate (9/10) | = | 24 mins each way |
| Girls' Junior (7/8)        | = | 24 mins each way |

8.2.4.1. In all cases, half time shall be five minutes.

8.2.4.2. Injury time shall not be allowed for any matches, including the First XI matches.

8.2.4.3. In Girls' Football, there will be a 2 minute drinks break half way through each half of play.

8.2.4.3.1. Drinks breaks will take place on the field.

8.2.4.3.2. Coaching can take place during drinks break.

8.2.4.3.3. Play will be restarted from halfway.

8.2.4.3.4. Play is restarted by the team opposite the team who began the half.

### **8.2.5. DRESS & EQUIPMENT**

8.2.5.1. In all grades, a player's dress of shorts, shirt or jersey and socks shall conform to the colours of his school. First XI players shall wear numbers. Wherever possible, other grades shall also wear numbers.

8.2.5.2. Goalkeepers shall wear shirts or jerseys which distinguish them from the other players on both teams and the Referee.

8.2.5.3. When uniforms clash, it is the responsibility of the Away team to source alternate jerseys or numbered bibs.

8.2.5.4. A high quality standard of ball should be used for all matches regardless of age.

### **8.2.6. SELECTION OF TEAMS**

8.2.6.1. Schools shall select fully the players of all higher grade teams before selecting those of lower grade teams, whether the higher grades are engaged or not.

8.2.6.2. No student shall play in more than one team in the same round unless he replaces an injured or absent player in a higher age or grade, subject to By-Law 3.4 specifically, by-laws 3.4.1.5 and 3.4.1.6.

8.2.6.3. Girls are not permitted to play in Boys' Soccer teams at any TAS level.

### **8.2.7. MINIMUM NUMBER OF PLAYERS**

8.2.7.1. A minimum of seven (7) players are required to constitute a team. A school having less than seven players by fifteen (15) minutes after the scheduled start time shall forfeit the match, notwithstanding the guidelines outlined in By-Law 3.13, "Late Starts".

8.2.7.2. Should player numbers fall below seven (7) after a match has commenced, the game should conclude.

8.2.7.2.1. In situations where 7b) is placed into effect the team with a full complement of players will be awarded the match result regardless of the score at the time of cessation.

### **8.2.8. REPLACEMENTS**

8.2.8.1. All teams shall be permitted five (5) replacements, notwithstanding the need to select teams in accordance with By-Law 3.4.

8.2.8.2. An exception can be made to selection of reserve players whereby the goalkeeper of the 2nd XI or a lower grade team may sit on the bench to substitute for the 1st XI keeper in the event of injury. In this case only, it is not necessary to gain approval from the opposing coordinator.

8.2.8.3. In all Grades, unlimited interchange shall be permitted.

## **8.2.9. FACILITIES**

### **8.2.9.1. Grounds:**

8.2.9.1.1. Ground markings and corner flags must comply with the laws of the game. Nets must be provided.

8.2.9.1.2. Sufficient provision shall be made in all grades to keep spectators at a safe distance from touchlines or outside enclosed grounds.

### **8.2.9.2. Balls:**

8.2.9.2.1. Both teams shall supply a regulation size 5 ball for each match.

## **8.2.10. REFEREES**

8.2.10.1. All First and Second XI matches shall, when possible, be refereed by qualified Q.S.F. referees.

8.2.10.2. Home schools shall provide qualified referees for other grades. The visiting school may be invited to provide officials for some matches.

8.2.10.3. In the event of the nominated official referee not being in attendance ten minutes after the scheduled commencement time, the home team shall have the right to provide a qualified referee. If such a referee is not available through the home school, the visiting team shall have the right to provide a qualified official.

8.2.10.4. If no qualified official is available, schools may mutually agree on the provision of an unqualified official.

## **8.2.11. LINESMEN**

8.2.11.1. Each school shall supply one linesman for each match who shall be dressed in contrasting colours from the players and carry a regulation flag.

## **8.2.12. WEATHER**

8.2.12.1. A washout may occur at any time the referee deems the field to be unsafe. Consultation between coaches / coordinators from both schools may assist referee with this call. In cases where referees are not qualified the call will be made after consultation with coaches/coordinators. Should the field be questioned as playable or unplayable, and the referee and school Directors of Sport not agree, the 'existing state of affairs' will exist.

8.2.12.1.1. **Existing state of affairs:** This phrase is used in competition rules to clarify situations in which a difference of opinion concerns the progress of the match.

8.2.12.1.2. If a match has not started and the Referee/Coaches/Directors of Sport do not agree, then the match does not start.

8.2.12.1.3. If a match is in progress, and if agreement cannot be reached, then the match is to continue.

8.2.12.2. If a wash out occurs prior to half time, the points will be shared between both teams.

8.2.12.3. If a wash out occurs at any point at half time or later the leading team will be declared the winner.



8.2.12.4. In keeping with TAS policy there will be no rescheduled matches for wet weather.

8.2.12.5. Any bonus points already accrued will stand.

#### **8.2.13. MISCONDUCT/DISQUALIFIED PLAYER OR OFFICIAL**

8.2.13.1. All cases of misconduct resulting in the awarding of a Red Card to a player or team official shall be reported to the Principal of the school concerned in writing after the game.

8.2.13.2. Disqualified players or officials shall take no further part in any match on the day of disqualification.

#### **8.2.14. RESULTS**

8.2.14.1. The home school is responsible for telephoning results to the designated "Phone-In" number between 12.00 pm and 2.00 pm on the day of the match. Complete result sheets are to be faxed or mailed to the Executive Officer on the Monday following matches.

#### **8.2.15. WATER BREAKS**

8.2.15.1. In instances of extreme heat, referees shall authorize a water break at the mid-point of each half of the game, and may also extend the half time break if considered advisable

8.2.15.2. Each break shall not exceed 3-5 minutes and the "Home" school shall ensure that sufficient drinkable water is available at the venue.

#### **8.2.16. REPRESENTATIVE FOOTBALL (Soccer)**

8.2.16.1. When a TAS team is required for external, inter-Association competition, a representative TAS team will be selected.

8.2.16.1.1. Where it is logistically impossible to fairly select a representative team, the leading TAS First XI team at the commencement of the September School holidays shall be selected to represent the Association.

8.2.16.2. If two or more teams are tied at that time, the winner of their match shall be selected.

8.2.16.3. If teams have not played, or have played twice for equal results, the present goal average over the season shall be utilised to separate the teams. "Goals for" shall be divided by "Goals against" with the highest resulting figure declared the selected team.

#### **8.2.17. PLAYER SANCTIONS**

8.2.17.1. In all cases where a player is sent from the field by the match officials that player will incur a mandatory one match suspension from TAS sport. (A bye is not considered one match of TAS sport)

8.2.17.2. This sanction applies equally to Males, Females, Juniors and Seniors, therefore Junior TAS participants sent from the field will also incur this mandatory suspension.

## **8.3. Junior TAS Football (Soccer) (Years 4, 5, 6)**

### **8.3.1. STARTING TIMES**

- 8.3.1.1. Matches should start at 8.00am, 9.00am or 10.00am as determined by the host school. 8.00am start is preferable.

### **8.3.2. RULES OF PLAY**

- 8.3.2.1. Years 4 and 5/6 games will be played under the Football Australia Small Sided rules where each year level fits into the 10,11 yr old age group which consists of 9 players per side. (See Appendix below)

### **8.3.3. DURATION OF GAMES**

- 8.3.3.1. All games will be 25 mins each way.
- 8.3.3.2. All games will have a 5 min half-time.
- 8.3.3.3. No injury time shall be allowed for.

### **8.3.4. BALLS**

- 8.3.4.1. The home team shall supply a regulation size ball for each match:
- 8.3.4.2. Size 4 will be used for all grade levels (sizes used as for comparable club matches)

### **8.3.5. PREMIERSHIP**

- 8.3.5.1. No premiership points are kept. Students are playing for the enjoyment of the game, to improve their skills and sense of sportsmanship.

### **8.3.6. TEAMS**

- 8.3.6.1. There are 9 players per side with a minimum of 6 players shall constitute a team.
- 8.3.6.2. Each team may be made up of both boys and girls in any ratio.
- 8.3.6.3. No student shall play in more than one team in the same season unless he/she replaces and injured or absent player in a higher grade.

### **8.3.7. DRESS**

- 8.3.7.1. Players are to wear school sports uniform or soccer uniform.
- 8.3.7.2. Goalkeepers must wear shirts/jerseys that distinguish them from other players.
- 8.3.7.3. Players must have shin pads.
- 8.3.7.4. No metal studs. Moulded boots are compulsory.

### **8.3.8. REPLACEMENTS**

- 8.3.8.1. Teams should attempt to have their number of replacements match the Small Sided rules (4 per team). An unlimited interchange system shall apply wherein players can be rostered on to the field at any time. No more than nine players from either side shall be on the field at any one time.

### **8.3.9. REFEREES**

- 8.3.9.1. The main role of the instructing referee is to control the game to ensure it is played fluently and instruct and correct the players (with minimal blowing of the whistle) on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw in etc.. Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions. This person can be a club official, capable parent, older child or player, beginning or official referee from the federation or association.
- 8.3.9.2. Home schools shall supply a competent Referee. The Referee should make an effort to explain rules to both teams if players do not understand the reason behind a

decision. Referees may give coaching tips (during Year 4 matches) only if given to both teams fairly.

#### **8.3.10. LINESMEN**

- 8.3.10.1. The home school shall supply 2 linesperson flags.
- 8.3.10.2. Each school shall supply one linesperson for each match.

#### **8.3.11. GROUNDS**

- 8.3.11.1. Grounds are to be clearly marked and should include corner flags where possible.
- 8.3.11.2. Nets must be provided.
- 8.3.11.3. Spectators should be kept at a safe distance from the touch lines.
- 8.3.11.4. A ground is unfit for play when it is wet or slippery so that players do not have a reasonable foothold, OR if the ground has unsafe features. The decision concerning the fitness of grounds for play shall be made by the host school. This decision should be conveyed to the Sports Coordinator of the relevant school no later than 6.15am on the day of play.

#### **8.3.12. FIRST AID**

- 8.3.12.1. Each home team must provide ice and a suitably equipped First Aid Kit.
- 8.3.12.2. b) The home team should ensure a qualified First Aider is present for all matches.
- 8.3.12.3. Any player who sustains a bleeding wound will be sent from the field and will not be permitted to return until the bleeding is stopped and the wound covered.

#### **8.3.13. MERCY RULE**

- 8.3.13.1. If your team is up by 5 goals, you must adhere to the Mercy Rules herein.
- 8.3.13.2. Once a team is in the position of having the mercy rule enforced upon them, they must return to halfway whenever the goalkeeper has the ball. They may then defend the ensuing attacking raid once the defender has made the first touch from the goalkeeper's pass.
- 8.3.13.3. The offside rule will be enforced for the winning team.

#### **8.3.14. THE FIELD OF PLAY**

- 8.3.14.1. Maximum 70m x 50m / Minimum 60m x 40m

#### **8.3.15. MARKINGS**

- 8.3.15.1. Markers or painted line markings can be used to mark the fields.

#### **8.3.16. GOAL SIZE**

- 8.3.16.1. Minimum 4.50 metres wide x 2.00 metres high
- 8.3.16.2. Maximum 5.00 metres wide x 2.00 metres high

#### **8.3.17. PENALTY AREA**

- 8.3.17.1. Rectangular – 5m depth x 12 m width
- 8.3.17.2. The penalty area can be marked through use of marked lines, flat or soft markers or cones.

#### **8.3.18. GOALKEEPER**

- 8.3.18.1. The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or 6 seconds after the goalkeeper places the ball on the ground.

- 8.3.18.2. An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him.
- 8.3.18.3. Goalkeepers are not to propel the ball (either by kicking or throwing) across halfway.
- 8.3.18.4. Should the ball cross halfway from a goalkeeper restart, the ball shall be returned to the keeper to restart play.

#### **8.3.19. START OF PLAY AND RESTART AFTER GOAL**

- 8.3.19.1. Pass forward to a team mate from the middle of the half way line. All players must be in their own half of the field of play.
- 8.3.19.2. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

#### **8.3.20. BALL IN AND OUT OF PLAY**

- 8.3.20.1. The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the instructing referee.
- 8.3.20.2. The ball is in play at all other times, including when a goalkeeper has made a save and secured the ball with his/her hands.
- 8.1.1.1. Defending players must be 5m from the point of a restart.

#### **8.1.2. BALL CROSSING THE TOUCHLINE**

- 8.1.2.1. Throw-in: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

#### **8.1.3. BALL CROSSING THE GOAL LINE**

- 8.1.3.1. If the ball crosses the goal line after touching a defender the restart will be with a Corner kick. - A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves one complete revolution. A goal may be scored directly from a corner kick.
- 8.1.3.2. If the ball crosses the goal line after touching an attacker the restart will be with a Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

#### **8.1.4. METHOD OF SCORING**

- 8.1.4.1. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar.

#### **8.1.5. OFFSIDE**

- 8.1.5.1. In Year 5/6 Division 1 matches, offside will be played.
- 8.1.5.2. Referees should explain the rule to players throughout the match but no offside will be ruled in Junior TAS matches. (unless the Mercy Rule has been put in place)
- 8.1.5.3. **Note:** Team coaches and managers should strongly discourage children from permanently standing in blatant offside positions. Players should be made aware of the offside rule during training and be encouraged to adopt this philosophy during the game at all times. Instructing referees should direct players permanently standing in blatant offside positions to move into onside positions.

### ***8.1.6. FOULS AND MISCONDUCT***

- 8.1.6.1. Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).
- 8.1.6.2. For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.
- 8.1.6.3. Fouls and misconduct are:
- 8.1.6.4. ☐ kicks or attempts to kick an opponent
  - 8.1.6.5. ☐ trips or attempts to trip an opponent
  - 8.1.6.6. ☐ jumps at an opponent
  - 8.1.6.7. ☐ charges an opponent
  - 8.1.6.8. ☐ strikes or attempts to strike an opponent
  - 8.1.6.9. ☐ pushes an opponent
  - 8.1.6.10. ☐ tackles an opponent from behind to gain possession of the ball
  - 8.1.6.11. ☐ making contact with the opponent before touching the ball
  - 8.1.6.12. ☐ holds an opponent
  - 8.1.6.13. ☐ spits at an opponent
  - 8.1.6.14. ☐ handles the ball deliberately
  - 8.1.6.15. ☐ plays in a dangerous manner
  - 8.1.6.16. ☐ impedes the progress of a player.

## 9. Hockey

### 9.1. Safety Aspects

Lead-up games such as Hooked in2 Hockey, develop the basic skills for hockey. Safety rules and procedures are important because of the type of equipment used.

#### **9.1.1. Nature of hazards**

- 9.1.1.1. *As part of the process of safety self-regulation, all persons engaging in this activity should identify the hazards, assess their significance and manage the potential risks including any additional hazards not mentioned here*
- 9.1.1.2. Hazards that may be encountered in hockey include:
  - equipment (hockey sticks, balls, goal nets)
  - field surface

#### **9.1.2. Level of risk**

- 9.1.2.1. Participation in hockey involves medium risk (level 2).

#### **9.1.3. Minimum supervision**

- 9.1.3.1. One adult present should have knowledge of, and an ability to perform, first aid procedures.
- 9.1.3.2. If an adult other than a registered teacher is engaged for instruction, a registered teacher should be present to take overall responsibility.

#### **9.1.4. Qualifications**

- 9.1.4.1. The qualifications listed in this section are minimums for each type of situation. Leaders are encouraged to seek training to raise their qualification level above the minimum listed.
- 9.1.4.2. The leader should be:
  - a registered teacher with experience (previous involvement) in the teaching of hockey
  - an adult who has NCAS Foundation Level coaching qualifications from Hockey Australia, if
  - a teacher with the relevant experience is not available

#### **9.1.5. Minimum equipment**

- 9.1.5.1. A first aid kit should be available at all venues where lessons and competitions are conducted.

#### **9.1.6. Hazard reduction**

- 9.1.6.1. Initial introduction of the activity should include:
- 9.1.6.2. appropriate warm-up and warm-down activities
- 9.1.6.3. rules, safety procedures and prerequisite skills before students play the game
- 9.1.6.4. progressive and sequential skill development
- 9.1.6.5. modified games that match skill and fitness levels of students.
- 9.1.6.6. Activities should be sited away from buildings, pedestrians and other activities.
- 9.1.6.7. The playing area should be level and free from obstacles and loose objects.
- 9.1.6.8. It is recommended that a minimum space of five metres surround each field.

- 9.1.6.9. Equipment, including goal nets, should be checked for damage before play and removed from use where necessary. Each stick should be checked for rough edges and splintering.
- 9.1.6.10. Corner posts should be made of non-injurious material.
- 9.1.6.11. Goals should be stable and firmly fixed.
- 9.1.6.12. Safety equipment should be worn in all games and practice sessions.
- 9.1.6.13. Shin guards should be worn by all students.
- 9.1.6.14. Correctly fitted mouthguards should be worn for playing and practising.
- 9.1.6.15. Goalkeepers should wear the protective equipment described in the rule book (e.g. leg pads, foot pads, chest protector, protector, elbow guards, helmet with face mask, throat protector and gloves).
- 9.1.6.16. Rules regarding physical contact should be enforced to prevent rough play.
- 9.1.6.17. Goalkeepers should defend their goal against only one ball at a time during skills practice.
- 9.1.6.18. Special care should be taken in hitting the ball to prevent dangerous undercutting.
- 9.1.6.19. All balls should be retrieved simultaneously when using several balls for teaching and practice sessions.
- 9.1.6.20. Students with open cuts and abrasions should be removed from the field of play and treated immediately. If bleeding cannot be controlled completely, the player should not be allowed to return to the field of play. All clothing, equipment and surfaces contaminated by blood should be treated as potentially infectious and so players should not return to the field wearing blood contaminated playing strips.

## **9.2. TAS Hockey By-Laws**

### **9.2.1. RULES OF PLAY**

9.2.1.1. TAS Hockey will play by International Field Hockey rules.

<http://www.fih.ch/files/Sport/Rules/FIH-Rules%20of%20Hockey%202012-interactif.pdf>

### **9.2.2. GRADES**

9.2.2.1. Competition shall be provided in each of the following age groups:

First XI

Second XI

Year 9

Year 8

Year 7

### **9.2.3. MINIMUM NUMBER OF PLAYERS**

9.2.3.1. A minimum of eight (8) players are required to constitute a team. A school having less than eight players by fifteen (15) minutes after the scheduled start time shall forfeit the match, notwithstanding the guidelines outlined in By-Law 3.13, "Late Starts".

9.2.3.2. Should player numbers fall below eight (8) after a match has commenced, the match shall continue.

#### **9.2.4. SELECTION OF TEAMS**

9.2.4.1. Schools shall select fully the players of all higher grade teams before selecting those of lower grade teams, whether the higher grades are engaged or not.

9.2.4.2. No student shall play in more than one team in the same round unless he replaces an injured or absent player in a higher age or grade, subject to By-Law 3.4 specifically, by-laws 3.4.1.5 and 3.4.1.6.

#### **9.2.5. GAME TIMES AND DURATION**

9.2.5.1. The home school may set times in consultation with the visiting school. Matches shall commence at approximately 8.00 am in the format below (5.2), or such other time as shall be mutually agreed - always subject to reasonable travelling time.

| TIME     | FIELD 1            | TIME    | FIELD 2 |
|----------|--------------------|---------|---------|
| 8.00 am  | YEAR 9             | 8.00 am | YEAR 7  |
| 9.00 am  | 2 <sup>ND</sup> XI | 9.00 am | YEAR 8  |
| 10.15 am | 1 <sup>ST</sup> XI |         |         |

9.2.5.2. Matches shall be of the following duration:

Years 7, 8 & 9 = 2 x 25 minute halves

Open Grades = 2 x 30 minute halves

9.2.5.3. The interval between halves shall be 5 minutes.

#### **9.2.6. DRESS & EQUIPMENT**

9.2.6.1. Players are to wear complete and consistent school Hockey uniforms.

9.2.6.2. When uniforms clash, it is the responsibility of the Away team to source alternate jerseys or numbered bibs. It is important to note that matching socks can also cause umpire confusion in Hockey so team socks should differ for games.

9.2.6.3. A high quality standard of ball should be used for all matches regardless of age.

#### **9.2.7. WEATHER**

9.2.7.1. A washout may occur at any time the chief umpire deems the field to be unsafe. Consultation between coaches / coordinators from both schools may assist umpires with this call. In cases where umpires are not qualified the call will be made after consultation with coaches/coordinators. Should the field be questioned as playable or unplayable, and the referees not agree, the 'existing state of affairs' will exist.

9.2.7.2. **Existing state of affairs:** This phrase is used in competition rules to clarify situations in which a difference of opinion concerns the progress of the match.

9.2.7.3. If a match has not started and the Umpires/Coaches do not agree, then the match does not start.



9.2.7.4. If a match is in progress, and if agreement cannot be reached, then the match is to continue.

9.2.7.5. If a wash out occurs prior to half time, the points will be shared between both teams.

9.2.7.6. If a wash out occurs at any point at half time or later the leading team will be declared the winner.

9.2.7.7. In keeping with TAS policy there will be no rescheduled matches for wet weather.

### **9.2.8. UMPIRES**

9.2.8.1. Schools shall provide, and pay for, one official each for every match so that each match has two officials officiating.

9.2.8.2. Directors of Sport from both schools may consult prior to match day to ensure two umpires. Remuneration of umpiring costs will fall to the home team.

### **9.2.9. HOME SCHOOL RESPONSIBILITIES**

9.2.9.1. The Home school shall provide suitable standard field(s) for all matches. (Wherever possible, it is desirable to play Hockey fixtures on two fields simultaneously).

9.2.9.2. Each team shall provide their own team sheet and score cards.

9.2.9.3. It is the responsibility of the Home school to provide "phone-in" results on the day of the match and to forward result-sheets to the Association Executive Officer before the 2:00pm on the day of play.

### **9.2.10. POINTS**

9.2.10.1. Points shall be:

|     |                          |   |          |
|-----|--------------------------|---|----------|
| (A) | Win                      | = | 4 points |
| (B) | Draw or Washed Out match | = | 2 point  |
| (C) | Loss                     | = | 1 points |
| (D) | Forfeit/Bye              | = | 0 points |

### **9.2.11. PLAYER SANCTIONS**

9.2.11.1. In all cases where a player is sent from the field by the match officials through the issuing of a red card, that player will incur a mandatory, minimum one match suspension from TAS sport. (A bye is not considered one match of TAS sport)

9.2.11.2. This sanction applies equally to Males, Females, Juniors and Seniors, therefore Junior TAS participants sent from the field will also incur this mandatory suspension.

## **9.3. Junior TAS Hockey By-Laws**

### **9.3.1. RULES OF PLAY (Yr 5/6)**

9.3.1.1. The game is played by two teams of seven players on a half field. No more than seven players from each team may be on the field at once. The reserve players may be interchanged freely during the game from the halfway line.

9.3.1.2. In year 5 and 6 only to promote spreading out and a decrease in congestion Year 6 Junior TAS Hockey play with 2 attackers, 3 midfielders & 2 defenders. Attackers stay in the attacking zone (Between goal line and half way, including the scoring circle),

midfielders stay in middle 1/2 (Between the scoring circles) and defenders stay in defending zone (Between the back line and half way, including the scoring circle).

9.3.1.3. All players must wear mouthguards and must wear shin pads.

9.3.1.4. Junior Open teams are mixed - boys and girls. No more than 3 boys may play on field at any one time with no more than 1 in any particular positional area (Attackers, midfielders, defenders).

9.3.1.5. Playing time is divided into three thirds of 15 minutes with 4 minutes break between thirds. Time is kept by central timing. Teams will not change direction during the game.

9.3.1.6. Teams will toss to decide which team will commence the game from the centre spot for the 1st half and the direction to play. After each break the team that didn't start the last period of play shall recommence play from the centre spot.

9.3.1.7. The game is commenced with a push back from the centre spot. At the time of commencement, each team must be on their own goal side of the centre spot. After each goal is scored the team against which the goal has been scored will take possession to restart the game from the centre spot.

9.3.1.8. A goal is scored when the ball is played within the circle (scoring zone) by an attacker and does not travel outside the circle before passing completely over the goal line and under knee height. (The ball is permitted to be played by a defender or touch their body after being played by the attacker and prior to crossing the goal line.)

9.3.1.9. Players are not permitted to:

- Raise the stick above waist height,
- Raise the ball above knee height,
- Hit the stick into an opponent's stick,
- Use the stick to obstruct an opponent reaching the ball or moving about the field,
- Play the ball with the rounded-side of the stick,
- Play the ball with their hands or feet, (Deliberate use of hands and/or feet or multiple contact of the feet with the ball should be called.)
- 'Hit' (hands together when contacting the ball) the ball – must be a push or a slap with hands apart only,
- Without possession of the ball a player can not obstruct an opponent from playing the ball by moving any part of his or her body in between the opponent and the ball,
- Criticise or ridicule umpires, spectators or players from either the opposition team or their team.
- Contest possession in pairs. One player from each team should contest the ball at any one time.

9.3.1.10. A Free Push may be awarded to the opponents for any breach of the rules. Allow advantage play as much as possible. Try and give the free push as a 'reward' to the player who has gained the free, rather than 'penalising' the offending player. "Well

done for pushing the ball on to their feet". At the time that a free push is taken, players from their team must be at least 2m from the player taking the push and the opposing players must be 5m from the ball.

9.3.1.11. Rough and dangerous play is not permitted and body contact must be avoided.

9.3.1.12. For a breach by a defender in the attacking zone (forward scoring circle), the attacking team will be awarded a short corner.

#### **SHORT CORNER:**

- **Attacking Team:** One midfield player from the attacking team pushes the ball from a mark on the goal line 6m from the closest goalpost to team mates who are standing outside the circle. The ball must pass outside the circle then be brought back into the circle for a shot at goal to be taken. The attacking players may stand anywhere outside the goal circle provided they are at least 5m from where the penalty corner is being taken. (The midfield attacker who injected the ball may participate in the short corner (score). Once the ball exits the circle for the second time that midfielder must leave the circle.)
- **Defending Team:** Not more than two defenders may stand in the goal or on the base line and run out when the ball comes into play from the goal line by the attacking team. The remainder of the defending team's players must move beyond halfway and wait for the ball to come into play before running back into their defending half.
- When the ball is played deliberately over the goal line by a defender, outside the goal, a short corner is to be awarded.
- When the ball is accidentally played over the back line, outside the goal by a defender, play is restarted by the attacking team with the ball 1m from the top of the circle in line with where the ball left the field of play.
- When the ball is played over the goal line outside of the goal by the attacking team, the defending team is awarded a free hit. This hit is taken from a point on level with the top of the scoring circle (zone) in line with the point where the ball crossed the goal line.
- When the ball is played over the side line the ball is pushed in from that spot by the opposing team.

#### **9.3.2. RULES OF PLAY (Years 4)**

9.3.2.1. The game is played by two teams of six players. The reserve players may be interchanged freely during the game at the halfway line.

9.3.2.2. All players must wear mouthguards and must wear shin pads.

9.3.2.3. To promote spreading out and a decrease in congestion Junior TAS Hockey play with attackers, midfielders & defenders. Attackers stay in the attacking zone, midfielders in the middle zone and defenders stay in their defending zone.

9.3.2.4. Junior TAS Hockey teams are mixed boys and girls. Only one boy may play in any zone at any one time.

9.3.2.5. Playing time is divided into three thirds of 15 minutes with 4 minutes break between thirds. Time is kept by central timing. Teams will not change direction during

the game.

9.3.2.6. Teams will toss to decide which team will commence the game from the centre spot and the direction to play.

9.3.2.7. The game is commenced with a push back from the centre spot. At the time of commencement, each team must be in their designated zone. After each goal is scored the team against which the goal has been scored will take possession to restart the game from the centre spot.

9.3.2.8. A goal may be scored from anywhere within the attacking zone when the ball passes completely over the opponent's goal line and into the goal net. A goal will not be given if the ball passes over the goal line above knee height. The ball must only be pushed by an attacking player or deflect off the defending player's stick.

9.3.2.9. Players are not permitted to:

- Raise the stick above waist height,
- Raise the ball above knee height,
- Hit the stick into an opponent's stick,
- Use the stick to obstruct an opponent reaching the ball or moving about the field,
- Play the ball with the rounded-side of the stick,
- Contest possession in pairs. One player from each team should contest the ball at any one time.
- Play the ball with their hands or feet, (Deliberate use of hands and or feet or multiple contact of the feet with the ball should be called.)
- 'Hit' (hands together when contacting the ball) or 'Slap' (stick moves to slap the ball) the ball – must be a push (hands apart) only,
- Without possession of the ball a player can not obstruct an opponent from playing the ball by moving any part of his or her body in between the opponent and the ball,
- Criticise or ridicule umpires, spectators or players from either the opposition team or their team.

9.3.2.10. A Free Push may be awarded to the opponents for any breach of the rules. Allow advantage play as much as possible. Try and give the free push as a 'reward' to the player who has gained the free, rather than 'penalising' the offending player. "Well done for pushing the ball on to their feet". At the time that a free push is taken, players from their team must be at least 2m from the player taking the push and the opposing players must be 5m from the ball.

9.3.2.11. Rough and dangerous play is not permitted and body contact must be avoided.

9.3.2.12. For a breach by a defender within their defensive zone (including playing the ball over the base line), the attacking team may be awarded a free push at a point on the defensive line opposite the point where the breach occurred. All players must be 5m from the ball when the free hit is taken.

9.3.2.13. When the ball is played over the back line outside of the goal by the attacking team, the defending team is awarded a free push. This push is taken from a point 10m from the point where the ball crossed the back line.

- 9.3.2.14. When the ball is played over the side line the ball is pushed in from that spot by the opposing team. (A self pass is acceptable)
- 9.3.2.15. Where the rules of Junior TAS Hockey do not provide for a situation that arises, the umpire shall give a decision bearing in mind the objectives and spirit of the game.

### **9.3.3. STARTING TIMES**

- 9.3.3.1. Matches shall commence on the hour beginning at 8.00 am.

### **9.3.4. DIVISIONS**

- 9.3.4.1. Competition shall be provided in each of:

Junior Open - half size pitch  
Year 6 - half size pitch  
Year 5 - half size pitch  
Year 4 - modified pitch

### **9.3.5. TEAMS**

- 9.3.5.1. A minimum of Six (yr 4) and Seven (yrs 5 & 6 & Junior Open) players are required to constitute a team.
- 9.3.5.2. Boys may not make up more than half of a team on the field.

### **9.3.6. DURATION OF GAMES**

- 9.3.6.1. Matches shall be of the following duration:

All grades = 3 x 15 minute thirds

- 9.3.6.2. The interval between thirds shall be 4 minutes.

### **9.3.7. DRESS & EQUIPMENT**

- 9.3.7.1. Players are to wear complete and consistent school Hockey uniforms.
- 9.3.7.2. Shin pads and mouthguards are compulsory.
- 9.3.7.3. All players should have a hockey stick (not plastic).
- 9.3.7.4. The ball shall be a cork/rubber compound centre smooth "Minkey" ball for years 4 and 5 and year 6 teams will use a normal dimpled hockey ball.
- 9.3.7.5. No goal keeping equipment is necessary as no player plays only in goal. The defensive zone players try to inhibit the forward zone players from scoring.
- 9.3.7.6. Shoes should be normal running shoes or grass style sports shoes as for Touch.
- 9.3.7.6.1. No moulded or screw in studs are acceptable. Therefore moulded sole Soccer boots are NOT acceptable.
- 9.3.7.7. No stiff brimmed caps can be worn. Hats must be soft brimmed bucket hats or soft brimmed visors.

### **9.3.8. WEATHER**

- 9.3.8.1. A decision will be made regarding weather by the Association's Hockey Convener who will inform all Directors of Junior Sport at all T.A.S. schools by 6:15am on the day in question.
- 9.3.8.2. Washed out games will not be re-scheduled.

### **9.3.9. UMPIRES**

- 9.3.9.1.** Umpires will be provided by the Association through Hockey Qld.

### **9.3.10. PREMIERSHIPS**

- 9.3.10.1.** No Premiership points will be calculated. All games are played for the experience and learning capacity.

### **9.3.11. MATCH PLAY**

#### **9.3.11.1. (Year 5/6 Division 1)**

- 9.3.11.1.1.** To assist with the development of positional play and passing, Coaches are encouraged to give players a position name, this will help the children to understand their jobs and position on the field.  
Attackers/Forwards – Right & Left, Midfielders/halves – Right, Centre & Left and Defenders – Right & Left Back.
- 9.3.11.1.2.** Attackers (2) will all wear blue wrist bands and may not enter their defensive circle.
- 9.3.11.1.3.** Midfielders (3) are to remain in their middle of the field (between the two scoring circles), they should not enter either the attacking or defensive circles. Midfielders can not score a goal unless playing as an attacker when taking a short corner.
- 9.3.11.1.4.** Defenders (2) will all wear red wrist bands and are not to enter their attacking circle.
- 9.3.11.1.5.** Encourage players to spread out to allow better movement of the ball and a more open/passing style of hockey.

#### **9.3.11.2. (Year 5/6 Division 2)**

- 9.3.11.2.1.** To assist with the development of positional play and passing, Coaches are encouraged to give players a position name, this will help the children to understand their jobs and position on the field.  
Attackers/Forwards – Right & Left, Midfielders/halves – Right, Centre & Left and Defenders – Right & Left Back.
- 9.3.11.2.2.** Attackers (2) will all wear blue wrist bands and are to remain in their half, but may cross the centre line (within reason) to defend a free push or receive a pass. No attacker should enter the defensive circle. If attackers are over halfway acting as defenders, encourage them to move out to their half – “Attackers go up”. If they continue to remain, award a free push to the attacking team and send them up to their attacking half.
- 9.3.11.2.3.** Midfielders (3) are to remain in their middle of the field (between the two scoring circles), they should not enter either the attacking or defensive scoring zones. Midfielders can not score a goal.
- 9.3.11.2.4.** Defenders (2) will all wear red wrist bands and are to remain in their half, but may cross the centre line (within reason) to take a free hit. If defenders are within the attacking half, encourage them to move out to their half – “Defenders go back”. If they continue to remain, award a free hit to the

defending team and send them back to their defending half. No midfielder or defender can score a goal.

9.3.11.2.5. Encourage players to spread out to allow better movement of the ball and a more open/passing style of hockey.

9.3.11.2.6. To simplify the concept – observing the game spectators should be able to identify the attackers, the midfielders and the defenders by where they are positioned on the field.

#### **9.3.11.3. (Year 4)**

9.3.11.3.1. To assist with the development of positional play and passing, Coaches are encouraged to give players a position name, this will help the children to understand their jobs and position on the field.  
Attackers/Forwards – Right and Left, Midfielders – Right and Left and Defenders – Right & Left.

9.3.11.3.2. Attackers are to wear blue wrist bands and remain in their third, but may enter the midfield zone (within reason) to defend a free push or receive a pass. No attacker should ever enter the defensive zone. If attackers remain within the middle or defensive zones acting as defenders, encourage them to move out to their zone – “Attackers go up”. If they continue to remain, award a free push to the attacking team and send them up to their attacking zone.

9.3.11.3.3. Defenders are to wear red wrist bands and remain in their third, but may enter the midfield zone (within reason) to take a free push. No defender should enter the attacking zone in an attacking role. If defenders remain within the middle or attacking zones acting as attackers, encourage them to move out to their zone – “Defenders go back”. If they continue to remain, award a free push to the defending team and send them back to their defending zone. No defender or Midfielder can score a goal.

9.3.11.3.4. Encourage players to spread out to allow better movement of the ball and a more open/passing style of hockey.

9.3.11.3.5. To simplify the concept – observing the game spectators should be able to identify the attackers and the defenders by where they are positioned on the field. Therefore year 4 players should be in their zone to begin each stanza of play and for restart after a goal.

#### **9.3.12. FITNESS**

9.3.12.1. A ground is unfit for play when it is wet or slippery so that players do not have a reasonable foothold. The decision concerning the fitness of grounds for play shall be made by the Association’s Convenor of Hockey.

9.3.12.2. Directors of Sport will be phoned by the Convenor no later than 6.15 am on the day of play if the weather looks inclement.

#### **9.3.13. FIRST AID**

9.3.13.1. A Sports Medicine person will be supplied during the day.

9.3.13.2. All schools will share in the cost for this.

## 10. Netball

### 10.1. Safety Aspects

The requirements of this schedule apply to the teaching of Netball skills, team training and competition matches conducted by schools.

#### **10.1.1. Nature of hazards**

- 10.1.1.1. *As part of the process of safety self-regulation, all persons engaging in this activity should identify the hazards, assess their significance and manage the potential risks including any additional hazards not mentioned here*
- 10.1.1.2. Hazards that may be encountered in this activity include:
- equipment (e.g. goal posts)
  - collisions between players and with surrounding obstacles
  - court surface

#### **10.1.2. Level of risk**

- 10.1.2.1. *The categorisation of these conditions is subjective and offered as a starting point for risk management planning. The actual degree of risk is best ascertained by persons with intimate local knowledge present at the site of the activity.*
- 10.1.2.2. Participation in this activity involves medium risk (level 2).

#### **10.1.3. Minimum supervision**

- 10.1.3.1. One adult present should have knowledge of, and an ability to perform, first aid procedures.
- 10.1.3.2. If an adult other than a registered teacher is engaged for instruction, a teacher should be present to take overall responsibility.

#### **10.1.4. Qualifications**

- 10.1.4.1. *The qualifications listed in this section are minimums for each type of situation. Leaders are encouraged to seek training to raise their qualification level above the minimum listed.*
- 10.1.4.2. The leader should be:
- a registered teacher with experience (previous involvement in the activity) in the teaching of netball
  - where no teacher with these qualifications is available, an adult who has Foundation coaching qualifications from Netball Australia

#### **10.1.5. Minimum equipment**

- 10.1.5.1. A first aid kit should be available at all venues where lessons and competitions are conducted.



### **10.1.6. Hazard reduction**

- 10.1.6.1. Activities should be sited away from buildings, pedestrians and other activities.
- 10.1.6.2. In extreme heat, stoppages for water should be applied halfway through each quarter.
- 10.1.6.3. Umpires, coaches &/or managers should ensure students cut long fingernails (or wear gloves) and remove all jewellery to prevent injury to any participants.
- 10.1.6.4. Coaches &/or managers should also ensure all players wear footwear appropriate to the playing surface.
- 10.1.6.5. Players should cover or remove body piercings.
- 10.1.6.6. The playing area should be level and free from obstacles and loose objects and equipment.
- 10.1.6.7. It is recommended that courts be sited in a north-south direction to limit visual interference from the sun.
- 10.1.6.8. The court surface should be non-slip.
- 10.1.6.9. It is recommended that a minimum space of 2 metres surround each court.
- 10.1.6.10. The edges of all goal posts should be rounded and goal posts should be well maintained.  
All goal posts should be padded.
- 10.1.6.11. Portable goal posts should be stable or fitted securely into sleeves.
- 10.1.6.12. The rules regarding physical contact should be enforced to prevent rough play.
- 10.1.6.13. Procedures should be adopted to minimise loose balls entering the playing area and safety procedures should be established for their removal.
- 10.1.6.14. Students with open cuts and abrasions should be removed from the court and treated immediately. If bleeding cannot be controlled completely, the player should not be allowed to return to the court. All clothing, equipment and surfaces contaminated by blood should be treated as potentially infectious.
- 10.1.6.15. All facial piercings (including ear piercings) must be removed. Other piercings must be taped.

## **10.2. TAS Netball By-Laws**

### **10.2.1. GRADES**

- 10.2.1.1. Grades catered for in TAS competition shall be:
  - Firsts
  - Seconds
  - Thirds
  - Year 10 A and B
  - Year 9 A and B
  - Year 8 A and B
  - Year 7 A and B
- 10.2.1.2. Any additional teams will play as a part of a TAS Supplementary competition.

### **10.2.2. MINIMUM NUMBER OF PLAYERS**

10.2.2.1. A minimum of five (5) players are required to constitute a team. A school having less than five players by fifteen (15) minutes after the scheduled start time shall forfeit the match, notwithstanding the guidelines outlined in By-Law 3.13, "Late Starts".

10.2.2.2. Should player numbers fall below five (5) after a match has commenced, the match shall continue.

### **10.2.3. SELECTION OF TEAMS**

10.2.3.1. Schools shall select fully the players of all higher grade teams before selecting those of lower grade teams, whether the higher grades are engaged or not.

10.2.3.2. No student shall play in more than one team in the same round unless he replaces an injured or absent player in a higher age or grade, subject to By-Law 3.4 specifically, by-laws 3.4.1.5 and 3.4.1.6.

### **10.2.4. TIMES AND DURATION OF MATCHES**

10.2.4.1. The Home school must notify the opposition of times and venues at least one week prior to the scheduled date. Matches shall start at 8.30am or such other time as mutually agreed - always subject to reasonable travelling time.

10.2.4.2. Times for games should, whenever possible, ensure that each age or grade game is played prior to, or at the same time as, the grade immediately higher.

10.2.4.3. Matches shall consist of four quarters of 12 minutes each.

10.2.4.4. Quarter breaks shall be of two minutes duration with a half-time of three minutes duration.

10.2.4.5. No time shall be allowed for injury.

10.2.4.6. Both teams shall provide scorers who shall position themselves together for the duration of the match.

10.2.4.7. Home schools shall provide central timing.

10.2.4.8. If schools cannot agree on alternate times for games, the default times will be as set out below.

10.2.4.9. Where three courts are available

| <b>TIMES</b> | <b>Court One</b> | <b>TIMES</b> | <b>Court Two</b> | <b>TIMES</b> | <b>Court Three</b> |
|--------------|------------------|--------------|------------------|--------------|--------------------|
| <b>8:00</b>  | Year 7 A         | <b>8:00</b>  | Year 7 B         | <b>8:00</b>  | Year 8 B           |
| <b>9:00</b>  | 3rds             | <b>9:00</b>  | Year 9 B         | <b>9:00</b>  | Year 8 A           |
| <b>10:00</b> | 2nds             | <b>10:00</b> | Year 9 A         | <b>10:00</b> | Year 10 B          |
| <b>11:00</b> | 1sts             | <b>11:00</b> | Year 10 A        | <b>11:00</b> |                    |

10.2.4.10. Where four courts are available

| <b>TIMES</b> | <b>Court 1</b> | <b>TIMES</b> | <b>Court 2</b> | <b>TIMES</b> | <b>Court 3</b> | <b>TIMES</b> | <b>Court 4</b> |
|--------------|----------------|--------------|----------------|--------------|----------------|--------------|----------------|
| <b>8:00</b>  | 3rds           | <b>8:00</b>  | Year 9 B       | <b>8:00</b>  | Year 7 B       | <b>8:00</b>  | Year 7 A       |
| <b>9:00</b>  | 2nds           | <b>9:00</b>  | Year 9 A       | <b>9:00</b>  | Year 10 B      | <b>9:00</b>  | Year 8 B       |
| <b>10:00</b> | 1sts           | <b>10:00</b> |                | <b>10:00</b> | Year 10 A      | <b>10:00</b> | Year 8 A       |

### **10.2.5. WEATHER**

10.2.5.1. A washout may occur at any time the chief umpire deems the court to be unsafe. Consultation between coaches / coordinators from both schools may assist umpires with this call. In cases where umpires are not qualified the call will be made after consultation with coaches/coordinators. Should the court be questioned as playable or unplayable, and the referees not agree, the 'existing state of affairs' will exist.

10.2.5.1.1. **Existing state of affairs:** This phrase is used in competition rules to clarify situations in which a difference of opinion concerns the progress of the match.

10.2.5.1.2. If a match has not started and the Umpires/Coaches do not agree, then the match does not start.

10.2.5.1.3. If a match is in progress, and if agreement cannot be reached, then the match is to continue.

10.2.5.2. If a wash out occurs prior to half time, the points will be shared between both teams.

10.2.5.3. If a wash out occurs at any point at half time or later the leading team will be declared the winner.

10.2.5.4. In keeping with TAS policy there will be no rescheduled matches for wet weather.

### **10.2.6. VENUE**

10.2.6.1. It is recommended that all Open and "A" Division games be played on hard surface courts at the grounds nominated by the Home school.

### **10.2.7. Match Rules**

10.2.7.1. ROLLING SUBSTITUTIONS

10.2.7.1.1. Rolling substitutions to apply to all fixtures

10.2.7.1.2. A substitution zone 1m x 4m will be situated near the transverse line on the bench side of the court. The zone is to be marked with taped cross or flat discs for safety .

10.2.7.1.3. The substitute player must stand wholly inside their team's substitute zone to indicate a substitution is to take place. The player must be wearing the bib of the position they are replacing

10.2.7.1.4. Before leaving the substitution box the player must tag hands with the player being replaced ensuring all off side rules are observed and neither player should interfere with the game.

10.2.7.1.5. No limit to rolling substitutions in a game.

### **10.2.8. SCORESHEETS/SCORERS**

- 10.2.8.1. Each school shall provide the official scorer with a team sheet and scorecard upon which is recorded:
- 10.2.8.2. goals and attempted goals;
- 10.2.8.3. centre passes;
- 10.2.8.4. score;
- 10.2.8.5. signature of Umpires and Scorers.
- 10.2.8.6. The Visiting school shall also provide a scorer who shall sit beside the official scorer to assist, complete the scorecards and confirm the result.

### **10.2.9. UMPIRES**

#### **10.2.9.1. Responsibility:**

- 10.2.9.1.1. Schools shall provide, and pay for, one official each for every match.
- 10.2.9.1.2. If this creates difficulties, the Away school shall be invited to provide some officials.
- 10.2.9.1.3. If the Away school has access to qualified officials, they shall inform the Home school prior to the match.
- 10.2.9.1.4. Umpires should remain with the game they begin to officiate until its conclusion. In the event of a student being used to umpire, they must complete the game and not leave early to warm up for their own match.

#### **10.2.9.2. Qualifications:**

- 10.2.9.2.1. Senior (Open) games are to be umpired by adults or by senior students who must hold current AANA State badge or higher qualification.
- 10.2.9.2.2. Junior games (grades 7, 8 & 9) may be umpired by competent senior players.
- 10.2.9.2.3. Only junior players who are qualified officials may umpire a game when an adult is coaching him/her in the art of umpiring.
- 10.2.9.2.4. All umpires shall officiate using current NA Rules and Regulations.
- 10.2.9.2.5. All effort should be made to secure umpires who are not officiating within their own competition level.

### **10.2.10. DRESS & EQUIPMENT**

- 10.2.10.1. Players are to wear complete and consistent school Netball uniforms.
- 10.2.10.2. When uniforms clash, it is the responsibility of the Away team to source alternate uniforms or different coloured, lettered bibs.
- 10.2.10.3. A high quality standard of ball should be used for all matches regardless of age.

### **10.2.11. POINTS**

|              |   |          |
|--------------|---|----------|
| Win          | = | 4 points |
| Draw/Washout | = | 2 point  |
| Loss         | = | 1 point  |
| Forfeit/Bye  | = | 0 points |

### **10.2.12. HOME SCHOOL RESPONSIBILITIES**

- 10.2.12.1. The Home school is responsible for ensuring that:

- 10.2.12.2. Courts are set up prior to the commencement of warm-ups for the first scheduled games;
- 10.2.12.3. Sufficient provision is made to keep spectators at a safe distance from the sideline;
- 10.2.12.4. A game ball is provided by each Home team for each match;
- 10.2.12.5. "Phone-in" results are completed on the day and result sheets are forwarded to the Association Executive Officer by the Monday following games.

### **10.2.13. *PLAYER SANCTIONS***

- 10.2.13.1. In all cases where a player is sent from the court by the match officials that player will incur a mandatory one match suspension from TAS sport. (A bye is not considered one match of TAS sport)
- 10.2.13.2. This sanction applies equally to Males, Females, Juniors and Seniors, therefore Junior TAS participants sent from the court will also incur this mandatory suspension.

## **10.3. Junior TAS Netball (Yrs 4, & Yr 5/6 Div 1 & 2)**

### **10.3.1. *STARTING TIMES***

- 10.3.1.1. Start times: 7:30, 8:15, 9:00, 10:00, 10:45 am.

### **10.3.2. *DURATION***

- 10.3.2.1. Matches are 4 x 10 min quarters
- 10.3.2.2. Breaks: 1 min quarter time and 2 min half time
- 10.3.2.3. Warm Up: Should occur off court. Players must arrive on court ready to start at their allotted starting time.
- 10.3.2.4. Games can be modified to maintain the overall timing of the day (ie: quarters can be cut to 8 mins to bring the day's timing in line with the schedule). Coordinators should be vigilant in starting on time. Teams who start late will have their games truncated but the central scoring should remain on target to benefit all other teams who do start on time.

### **10.3.3. *BALL***

- 10.3.3.1. Year 4 & 5 Size 4 composite leather or all leather.
- 10.3.3.2. Year 6 & Junior Open Size 5 Composite leather or all leather.

### **10.3.4. *PREMIERSHIP***

- 10.3.4.1. No premiership points are kept. Students are playing for the enjoyment of the game, to improve their skills and sense of sportsmanship.

### **10.3.5. *TEAMS***

- 10.3.5.1. Teams may be made up of any number of players. Only 7 may take the court.
- 10.3.5.2. Substitutions can be made at any quarter. A substitution for injury can be made at any time by informing the umpire.
- 10.3.5.3. When more than one boy plays in the same team, they cannot start in the same third. (GA & GS - WD, WA & C - GK & GD)

- 10.3.5.4. There should never be more than three boys on the court at any one time.

#### **10.3.6. UMPIRING**

- 10.3.6.1. Unless otherwise provided, Schools shall provide, and pay for, one official each for every match. (Home shall provide and pay for all required umpires)
- 10.3.6.2. If this creates difficulties, the Away school shall be invited to provide some officials.
- 10.3.6.3. If the Away school has access to qualified officials, they shall inform the Home school prior to the match.

#### **10.3.7. MATCH PLAY**

- 10.3.7.1. **Time to pass the ball**
- Up to 3 seconds for Year 5/6 Div 1 or 2.
  - Up to 5 seconds for Year 4.
- 10.3.7.2. **Stepping**
- Strict application of footwork for Year 5/6 Div 1 or 2.
  - Slight allowances made for Year 4.
- 10.3.7.3. **Defending**
- Strict “one on one” defence. 3 feet rule applies.
  - Year 4 No defending of the shot.
- 10.3.7.4. **Obstruction**
- 3 feet rule applies to all year levels.
- 10.3.7.5. **Substitutions**
- All players must play a minimum of two quarters, depending on the number of the players in the team.
- 10.3.7.6. **Coaching**
- Coaches of year 4 teams are permitted to be on the court to assist their players with positioning and match play.

#### **10.3.8. AWARDS AND SCORING**

- 10.3.8.1. Scores should be given to the timekeeper upon completion of the game.
- 10.3.8.2. No final matches will be played.

#### **10.3.9. EQUIPMENT**

- 10.3.9.1. Each team must bring their own ball and bibs.

#### **10.3.10. DRESS**

- 10.3.10.1. No jewellery or long nails allowed onto the court. Taping earrings and nails is not acceptable.

#### **10.3.11. FITNESS**

- 10.3.11.1. A ground is unfit for play when it is wet or slippery so that players do not have a reasonable foothold. The decision concerning the fitness of grounds for play shall be made by the Convenor of Netball.
- 10.3.11.2. Directors of Sport will be phoned by the Convenor no later than 6.15 am on the day of play if the weather looks inclement.

#### **10.3.12. FIRST AID**

10.3.12.1. A Sports Medicine person will be supplied during the day.

10.3.12.2. *(All schools will share in the cost for this.)*

# 11. Rugby

## 11.1. Safety Aspects

Safety rules and procedures are important because of the degree of body contact in Rugby Union. The nature of the activities makes it unsuitable for very young students. Rules for the game of Walla Rugby and other approved modified forms of the game should be used for the specific age-groups.

### **11.1.1. Nature of hazards**

11.1.1.1. *As part of the process of safety self-regulation, all persons engaging in this activity should identify the hazards, assess their significance and manage the potential risks including any additional hazards not mentioned here*

11.1.1.2. Hazards that may be encountered in rugby union include:

- equipment (e.g. goal posts, corner posts)
- body contact

### **11.1.2. Level of risk**

11.1.2.1. Participation in rugby union involves high risk (level 3).

### **11.1.3. Minimum supervision**

11.1.3.1. If an adult other than a registered teacher is engaged for instruction, a registered teacher should be present to take overall responsibility.

11.1.3.2. Minimum First Aid requirements; Senior First Aid (Level 2 with spinal training) (e.g. QAS, St. John's Ambulance) or the equivalent.

11.1.3.3. During competition, the qualified first aid officer/sports trainer should be located in an accessible position to the field(s) of play to provide immediate first aid assistance.

11.1.3.4. There must be phone access to call an ambulance if required.

### **11.1.4. Qualifications**

11.1.4.1. The leader should be:

- a registered teacher with competence (demonstrated ability to undertake the activity through acquisition of Smart Rugby competence) in the teaching of Rugby Union
- an adult who has Smart Rugby coaching qualifications from the Australian Rugby Football Union

11.1.4.2. Competition games should be controlled by competent coaches and officials who are Smart Rugby compliant.

11.1.4.3. A referee who is currently a student of a participating school should not be appointed to referee a game in which his/her school is playing, unless there is agreement by officials of both teams for that to occur.

11.1.4.4. In competition games, where touch judges are not provided by the Referees' Association, each school should endeavour to provide a competent touch judge (such as an older student or parent).



### **11.1.5. Minimum equipment**

- 11.1.5.1. A first aid kit should be available at all venues where lessons and competitions are conducted.

### **11.1.6. Hazard reduction**

- 11.1.6.1. The teacher should introduce the activity comprehensively and include:
- appropriate warm-up and warm-down activities
  - instruction in rules, safety procedures and prerequisite skills
  - progressive and sequential skill development
  - a structured training and coaching program and selection criteria for teams (training should be specific to player position)
  - modified games that match the skill and fitness levels of students, e.g. walla rugby.
- 11.1.6.2. Students should have progressed through the skills and knowledge areas associated with the modified games before participating at a level governed by the full laws of the game.
- 11.1.6.3. Teachers should select students on the basis of ability and suitability for the position/s they are to play (for example, students with long thin necks should not play in the front or second rows of the scrum).
- 11.1.6.4. The playing area should be level, grassed and free from obstacles and loose objects.
- 11.1.6.5. A minimum space of five metres should surround each field and be roped off free from spectators.
- 11.1.6.6. Unless participating in the game or directly supporting participants (Trainer, 1st Aid and coach/manager at half time) no one is permitted on the field of play.
- 11.1.6.7. Player equipment, including footwear, headgear and shin pads, should comply with age standard levels appropriate to the laws of the game.
- 11.1.6.8. Correctly fitted mouthguards should be worn for playing and practising.
- 11.1.6.9. When playing on a field, if one or more students are wearing footwear, all students should have footwear. All boots should be made of safe materials, provide protection for the feet and have non-slip soles.
- 11.1.6.10. Boots should be inspected before each match. Boots with loose, sharp-edged or excessively worn studs and sharp-edged soles should not be worn.
- 11.1.6.11. All goal posts should be padded.
- 11.1.6.12. Corner flags and other markers should be made of non-injurious material.
- 11.1.6.13. Teachers and coaches/staff should select students on the basis of ability and suitability for the position/s they are to play.
- 11.1.6.14. Teachers and coaches/staff should identify students who may be suffering an existing injury. If there is reason to believe that a student is injured, the teacher should seek first aid treatment.

- 11.1.6.15. The Associated Schools mandates a three week period from a concussion taking place until the player may play again. (This means the player will miss three weeks of competition.)
- 11.1.6.16. Open cuts and abrasions should be treated immediately. If bleeding cannot be controlled completely, the player should not be allowed to return to the field of play. All clothing, equipment and surfaces contaminated by blood should be treated as potentially infectious.
- 11.1.6.17. Students should not return to playing after injury until it is clear that the injury has been managed. If there is any doubt, the student should not play until medically cleared.

## 11.2. TAS Rugby By-Laws

### 11.2.1. GRADES

- 11.2.1.1. Grades catered for in both Divisions shall be:

Under 18 First XV  
Under 18 Second XV,  
Year 9/10 A,  
Year 9/10 B,  
Year 7/8 A  
Year 7/8 B.

- 11.2.1.2. In accordance with Australian Rugby Union Directions, a “two-year-window” exists for Rugby players in all grades of competition under the following formula:

- 11.2.1.3. All TAS age groups will be calculated from July 1<sup>st</sup>.

| <u>Grade</u> | <u>Accepted Age</u> | <u>Eligible Playing Ages</u> | <u>Year of Birth for 2023</u> |
|--------------|---------------------|------------------------------|-------------------------------|
| Year 7       | Under 13            | 12 & 13 years                | 1 July 2011 - 2010            |
| Year 8       | Under 13            | 12 & 13 years                | 2010 – 30 June 2009           |
| Year 9       | Under 15            | 14 & 15 years                | 1 July 2009 - 2008            |
| Year 10      | Under 15            | 14 & 15 years                | 2008 - 30 June 2007           |
| Open         | Under 18            | 16 - 18 years                | 1 July 2007 – 1 Jan 2005      |

- 11.2.1.3.1. Any player wishing to play outside his window of eligibility must have a 2 year window exemption to play in the competitions outside their eligibility

- **Note: All ages as at 00.00am on July 1<sup>st</sup> in the year of competition.**
- **All players born in 2008 will need to be signed off as competent to play within the 2 year window of 1 Jul 2007 to 30 Jun 2005.**

- 11.2.1.4. Schools requiring younger players than the above formula, must provide the Executive Officer with completed Disclosure Forms, signed by a Level 2 Coach, the student’s Parent or Guardian, and the school Rugby Coordinator **before the player takes the field.**

- 11.2.1.5. This form must also be signed by the player’s parents/guardians and then sent to the competition manager (Executive Officer) for a countersigning.

- 11.2.1.6. The Australian Rugby Union require these forms to be completed prior to any student being allowed to play in a match where they may play against players outside their allowed two year window as outlined in the appendix noted in the Association Policy manual.”

### **11.2.2. MINIMUM NUMBER OF PLAYERS**

- 11.2.2.1. A minimum of twelve (12) players is required to constitute a team. A school having less than twelve players by fifteen (15) minutes after the scheduled start time shall forfeit the match, notwithstanding the guidelines outlined in By-Law 3.13, “Late Starts”.
- 11.2.2.2. Should player numbers fall below twelve (12) after a match has commenced, the match shall continue.
- 11.2.2.3. In situations where a team does not have the players available to contest a scrum notice of this should be made to the opposing school as soon as possible.
- 11.2.2.4. In year 7A (7/8B) teams, 9A (9/10B) teams and 2<sup>nd</sup> XV teams, games can be played as 12 players per side and opponents must match the lower numbers down to 12. In these circumstances a team may begin with as few as 10 players, but their opponents need to match numbers down to a minimum of 12 players, unless a mismatch develops. In circumstances where a mismatch occurs, both schools should meet to discuss how best to manipulate the circumstances of play to ensure the match takes on some significance for both sides.

### **11.2.3. GROUNDS**

#### **11.2.3.1. VENUE FOR GAMES**

- 11.2.3.1.1. All competition games shall be played at the grounds of the home school.

#### **11.2.3.2. SPECTATOR CONTROL**

- 11.2.3.2.1. Sufficient provision shall be made in all grades to keep spectators at a safe distance from the touch-line or outside enclosed grounds. (5m minimum is recommended)
- 11.2.3.2.2. Schools should provide a designated player/official area.

#### **11.2.3.3. PROVISION OF EQUIPMENT**

- 11.2.3.3.1. The following equipment shall be provided in all games:
- kicking tee for conversions/penalties
  - pads on goal posts
  - ice
- 11.2.3.3.2. refer to safety aspects for minimum first aid requirements

#### **11.2.3.4. GROUND / TEAM OFFICIALS**

- 11.2.3.4.1. All officials will be required to wear coloured vests to indicate the role being undertaken.
- TOUCH JUDGES Pale Blue
  - TEAM TRAINERS/WATER RUNNERS Yellow

- TEAM MANAGERS Maroon
- GROUND OFFICIAL Orange

#### **11.2.4. DURATION OF GAMES**

11.2.4.1. There shall be two periods of play of the following duration:

|                  |   |            |
|------------------|---|------------|
| First XV         | = | 35 minutes |
| All other Grades | = | 25 minutes |

11.2.4.1.1. There shall be a half time interval of five (5) minutes in all games.

11.2.4.2. **Injury Time**

11.2.4.2.1. Injury time shall **not be allowed** in any grade.

#### **11.2.5. STARTING TIMES**

11.2.5.1. The following starting times shall apply:

| TIME     | FIELD 1            | TIME     | FIELD 2 |
|----------|--------------------|----------|---------|
| 8.00 am  | 9/10 B             |          |         |
| 9.00 am  | 9/10 A             | 9.00 am  | 7/8 B   |
| 10.00 am | 2 <sup>ND</sup> XV | 10.00 am | 7/8 A   |
| 11.15 am | 1 <sup>ST</sup> XV |          |         |

11.2.5.2. Variations to the above times may be decided by mutual agreement, however it is the responsibility of the "Home" school to advise official referees in any matches to be controlled by QRRA officials.

11.2.5.3. In all games at a particular venue, the lower grade teams shall commence their games before, or at the same time as, higher-grade teams of the same grade/age group.

#### **11.2.6. COMPETITION POINTS**

|              |   |          |
|--------------|---|----------|
| Win          | = | 4 points |
| Draw/Washout | = | 2 points |
| Loss         | = | 1 point  |
| Bye/forfeit  | = | 0 points |

#### **11.2.7. SELECTION OF TEAMS**

11.2.7.1. Schools shall select fully the players of all higher grade teams before selecting those of lower grade teams, whether the higher grades are engaged or not.

11.2.7.2. No student shall play in more than one team in the same round unless he replaces an injured or absent player in a higher age or grade, subject to By-Law 3.4 specifically, by-laws 3.4.1.5 and 3.4.1.6. Strategic replacements may be made in 1sts Rugby, provided By-Law 3.4 is not contravened.

#### **11.2.8. RUGBY GAME DAY PROCESS**

11.2.8.1. Schools will follow the game day process outlined in Appendix A of these By-Laws.

11.2.8.2. Failure to adhere to these Game day protocols could lead to disciplinary action.

## **11.2.9. REPLACEMENTS**

### **11.2.9.1. INJURED PLAYERS**

11.2.9.1.1. Injured players in all games may be replaced at any time during a game. They may not return to the field in any grade on that day. It is important to note that injured players are replaced for injury and not substituted.

**11.2.9.1.2. Note:** IRB rules state that **"A player who has suffered definite cerebral concussion and loss of consciousness should not participate in any match or training session for a period of at least three weeks from the time of the injury, and only subject to being cleared by proper neurological examination."**

11.2.9.1.3. **Note:** If a head knock occurs during training, it is the school's responsibility to ensure students take no further part in training once a head knock has been sustained, even if a concussion has not yet been diagnosed.

### **11.2.9.2. SUBSTITUTIONS**

11.2.9.2.1. Years 7, 8, 9 and 10 shall be permitted unlimited substitutions from maximum squads of 23 players.

11.2.9.2.2. 1sts and 2nds shall be permitted 12 substitutions in total.

11.2.9.2.3. The 12 total substitutions should be in keeping with the substitution policy of the Brisbane Junior Rugby Union for teams of 15 years or older.

11.2.9.2.4. Total playing time for **any one team** shall not exceed 90 minutes on any one day.

## **11.2.10. WEATHER**

11.2.10.1. A washout may occur at any time the referee deems the field to be unsafe. Consultation between coaches / coordinators from both schools may assist referees with this call. Should the field be questioned as playable or unplayable, and the referees not agree, the 'existing state of affairs' will exist.

11.2.10.1.1. **Existing state of affairs:** This phrase is used in competition rules to clarify situations in which a difference of opinion concerns the progress of the match.

11.2.10.1.2. If a match has not started and the Umpires/Coaches do not agree, then the match does not start.

11.2.10.1.3. If a match is in progress, and if agreement cannot be reached, then the match is to continue.

11.2.10.2. If a wash out occurs prior to half time, the points will be shared between both teams.

11.2.10.3. If a wash out occurs at any point at half time or later the leading team will be declared the winner.

11.2.10.4. In keeping with TAS policy there will be no rescheduled matches for wet weather.

11.2.10.5. Any bonus points already accrued will stand.

### **11.2.11. BALLS**

- 11.2.11.1. Each team shall provide one size 5 match ball
- 11.2.11.2. A high quality standard of ball should be used for all matches regardless of age.

### **11.2.12. LAW MODIFICATIONS**

- 11.2.12.1. The Laws of Rugby apply to all year levels.
- 11.2.12.2. **Uncontested Scrums:**
  - 11.2.12.2.1. When a team elects to not contest scrums, during a game they may not select a scrum as a penalty or free kick option.

### **11.2.13. REFEREES**

#### **11.2.13.1. QRRR REFEREES**

- 11.2.13.1.1. QRRR officials shall be asked to control all grades of matches.

#### **11.2.13.2. REFEREES NOT TURNING UP**

- 11.2.13.2.1. Where the appointed referee does not turn up within 15 minutes of the agreed starting time of the game (including Q.R.R.A. referees), or where Q.R.R.A. referees are unavailable, the home team shall have the right to provide a qualified referee. If such a referee is not available through the home school, the visiting team shall have the right to provide a qualified referee, PROVIDED THAT:
  - In no game shall the coach of either team be the referee unless the opposing team agrees;
  - No student, unless he/she is suitably qualified, and unless no other qualified adult is available, shall be appointed to referee a TAS competition game where the players are less than 2 years younger than the appointed referee.

### **11.2.14. TOUCH JUDGES AND BALLBOYS**

#### **11.2.14.1. TOUCH JUDGES**

- 11.2.14.1.1. Q.R.R.A. officials **may** be appointed to act as Touch Judge for First XV matches.
- 11.2.14.1.2. For every other grade, each school shall supply one Touch Judge who shall be correctly dressed and carry at least one flag. School or other unqualified linesmen shall only officiate on ball in-and-out of play situations.

#### **11.2.14.2. BALLPERSONS**

- 11.2.14.2.1. Each school shall provide one correctly dressed ball person for the First XV game.

### **11.2.15. PLAYERS DRESS**

- 11.2.15.1. The dress (jersey and socks) of each player in all grades shall conform to colours of his school. All players in each team should wear shorts and socks of a uniform colour.

- 11.2.15.2. When a TAS representative team is selected, those players chosen to represent the Association shall be presented with a jersey in the Association's colours (viz: sky blue with red cuffs, red monogram, white collar, red numbers) and shall wear white football shorts, socks of the school they represent. When a second representative team is chosen, reverse coloured jerseys shall be worn.

### **11.2.16. MISCONDUCT**

#### **11.2.16.1. TEMPORARY SUSPENSION**

As per Law 26 1991 variations, a player may be temporarily suspended at the discretion of the referee. In TAS competition, the normal area for this is behind the defending goal posts; however, if at the discretion of the home team's Director of Sport the area on a particular field is deemed unsuitable, then the home school has the right to establish an alternative area for this purpose. It is the responsibility of the home team's Director of Sport to inform visiting referees and coaches of these alternative arrangements should they exist.

#### **11.2.16.2. DISMISSAL**

In the case of the player being sent from the field, the referee shall be requested to communicate in writing to the Executive Officer of the Association ([contact@theassociatedschools.com.au](mailto:contact@theassociatedschools.com.au)).

TAS policy is for any player sent from the field to miss at least one competition round. (A BYE is not considered missing a competition round.) Note: This applies equally to Junior TAS matches.

### **11.2.17. DRAW CONSIDERATIONS**

- 11.2.17.1. With TAS no longer providing a representative team for Queensland Schoolboy trials, and students now required to trial through their 'Region', it is probable that clashes with the Association's Draw will occur.
- 11.2.17.2. In these instances, refer to By-Law 3.15 regarding the rescheduling of matches from the date of the trials.

## 11.3. Junior TAS Rugby

### 11.3.1. *Starting Times*

- 11.3.1.1. Starting times for matches should be determined by the host school
- 11.3.1.2. The host school is responsible for giving the opposing school sufficient notice regarding time and venue

### 11.3.2. *Timing of Games*

- 11.3.2.1. All matches are to be played in two 20 minutes halves with a five minute break between the halves
- 11.3.2.2. Injury time does not apply to matches

### 11.3.3. *Balls*

- 11.3.3.1. The home team is responsible for supplying a suitable, regulation size ball for each match:
  - Under 10 (Mini): size 3
  - Under 11 and 12 (Midi): size 4

### 11.3.4. *Premiership*

- 11.3.4.1. No premiership points are kept. Students are playing for the enjoyment of the game, to improve their skills and sense of sportsmanship

### 11.3.5. *Teams*

- 11.3.5.1. The number of players for teams are as follows:
  - Under 10 and Under 11: 10 players (Five backs and five forwards)
  - Under 12: 12 players (Six forwards and six backs)
- 11.3.5.2. The scrum formations are as follows:
  - Under 10 and Under 11: 3 – 2
  - Under 12: 3 – 2 - 1
- 11.3.5.3. There are unlimited substitutions at this level. Substitutions should be made at breaks in play. These being scrums, lineouts or tries - not at penalties nor during the run of play.
- 11.3.5.4. Students may play in year levels provided their chronological age does not exceed the ages listed here. (In Junior TAS ages are calculated from midnight on January 1 of year of birth listed.)

| <u>Grade</u> | <u>Accepted Age</u> | <u>Eligible Playing Ages</u> | <u>Year of Birth for 2022</u> |
|--------------|---------------------|------------------------------|-------------------------------|
| Year 4       | Under 10            | 9 & 10 years                 | 2013-2012                     |
| Year 5       | Under 11            | 10 & 11 years                | 2012-2011                     |
| Year 6       | Under 12            | 11 & 12 years                | 2011-2010                     |

### 11.3.6. *Dress*

- 11.3.6.1. All players are to wear their school rugby uniform
- 11.3.6.2. Mouthguards are required by all players. No mouthguard, no game
- 11.3.6.3. Rugby boots are to be worn by all players
  - 11.3.6.3.1. Boots with metal studs are acceptable. Studs will not exceed 18mm



- 11.3.6.3.2. Boots with plastics studs must be filed back if burred. This is the responsibility of coaches and referees to monitor

### **11.3.7. Referees**

- 11.3.7.1.1. All schools must ensure that at least two people from each school (or representative of the school) are Smart Rugby qualified Level 1 referees (minimum). Details of course dates can be obtained from the Queensland Rugby Union website [www.gru.com.au](http://www.gru.com.au)
- 11.3.7.1.2. Coaches must ensure that the relevant safety procedures are discussed prior to the match with the referee and players (“Mayday” call, scrum engagement sequence)
- 11.3.7.1.3. Host schools are responsible for the appointment of a qualified referee.
- 11.3.7.1.4. The referee is the sole judge of time and score.
- 11.3.7.1.5. The current laws are based on the ARU laws for Mini & Midi Rugby.

Use the following table for the basic rule variations.

|  | <b>Under 10 (Year 4)</b>                 | <b>Under 11 (Year 5)</b>                      | <b>Under 12 (Year 6)</b>                       |
|--|--|---|--|
| <b>Player Numbers</b>                    | 10                                       | 10  | 12   |
| <b>Playing area</b>                      | 70m x 35m                                | 70m x 35m                                     | 100mx60m (5m in from touchlines)               |
| <b>Playing time</b>                      | 2x20mins                                 | 2x20mins                                      | 2x20mins                                       |
| <b>Ball size</b>                         | Size 3                                   | Size 4  | Size 4   |
| <b>Conversions</b>                       | Yes,<br>in front 10m back                | Yes,<br>in front 10m back                     | Yes, not wider than<br>15m line                |
| <b>Initial Kick Off</b>                  | drop or punt 5m<br>exclusion zone        | drop kick 5m<br>exclusion zone                | drop kick 10m<br>exclusion zone                |
| <b>Restart after scoring</b>             | tap at halfway by<br>non scoring team    | tap at halfway by<br>non scoring team         | Drop kick at<br>halfway by non<br>scoring team |
| <b>Kicking in general play</b>           | No                                       | No  | Yes  |
| <b>Tackle</b>                            | Yes                                      | Yes   | Yes  |
| <b>Line out</b>                          | 4 man<br>no contest                      | 4 man contested.<br>No lifting                | 5 man contested.<br>No lifting                 |
| <b>Line out acting half</b>              | must pass                                | all options<br>except kick                    | all options                                    |
| <b>scrum</b>                             | 5 man<br>no contest                      | 5 man contested.<br>1m push maximum           | 6 man contested.<br>1m push maximum            |
| <b>scrum half</b>                        | must pass                                | all options<br>except kick                    | all options<br>#8 moves illegal                |
| <b>when is a scrum or line out over?</b> | ball is played by fly<br>half or bounces | when the ball<br>leaves the line<br>out/scrum | when the ball<br>leaves the line<br>out/scrum  |
| <b>Penalty and free kicks</b>            | tap only. Opp 5m<br>back                 | tap only, Opp 5m<br>back                      | all options. Opp<br>10m back                   |

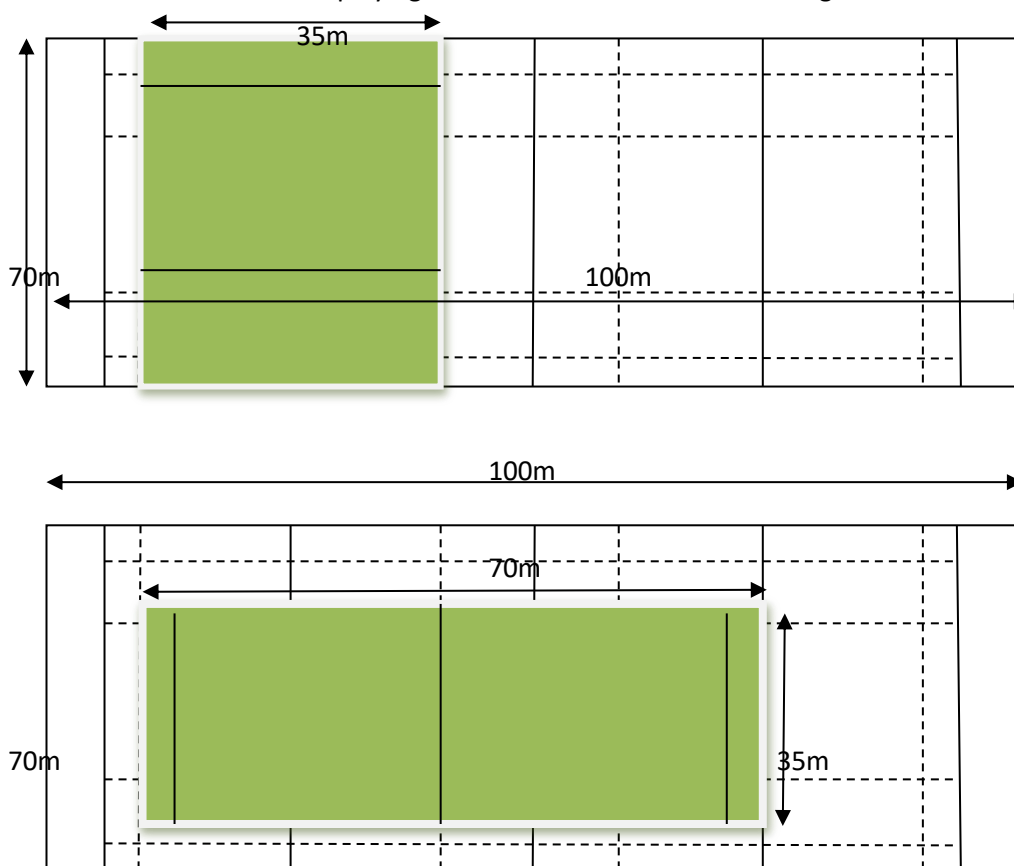
- 11.3.7.1.6. In the event the assigned referee is not present/available, the two coaches are to reach a decision as to who will referee that match.

### **11.3.8. Field**

11.3.8.1. All matches for Years 4, 5 & 6 are played on modified fields as per ARU guidelines.

The field sizes are as follows:

- Year 4 & 5 (Under 10 and 11): Mini Rugby Field. That is 35m wide and 70m in length including in-goals. A Mini Rugby Field can be marked **across** a full sized field or from 5m line to 22m line as shown. It is important to realise that not all of our fields are the full size, so please check your markings and ensure our year 4s are playing on a field 35m wide and 70m long.



- Year 6 (Under 12): Full field with the touch lines being the 5m lines

11.3.8.2. Fields are to be clearly marked including goal post protectors. Modified fields are to be marked using collapsible markers

11.3.8.3. A ground is unfit for play when it is too wet to grip the surface safely. The decision concerning the state of the ground is the responsibility of the host school. This decision should be conveyed to the Director of Sport of the opposing school by no later than 6:30am on the day of play

11.3.8.4. GROUND / TEAM OFFICIALS

11.3.8.4.1. All officials will be required to wear coloured vests to indicate the role being undertaken.

- TOUCH JUDGES Pale Blue
- TEAM TRAINERS/WATER RUNNERS Yellow
- TEAM MANAGERS Maroon/Red
- GROUND OFFICIAL Orange

### **11.3.9. First Aid**

- 11.3.9.1. The host school is responsible to ensure a qualified level 2 First Aid trainer or equivalent is present for all matches. This individual must be suitably equipped with relevant materials including ice
- 11.3.9.2. Any player who sustains a bleeding wound will be sent from the field of play and will not be permitted to return until the bleeding has ceased and the wound covered. Any blood on the player's uniform must be completely removed or uniform replaced
- 11.3.9.3. Any student that sustains a knock to the head should not continue to take part in training activities until he has been seen by a medical professional. Further, if a concussion is diagnosed, that student should take no part in training or matches for three weeks from the date of the concussion being sustained.

**NOTE:** Much of the information in this document has been sourced from Australian Rugby Union guidelines Kids' Pathway Laws. Unless specified in this document, Junior TAS Laws for year 4 are equivalent to Under 9. And Laws for year 5 and 6 are equivalent to under 10 and 11.

## 12. SWIMMING

### 12.1. TAS Swimming By-Laws

#### 12.1.1. GRADES

- 12.1.1.1. Competition provided in each carnival for both girls and boys shall be:
- 12.1.1.1.1. Aggregate.
  - 12.1.1.1.2. Yr12 (Open ages);
  - 12.1.1.1.3. Year 11 (must have been born after July 1 2005);
  - 12.1.1.1.4. Year 10 (must have been born after July 1 2006)
  - 12.1.1.1.5. Year 9 (must have been born after July 1 2007)
  - 12.1.1.1.6. Year 8 (must have been born after July 1 2008)
  - 12.1.1.1.7. Year 7 (must have been born after July 1 2009).
  - 12.1.1.1.8. Percentage: in which the aggregate points are divided by the total secondary (single sex) enrolment.
  - 12.1.1.1.9. A combined Male and Female Co-educational trophy will also be awarded in each of the two competitions.
  - 12.1.1.1.10. Age Champions for each gender in each of the two separate competitions will be awarded.

#### 12.1.2. AGE GROUP RESTRICTIONS

- 12.1.2.1. A competitor may compete in his/her own age group **or ONE** other higher age group, providing he/she remains in that one age group for the carnival. This rule does not apply to the "Junior" or "Senior" 200 meter events for which a school may enter any eligible competitor (see clause 13.1.3.).
- Each student's age shall be taken as at 11:59 p.m. on December 31st in the year of competition (i.e., born 2nd January 2005 = 15 Years in 2020).
  - All competitors must have their age group they are competing in clearly written on their arm with a permanent marker prior to assembling for marshalling of their events.

#### 12.1.3. RESTRICTIONS TO FREESTYLE EVENTS

- 12.1.3.1. Any competitor nominated to swim in a 100 metres freestyle event may NOT swim a 50 metres freestyle event. Similarly, competitors may only swim in one Division of any particular stroke discipline.
- 12.1.3.1.1. **200 metres Freestyle:**
- **"Junior"** = one competitor from the 12 Yrs, 13 Yrs, or 14 Yrs Age Groups **only**.
  - **"Senior"** = one competitor from the 15yrs, 16 Yrs **or** Open Age Group **only**.
    - These swimmers are eligible to swim either the 50m or 100m individual age group races.

#### 12.1.4. OFFICIALS

- 12.1.4.1. The Association shall control the Carnivals, and Queensland Swimming shall be asked to provide officials as deemed desirable.
- 12.1.4.2. It shall be the responsibility of each school to make available backup officials as required by the Executive Officer – i.e. timekeepers.

### **12.1.5. TEAM CAPTAINS**

- 12.1.5.1. Schools shall appoint one male and one female team representative **only** for presentation duties.

### **12.1.6. LANES & SEATING**

- 12.1.6.1. Schools shall be seated in a clockwise order around the pool, and shall swim in seeded lane order.

### **12.1.7. DEAD HEATS AND RECORDS**

- 12.1.7.1. In the event of a dead heat, competitors shall divide the points.  
12.1.7.2. If two (2) or more competitors are credited with the same time in any event, and that time is a record, then both or all such competitors shall be declared the record holders.

### **12.1.8. PLACES AND POINTS**

- 12.1.8.1. In all events, competitors and teams - unless disqualified - shall be allotted points.

### **12.1.9. "A" Division events:**

- 1st one more point than the number of schools competing
- 2nd 2 less than first
- 3rd 1 less than second, continued to last place.
  - e.g. 8 teams competing = 9, 7, 6, 5, 4, 3, 2, 1

### **12.1.10. "B" and "C" Division events:**

- 12.1.10.1.1. Points: Half of (A) points above.

### **12.1.11. Relays:**

- 12.1.11.1.1. Points: Double of (A) points above.

### **12.1.12. BARRACKING**

- 12.1.12.1. The use of mechanical instruments, other than nonelectric megaphones, is prohibited.  
12.1.12.2. "Quiet" is to be observed for the start of each race and the Convenor shall hold the commencement of races until complete silence is obtained.

### **12.1.13. COSTUMES AND CAPS**

The costumes and caps should be of the colour of the school.

### **12.1.14. STARTS**

- 12.1.14.1. The "One-start" rule shall be enforced during this carnival – any student false starting will automatically be disqualified.

### **12.1.15. STARTING TIME AND LUNCH BREAK**

- 12.1.15.1. The Swimming Carnival will commence at 8.30am.  
12.1.15.2. A fifteen minute lunch break will only be called for officials providing that the final 50m Freestyle event is finished prior to **12pm.**

## **12.2. Junior TAS Swimming**

### **12.2.1. NUMBER OF CARNIVALS**

- 12.2.2. The Association shall conduct a one day carnival in the month of March.

### **12.2.3. DIVISIONS**

12.2.4. Schools will be allocated to a Division (Blue or Red) depending on the finishing position from the previous year's Championships. Competition is provided for both girls and boys and in 2022 shall be:

- for Overall Trophy,
- - Year 3 must have been born on or after July 1, 2013.
- - Year 4 must have been born on or after July 1, 2012.
- - Year 5 must have been born on or after July 1, 2011.
- - Year 6 Open Primary School age providing born before 31 Dec 2009.

### **12.2.5. AGE GROUP RESTRICTIONS**

12.2.5.1. A competitor must compete in his/her own age group,

12.2.5.2. Any competitor can compete in the Open events.

### **12.2.6. RESTRICTIONS TO EVENTS**

12.2.6.1. Competitors may only swim in one Division for the following events:

- 50 metres OR 100m Freestyle,
- 50m Breaststroke,
- 50m Backstroke,
- 50m Butterfly.

### **12.2.7. OFFICIALS AND SCORING**

12.2.7.1. One nominated School will be in charge of delegating official jobs.

12.2.7.2. Each School shall supply 2 officials.

12.2.7.3. Another nominated School will be in charge of the scoring system.

### **12.2.8. LANES AND SEATING**

12.2.8.1. Schools will sit in a particular order and each year the positioning will alter by one spot to the right.

12.2.8.2. Schools shall rotate lane positions each year.

12.2.8.3. Schools will receive lane order and seating order in the annual information package sent out prior to the carnival.

### **12.2.9. MARSHALLING**

12.2.10. Students shall marshal for their events in upstairs seating area, in their allocated school line prior to event. They will then be escorted down to marshalling room to be sorted into heats.

### **12.2.11. DEAD HEATS AND RECORDS**

12.2.11.1. In the event of a dead heat, competitors shall receive equal points. If two swimmers finish first, the next placing is third and points will be issued accordingly.

12.2.11.2. If two (2) or more competitors are credited with the same time in any event, and that time is a record, then both or all such competitors shall be declared the record holders.

12.2.11.3. Times are not the decider of position in races. Judges decide on placings and if needed, the times are adjusted.

### **12.2.12. DISQUALIFICATIONS, RELAYS AND RECORDS**

12.2.12.1. JTAS events are based on participation and a gradual introduction to senior laws and regulations. Therefore, in JTAS events, **it is generally accepted that participants from 11 yrs up are capable of meeting the prescribed laws and regulations of Senior Swimming.** As such, if disqualification is under review the following will apply...

- In the event of a **swimmer breaking the race start**, regardless of age they will be given one more opportunity to correctly start the race. Should the same swimmer initiate a break a second time, they will be disqualified from the race.
- Positive reaction times are not considered breaks in Junior TAS competition. False starts are called through visual means. An official will take this responsibility for the duration of the carnival.
- In the event of **a swimmer using an incorrect technique** the carnival referee, in conjunction with at least two other JTAS coordinators, will decide upon the course of action; taking into consideration, the age of the competitor, the time by which s/he gained an advantage and the distance travelled using the incorrect technique.
- In this case, depending on the severity of the infringement, it is possible to maintain the swimmer in the race points where they finished or maintain their entry but drop them from the places. Under any circumstances a record can not be attained having used an incorrect style for even a small portion of the race.
- If a **relay team breaks their change overs** the carnival referee, in conjunction with at least two other JTAS coordinators, will decide upon the course of action taking into consideration the age of the competitors and the time by which they gained an advantage.
- In this case, it is possible for the relay team to maintain their race points or to maintain their entry but drop them from the places. Under any circumstances a record can not be attained from a team having **blatantly** (1metre+) broken their relay start or change overs.

### **12.2.13. PLACES AND POINTS**

12.2.13.1. Points for 1st place in all A division races will be the total number of participants plus 1.

- ie: 6 participants, 1st place will score 7 points.

12.2.13.2. Points for all other places will begin 2 points less than 1st and decrease by 1 for each subsequent place.

- ie: 6 participants, 1st place=7 points, 2nd=5, 3rd=4, 4th=3, 5th=2, 6th=1

12.2.13.3. Points for B, C and D Division events will be half that of A Division events.

12.2.13.4. All Relay Points are double those of A Division races.

### **12.2.14. BARRACKING**

12.2.14.1. The use of mechanical instruments, other than non-electric megaphones, is prohibited.

12.2.14.2. Quiet is to be observed for the start of each race and the Convenor shall hold the commencement of races until complete silence is obtained.

### **12.2.15. COSTUMES AND CAPS**

12.2.15.1. The costumes and caps should be of the colour of the school.

### **12.2.16. ORDER OF EVENTS**

12.2.16.1. This order of events is for the information of Directors of Junior Sport only and should not be used to advertise event times. This carnival has been restructured and timing may well be ahead or behind the indicated time. Therefore, decisions will be made on the day as to how the carnival proceeds. Advertising these times is not in the best interests of the Association or its member schools.

**8.20 a.m.** Warm Up

**8:30 a.m.** Officials meet at the control room

**8:45 a.m.** Warm up concludes

**9.00 a.m.** Program commences

Girls/Boys 4 x 50m Medley Relay

**9:20 a.m.**

Girls/Boys 50m Butterfly (Div B & A Red Div, then Div B & A Blue Div)

**10:00 a.m.**

Girls/Boys 50m Breaststroke (Div B & A Red and Blue).

**11:00 a.m.**

Girls/Boys 50m Freestyle (Div D, C, B, A Red and Blue)

**11:05 a.m.**

Girls/Boys OPEN 100m Freestyle (Div. A Red and Blue)

Girls/Boys 50m Backstroke (Div B & A Red and Blue)

**12:50 p.m.**

Girls/Boys 4 x 50m Freestyle Relay Red Div and Blue Div.

The order of races will be ...

9 years - Junior Open

Girls followed by Boys

Red Division first followed by Blue Division

For all individual races – Division D, followed by C then B then A.

**2:00 p.m.** Presentations – Vote of thanks

**2:30 p.m.** Schools board buses

### **12.2.17. Presentations**

12.2.17.1.1. Presentations will be made at the end of the carnival to the school that achieves the highest team scores in each gender of each age group, in each gender across all age groups and an aggregate score of all age groups and genders combined.



## 14. Tennis

### 14.1. Safety Aspects

The requirements of this schedule apply to the teaching of Tennis, training sessions and competition matches conducted by schools.

#### **14.1.1. Nature of hazards**

- 14.1.1.1. *As part of the process of safety self-regulation, all persons engaging in this activity should identify the hazards, assess their significance and manage the potential risks including any additional hazards not mentioned here.*
- 14.1.1.2. Hazards that may be encountered in tennis include items of equipment (e.g. racquet, net post, umpire stand).

#### **14.1.2. Level of risk**

- 14.1.2.1. *The categorisation of these conditions is subjective and offered as a starting point for risk management planning. The actual degree of risk is best ascertained by persons with intimate local knowledge present at the site of the activity.*
- 14.1.2.2. Participation in tennis involves medium risk (level 2).

#### **14.1.3. Minimum supervision**

- 14.1.3.1. One adult present should have knowledge of, and an ability to perform, first aid procedures.
- 14.1.3.2. If an adult other than a registered teacher is engaged for instruction, a teacher should be present to take overall responsibility.

#### **14.1.4. Qualifications**

- 14.1.4.1. *The qualifications listed in this section are minimums for each type of situation. Leaders are encouraged to seek training to raise their qualification level above the minimum listed.*
- 14.1.4.2. The leader should be:
  - a registered teacher with experience (previous involvement in the activity) in the teaching of tennis or
  - an adult who preferably has Foundation Level coaching qualifications from the Australian Tennis Professional Coaches Association or Tennis Coaches Australia.

#### **14.1.5. Minimum equipment**

- 14.1.5.1. A first aid kit should be available at all venues where lessons and competitions are conducted.

#### **14.1.6. Hazard reduction**

- 14.1.6.1. Students should wear footwear appropriate to the playing surface.
- 14.1.6.2. The court surface should be non-slip and free of obstacles.
- 14.1.6.3. For off-court tennis drills:
- 14.1.6.4. activities should be sited away from buildings, pedestrians and traffic
- 14.1.6.5. activities should be sufficiently spaced to prevent any equipment entering another playing area
- 14.1.6.6. the playing area should be level and free from obstacles and loose objects.
- 14.1.6.7. A minimum space of 2 metres should surround each court.
- 14.1.6.8. Courts should be sited in a north-south direction to limit visual interference from the sun.
- 14.1.6.9. Racquet weight and grip size should be appropriate.
- 14.1.6.10. Students are to keep the racquet grip as dry as possible.
- 14.1.6.11. Any equipment inside the fence that poses a danger to students should be removed.
- 14.1.6.12. Any tennis balls not in play should be removed from the court.
- 14.1.6.13. The umpire's stand should be placed well clear of the net winder, preferably at the opposite post.
- 14.1.6.14. Care should be taken when climbing the umpire's stand, especially if wearing sandshoes with damp soles.
- 14.1.6.15. Tennis court gates should be closed at all times while activities are being conducted.
- 14.1.6.16. The number of students in the available space and their positions in relation to one another (with their racquets) should be considered. Any left-handed students must be positioned on the left of the group for forehand skills practice and on the right of the group for backhand skills practice.
- 14.1.6.17. Students should be instructed not to enter other courts to retrieve a ball while play is in progress.
- 14.1.6.18. Students should change ends by walking around the net post, not by going over or under the net.

## **14.2. TAS Tennis By-Laws**

### **14.2.1. GRADES**

- 14.2.1.1. Grades shall be:
- **BOYS and Girls**
  - Firsts
  - Seconds
  - Thirds

- Intermediate 1sts
- Intermediate 2nds
- Intermediate 3rds

#### **14.2.2. TEAM COMPOSITION**

- 14.2.2.1. Senior 1sts, 2nds and 3rds can be made up of players from any year level.
- 14.2.2.2. Intermediate 1sts, 2nds and 3rds shall be made up of players from years 7, 8 & 9.
- 14.2.2.3. Each team shall consist of four players plus an optional reserve.
- 14.2.2.4. Any reserve must not have previously played in that round of competition.
- 14.2.2.5. In all grades, teams shall be graded in **order of ability**, with players ranked 1 to 4.
- 14.2.2.6. Schools must select their Doubles teams and list names on the score sheet prior to any match taking place. Singles ranking does not need to influence Doubles selection, but selections must be made prior to any matches taking place.
- 14.2.2.7. A minimum of two (2) players are required to constitute a team. A school having less than two players by fifteen (15) minutes after the scheduled start time shall forfeit the match, notwithstanding the guidelines outlined in By-Law 3.13, "Late Starts".
  - 14.2.2.7.1. Should player numbers fall below two (2) after a match has commenced, the match shall continue.
  - 14.2.2.7.2. Should teams have fewer than the required four players, they will forfeit the matches to take place between players they do not have, starting with the #4 singles and the #3,4 doubles matches. If they are two players short, they will then forfeit the #3 singles match.

#### **14.2.3. COURTS**

- 14.2.3.1. All schools will have 6 courts available for competition matches and they shall be played at the courts of the designated "Home" team unless there is an agreement made between the two Coordinators of Sport to share Home and Away courts.
- 14.2.3.2. Travelling time permitting, play shall commence at 8.00 a.m.

#### **14.2.4. COMPOSITION OF MATCHES**

- 14.2.4.1. **All matches shall consist of six sets** - four sets of singles and two sets of doubles. The winner of each set shall be the first to six games with an advantage of two games, or by winning seven games to five. If the games are tied six-all, the "tie-break" system shall apply.
  - 14.2.4.1.1. **The Tie Break system** calls for one player to score 7 points and maintain a 2 point lead. Play will continue after one player reaches 7 points until either player reaches a 2 point lead.
- 14.2.4.2. When games reach "**deuce**" in all age groups except Firsts, a short deuce will be played whereby if deuce is reached a second time, the next point will decide the game. In this case, the receiver selects from which side they would like to receive that game point.

- In the case of the First IV normal deuce play where either player must score two consecutive points once deuce is reached, to decide the game.

14.2.4.3. The match shall be decided on the number of sets won or, if the sets are equal, on the number of games won. If the sets and games are equal, the result is a tie.

14.2.4.4. If a player is absent from a match, the team shall forfeit all sets in which he/she should have taken part.

14.2.4.5. If a team is unwilling or unable to commence play within one-quarter of an hour of the time set down for commencement, a forfeit of the first set may be claimed. For each subsequent half hour, a further set shall be forfeited.

#### **14.2.5. TEAMS AND ORDER OF PLAY**

14.2.5.1. Each member of the team shall play a set of singles against the correspondingly ranked opposition player and each doubles pair shall play the correspondingly ranked doubles pair.

14.2.5.2. An exchange of team lists, including Doubles pairings, must be made immediately on arrival at the venue and prior to warm up.

14.2.5.3. Matches may be played across six courts in any order by mutual arrangement but, if agreement cannot be reached, then the order of play shall be:

Year 7, 8 and 9 play from 8:00am. Year 10, 2nds and 1sts play from 9:30.

14.2.5.3.1. All schools will have 6 courts available for play (either on campus, off campus or split between the home and away venues)

14.2.5.3.2. Warm Up must take place prior to an 8:00am start time.

#### **14.2.6. WEATHER**

14.2.6.1. If the two teams are at the courts at the time set down for start of play, the decision of the fitness of the courts shall be made by the coaches. If they do not agree, the existing state of affairs shall continue until agreement is reached. If there is no play the match shall be drawn.

##### **14.2.6.1.1. Clarification of "existing state of affairs"**

- If the match has not started, and the umpires/coaches do not agree, then the match does not start.
- If the match is in progress and if agreement cannot be reached, then the match is to continue.

14.2.6.2. If courts are not playable within one hour of the scheduled start of play, or if matches are unfinished when the washout occurs, matches will be declared drawn.

14.2.6.3. However, if more than 3 sets have been played, and a winning margin has been established when play is stopped, a win shall be recorded.

- A winning margin reflects the number of sets and games required to win a match.
- If a team has won 4 sets when play is curtailed, that is a winning margin and win is to be recorded.

- If a team has won 3 sets and enough games to secure a winning margin (3/18 v 0/0 with a single game win in set 4 is a winning margin, as is 3/18 v 0-4 with a game score of 5-0 in the 4th set) a win is to be recorded.

#### **14.2.7. MATCH POINTS**

|             |   |               |
|-------------|---|---------------|
| Win         | = | 4 points      |
| Tie/Washout | = | 2 points each |
| Loss        | = | 1 point       |
| Forfeit/Bye | = | 0 points      |

**Note: One point shall be awarded for each set won by the losing team. For eg: Match won 4-2:**

| <b>Winners Points</b>      |            | <b>Losers Points</b> |
|----------------------------|------------|----------------------|
| Win                        | 6          | 0                    |
| Additional sets points won | <u>0</u>   | <u>2</u>             |
| Total Points               | = 6 points | 2 points             |

#### **14.2.8. BALLS**

- 14.2.8.1. The school at whose grounds the match is being played shall supply the balls. Balls are to be **new** and of a type approved by the L.T.A.A.
- 14.2.8.2. Four balls shall be supplied for each grade. Two balls shall be used for singles play, and two for double play.

#### **14.2.9. UMPIRES/SCORERS**

- 14.2.9.1. Umpires/Scorers shall be supplied by the teams participating in the match. If, in Firsts matches, all players are on court at the same time, Umpires may be drawn from Seconds or others who have completed their matches.
- 14.2.9.2. The Umpires/Scorers from each team shall take charge of alternate sets.
- 14.2.9.3. One net ballboy shall be supplied by the non-scoring team.

#### **14.2.10. SIGNING SCOREBOOKS**

- 14.2.10.1. Captains and/or coaches shall sign both score books/score sheets at the conclusion of each match.

#### **14.2.11. PLAYER SANCTIONS**

- 14.2.11.1. In all cases where a player is sent from the court by the match officials, that player will incur a mandatory one match suspension from TAS sport. (A bye is not considered one match of TAS sport)
- 14.2.11.2. This sanction applies equally to Males, Females, Juniors and Seniors, therefore Junior TAS participants sent from the court will also incur this mandatory suspension.

### **14.3. Junior TAS Tennis (Years 4, 5 & 6)**

#### **14.3.1. STARTING TIMES**

- 14.3.1.1. Matches should start at 7.30am.

#### **14.3.2. DURATION**

- 14.3.2.1. Matches should last between 3 and 3¼ hours. Finishing time should be **no later than 11.30am** unless prior mutual arrangements have been made between the two competing schools.

#### **14.3.3. PREMIERSHIP**

- 14.3.3.1. No premiership points are kept. Students are playing for the enjoyment of the game, to improve their skills and sense of sportsmanship.

#### **14.3.4. TEAMS**

- 14.3.4.1. Schools should nominate the number of teams for which they are able to provide courts ie. if you have 4 courts you could nominate up to 8 teams and expect to have 4 playing at home and 4 playing away.
- 14.3.4.2. There will be 4 players to a team of any gender. Mixed teams are preferable (2 boys/2girls) but not essential. Teams must be nominated according to ability ie. 'A' Team should be the best team from that school, irrespective of their age or year level.

#### **14.3.5. SUPERVISION**

- 14.3.5.1. A staff member or adult supervisor from each team or group of two teams must be present for each match for the duration of the morning.

#### **14.3.6. MATCH PLAY**

- 14.3.6.1. Players toss for service at the beginning of each set.
- 14.3.6.2. 4 singles matches – number 1 player from each school plays each other etc.
- 14.3.6.3. 2 doubles matches – number 1 pair from each school plays each other etc.
- 14.3.6.4. Normal rules of tennis apply except for the following:
- Deuce game – Play Deuce as normal. After the first subsequent deuce is reached, a sudden death point will decide the winner of that game.
- 14.3.6.5. When a 5-5 situation is reached, a tie breaker will be used to determine the set. The tie breaker will be first to 5 points.
- 14.3.6.6. Team members not playing are to umpire. His/her decisions shall be final and all players MUST be discouraged from discussions about umpiring decisions. Whenever possible, each school should umpire alternatively. Only upon a major problem should the supervising staff member intervene.
- 14.3.6.7. The remaining team members should act as ball boys/girls.
- 14.3.6.8. Adult involvement should be positive and if possible, non-verbal. The supervising staff should assist and ensure the smooth running of the match.
- 14.3.6.9. Players are to wear suitable tennis attire or school sports uniform.

#### **14.3.7. BALL SUPPLY**

- 14.3.7.1. The home team must supply at least 3 new balls per court being used. The school supplying the match balls will retain them following the match.
- 14.3.7.2. Red Division matches will be played using green compression balls.

#### **14.3.8. FITNESS OF GROUNDS**

14.3.8.1. A ground is unfit for play when it is wet or slippery so that players do not have a reasonable foothold. The decision concerning the fitness of grounds for play shall be made by the host school. This decision should be conveyed to the Director of Junior Sport of the relevant school no later than 6.15am on the day of play.

**14.3.9. FIRST AID**

14.3.9.1. Each home team must provide ice and a suitable equipped First Aid Kit.

## 15. Touch

### 15.1. Safety Aspects

The requirements of this schedule apply to the teaching of Touch Football skills, team training and competition matches conducted by schools.

#### **15.1.1. Nature of hazards**

15.1.1.1. *As part of the process of safety self-regulation, all persons engaging in this activity should identify the hazards, assess their significance and manage the potential risks including any additional hazards not mentioned here.*

15.1.1.2. Body contact is one of the hazards that may be encountered in touch.

#### **15.1.2. Level of risk**

15.1.2.1. *The categorisation of these conditions is subjective and offered as a starting point for risk management planning. The actual degree of risk is best ascertained by persons with intimate local knowledge present at the site of the activity.*

15.1.2.2. Participation in touch involves medium risk (level 2).

#### **15.1.3. Minimum supervision**

15.1.3.1. One adult present should have knowledge of, and an ability to perform, first aid procedures.

15.1.3.2. If an adult other than a registered teacher is engaged for instruction, a registered teacher should be present to take overall responsibility.

#### **15.1.4. Qualifications**

15.1.4.1. *The qualifications listed in this section are minimums for each type of situation. Leaders are encouraged to seek training to raise their qualification level above the minimum listed.*

15.1.4.2. The leader should be:

- a registered teacher with experience (previous involvement in the activity) in the teaching of touch or
- an adult who has Foundation Level coaching qualifications from the Australian Touch Association.

#### **15.1.5. Minimum equipment**

15.1.5.1. A first aid kit should be available at all venues where lessons and competitions are conducted.

#### **15.1.6. Hazard reduction**

15.1.6.1. The teacher should introduce the activity comprehensively and include:

15.1.6.2. appropriate warm-up and warm-down activities

15.1.6.3. rules, safety procedures and prerequisite skills before students play the game

15.1.6.4. progressive and sequential skill development

15.1.6.5. modified games that match skill and fitness levels of students

15.1.6.6. grouping of students according to ability level.



- 15.1.6.7. Teachers should ensure students cut or tape long fingernails to prevent injury to any participants.
- 15.1.6.8. Students are to wear footwear appropriate to the playing surface.
- 15.1.6.9. Activities should be sited away from buildings, pedestrians and other activities.
- 15.1.6.10. The playing area should be level, grassed and free from obstacles and loose objects.
- 15.1.6.11. A minimum space of five metres should surround each field.
- 15.1.6.12. Markers should be made of non-injurious material.
- 15.1.6.13. The rules regarding physical contact should be enforced to prevent rough play.
- 15.1.6.14. Teachers should remove students with open cuts and abrasions should from the field of play for immediate treatment. If bleeding cannot be controlled completely, the player should not be allowed to return to the field of play. All clothing, equipment and surfaces contaminated by blood should be treated as potentially infectious.

## 15.2. TAS Touch By-Laws

### 15.2.1. GRADES

- 15.2.1.1. Grades catered for in both Divisions shall be:

- Firsts,
- Seconds,
- Year 10,
- Year 9,
- Year 8,
- Year 7

### 15.2.2. MINIMUM NUMBER OF PLAYERS

- 15.2.2.1. A minimum of four (4) players are required to constitute a team. A school having less than four players by fifteen (15) minutes after the scheduled start time shall forfeit the match, notwithstanding the guidelines outlined in By-Law 3.13, "Late Starts".
- 15.2.2.2. Should player numbers fall below four (4) after a match has commenced, the match shall continue.

### 15.2.3. SELECTION OF TEAMS

- 15.2.3.1. Schools shall select fully the players of all higher grade teams before selecting those of lower grade teams, whether the higher grades are engaged or not.
- 15.2.3.2. No student shall play in more than one team in the same round unless he replaces an injured or absent player in a higher age or grade, subject to By-Law 3.4 specifically, by-laws 3.4.1.5 and 3.4.1.6.

### 15.2.4. TIMES AND DURATION OF GAMES

- 15.2.4.1. All matches to be played on Saturday at the appointed times.
  - 15.2.4.1.1. First matches (yr 7 & yr 10) 8.00 am
  - 15.2.4.1.2. Second matches (yr 8 & 2nds) 9:00 am

15.2.4.1.3. Third matches (1sts & yr 9) 10:00 am

15.2.4.2. Game time is determined by the Referee and shall be **40 minutes** for every grade, with two 20 minute halves separated by a 5 minute half time break.

#### **15.2.5. VENUES**

15.2.5.1. Matches shall be played at the school grounds of the "Home" school provided the facilities are acceptable to the opposition. When this occurs, the "Home" school shall be responsible for ensuring that correct markings, equipment and officials are provided. (Fields should be no longer than 70m and no wider than 50m. They should also be no smaller than 50m long x 38m wide)

#### **15.2.6. WEATHER**

15.2.6.1. A washout may occur at any time the chief referee deems the field to be unsafe. Consultation between coaches / coordinators from both schools may assist umpires with this call. In cases where referees are not qualified the call will be made after consultation with coaches/coordinators. Should the field be questioned as playable or unplayable, and the referees/coaches/coordinators not agree, the 'existing state of affairs' will exist.

15.2.6.1.1. **Existing state of affairs:** This phrase is used in competition rules to clarify situations in which a difference of opinion concerns the progress of the match.

- If a match has not started and the referees/Coaches do not agree, then the match does not start.
- If a match is in progress, and if agreement cannot be reached, then the match is to continue.
- If a wash out occurs prior to half time, the points will be shared between both teams.
- If a wash out occurs at any point at half time or later the leading team will be declared the winner.

15.2.6.2. In keeping with TAS policy there will be no rescheduled matches for wet weather.

#### **15.2.7. DRESS**

15.2.7.1. Players are to wear complete and consistent school Touch football uniforms and therefore numbered shirts are necessary.

15.2.7.2. When uniforms clash, it is the responsibility of the Away team to source alternate jerseys or numbered bibs.

15.2.7.3. Touch shoes, grass shoes or joggers may be worn. Any moulded sole shoe or boot can be worn if their soles have moulded studs, cleats or blades. No spikes or metal studs of any kind are acceptable under any circumstances.

#### **15.2.8. REFEREES**

15.2.8.1. Referees shall be organised by the host school and should have the necessary qualifications to officiate a game of Touch.

15.2.8.2. Each game will be played with a minimum of one referee except for the Firsts who will play with two referees.

15.2.8.3. The rules will be according to the Rules of Play for Touch Football from Touch Football Australia.

#### **15.2.9. TEAM NUMBERS and FORFEITS**

15.2.9.1. A team shall consist of no more than 14 players with a maximum of 6 on the field at any one time.

15.2.9.2. A game shall be declared a forfeit if one team is unable to field a minimum of four (4) eligible players after 15 minutes from the due starting time. (barring extenuating circumstances as outlined in 3.13)

#### **15.2.10. BALLS**

15.2.10.1. The home team shall supply a match ball that should be a sanctioned Touch ball.

15.2.10.2. A high quality standard of ball should be used for all matches regardless of age.

#### **15.2.11. POINTS**

15.2.11.1. Points are awarded in competition matches as follows:

WIN - 4 POINTS

DRAW / BYE - 2 POINTS

LOSS - 1 POINT

FORFEIT- 0 POINTS

#### **15.2.12. SUBSTITUTIONS**

15.2.12.1. Substitutions are unlimited and should be made through the substitution box only.

#### **15.2.13. FINALS**

15.2.13.1. In the event that TAS hold finals matches there will be no 'Drop Off'

#### **15.2.14. PLAYER SANCTIONS**

15.2.14.1. In all cases where a player is sent from the field by the match officials that player will incur a mandatory one match suspension from TAS sport. (A bye is not considered one match of TAS sport)

15.2.14.2. This sanction applies equally to Males, Females, Juniors and Seniors, therefore Junior TAS participants sent from the field will also incur this mandatory suspension.

## **15.3. Junior TAS Touch**

#### **15.3.1. STARTING TIMES**

15.3.1.1. In the Saturday morning competition, the first round should start as close as possible to 7:30 or 8:00am and finish as close as possible to 11:00 or 11:30am.

#### **15.3.2. GAMES PLAYED**

15.3.2.1. There will be a boys' and a girls' competition for years 4 and 5/6 Divisions 1 and 2 .

15.3.2.2. There are two weekends set aside for Touch.

15.3.2.3. Each team will play at least two matches on a Saturday morning.

#### **15.3.3. DURATION OF GAMES**

15.3.3.1. Games should have 2 x 12 minute halves.

15.3.3.2. 2 minute half time.

15.3.3.3. 3 minutes (approximately) between games.

#### **15.3.4. BALLS**

15.3.4.1. Each team should have a correct Junior Touch ball.

#### **15.3.5. PREMIERSHIP**

15.3.5.1. No premiership points are kept. Students are playing for the enjoyment of the game, to improve their skills and sense of sportsmanship.

#### **15.3.6. TEAMS**

15.3.6.1. No more than 6 players on the field for all teams.

15.3.6.2. Substitutes can exchange with another player at any time from the centre of the field.

15.3.6.3. Procedure: Player must run off field before new player goes on.

15.3.6.4. No Junior Open players should play for other teams if other team numbers are low.

#### **15.3.7. DRESS**

15.3.7.1. All players will be required to wear their school PE or Sports uniform.

15.3.7.2. Touch shoes, grass shoes or joggers may be worn. Any moulded sole shoe or boot can be worn if their soles have moulded studs, cleats or blades. No spikes or metal studs of any kind are acceptable under any circumstances.

#### **15.3.8. REFEREES/OFFICIALS**

15.3.8.1. Referees will be organised by the host school with all schools sharing in these referee costs

15.3.8.2. Each team manager can keep score.

#### **15.3.9. FIRST AID**

15.3.9.1. A Sports Injury officer will be in attendance. Schools will share this cost.

#### **15.3.10. RULES**

15.3.10.1. Standard A.T.A playing rules apply to all grades with some changes to the year 4 and 5 teams only: (Yr 5/6 Division 1 teams will play by normal touch rules)

15.3.10.2. One mistake rule: - any rule infringement such as a dropped ball, forward pass etc. will be permitted once every time a team is in possession of the ball. When this occurs the game referee will call out "*first mistake*" and then the roll ball count. Therefore the first mistake is counted as a roll ball. This will hopefully improve the game play rather than frequent changing of ball possession.

15.3.10.3. 'First mistake' roll ball or a change of possession will take place instead of tap penalties for infringements. A tap will only be taken for starts and restarts of play at the halfway line.

15.3.10.4. for 'minor' infringements the referee may allow a replay of the action.

15.3.11. Examples include:

- not releasing the ball from the hands for a tap, and
- not performing the roll ball correctly (especially at a change of possession).
- These may be repeated without a change of possession. (This will be the discretion of the referee).

15.3.11.1. In all grades except year 6 and Junior Open the acting half must pass the ball to another player before they are able to join in further play. The acting half must pass straight away rather than a deliberate delay.

15.3.11.2. The defending players cannot move forward until the first receiver catches the ball. Coaches, please encourage the acting half to pass straight away rather than deliberately holding the ball longer than necessary. Referees should call "*first mistake*" and add a touch to the roll ball count if the dummy half deliberately delays the immediate release of the ball. On a repeat of the infringement in the same roll ball count the referee should caution the attacking team and order a turn-over of possession on the **third** offence.

15.3.11.3. To score, attackers must place the ball correctly over the line while being in control of the ball and exerting direct pressure applied to the ball with the hand.

15.3.11.3.1. In circumstances where direct pressure is not applied the first mistake rule should be applied. If it is the second error in that set of 6, a hand over on the 5m line should occur.

15.3.11.4. (Rules adapted from "Aussie Touch" Aust. Touch Association.)

### **15.3.12. WET WEATHER PROCEDURE**

15.3.12.1. If the venue is unplayable due to rain, the Directors of Sport will be contacted by the host sport organiser by 6.30am.

## 16. Track & Field

### 16.1. Safety Considerations

#### 16.1.1. *Level of risk*

- 16.1.1.1. The categorisation of these conditions is offered as a starting point for risk management planning. The actual degree of risk is best ascertained by persons with intimate local knowledge present at the site of the activity.
- 16.1.1.2. Risk levels in athletics running events are divided into two categories:
- 16.1.1.3. Sprints, relays, middle/long distance and walks are categorized as Low Risk and
- 16.1.1.4. Hurdles and cross-country events are categorized as Medium Risk.
- 16.1.1.5. Shot-putting is categorised as Medium Risk.
- 16.1.1.6. High Jump, Discus and javelin throwing events are categorised as High Risk.
- 16.1.1.7. Long Jump and Triple Jump are considered Medium Risk activities.

#### 16.1.2. *Minimum supervision*

- 16.1.2.1. One adult present should have knowledge of, and an ability to perform, first aid procedures.
- 16.1.2.2. If an adult other than a registered teacher is engaged for instruction, a teacher should be present to take overall responsibility.

#### 16.1.3. *Qualifications*

- 16.1.3.1. For Low, Medium or High Risk activities, the leader should be at least:
  - a registered teacher with experience (previous involvement in the activity) in the teaching of the specific throw; or
  - an adult who has Level 1 Accreditation from the Australian Track and Field Coaches Association, if a teacher with these qualifications is not available.

#### 16.1.4. *Minimum equipment*

- 16.1.4.1. Discuses with cracked or worn rims or loose centre screws should be withdrawn from use.
- 16.1.4.2. A first aid kit should be available at all venues where lessons and competitions are conducted.
- 16.1.4.3. All students will compete while wearing appropriate footwear.
- 16.1.4.4. Spikes may be worn for appropriate events (track and jumps) and students should be versed in the safety aspects of wearing spikes.
  - Students wearing spikes should ensure they wear them only while competing. Usual sports shoes should be worn to and from the events with students changing into and out of their spikes at trackside prior to and post competition.

#### 16.1.5. *Hazard reduction*

- 16.1.5.1. Initial introduction of the activity should include:
- 16.1.5.2. Non-participants should be kept clear of the activity area.
- 16.1.5.3. appropriate warm-up and warm-down activities;

- 16.1.5.4. rules, safety procedures and prerequisite skills before students play the game;
- 16.1.5.5. progressive and sequential skill development.
- 16.1.5.6. Teachers should ensure that students:
- 16.1.5.7. are free of any physical injury which may affect their capacity to run, jump or throw or which may be aggravated as a result of running, jumping or throwing; and
- 16.1.5.8. have appropriate foot protection when participating on a tartan or similar surface. (It may be deemed safe for them to participate in bare feet on a well-grassed surface free of loose obstacles.)
- 16.1.5.9. Activities should be designed to facilitate learning of biomechanically sound running, jumping and throwing techniques.
- 16.1.5.10. The teacher should:
- 16.1.5.11. implement strategies for safe athletics activities involving throwing events;
- 16.1.5.12. instruct students about safety rules before equipment is issued or used;
- 16.1.5.13. supervise the approach/launch/landing/running area at all times;

#### **16.1.6. RUNNING**

- 16.1.6.1. The track for running activities should allow sufficient space beyond the finish line for deceleration.
- 16.1.6.2. Running lanes should be wide enough to ensure that runners do not contact each other.
- 16.1.6.3. Starting blocks, pegs and hammers should be removed from the track and placed in a safe place when not in use.
- 16.1.6.4. If starting blocks are used in circular events, any sets which may present a hazard to runners at the finish of the event should be removed immediately after the start.
- 16.1.6.5. Students should be instructed in safety procedures for the use of spikes.

#### **16.1.7. Sprints**

- 16.1.7.1. Finishing tapes should not be used in sprint activities.
- 16.1.7.2. Students should run in lanes.

#### **16.1.8. Relays**

- 16.1.8.1. Students should stay in their lanes during baton changes and for a safe period afterwards.
- 16.1.8.2. Relay change-over areas should be supervised at all times during competition.
- 16.1.8.3. All batons should be made of lightweight material, such as aluminium or plastic, and should be regulation size.
- 16.1.8.4. Spikes should not be worn by students when learning baton changing.

#### **16.1.9. Hurdles**

- 16.1.9.1. Hurdle weights should not be placed too far from the base of the upright for the height of the hurdle in preparation for competition.
- 16.1.9.2. Hurdling should take place only in the direction for which the hurdles are designed.

16.1.9.3. Hurdles used for training beginners and primary school students should be of lightweight construction.

16.1.9.4. Hurdle heights and spacings should be set to facilitate learning of the correct technique.

#### **16.1.10. Middle, Long Distance and Walk Activities**

16.1.10.1. Students should be spaced sufficiently at the start of middle, long distance and walk events to avoid collisions or spike injuries.

16.1.10.2. Students should have undertaken sufficient training before competing in distance events.

16.1.10.3. Adequate amounts of water should be consumed before long-distance events to prevent dehydration.

#### **16.1.11. THROWING**

16.1.11.1. Throwing activities should be sited away from buildings, pedestrians and other activities.

16.1.11.2. The throwing area should be of adequate width for group instruction, or the number of throwers on each occasion should be restricted so that:

16.1.11.3. all throwing takes place in one direction; and

16.1.11.4. the individuals in adjoining areas are safe.

16.1.11.5. The throwing area should be of adequate length to contain the implements thrown, given consideration of the ability level of the group.

16.1.11.6. The throwing sector area and approach and/or launch areas should be marked with highly visible markers to prevent access by non-participants.

16.1.11.7. The approach and/or launch area should be dry and free of any loose materials.

16.1.11.8. Equipment should be appropriately sized or modified to match the ability and strength levels of the students.

#### **16.1.12. Shot Put**

16.1.12.1. If shots are transported in containers, teachers should consider limiting the total mass and ensuring that the containers are sturdy.

16.1.12.2. For group instruction in the rotational throwing technique, teachers should:

16.1.12.3. allow practice of the turn with modified equipment or without a shot;

16.1.12.4. where the shot is to be thrown using the turn, allow only one individual throw at a time;

16.1.12.5. where throwing takes place, place other students behind protective cages/barriers, well clear of the wire; and

16.1.12.6. place other students at least 20 metres behind and to the non-throwing side, if no protective cage/barrier is available.

#### **16.1.13. Discus**

16.1.13.1. Discuses being returned to the throwing area should be carried.

16.1.13.2. For group instruction in the standing throw:

16.1.13.3. throwers should be at least 5 metres apart; and



- 16.1.13.4. left-handed throwers should be placed on the left side of the group.
- 16.1.13.5. For group instruction in the turning throw:
- 16.1.13.6. the turn should be practised with modified equipment or without a discus;
- 16.1.13.7. where the discus is to be thrown using the turn, one individual throws at a time;
- 16.1.13.8. where throwing takes place, other students should be behind protective cages/barriers, well clear of the wire; and
- 16.1.13.9. where no protective cage/barrier is available, other students should be at least 20 metres behind and to the non-throwing side.
- 16.1.13.10. Protective cages or improvised barriers (e.g. fence, hockey nets) should be provided when students are using the turn.

#### 16.1.14. **Javelin**

- 16.1.14.1. Javelins should be carried by the grip and in a vertical position with tail up, except when the thrower has entered the specific approach area and is preparing to throw.
- 16.1.14.2. Teachers should instruct students:
- 16.1.14.3. not to run with the javelin except when preparing to throw; and
- 16.1.14.4. not to run to retrieve a javelin in case they run into the tail end of a javelin.
- 16.1.14.5. Teachers should instruct students to:
- 16.1.14.6. place one hand over the tail end of the javelin before attempting to pull it from the ground; and
- 16.1.14.7. place one hand over the tip of the tail end when picking up a javelin lying flat on the ground. This hand should be kept in place until the tail end is raised above head height as the javelin is lifted into the vertical position.
- 16.1.14.8. Javelins being returned to the throwing area should be carried.
- 16.1.14.9. For group instruction:
- 16.1.14.10. all throwing should be done from one line within clearly marked side boundaries;
- 16.1.14.11. students should be placed 5 metres apart; and
- 16.1.14.12. other students should be assembled at least 5 metres behind and to one side of the marked approach and delivery area.

#### 16.1.15. **JUMPING**

- 16.1.15.1. Approach and take-off areas should be level and have an even surface.
- 16.1.15.2. The landing area should be of impact absorbing material, and large enough to ensure that students remain within the confines until the jump is completed.
- 16.1.15.3. Landing and take-off areas should be well maintained to avoid risk of injury to students.
- 16.1.15.4. The teacher should:
- 16.1.15.5. clear the landing area before students commence their approach

#### 16.1.16. **High Jump**

- 16.1.16.1. Where the landing area consists of several mats, these should be held together firmly with straps or ties or the whole area should be covered with a one-piece overlay.

- 16.1.16.2. Mats should be carried by hands at the side and not carried aloft on backs, shoulders or heads.
- 16.1.16.3. The bars for training may be collapsible or circular fibreglass as a preparation for competition. Triangular bars should not be used. Circular fibreglass bars are recommended for competition.
- 16.1.16.4. A distance of approximately 20 centimetres should be allowed between the vertical planes of the crossbar and the front edge of the landing area, to allow a displaced bar to fall to the ground rather than fall on the landing area.

#### **16.1.17. High Jump - Fosbury Flop**

- 16.1.17.1. Students engaged in Fosbury flop high jump technique should be given adequate lead-up activities before advancing to the actual technique.
- 16.1.17.2. The landing area should measure not less than 5 metres long by 3 metres wide and should contain sufficient materials to adequately reduce shock on landing. The height of the landing mats should be a minimum of 40 centimetres.
- 16.1.17.3. Gymnastics mats are unsuitable for use as materials directly landed upon by the competitor, but may be used, at a depth of 15 cm, around the end/back periphery of the landing area.

#### **16.1.18. High Jump - Scissor Technique**

- 16.1.18.1. The landing area should measure not less than 5 metres long by 3 metres wide and should contain sufficient materials to adequately reduce shock on landing. It is recommended that the height of the landing mats be 15 centimetres.
- 16.1.18.2. Approach markers should be used when teaching novice jumpers, to avoid their landing off the mats.

#### **16.1.19. Long/Triple Jump**

- 16.1.19.1. Landing pits should be dug and raked before any jumping takes place. Any hard or sharp objects should be removed.
- 16.1.19.2. The pit should be raked to ensure a safe, level landing surface.
- 16.1.19.3. The take-off board should be clearly visible, flat and level with ground surface. The rigid board may be replaced with carpet or similar material. The type of take-off board should be considered when spikes are worn.
- 16.1.19.4. Markers should not be left in or adjacent to the pit.
- 16.1.19.5. The approach area should be clearly defined and kept free from any obstructions.
- 16.1.19.6. Jumping should take place from one direction only.
- 16.1.19.7. Rakes, forks and shovels should not be left unattended in, or beside, the jumping area.

## 16.2. TAS Track & Field By-Laws

### 16.2.1. COMPETITION

16.2.1.1. Competition provided for each carnival shall be:

- Aggregate for each gender
- Yr12 (Open ages);
- Year 11 (must have been born after July 1 2005);
- Year 10 (must have been born after July 1 2006)
- Year 9 (must have been born after July 1 2007)
- Year 8 (must have been born after July 1 2008)
- Year 7 (must have been born after July 1 2009).
- Percentage for each gender; in which the Aggregate points are divided by the total secondary (single sex) enrolment.
- Co-Educational: in which boys and girls Aggregate points are combined to achieve a winner.
- Individual presentations will be made to Age Champions from each age group and each gender.

16.2.1.2. Points are accrued for Age Champion competition through A Division events only and 3000m events are exempt from calculation.

### 16.2.2. AGE GROUPS

16.2.2.1. A competitor may compete in their own age group or they may compete in ONE higher age group, ***provided they remain in one age group for the duration of the Carnival.*** This Rule does not apply to the 3000 metres event in which a school may enter any eligible competitor.

16.2.2.2. Lane allocation will rotate each year from the inside track to the outside track. These lanes will remain stable for each school for the entire carnival.

#### 16.2.2.3. Event participants - TAS Track and Field

The following divisions exist in TAS Track & Field competition.

#### TRACK EVENTS

|           |   |
|-----------|---|
| 100m -    | A,B,C,D Divisions for each gender in each age group |
| 200m -    | A,B Divisions for each gender in each age group     |
| 400m -    | A Division for each gender in each age group        |
| Hurdles - | A Division for each gender in each age group        |
| 800m -    | A,B Divisions for each gender in each age group     |
| 1500m -   | A Division for each gender in each age group        |
| 3000m -   | A Division for one Open Age Group only              |

#### FIELD EVENTS

|             |   |
|-------------|---|
| High Jump - | A Division for each gender in each age group    |
| Long Jump - | A,B Divisions for each gender in each age group |
| Shot Put -  | A,B Divisions for each gender in each age group |

- Javelin - A,B Divisions for each gender in each age group
- Discus - A,B Divisions for each gender in each age group
- Triple Jump - A,B Divisions for each gender in each age group

### 16.2.3. OFFICIALS

- 16.2.3.1. The Association shall control the Carnivals, and Brisbane Athletics Officials Club will be asked to provide officials as deemed desirable.
- 16.2.3.2. A list of school officials required will be forwarded to schools prior to the event.
- 16.2.3.3. When a protest has been entered officials should refer it to the appropriate referee (Throwing, Jumping, Track).
  - 16.2.3.3.1. The referee will then convene a protest meeting between the meet convener and two other Directors of Sport to determine what, if any, action should be taken. It is important to refer to By-Laws for all protest decisions.
  - 16.2.3.3.2. For relay disputes, this discussion will include the Track referee and the relay interchange official who flagged the indiscretion.

### 16.2.4. DEAD HEATS AND RECORDS

- 16.2.4.1. Competitors shall divide the points, except when a count-back in Field Events is able to separate contestants.
- 16.2.4.2. If two (2) or more competitors are credited with the same **best** performance in any event, and that performance is a record, then both or all such competitors shall be declared the record holders.

### 16.2.5. PLACES AND POINTS

- 16.2.5.1. In all (A) Division events all competitors, unless disqualified or unable to meet the qualifying standards, shall be allotted points.
  - 1st - one more point than the number of schools competing;
  - 2nd - 2 less than 1st;
  - 3rd - 1 less than second - continued to last place.
  - (For example: 8 teams competing = 9, 7, 6, 5, 4, 3, 2, 1)
- 16.2.5.2. In "B" to "D" Division events only, all competitors, unless disqualified, shall be allotted **HALF (A)** points above.
- 16.2.5.3. In the Relays all teams, unless disqualified, shall be allotted **DOUBLE (A)** points above.
- 16.2.5.4. A competitor must record a distance/time/height in an event to receive points for that event.

### 16.2.6. COSTUMES

- 16.2.6.1. The uniforms should be of the colours of the school.

### 16.2.7. BARRACKING

- 16.2.7.1. The use of mechanical instruments, other than non-electric megaphones, is prohibited.

#### 16.2.8. PARTICIPATION

- 16.2.8.1. When a competitor is participating in two or more Track and/or Field events at the one time - scheduled or otherwise - they shall be allowed to complete their commitment to one of these out of drawn order, ie immediately before or immediately after that event.
- 16.2.8.2. If one of these events is the High Jump, the competitor shall compete in the High Jump for as long as possible and then report immediately to compete in his/her other commitment. Upon return to the High Jump, he/she may rejoin at the present height or wait until the competition is concluded and re-start from his/her previous position if time permits.
- 16.2.8.3. In all cases students should monitor the events in which they need to compete so that they do not miss their track start.
- 16.2.8.4. In cases where athletes have left to attend a track event, they must return to the field event **prior to the next event being concluded**. At this time, the event will be considered closed.
- 16.2.8.5. *Officials can assist competitors by reporting their participation to the second event officials and retaining them in the present competition for as long as practicable, whilst allowing sufficient "recovery" time before the next event.*
- 16.2.8.6. *It is the competitor's responsibility to return immediately after finishing the other event.*

#### 16.2.9. HORIZONTAL JUMPS AND THROWS

- 16.2.9.1. In all field events, when more than three competitors remain in competition, a maximum of 30 seconds shall be allowed for each jump from the time a competitor is called. In cases where less than three competitors are in competition, 1.5 minutes are allowed. When a single competitor remains to attempt a record, they are afforded 2 minutes for each attempt.

#### 16.2.10. SHOTS

- 16.2.10.1. Shots for Shot Put events shall be supplied by The Association and shall be of brass and steel.

| <u>AGE</u>      | <u>BOYS</u> | <u>GIRLS</u> |
|-----------------|-------------|--------------|
| Open (yr12)     | 5 kg        | 3kg          |
| 16 Years (yr11) | 5 kg        | 3kg          |
| 15 Years (yr10) | 4 kg        | 3kg          |
| 14 Years (yr9)  | 4 kg        | 3kg          |
| 13 Years (yr8)  | 3 kg        | 3kg          |
| 12 Years (yr7)  | 3kg         | 3kg          |

#### 16.2.11. HIGH JUMP

- 16.2.11.1. All students participating should have certification from a level 2 Jumps coach that they can jump using Fosbury Flop technique capably.
- 16.2.11.2. Starting Heights

| <u>AGE</u> |        | <u>BOYS</u> | <u>GIRLS</u> |
|------------|--------|-------------|--------------|
| Open       | (yr12) | 1.55 metres | 1.30 metres  |
| 16 Years   | (yr11) | 1.50 metres | 1.30 metres  |
| 15 Years   | (yr10) | 1.45 metres | 1.25 metres  |
| 14 Years   | (yr9)  | 1.40 metres | 1.25 metres  |
| 13 Years   | (yr8)  | 1.30 metres | 1.20 metres  |
| 12 Years   | (yr7)  | 1.15 metres | 1.10 metres  |

16.2.11.2.1. Three increments of 5 cm each subsequent increments of 3 cm each.

Variations may occur when considered necessary by event officials, PROVIDED THAT the change is announced to competitors before the commencement of a new height.

16.2.11.3. Record Attempt: The winner may choose to have three attempts at each height above the winning height on their way to attempting a record or to immediately attempt the record height. These heights will not be raised by 3cm increments. Jumpers can expect an immediate attempt at the record or if they are more than 10cm from the record, a rise of half the distance between the end of competition and the record height. If passed the next attempt will be the record height. Once the record is equalled or broken, the bar will be raised at three centimetre intervals.

16.2.11.4. In all field events, when more than three competitors remain in competition, a maximum of one (1) minute shall be allowed for each jump from the time a competitor is called. In cases where less than three competitors are in competition, 1.5 minutes are allowed. When a single competitor remains to attempt a record, they are afforded 2 minutes for each attempt.

#### **16.2.12. DISCUS**

16.2.12.1. Discus shall be supplied by The Association.

|  |   |        |
|--|---|--------|
| Open and 16 Years (Yrs 11/12) Boys             | = | 1.5 kg |
| 15 Years, 14 Years and 13 Years (yrs8-10) Boys | = | 1.0 kg |
| Open, 16, 15, 14 and 13 Years (yrs8-12) Girls  | = | 1.0 kg |
| 12 Years (yr7) Boys and Girls                  | = | 750gm  |

#### **16.2.13. JAVELIN**

16.2.13.1. Javelins shall be supplied by the Association.

| <u>AGES</u>     | <u>BOYS</u> | <u>GIRLS</u> |
|-----------------|-------------|--------------|
| Open (yr12)     | 700 gm      | 500 gm       |
| 16 Years (yr11) | 700 gm      | 500 gm       |
| 15 Years (yr10) | 700 gm      | 500 gm       |
| 14 Years (yr9)  | 700 gm      | 500 gm       |
| 13 Years (yr8)  | 600 gm      | 400 gm       |
| 12 Years (yr7)  | 400 gm      | 400 gm       |

## 16.2.14. HURDLES

16.2.14.1. The following heights and distances will be used in TAS competition:

| <u>AGE</u>      | <u>DETAIL</u>                | <u>BOYS</u>  | <u>GIRLS</u> |
|-----------------|------------------------------|--------------|--------------|
| Open (yr12)     | Distance                     | 110 metres   | 100 metres   |
|                 | Number and height of hurdles | 10 x 91.4 cm | 10 x 76.2 cm |
|                 | To first hurdle              | 13.72 metres | 13.0 metres  |
|                 | Distance between             | 9.14 metres  | 8.5 metres   |
|                 | From last hurdle to finish   | 14.02 metres | 10.5 metres  |
| 16 Years (yr11) | Distance                     | 110 metres   | 100 metres   |
|                 | Number and height of hurdles | 10 x 91.4 cm | 10 x 76.2 cm |
|                 | To first hurdle              | 13.72 metres | 13.0 metres  |
|                 | Distance between             | 9.14 metres  | 8.5 metres   |
|                 | From last hurdle to finish   | 14.02 metres | 10.5 metres  |
| 15 Years (yr10) | Distance                     | 100 metres   | 90 metres    |
|                 | Number and height of hurdles | 10 x 84 cm   | 9 x 76.2 m   |
|                 | To first hurdle              | 13.0 metres  | 13.0 metres  |
|                 | Distance between             | 8.5 metres   | 8.0 metres   |
|                 | From last hurdle to finish   | 10.5 metres  | 13.0 metres  |
| 14 Years (yr9)  | Distance                     | 100 metres   | 90 metres    |
|                 | Number and height of hurdles | 10 x 84 cm   | 9 x 76.2m    |
|                 | To first hurdle              | 13.0 metres  | 13.0 metres  |
|                 | Distance between             | 8.5 metres   | 8.0 metres   |
|                 | From last hurdle to finish   | 10.5 metres  | 13.0 metres  |
| 13 Years (yr8)  | Distance                     | 90 metres    | 80 metres    |
|                 | Number and height of hurdles | 9 x 76.2 cm  | 9 x 76.2 cm  |
|                 | To first hurdle              | 13.0 metres  | 12.0 metres  |
|                 | Distance between             | 8.0 metres   | 7.0 metres   |
|                 | From last hurdle to finish   | 13.0 metres  | 12.0 metres  |
| 12 Years (yr7)  | Distance                     | 80 metres    | 80 metres    |
|                 | Number and height of hurdles | 9 x 68 cm    | 9 x 68 cm    |
|                 | To first hurdle              | 12.0 metres  | 12.0 metres  |
|                 | Distance between             | 7.0 metres   | 7.0 metres   |
|                 | From last hurdle to finish   | 12.0 metres  | 12.0 metres  |

## 16.2.15. MEDICAL

16.2.15.1. The Executive Officer shall ensure that a minimum of two (2) qualified Sports Medicine personnel are in attendance for TAS Carnivals.

#### **16.2.16. CLARIFICATION OF AGE GROUPS**

- 16.2.16.1. Students will be eligible to compete in the age group according to their birth year. Students born at any time in 2001 would be eligible to compete as a 16 year old in 2017.
- 16.2.16.2. T.A.S. selection policy allows students to compete in one age group only.
- 16.2.16.2.1. If necessary students may compete in one age group higher than their birth year dictates.
- 16.2.16.3. As from 2000 Carnivals, implement weights and Hurdle heights for "Open" age groups shall be those listed as for "17 and over" age group in Queensland Secondary Schools Track & Field Championships.

### **16.3. Junior TAS Track & Field**

#### **16.3.1. COMPETITION POINTS**

- 16.3.1.1.1. Competition Points are awarded for all events on the programme.
- 16.3.1.1.2. Points for Red and Blue Division competition are as follows:
- Points for 1st place in all A division races will be the total number of participants plus 1.
  - ie: 6 participants, 1st place will score 7 points.
  - Points for all other places will begin 2 points less and decrease by 1 for each subsequent place.
  - ie: 6 participants, 1st place=7 points, 2nd=5, 3rd=4, 4th=3, 5th=2, 6th=1
  - Points for B, C and D Division events will be half that of A Division events.
  - All Relay Points are double those of A Division races.

#### **16.3.2. AGES**

- 16.3.2.1. Age groups for the Junior TAS Track & Field Championships for 2022 are...
- 16.3.2.1.1. – 9 Years Born in 2013.
- 16.3.2.1.2. – 10 Years Born in 2012.
- 16.3.2.1.3. – 11 Years Born in 2011.
- 16.3.2.1.4. – Junior Open, Born in 2010 or 2009.
- 16.3.2.2. Athletes may compete in one age group only.
- 16.3.2.3. Ages shall be reckoned from 31<sup>st</sup> December.

#### **16.3.3. CATEGORIES AND DIVISIONS**

- 14.1.1.1. Athletes must have their names written and nominated to compete in one division A, B, C or D.

#### **16.3.4. DEAD HEATS AND TIES**

- 16.3.4.1. The points shall be divided.

#### **16.3.5. PROTESTS AND REQUESTS**

- 16.3.5.1. A protest is to be made in writing by or through the Director of Junior Sport of the College. The protest or notice of protest must be lodged within 20 minutes of the completion of the event to the Executive Officer of the Junior TAS.



16.3.5.2. A request for modification to the program can be made to the Executive Officer who will convene a meeting of at least three Directors of Sport providing the request meets the following parameters...

- The reason for the request is due to a problem that occurred outside of team dynamics.
  - Individual school roster problems caused by injury or otherwise will not be considered.
  - Requests made due to accidents on the track or in the field will be considered, but only if injury occurred due to accident/external sources, not when individual athletes occur injury in the normal course of competition.

#### **16.3.6. DISQUALIFICATIONS (TRACK EVENTS)**

16.3.6.1. JTAS events are based on participation and a gradual introduction to senior laws and regulations. Therefore, in JTAS events, **it is generally accepted that participants from yr 5 up are capable of meeting the prescribed laws and regulations of Senior Athletics**. As such, if disqualification is under review the following will apply...

- In the event of a **runner breaking the race start**, regardless of age they will be given one more opportunity to correctly start the race. Should the same runner initiate a break a second time, they will be disqualified from the race.
- In the event of a **runner illegally changing lanes** or changing their running lines to hinder opposing runners the carnival referee, in conjunction with at least two other JTAS coordinators, will decide upon the course of action; taking into consideration, the age of the competitor, the time by which s/he gained an advantage and the distance travelled in the wrong lane / on the wrong line.
  - In this case, depending on the severity of the infringement, it is possible to maintain the runner in the race points where they finished or maintain their entry but drop them from the places. Under any circumstances a record cannot be attained having used an incorrect running line for even a small portion of the race.
- If a **relay team changes outside their change over box** the carnival referee, in conjunction with at least two other JTAS coordinators, will decide upon the course of action taking into consideration the age of the competitors and the time by which they gained an advantage.
  - In this case, it is possible for the relay team to maintain their race points or to maintain their entry but drop them from the places. Under any circumstances a record can not be attained from a team having blatantly (1metre+) broken their relay change over box.

#### **16.3.7. DISQUALIFICATIONS (FIELD EVENTS)**

**16.3.7.1. Refer specific field event information.**

#### **16.3.8. LANE AND HEAT ALLOCATIONS AND AWD**

16.3.8.1. Heat and Lane allocation will based on the schools' position at the last JTAS Athletics carnival.

- 16.3.8.2. Schools that finished in the first 6 places will be in Blue Division. Schools that finish from 7th – 12th will run in Red Division.
- 16.3.8.3. Lanes 3-8 will be allocated for all track events.
- 16.3.8.4. Athletes with Disability may participate in the lanes outside lanes 3-8.
- 16.3.8.5. Athletes with Disability may participate in any Field events.
- 16.3.8.6. All Athletes competing as AWD will participate outside the point scoring of the carnival.

#### **16.3.9. GRANDSTAND SEATING ALLOCATIONS**

- 16.3.9.1. Schools will be allocated to seating positions which are modified each year. The modifications will be simply moving each school one step towards the finish line each year with the first school moving to the end of the line. The order of seating will be sent to schools in the Track & Field information package sent to schools prior to the carnival.

#### **16.3.10. SPRINTS : 100m, 200m and Relays**

##### **16.3.10.1. COMMAND TO START**

(for 100m, 200m, and Relay Events)

Each of these events shall have the following command:

On your Mark. Set. Gun.

#### **16.3.11. 800 METRES**

- 16.3.11.1. The 800m race will be for competitors in 9y, 10y, 11y and Junior Open age groups. Schools may enter one competitor per division per age group. Red and Blue Category runners will compete in the same heat with A division runners running against A division runners and B Division runners against B Division runners. However, places will be allocated separately for each Category.
- 16.3.11.2. As each competitor finishes the race, he/she will be awarded a place and points will be allocated according to the place he/she ran.
- 16.3.11.3. The competitors will start in lanes and must merge after the first 100m.
  - 16.3.11.3.1. The starting command will be: "On your Mark." Gun.
- 16.3.11.4. No competitors are to wear spikes.
- 16.3.11.5. Place judges are required for all 800 m events as the photo finish does not determine places for this event.

#### **16.3.12. RELAYS**

##### **16.3.12.1. BATON CHANGING**

- 16.3.12.1.1. The baton must be changed within the 30 metre markings.

##### **16.3.12.2. STAYING IN LANE**

- 16.3.12.2.1. Each team must run in its appointed lane for the entire relay. A breach of this makes the team liable for disqualification.
- 16.3.12.2.2. The in-coming runner must remain in his correct lane even after giving the baton until all teams have left the change-over zone. A competitor who causes interference to another team is liable to have his own team disqualified.

### **16.3.12.3. BATONS**

- 16.3.12.3.1. A baton dropped by a competitor may be picked up provided there is no interference to other teams.
- 16.3.12.3.2. The baton must be picked up by the competitor who dropped it.
- 16.3.12.3.3. The baton must be carried over the finishing line by the last runner if the team is to be positioned.

### **16.3.12.4. RELAY OFFICIALS**

- 16.3.12.4.1. There will be at an official to supervise each of the Relay Change areas.

## **16.3.13. HIGH JUMP**

### **16.3.13.1. MEASUREMENT**

- 16.3.13.1.1. Athletes in the year 3 and 4 age groups may only compete using the scissors technique while athletes in the year 5 or 6 age groups may compete using either the scissors or the Fosbury Flop technique. All students wishing to compete in the Fosbury Flop technique should have a letter signed by a level 2 jumps coach indicating that they are competent in the technique. All measuring of heights shall be done in metres and centimetres.

### **16.3.13.2. ATTEMPTS AT HEIGHTS**

- 16.3.13.2.1. If necessary all competitors shall be allowed three attempts at each height.
- 16.3.13.2.2. When more than 2 competitors remain in competition each jumper has 30 seconds in which to complete their attempts.
  - 16.3.13.2.2.1. When only 2 competitors remain in competition each is permitted 1.5 minutes per attempt.
- 16.3.13.2.3. To pass under the bar with any part of the body is counted as a jump.
- 16.3.13.2.4. A competitor must take off from the ground from one foot only.
- 16.3.13.2.5. Each competitor after jumping the qualifying height may re-commence jumping at any height chosen.

## **16.3.14. BAULKING A JUMP**

- 16.3.14.1. A competitor who baulks his jump shall be called again at the end of the round. Three (3) baulks shall constitute a foul.

## **16.3.15. PASSING A JUMP**

- 16.3.15.1. An athlete may pass at any jump, but the height the athlete is credited with, is the height the athlete last cleared.

## **16.3.16. RECOMMENDED HEIGHTS**

- 16.3.16.1. As the Junior TAS carnival is based on participation, all schools should be represented in all events if possible.
- 16.3.16.2. High Jump starting heights are recommended heights with a view to all competitors clearing the first height.
- 16.3.16.3. To ensure competition does not continue for overly extended periods, the starting heights will be as set out below.

16.3.16.4. The first two bar rises will be 7cm, with each subsequent rise of the bar to be 5cm until there are only 3 jumpers (A or B division) remaining. Each rise at this point will be 3cm.

year 3 90cm

year 4 95m

year 5 & 6 1.00m

#### **MEASUREMENT OF BAR**

16.3.16.5. **All measurements** must be taken from the centre of the bar. Announce the height at the start of each round.

#### **16.3.17. COUNT BACK**

16.3.17.1. Lowest number of jumps at the height last cleared is awarded the higher place.

16.3.17.2. If still tied – the lowest number of failures up to the height last cleared, is awarded the highest place.

16.3.17.3. If still tied – the lowest total of jumps to the height last cleared is awarded the higher place.

16.3.17.3.1. If only one athlete is left in the competition, he/she may continue until eliminated by the normal process. The bar will be risen to the record height immediately after all other competitors have been withdrawn from competition unless the bar is more than 10cm from the record height. In this case the bar shall rise by half the distance between the end height of competition and the record height. The next rise will be the record or higher than the record as the participant decides. they may continue in 5cm increments after attaining a new record.

#### **16.3.18. SHOT PUT**

##### **16.3.18.1. MEASUREMENT**

16.3.18.1.1. All throws should be measured immediately and no pins are to be used. All measurements of Puts shall be in metres and centimetres.

##### **16.3.18.2. NUMBER OF PUTS**

16.3.18.2.1. All competitors shall be allowed three (3) Puts.

16.3.18.2.2. Each competitor is allowed 30 seconds to complete each of their attempts.

##### **16.3.18.3. WEIGHT OF THE SHOT**

16.3.18.3.1. The weight of the Shot for the year 3, 4 & 5 age groups will be 2 kg.

16.3.18.3.2. The weight of shot for year 6 Girls and Boys will be 3kg.

##### **16.3.18.4. COMPETITOR'S AREA**

16.3.18.4.1. The Put shall be made from a circle 2.135 metres in diameter. At the middle of the circumference in the front half of the circle a toe board 1.22 metres long, 114 millimetres wide and 100 millimetres high shall be placed firmly fastened to the ground.

##### **16.3.18.5. VALID THROWS**

- 16.3.18.5.1. All throws to be valid must be within the inner edge of the lines marking the 45 sector.

#### **16.3.18.6. MEASUREMENT**

- 16.3.18.6.1. The measurement is made from the nearest mark made by the fall of the shot to the inner circumference of the circle along a line from this mark through the centre of the circle. The measure tape shall be pulled taut.

#### **16.3.18.7. PUTTING**

- 16.3.18.7.1. Once the competitor has stepped into the circle and started to throw, there must be no contact made with the ground outside the inner circumference of the circle, until the shot has landed; then the competitor must leave by the back half of the circle.
- 16.3.18.7.2. The shot must be held to the neck and shoulder and move from that position in one continuous movement.
- 16.3.18.7.3. Failure to comply with these rulings will result in a foul.

#### **16.3.18.8. RESULTS**

- 16.3.18.8.1. In the advent of a tied position the second best performance of the competitor's tying shall decide the placing. If the tie still remains, the third best shall decide the placing.
- 16.3.18.8.2. When the official measuring the competitor's put has called the measurement to the recording official, the recording official shall call the measurement back to the measuring official for verification before recording it next to the competitor's name.
- 16.3.18.8.3. The winner shall be allowed three additional attempts at the record.

#### **16.3.18.9. DISCUS**

##### **16.3.18.10. THROWS**

- 16.3.18.10.1. All discus throws are to be measured immediately. No pins are to be used.
- 16.3.18.10.2. Discus is thrown using a slinging action from within a circle and must land wholly within the marked landing sector.
- 16.3.18.10.3. All discus throws must be made from an enclosure or cage to ensure the safety of spectators, officials and competitors.
- 16.3.18.10.4. For an effective result, on release, the discus should preferably spin over the index finger, rather than be let out of the back of the hand.
- 16.3.18.10.5. The athlete must leave via the back half of the circle

##### **16.3.18.11. NUMBER OF ATTEMPTS**

- 16.3.18.11.1. Three attempts are made by each competitor.
- 16.3.18.11.2. Each competitor is allowed 30 seconds to complete each of their attempts.

##### **16.3.18.12. WEIGHT OF DISCUS**

- 16.3.18.12.1. years 3 & 4 - 500g; Years 5 & 6 - 750g.

### **16.3.18.13. LONG JUMP**

#### **16.3.18.13.1. MEASUREMENT**

- 16.3.18.13.1.1. All jumps shall be measured in metres and centimetres, with the zero point of the tape placed in the pit at the landing mark. The tape is aligned perpendicular to the take off board and measured from the edge of the jumping board closest to the landing pit.

#### **16.3.18.13.2. NUMBER OF JUMPS**

- 16.3.18.13.2.1. All competitors shall be allowed three attempts.
- 16.3.18.13.2.2. Each competitor is allowed 30 seconds to complete each of their attempts.

#### **16.3.18.13.3. TAKE-OFF BOARD**

- 16.3.18.13.3.1. A 20cm wide board shall be used.

#### **16.3.18.13.4. MEASURING JUMP**

- 16.3.18.13.4.1. A competitor's jump shall be measured from the edge of the board closest to the pit.

#### **16.3.18.13.5. FAILURES**

- 16.3.18.13.5.1. It shall be counted as a failure if any competitor –
- 16.3.18.13.5.2. touches the ground beyond the take-off line with any part of the body, whether running up without jumping or in the act of jumping.
- 16.3.18.13.5.3. takes off from the outside either end of the board, whether beyond or behind the take-off line extended.
- 16.3.18.13.5.4. in the course of landing, touches the ground outside the landing area nearer to the take-off than the nearest break in the landing area made by the jump.
- 16.3.18.13.5.5. after a completed jump, walks back through the landing area.
- 16.3.18.13.5.6. employs any form of somersaulting.

#### **16.3.18.14. BAULKING A JUMP**

- 16.3.18.14.1. A competitor who baulks a jump shall be called again at the end of the round. Three (3) baulks shall constitute a foul.

#### **16.3.18.15. TIED POSITION**

- 16.3.18.15.1. In the event of a tied position the second best performance of the competitor's tying shall decide the placing. If the tie still remains, the third best shall decide the placing.
- 16.3.18.15.2. When the official measuring the competitor's jump has called the measurement to the recording official, the recording official shall call the measurement back to the measuring official for verification before recording it next to the competitor's name.

### **16.3.19. FOOTWEAR**

- 16.3.19.1. Shoes must be worn while competing in any track and field competition. Children from the year 4 age group and upwards are able to wear spikes in events run entirely

in lanes and jumping events. Spikes must be no longer than 7 mm (track) and 9 mm (field). Spikes must be carried to the event and taken off at the completion of the event and carried off. Students must not walk around the arena wearing spikes.

16.3.19.2. 9yr age group are not allowed to wear spikes in any events. Spike shoes with or without blanks or rosettes around the spike areas or which have any hard/sharp protruding from any area will not be acceptable.

**16.3.20. FIRST AID**

16.3.20.1. It is the host school's responsibility to provide the First Aid at their expense. Each school takes turns to host events and this cuts down on administration time when billing

**16.3.21. Presentations**

16.3.21.1. Presentations will be made at the end of the carnival to the school that achieves the highest team scores in each gender of each age group, in each gender across all age groups and an aggregate score of all age groups and genders combined.

## 17. Volleyball

### 17.1. Safety Aspects

The requirements of this schedule apply to the teaching of volleyball skills, team training and competition matches conducted by schools.

#### **17.1.1. Nature of hazards**

- 17.1.1.1. *As part of the process of safety self-regulation, all persons engaging in this activity should identify the hazards, assess their significance and manage the potential risks including any additional hazards not mentioned here.*
- 17.1.1.2. Hazards that may be encountered in volleyball include items of equipment (e.g. net posts, guy wires).

#### **17.1.2. Level of risk**

- 17.1.2.1. *The categorisation of these conditions is subjective and offered as a starting point for risk management planning. The actual degree of risk is best ascertained by persons with intimate local knowledge present at the site of the activity.*
- 17.1.2.2. Participation in volleyball involves medium risk (level 2).

#### **17.1.3. Minimum supervision**

- 17.1.3.1. One adult present should have knowledge of, and an ability to perform, first aid procedures.
- 17.1.3.2. If an adult other than a registered teacher is engaged for instruction, a teacher should be present to take overall responsibility.

#### **17.1.4. Qualifications**

- 17.1.4.1. *The qualifications listed in this section are minimums for each type of situation. Leaders are encouraged to seek training to raise their qualification level above the minimum listed.*
- 17.1.4.2. The leader should be:
  - a registered teacher with experience (previous involvement) in the teaching of volleyball
  - an adult who has Foundation Level coaching qualifications from the Australian Volleyball Federation and holds a Working with Children blue card.

#### **17.1.5. Minimum equipment**

- 17.1.5.1. A first aid kit should be available at all venues where lessons and competitions are conducted.

#### **17.1.6. Hazard reduction**

- 17.1.6.1. Initial introduction of the activity should include:
  - appropriate warm-up and warm-down activities



- rules, safety procedures and prerequisite skills before students play the game
- progressive and sequential skill development
- modified games that match skill and fitness levels of students
- Teachers should ensure students cut or tape long fingernails to prevent any injury to any participants.
- Students are to wear footwear appropriate to the playing surface.
- The playing area should be level and free from obstacles and loose objects.
- Indoor facilities should have adequate lighting and ventilation. The lights should be protected.
- The court surface should be non-slip.
- A minimum space of two metres should surround each court.
- Courts should be sited in a north-south direction to limit visual interference from the sun.

## **17.2. TAS Volleyball By-Laws**

### **17.2.1. LAWS OF THE GAME**

- 17.2.1.1. TAS Volleyball in all grades will be played under FIVB rules.

[http://www.fivb.org/EN/Refereeing-Rules/documents/FIVB-Volleyball\\_Rules2013-EN\\_20121214.pdf](http://www.fivb.org/EN/Refereeing-Rules/documents/FIVB-Volleyball_Rules2013-EN_20121214.pdf)

- 17.2.1.1.1. Any modifications to these rules will be noted in these By-Laws.

### **17.2.2. GRADES**

- 17.2.2.1. Grades for both boys and girls competitions shall be:

- 17.2.2.1.1. Firsts, Seconds, Year 10, Year 9, Year 8 & Year 7

### **17.2.3. MINIMUM NUMBER OF PLAYERS**

- 17.2.3.1. A minimum of six (6) players are required to constitute a team. A school having less than six players by ten (10) minutes after the scheduled start time shall forfeit the first set. If that school has less than 5 players to start the match 20 minutes after the scheduled starting time, they forfeit the second and third sets and consequently the match, notwithstanding the guidelines outlined in By-Law 3.13, "Late Starts".

17.2.3.2. Should player numbers fall below five (5) after a match has commenced, the match shall continue.

17.2.3.3. In instances when teams play with fewer than 6 players, the service points for the missing players will be forfeited.

#### **17.2.4. SELECTION OF TEAMS**

17.2.4.1. Schools shall select fully the players of all higher grade teams before selecting those of lower grade teams, whether the higher grades are engaged or not.

17.2.4.2. No student shall play in more than one team in the same round unless he replaces an injured or absent player in a higher age or grade, subject to By-Law 3.4 specifically, by-laws 3.4.1.5 and 3.4.1.6.

17.2.4.3. Teams in all grades are permitted to use Libero players (defensive substitute players) but to do so they must wear contrasting uniform colours, be recorded on the scoresheet as a Libero player and adhere to all other regulations governing the Libero as set out in Chapter 6 of the FIVB rules of the games.

17.2.4.4. Substituted players must always return to the court in the same player position from which they left.

#### **17.2.5. MATCHES**

17.2.5.1. Matches shall be:

Firsts: = Best of 5 sets;

All other grades = 3 sets

17.2.5.1.1. It is compulsory that all grades other than "Firsts" shall play 3 Rally Point sets to 25 points not the "best of three sets".

17.2.5.1.2. The only situation where the play of the playing of a third set can be questioned is due to wet weather on the agreement of both Directors of Sport.

17.2.5.1.3. When this does occur, teams will play three sets to 15 points.

17.2.5.2. TAS schools will use TAS scoresheets for the scoring of Volleyball games and complete them with rotations and substitutions for each set.

##### **17.2.5.3. WINNING RALLIES**

17.2.5.3.1. The team winning a rally scores a point.

17.2.5.3.2. When the receiving team wins a rally, it gains a point and the right to serve and its players rotate one position clockwise.

##### **17.2.5.4. PLAYING FORMULA**

17.2.5.4.1. A set, (except the deciding 5<sup>th</sup> set), is won by the team which first scores 25 points with a minimum lead of two points.

17.2.5.4.2. In the case of a 24-24 tie, play is continued until a 2-point lead is achieved (26-24; 27-25 etc)

17.2.5.4.3. The 5<sup>th</sup> set is played to 15 points, again with the requirement of a 2-point lead.

#### **17.2.6. MATCH TIMES & WARM UP**

17.2.6.1. Match times will be arranged by the Host school. As much as is practical, the following format should be used.

| TIME     | COURT 1 | TIME     | COURT 2 |
|----------|---------|----------|---------|
| 8.00 am  | YEAR 10 | 8:00 am  | YEAR 7  |
| 9.00 am  | SECONDS | 9:00 am  | YEAR 8  |
| 10.15 am | FIRSTS  | 10:00 am | YEAR 9  |

17.2.6.2. Flexibility of start times should be used

- when lengthy travel is involved,
- by mutual agreement of the contesting Directors of Sport.
- Matches may also be played on the Friday night immediately prior to the scheduled date by mutual agreement.

17.2.6.3. WARM UPS

- Home school will provide all balls for pre-game warm up.
- Warm ups prior to games should be held off court.
- **TAS allows a 6 minute time frame for warm up on court before the match must begin.**
- **Referees should alert both teams to the fact that warm up time has begun.**
- **Teams then have 5 minutes of court time to warm up (2 mins for hitting from each side of the court and 1 minute for serving), followed by one minute for rotations and team lists to be handed to referees prior to the start of the match.**

### **17.2.7. WEATHER**

17.2.7.1. A washout may occur at any time the chief umpire deems the court to be unsafe. Consultation between coaches / coordinators from both schools may assist umpires with this call. In cases where umpires are not qualified the call will be made after consultation with coaches/coordinators. Should the court be questioned as playable or unplayable, and the referees not agree, the 'existing state of affairs' will exist.

17.2.7.1.1. **Existing state of affairs:** This phrase is used in competition rules to clarify situations in which a difference of opinion concerns the progress of the match.

- If a match has not started and the Umpires/Coaches do not agree, then the match does not start.
- If a match is in progress, and if agreement cannot be reached, then the match is to continue.

17.2.7.2. In the event of a washout, each team shall be awarded two points, notwithstanding the following...

#### **Five Set Matches:**

- If at least three (3) sets have been completed when the washout occurs, the team leading in sets shall be declared the winner. If the washout occurs at two (2) sets all,

the points "for" **at the time of the washout** shall be totalled and the team with the greater number of points shall be declared the winner. If points are even or less than three (3) sets have been completed, the match shall be declared a draw.

**Three Set Matches:**

- If at least two (2) sets have been completed when the washout occurs and the match is at one (1) set all, the points "for" **at the time of the washout** shall be totalled and the team with the greater number of points shall be declared the winner. If points are even, or less than two (2) sets have been completed, the match shall be declared a draw.

17.2.7.3. In keeping with TAS policy there will be no rescheduled matches for wet weather.

17.2.7.4. Any bonus points already accrued will stand.

**17.2.8. POINTS**

17.2.8.1. Four points shall be allotted for a win. The losing team shall be allotted one point for a loss only. No bonus points are allocated for set wins.

17.2.8.2. Zero points will be allocated for a Bye.

17.2.8.3. Points will be awarded thus,

|                    |   |      |
|--------------------|---|------|
| Win                | = | 4pts |
| Draw (Wash Out)    | = | 2pts |
| Points per set win | = | 0pts |
| Points for a loss  | = | 1pt  |

**17.2.9. FORFEITS**

17.2.9.1. In the event of a forfeit, the team which forfeits shall be awarded zero points.

**17.2.10. RULE VARIATIONS - SUBSTITUTIONS**

17.2.10.1. The 12 sub rule will be used in all Firsts, Seconds and A grade divisions - 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. Players re-entering the set must assume the original position in the service order in relation to other teammates. No change may be made in a player's position in the service order unless necessitated by an injury requiring an abnormal substitution.

17.2.10.2. All other Grades shall have unlimited substitutions.

**17.2.11. OFFICIALS**

17.2.11.1. For 1sts and 2nds matches, Qualified VQ referees shall be used for all matches.

Senior students who have completed a recognized referee's course may referee and umpire games at least 2 years younger than their age group. (ie: Year 10 students can umpire year 7 and 8)

17.2.11.2. Both schools are to provide one referee for each match. They shall both complete a scoresheet, which must be signed by the referee and both coaches/captains at the end of the match.

17.2.11.3. Home schools are to provide a duty team consisting of a scorer and a minimum of 2 linespeople for each match.

17.2.11.4. The "Home" school shall provide a visible scoreboard and operator for each court.

#### **17.2.12. DRESS**

17.2.12.1. Appropriate uniforms of the colours of the school should be worn with all age groups wearing numbered shirts - same number front and back in accordance with VQ Schools Cup rules.

#### **17.2.13. HEIGHT OF NETS**

17.2.13.1. The height of the nets for all levels of the competition shall comply with current National Rules of Competition. The Executive Officer is to advise schools of the official heights prior to the commencement of each competition season. Current net heights are:

| Grade   | Boys  | Girls |
|---------|-------|-------|
| Firsts  | 243cm | 224cm |
| Seconds | 235cm | 215cm |
| Year 10 | 235cm | 215cm |
| Year 9  | 224cm | 215cm |
| Year 8  | 224cm | 215cm |
| Year 7  | 215cm | 210cm |

#### **17.2.14. BALLS**

17.2.14.1. The Host school is to provide balls for matches and pre-match warm-ups for all competing teams.

17.2.14.2. A high quality standard of ball should be used for all matches regardless of age.

#### **17.2.15. PLAYER SANCTIONS**

17.2.15.1. In all cases where a player is sent from the court by the match officials that player will incur a mandatory one match suspension from TAS sport. (A bye is not considered one match of TAS sport)

17.2.15.2. This sanction applies equally to Males, Females, Juniors and Seniors, therefore Junior TAS participants sent from the court will also incur this mandatory suspension.

## APPENDIX A



# TAS RUGBY GAME DAY PROTOCOLS

Directors of Sport/Heads of Rugby **will make contact during the week** to discuss the Game Day information. Directors of Sport/Heads of Rugby will meet again on the morning of game day prior to the first match taking place to discuss any late changes to the agreed competition structure, which must be outlined and agreed upon at that meeting, before play commences. Any late changes must also be communicated to the relevant school staff (coaches).

This Weekly Safety Game Day Protocol Process form will be used to document the proceedings for matches to be played that day, including any adjustments and late changes to the agreed competition structure for that Game Day.

## In-Game Safety Protocols

### Introduction

Comparability of games is an important initiative to enhance the safety of players involved in school Rugby competitions. A key driver for the 'Like for Like' philosophy is player safety, along with player enjoyment.

Because of our smaller numbers of teams, grading is not possible for the TAS Season. However, the Weekly Safety Protocol is designed to enhance player safety and allow member schools to take into account injuries, player drift and other school related issues that may influence composition of teams and subsequently comparability of teams.

### Protocol

Pre Game Discussions must take place around each of the matches to be contested on a given day. Schools with a genuine concern about a particular team's capacity to adequately compete safely on the day, should raise this prior to match day. This will give both schools an opportunity to manage the protocols around the match to make it as close to like v like as possible.

When discussions around game modification take place, the school with a genuine concern for their players' safety and welfare should concede a forfeit to allow the conversation around a safe match to take place. When this occurs, schools that have been given the forfeit have an obligation to make the game as close as like v like as possible. The winner at the end of the game is not important. What is important is that the score is close and the game has been closely contested. All TAS schools and our individual teams have a responsibility to TAS Rugby to help develop the sport for future teams.

Some suggested alterations teams may make to ensure games are like v like contests.

- Use dominant players sparingly.
- Modify team tactics to ensure both teams evenly contest the game.
- Reduce players on the field.
- Utilise reserve quality players for the majority of the match.

TAS games **will** include conversations between coaches of both sides and the referee at half time or earlier at the instigation of a losing coach. These conversations should be short in nature unless there is a mismatch occurring. They should include a quick agreement with regard to any of the following;

- Agreement that the teams are reasonably evenly balanced and the game should continue under current parameters.
- Agreement that one team is clearly dominant and some modification to the game should take place.
  - Modifications may include but are not limited to,
    - Non contested scrums
    - Changing team make up
    - Reducing team numbers
    - Conceding defeat through a forfeit to allow freedom of game changes
    - Limiting use of dominant players
    - Call the game off early
- In cases where one team is clearly dominant, an effort should first be made to even up the match. Where this is unable to occur, the match should be called off if the mismatch proves to be a safety concern.

Although pre game and mid game conversations have been implemented to assist with games being more comparable and being 'Like for Like' there may be games where the game day experience is still not as comparable as would be desired.

There may be games played on a weekend where it becomes evident that there is a 'mismatch' between the teams. Indications of this mismatch may include:

- Score (eg. half time score difference exceeds 40 points)
- Obvious player or team mismatch (eg. skills, size, power)

It is important to note that should a coach believe that there is a 'mismatch' with their game they should make contact with the opposition coach, concede defeat and work towards a more 'Like for Like' approach to the game. When this doesn't occur, they should contact their Director of Rugby or Director of Sport to discuss the issue and seek assistance with taking the appropriate actions.

## Conclusion

Despite efforts being made to facilitate a more 'Like for Like' competition there may be games where a 'mismatch' exists. In these circumstances **player safety** and **player enjoyment** are paramount and **both coaches should take the appropriate actions** to ensure players **from both teams** are **safe** and **enjoying** the Rugby experience.

Directors of Sport and Directors of Rugby have an important role to play in moulding the mindset of our coaches to allow this 'Like for Like' competition to permeate TAS competition.



## WEEKLY SAFETY GAME DAY PROTOCOL

| HOME TEAM          | AWAY TEAM          | GAME NOTES | SCRUMS<br>(Circle relevant notation) | OUTCOME                                   |
|--------------------|--------------------|------------|--------------------------------------|---|
| 1 <sup>st</sup> XV | 1 <sup>st</sup> XV |            | Contested<br><br>Non Contested       | Proceed<br><br>Restructure<br><br>Forfeit |
| 2 <sup>nd</sup> XV | 2 <sup>nd</sup> XV |            | Contested<br><br>Non Contested       | Proceed<br><br>Restructure<br><br>Forfeit |
| U15A               | U15A               |            | Contested<br><br>Non Contested       | Proceed<br><br>Restructure<br><br>Forfeit |
| U15B               | U15B               |            | Contested<br><br>Non Contested       | Proceed<br><br>Restructure<br><br>Forfeit |
| U13A               | U13A               |            | Contested<br><br>Non Contested       | Proceed<br><br>Restructure<br><br>Forfeit |
| U13B               | U13B               |            | Contested<br><br>Non Contested       | Proceed<br><br>Restructure<br><br>Forfeit |



Example Game Day Safety Protocol sheet

| TEAM                            | HOME TEAM                  | AWAY TEAM | GAME NOTES  | SCRUMS<br>(Circle relevant notation)  | OUTCOME<br>(Circle relevant notation)                   |
|---------------------------------|----------------------------|-----------|---|---------------------------------------|---|
| 1 <sup>st</sup> XV<br>St John's | 1 <sup>st</sup> XV<br>CHAC |           | Game to be contested as normal.<br><br>Halftime review 15-6 scoreline. Game to continue as normal.  | Contested<br><del>Non Contested</del> | <del>Proceed</del><br>Restructure<br>Forfeit            |
| 2 <sup>nd</sup> XV              | 2 <sup>nd</sup> XV         |           | NO TEAM   | Contested<br><br>Non Contested        | Proceed<br>Restructure<br>Forfeit                       |
| U15A<br>St John's               | U15A<br>CHAC               |           | Game to be contested as normal<br><br>Halftime review 46-0 scoreline. Forfeit conceded. Game continued with dominant players removed. 22-14 score for second half   | Contested<br><del>Non Contested</del> | Proceed<br><del>Restructure</del><br><del>Forfeit</del> |
| U15B                            | U15B                       |           | NO TEAM   | Contested<br><br>Non Contested        | Proceed<br>Restructure<br>Forfeit                       |
| U13A<br>St John's               | U13A<br>CHAC               |           | Game to be contested as normal<br><br>Halftime review 0-24 scoreline. Recommended no modifications. No safety concern. Scrums went non-contested.<br><br>Meeting midway through second half, 0-38, forfeit conceded and player modifications agreed to. | <del>Contested</del><br>Non Contested | Proceed<br><del>Restructure</del><br>Forfeit            |
| U13B                            | U13B                       |           | NO TEAM   | Contested<br><br>Non Contested        | Proceed<br>Restructure<br>Forfeit                       |