

WILEY PARK P.S.S.A



CONSTITUTION AND COMPETITION RULES 2021

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3. CODES OF BEHAVIOUR FOR SCHOOL SPORT

**THE CONSTITUTION
OF THE WILEY PARK
ZONE
PRIMARY SCHOOLS
SPORT ASSOCIATION**

THE CONSTITUTION OF THE WILEY PARK ZONE **PRIMARY SCHOOLS SPORT ASSOCIATION**

1.1 MEMBERSHIP

- a) All Zone Primary Schools, on payment of prescribed fees, shall be eligible for membership.
- b) Wiley Park P.S.S.A. is affiliated with the Sydney East P.S.S.A.
The following schools are members of the Wiley Park P.S.S.A.

Ashbury P.S.	Earlwood P.S.
Belmore South P.S.	Hampden Park P.S.
Belmore North P.S.	Harcourt P.S.
Beverly Hills North P.S.	Lakemba P.S.
Campsie P.S.	McCallum's Hill P.S.
Canterbury P.S.	Punchbowl P.S.
Canterbury South P.S.	Undercliffe P.S.
Clemton Park P.S.	Wiley Park P.S.
Marrickville West P.S.	
- c) Prospective new member schools may gain membership to the Zone/Association if/when:
 - i) Admission motion is passed by two thirds of member schools
 - ii) All prescribed fees are paid.

1.2 OBJECTIVES

- a) To organise and control all competitive sport at a Zone level.
- b) To affiliate with and be represented at the Sydney East Association sporting competitions.
- c) To administer a budget, finance Zone sport and submit an audited financial statement to member schools at the A.G.M.
- d) To present in writing to the District Superintendent, a report of all Zone programs in competitive sport for the previous year.
- e) To facilitate information to member schools re Association matters.

1.3 PARTICIPATION

- a) All children enrolled in affiliated schools will be permitted to compete in sports and events suitable to their age groups and eligibility.
- b) Only children from affiliated Government member schools may represent the Wiley Park Zone at any Regional Sports event.
- c) All sports and events are organised in accordance with the by-laws of the Regional and State P.S.S.A. constitution.

1.4 THE EXECUTIVE

The executive of the Association shall consist of the following members:-

- a) President
- b) Vice-President
- c) Treasurer
- d) Secretary

All members of the Executive shall be teachers who, to the best of their knowledge, will be able to complete their term of office.

1.5 MEETINGS

Updated February 2021

a) Zone meetings will be held once a term.

The agenda shall be:

- Attendance
- Adoption of previous meeting's minutes
- Correspondence
- Reports
- Notices of Motion
- General Business

b) These meetings will be open to:

- Any teacher from an affiliated school
- Life members of the Zone
- Invited guests

c) The Annual General Meeting will be held in Term IV and shall:

- Receive the President's Annual Report
- Receive the Treasurer's Report
- Determine the Annual Membership Levy
- Elect Life Members
- Elect and install Executive officers for the ensuing year
- Elect Conveners, delegates to Regional Meetings and other officers for the ensuing year
- Deal with Notices of Motion pertaining to the constitution

d) A meeting of the Executive of the Association shall be held as required. The Executive shall determine the location of such meetings.

1.6 VOTING

- Each affiliated school shall be entitled to two delegate votes on motions.
- Life members shall be entitled to one vote.
- No teacher will be permitted to have more than one vote on a motion.
- In the case of a tied vote, the Chairperson may exercise a casting vote.
- No proxy votes allowed

1.7 ELECTIONS

- At the A.G.M. all positions are declared vacant and elections for the Executive, Conveners and other Officer positions are held.
- Teachers from schools who intend affiliating with Wiley Park P.S.S.A. in the ensuing year may be nominated for an Executive, Convener or other Officer's position.
- Each affiliated school shall be entitled to 2 votes in any officer election.

1.8 FINANCE

- The financial year of the Association shall be the calendar year.
- All monies derived from the Association shall be banked in the name of the Association by the Treasurer, where possible, without delay.
- The Treasurer shall keep account of all monies received and disbursed and shall prepare financial statements for submission at all Association meetings.
- The Treasurer, at the conclusion of each financial year, shall take the appropriate steps to have the books of the Association and the financial statement covering the financial activities of that year audited according to the NSW DET requirements for the auditing of financial

records, prior to the presentation of the annual financial statement to the Annual General Meeting.

1.9 RECORDS

All relevant Association records shall be left in the possession of the Secretary, who shall be responsible for the distribution to the incumbent members at the following Annual General Meeting.

1.10 SUB-COMMITTEES

Association meetings may appoint sub-committees as and when required. The Executive shall automatically form part of such a committee.

1.11 COMPETITION RULES

The Association shall determine rules, regulations and conditions for the organisation and control of competitions under its authority. Changes to these rules may only be made through a notice of motion, where possible, or if deemed necessary an executive decision will be made.

1.12 LIFE MEMBERSHIP

- Life membership of the Association may be conferred by a two-thirds majority of teachers at the Annual General Meeting for distinguished service to sport within the Wiley Park P.S.S.A.
- Nominations for Life Membership will be considered at the Annual General Meeting. The nomination must be in writing with both signatures of the nominator and seconder.
- Life members of the Association may attend meetings, speak for or against a motion and are entitled to vote.

1.13 AMENDMENTS TO THE CONSTITUTION

A two-thirds majority at the Annual General Meeting, providing Notice of Motion has been given to all members at least two weeks prior to the Annual General Meeting, may amend this constitution.

1.14 DISPUTES

A committee shall be formed to resolve disputes, which arise. The committee shall consist of:
i) the Executive
ii) appropriate convener

Representation can be made to the committee by the aggrieved parties.

DUTIES OF OFFICE BEARERS **OF WILEY PARK P.S.S.A.**

The President shall:

- conduct all meetings of the Association.
- co-ordinate convener duties.
- be spokesperson/representative of the Wiley Park P.S.S.A.

The Vice-President shall:

- co-ordinate publicity.
- be spokesperson/representative of the Association.
- conduct meetings in the absence of the President.

The Treasurer shall:

- maintain a record of all financial dealings of the Association.
- ensure all monies are receipted.
- be responsible for payment of all claims against the Association.
- inform the Association of monies owing to enable accounts to be sent.
- provide a statement of the Association's financial affairs at each meeting of the Association.
- submit an Annual Financial report at the A.G.M.
- forward accounting books to the Auditor in sufficient time for completion prior to A.G.M.

The Secretary shall:

- maintain accurate records of the business of the Association.
- be responsible for writing correspondence concerning organisational matters of the Association.
- keep all correspondence coming in and going out of the Association.
- notify all schools, in writing, one week prior to each meeting with an agenda.
- forward a copy of A.G.M. Minutes to Regional Sports Organisation.
- forward a copy of Minutes of each meeting to each participating School/Life Members within two weeks of the Meeting.
- forward Notices of Motion to all Schools, Life members, Executive Officers and Conveners.

DUTIES WILEY PARK PSSA SPORT CONVENER

- Updated 2014

The association has conveners for the follow team sports:

Cricket, Softball, T-Ball, Football Girls and Boys (Soccer), Netball, Rugby League, Touch Football & Rugby League Tag

Conveners are to:

- Attend Zone Meetings where possible, but whenever your sport is an agenda item please submit written report via secretary if unable to attend.
- Liaise with executive members before any information is disseminated to member schools. Website Officer needs to be notified of the draw and any relevant information relating to the competition. Check website <https://www.wileyparkpssa.nsw.edu.au>
- Arrange, organise and conduct the Zone competition in that sport.
- Discuss with Zone (Joint Zone) Sports persons/teachers/coaches if possible before the commencement of trial for that year and ensure Zone President(s) informed of any recommendations from teachers applicable to the smooth running of the day.
- Report any serious incident that may occur at a Zone event to Wiley Park PSSA Executive and follow DEC procedures.

Prior to organising the draw, the following must be considered by the executive and convenor:

1. Form of the competition
2. Venues
3. Rules & Regulations for the conduct of that competition according to the constitution of the Zone
4. Such rules & regulations are to be sufficiently comprehensive as to cover all possible disruptive situations and courses of action.
5. Under no circumstances shall rules and regulations be varied in that particular season UNLESS it is deemed necessary by the Convener(s) for the smooth running of the competition (eg ground problems / Western Suburbs PSSA requirements) and then, and only then, in consultation with Zone President(s) and Executive. In which case convener(s) notify all schools of changes deemed necessary and bring a copy of changes to next Wiley Park PSSA meeting.

Pre-Competition

- Ensuring all participating coaches/schools are aware that all results must entered into the Google Sheets by 3:00pm the following Monday (3 days later). This is regardless of the result. If this is not done, it will be classified as a loss.
- Obtain firm commitment from schools on the number of teams they are entering from Wiley Park PSSA executive.
- Formulate draw
- Keep a copy of all results throughout the year through the online scoring system set up by executive.
- Send copy of draw and local rules to the web coordinator in order to be uploaded to the website.
- Wet weather: The web coordinator will notify via website if PSSA sport is off. If one sport cancelled, all sports are cancelled.
- Have a risk assessment for the running of the competition and the venues.
- Conduct Zone or inter zone representative trials to compete at Sydney East Carnival.

During Competition

- Ensure all results are collected.

Updated February 2021

- Maintain up-to-date results from weekly competition.
- Establish safety procedures are in place and are being followed by member personnel for the ongoing safety of all children competing.

Finals

- Notify ALL schools of results and draw for finals.
- Organise neutral officials, where possible badged personnel. Organise any payment to referees through Treasurer prior to final.
- Have trophies, pennants, certificates etc ready for presentation. These are to be picked up from Properties Officer at least 7 days prior to when needed.
- Invite local media, life members and school principals to attend.

Post Competition

- Write report for distribution and present for next PSSA meeting (after completion of season).

Trials – Zone and SESSA

- Organise and conduct Zone trials to select Zone representatives for SESSA trials.
- All schools should be notified of the trial date, relevant information, venue and time (via Zone Website/Zone meeting/email).
- Send out Wiley Park PSSA Zone Trial sheet to all schools, which should be returned to the Convener with Principal's Approval prior to Zone Trial.
- Select only the number of students as required by the Zone for the SESSA trial and do not name reserves.
- Organise and arrange for the Zone's participation in the relevant Sydney East trials.
- Notification of Zone team selection on completion of trial, practice details, travel arrangements, team uniforms etc, including the relevant Zone permission slips to all selected students.
- Act as manager / coach of the selected Zone team to SE Association trials or make recommendations to the Zone executive on the appointment of manager / coach.
- Wet weather: notify ALL schools via the website as early as possible if change in Zone/SE trials to assist with transport cancellation.
- Make recommendations to the Zone pertaining to that sport that can be taken to SESSA meeting.
- Submit written report on Zone and SESSA trials to zone meeting as soon as possible after the event.
- Notify in writing on school letterhead a letter/tax invoice from the schools SAM to the school holding the funds for relief day(s) sought.

Communication to Secretary

During the year Conveners are requested to submit to the Wiley Park PSSA through the Secretary:

- Copies of all information sheets, results and other relevant information distributed to competing schools in Wiley Park PSSA and joint PSSA competitions.
- Zone team selection – names and schools.
- A report of the Zone's participation in SESSA trials as soon as possible after the event. Names of Zone team selected in SESSA team.
- A copy of the competition results on conclusion of that year's competition. (Trophy holders / runners up) and any recommendations for the following year.

CONVENERS OF ZONE CARNIVALS **(Swimming/Cross Country/Athletics)**

1. Attend Zone meetings as possible but especially when matters pertaining to that sport are listed on the agenda. Liaise with EXECUTIVE member contact before information sent out to member schools.
2. Make recommendations to the Zone pertaining to that sport.
3. Arrange, organise and conduct a Zone Carnival in that sport:
 - Arrange the Carnival in accordance with the current NSW PSSA rules and regulations as per an up to date Handbook, allowing for any Zone rules.
 - Distribute to schools via the website, all information relevant to the Carnival.
 - Arrange for Carnival Referee from parent sporting body if deemed necessary and St Johns Ambulance / medical personnel if necessary. Arrange payment by cheque to any personnel prior to carnival through the Treasurer.
 - Have trophies, pennants, certificates etc ready for presentation.
 - Take responsibility on the date for Carnival management and organisation of personnel to responsibilities. Establish safety procedures are in place and are being followed by member personnel for the safety of all children competing/spectating.
 - Provide carnival program to parents and teachers. Take responsibility for keeping zone records up to date.
 - Successful students will be informed, supplied with all information and permission notes.
 - Distribute to all schools, results and Zone team information.
 - Make wet weather arrangements for notification of all schools as early as possible, arrange alternative date and/or venue.
 - Report any serious incident that may occur at a Zone event to Wiley Park PSSA Executive and follow DEC procedures.
4. Organise the Zone's participation in the SE Association Carnival.
 - Notification of team selection, transport arrangements, team uniforms, Zone permission notes and Principal notification etc.(via Zone Website/Zone meeting/email)
 - Act as manager of selected team and make recommendations to the Zone PSSA Executive on suitable appointment as assistant manager.
5. Submit to Zone, through Secretary:
 - Written report to Zone and Sydney East carnivals.
 - Notify in writing on school letterhead a letter/tax invoice with SAM's approval to Treasurer of relief day(s) sought. \$400 maximum paid per casual relief day.
 - Relief days to be distributed as follows:

The following casual relief is available to conveners

Swimming – 1 day casual relief for Zone/SESSA Convener= 2 days

Cross Country – 1 day casual relief for Zone/SESSA Convener= 2 days

Athletics - 1 day casual relief for Zone/SESSA Convener= 2 days

*****Extra Casual Days will be granted per sport at the discretion of the Executive to enable the carnival/trial to function efficiently.

COMPETITION RULES

GENERAL COMPETITION RULES OF WILEY PARK P.S.S.A.

1a. In Friday competition sports, the age divisions will be:

- i) Junior: 10years and under (during that year)
- ii) Senior: 11 years and over
- iii) Open: Open to all age groups

1b. In Zone and Regional Carnivals the age divisions will be:

- i) Age races: 8,9,10,11,12,13 years
- ii) Junior: 10 years and under (during that year)
- iii) 11years: 11years
- iv) Senior:12 and 13years

2. Sportspersonship is the main concern of Wiley Park P.S.S.A. and teachers are responsible for teaching skills and fair play to both teams. All participants are bound by the Codes of Conduct (see Appendix).

3. It is the teacher's responsibility to acquaint themselves with both the general and local P.S.S.A. rules of the sport they are taking.

4. All results must be sent to the convener no later than 3:00pm the following Monday (3 days) by 3:00pm the following Monday (3 days later). This is regardless of the result. If this is not done, it will be classified as a loss.

5.1 Semi-Finals

1 v 4

2 v 3

Winners to meet in Grand Final

5.2 When a competition is played in two pools, the semi-final draw will be:

1 (pool A) v 2 (pool B)

2 (pool A) v 1 (pool B)

Winners to meet in Grand Final

6. Teams tied for fourth at the end of the competition will play off. Teams tied for second in the pool competition will play off.

7. Wet Weather- If PSSA sport is cancelled due to wet weather all notification is via the Wiley Park PSSA website. Please check the website up to 11:00am. In the instance of a cancelled game, we continue to follow the rounds as per the draw.

8. All disputes and protests should be made in writing to the Convener of that particular sport.

9a. When a competition is unable to complete two full rounds semi-final placings will be determined on points.

9b. For a competition to be valid more than fifty percent of the first round must have been played.

10. Dates are pre-assigned to rounds on the draw
- games are listed on the draw as Round 1-Date, Round 2-Date etc and games will be played as per scheduled on the draw.
11. Coaching – No coaching shall take place during the actual competition and no Team Manager, Coach or parent shall be allowed on to the court or field of play unless specifically called upon by the umpire or referee.
12. No jewellery is to be worn in any competition.
13. The Executive will determine rewards to be given to successful competitors and their schools in various sports.
14. Competition Points –
Win – 3 points
Draw – 2 points
Loss – 1 point
Bye- 3 points
A school who forfeits receives no competition points.
15. Any child from Wiley Park P.S.S.A. selected in a N.S.W. P.S.S.A. team participating in a national carnival held interstate will be subsidised \$100.00. Should this carnival be held within N.S.W. this matter will be negotiated.
- 16.1 If a junior plays three games as a senior then they become ineligible for any further junior games in that competition for the remainder of the season.
- 16.2 If a player in the B competition plays three games in the A competition then they become ineligible for any further games in that competition for the remainder of the season.
- 16.3 If a player is selected and participates in a P.S.S.A. competition sport, they cannot play in a parallel seasonal sport. For example, if selected in a cricket team they cannot change mid season to softball.
- 16.4 Selection Policy: Students must compete at the Zone Carnival in order to allow them to be considered for selection in the Zone team to compete at the Regional Carnival, unless they are:
i) competing at a higher level school competition
ii) suffering injury or illness. In this case, a Doctor's certificate must be presented.
- In these cases, a request for consideration for inclusion in the Zone team must be presented to the Convener. This is to be verified/endorsed by the student's Principal and Sports co-ordinator listing the student's school performance. This will then be considered for selection by a panel ie (Executive and Convener). Inclusion in the Zone team under these circumstances will not be at the expense of individuals who have competed at, and qualified for, the Zone team based on the qualification procedures determined by the SEPSSA, and is also subject to approval from the relevant SEPSSA Convener. Submitting a consideration for inclusion does not guarantee inclusion in the Zone team.

CRICKET

AGE

Junior - Age as per Zone rules

Senior - Age as per Zone rules

TIME

1. All games are 15 overs per side (time permitting).

2. Games should commence on or before 1 P.M. and must be completed by 2.30 pm (45 minutes for each side to bat and bowl).

3. Games started after 1pm must be reduced in time to allow both sides an equal number of batting pairs and bowlers. For example, a game started at 1.10pm would allow only 40 minutes for each side to bat and bowl, so it may be that coaches decide to reduce overs for some of the batting pairs. A game started at 1.30pm would allow only 30 minutes for each side to bat and bowl.

4. If the side batting first has not completed their 15 overs after 45min (or the reduced allocated time when a game starts late), their innings is called to an end. The side batting second begins their innings and will be given the same amount of overs to face. For example, a game has progressed for 45 minutes and the side batting first has faced 12 overs. Their innings is called to an end and the second team begins batting and is allowed to face 12 overs.

EQUIPMENT

1. Batsmen do not need to wear any protective gear.

2. All players are to wear a hat for protection from the sun.

3. All players should wear their school sports uniform.

4. Each team should have at least one set of stumps, 2 plastic bats, one ball (soft plastic style, NOT a PVC cricket ball), a small plastic batting tee and witches hats for marking the boundaries.

GAME FORMAT

- Players - 10 players per team. Up to 12 players may participate but only ten may bat and bowl.
- Fielding – Maximum of 10 fielders at any time (4 each side of pitch + bowler + keeper). No fielder is allowed within 10 metres of the bat until after the ball is hit. This excludes the wicketkeeper.
- Pitch length (stump to stump) - Seniors 18m (standard), Juniors 16m. If a pitch is not available, the game can be played on grass.
- The boundary should be marked by cones – Juniors 20m radius from pitch.
- Seniors 30m radius from pitch.
- Toss of a coin / bat will determine which team bats first. All overs are bowled from one end of the wicket.

SUBSTITUTES

1. Substitutes may be brought on to replace a fieldsman at any time during a match.

2. Substitutes may be used in any combination provided that no more than ten individuals bat, ten individuals bowl and ten fielders are on the field at one time.

Updated February 2021

3. Please try to ensure that the same player is not the substitute every week. Our policy is to encourage participation.

BATTING

- Only plastic bats can be used.
- Each batting pair bats for 3 overs (18 balls) irrespective of dismissals. Batters swap ends at the end of each over or after being dismissed (exception – run-out).
- Batters swap ends at the conclusion of each over or after a wicket has fallen (except in the event of a run-out).
- If the batter facing fails to hit 2 consecutive balls in an over, they hit the next ball off a tee and must run. This hit off the tee will count as a ball bowled in an over.
- If the Umpire rules the ball unplayable (a wide or no-ball), the batter is instructed to hit the ball off the tee.
- Runs are scored off the bat. A ball reaching the boundary = 4 runs, a ball going over the boundary on the full = 6 runs. Players cease running when the ball has reached the boundary.
- Batters can be given out in the following ways; Bowled, Caught, Run-Out, Stumped or Hit-Wicket (no LBW will be given in PSSA competition).
- The next batting pair must be ready to bat immediately following the previous pair's innings.
- A batsman injured during the course of a match may retire hurt and a substitute who has not batted in the game may be used.

BOWLING

- 5 players must bowl 2 overs each and the other 5 players 1 over each, rotating 1 position in a circular formation after each over including the wicket-keeper (see fielding rotation diagram).
- Bowlers are limited to a 4m run-up to ensure a fast-paced game.
- All overs are bowled from the same end. Batters swap ends after each over.
- Wides and no-balls are NOT re-bowled.
- Any overarm delivery that bounces more than once or rolls along the ground shall be deemed a fair delivery unless the bowler is deliberately rolling it along the ground to gain advantage.
- Players are encouraged to bowl with a straight arm in the spirit of the rules.

NO-BALLS AND WIDES

1. There are 4 types of delivery that classify as a 'wide' or 'no ball'.

2. A delivery is called a NO-BALL if;

- a) The ball bounces over the head of the batter in their batting stance, or
- b) The ball reaches the batter above waist height on the full, or
- c) The bowler over-steps the crease at delivery (front foot can't pass the stumps).

3. A delivery is called a WIDE if;

- 1) The ball passes outside the wide markers at the batter's end (use batting tees as wide markers).

4. If a NO-BALL is bowled (whether the batter hits it or not), the batting team receives two runs and a free hit off the tee.

5. If a batter scores off a NO-BALL, they will still receive an additional 2 runs. In addition, the batter on strike after the runs are completed receives another free hit off the batting tee.

6. In the case of the ball passing outside the markers at the batter's end (a WIDE) and beating the wicketkeeper the batters receive two runs plus what they run. The ball is then returned to the tee for

a free hit and the number of runs scored from that hit is added to what has already been scored (2 wide + what is run + score from free hit).

7. A batsman can only be given out by stumping or run out off a no ball or wide.

FREE HIT RULE

1. If a NO-BALL or WIDE is bowled (whether the batter hits it or not), the batting team receives 2 runs and a free hit from the batting tee.

2. When the tee is used, the batters must hit off the tee forward of the batting end stumps. Batters cannot run if the ball is hit behind the batters end stumps. Batters must run if ball is hit from the tee.

3. A missed swing at the ball off the tee counts as the free hit.

4. The batter can only be out run-out from a free hit.

BONUS RUNS (WICKETS)

1. When batters are dismissed the fielding team receives 5 Bonus Runs which are added to their totals run scored.

RESULT

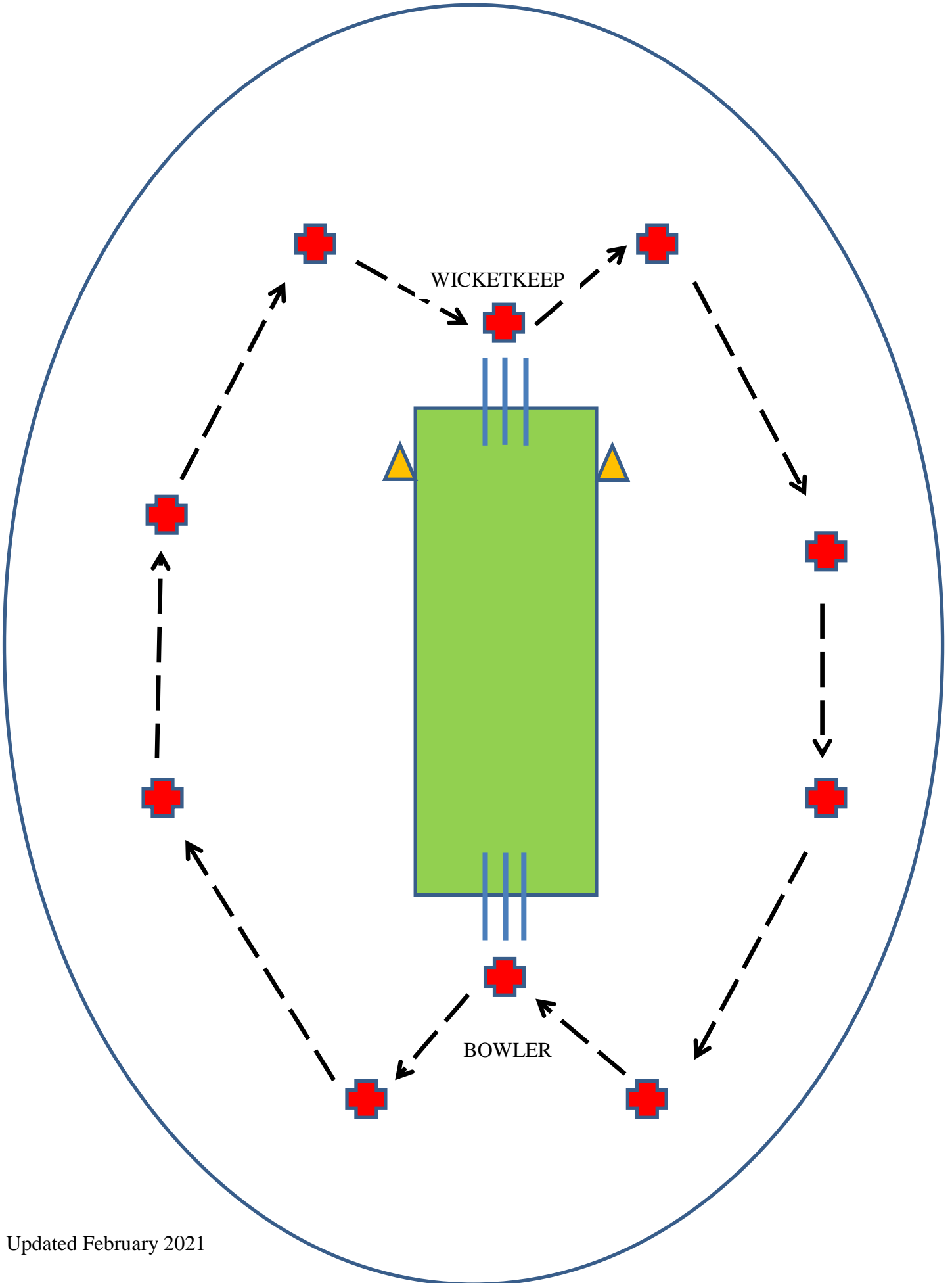
- The team with the highest runs score is the winner
- If scores are equal, the team losing the least number of wickets is the winner.
- If a clear winner still cannot be determined, the team that bowled the least number of no-balls shall be declared the winner.

2021 update to rules

1. Games will now only be 12 overs. This is to ensure that all games are finished by 2:20pm at the latest and schools are on buses and leaving the parks by 2:30pm.

2. Batting pairs now face only 2 overs. There are now 6 pairs of batters facing 2 overs each. Most teams will have 12 players, so students should get a bat each week. If we have 3 over batting pairs, only 8 students get a bat each week. If you don't have 12 players, you may select a player to bat as part of another batting pair.

Fielding Rotation for T20 Cricket
(All positions rotated after each over)



TOUCH FOOTBALL

THE GAME

Played similarly to Rugby League, except the defenders and attackers touch instead of tackle. The aim is to score tries by placing the ball over the opposition's goal line, while trying to prevent the opposition scoring.

TIME

15 Minutes each way. 2 minute half time break. Change ends at half time.

AGES

Junior 8,9,10 years

Senior 11,12,13 years

PLAYERS

- 7 players on the field at all times from each team, who can interchange with reserves at any time. It is advisable to have between 3 and 5 reserves because of the fast nature of the game.

EQUIPMENT

- A school t-shirt or football jersey
- No bare feet.
- Soft studded moulded football boots allowed
- Touch football ball to be used.

SCORING

- Referee to keep score.
- 1 point per try.
- When in front by 10 the game will be declared over (mercy rule). Games will continue but in a friendly nature with scores no longer being kept.

FIELD

- Half a Rugby League/Football field is used, running across the field. (68m long x 50 m wide)
- Corners and halfway marked by witches hats.
- 3 metre dead ball line marked where possible or at discretion of referee, considering neighbouring matches, paths or inclines.

RULES OF PLAY

1. The game commences at halfway with a tap by the team winning the toss. Play restarts the same way after a team scores or after half time, except the other team has possession.

2. No kicking at all.

3. 6 touches maximum per team. Possession then goes to the other team who play the ball (see play the ball).

4. **PLAY THE BALL**- when a player is touched he/she must roll the ball between their legs on the mark where the touch was made. Overstepping the mark incurs a penalty. A member of the attacking team (dummy half) picks the ball up and passes it to another team member. Refer point 6. All defenders must be 5 metres back from the play and cannot move until the dummy half picks the ball up. A penalty is awarded when this rule is broken.

5. There are no markers in the play the ball.

6. If the dummy half is touched whilst in possession of the ball, the ball is handed over to the other team.

7. The dummy half cannot score. If this occurs, the opposing team regains possession from the 5 metre mark (5 metres from the try line).

8. If the ball is dropped, possession is handed over to the other team who play the ball.

9. Offside incur penalties.

PENALTIES

Penalties can only be taken as a tap and the defending team must be 10 metres back from the mark. For a tap, the ball must be on the ground, tapped with the foot, released, then picked up. A player cannot tap holding the ball.

HANDOVERS

Can only be taken as a play the ball and all defending players must be back 5 metres.

10. Players must make replacements at only one sideline, designated before the game starts. Retiring player must cross the sideline before replacement player takes the field.

11. Handovers or penalties given within 5 metres of a sideline or try line may be brought out 5 metres from the try line and/or 5 metres in from the sideline.

12. The referee will make all the decisions.

13. If a ball is touched by the defending team and regathered by the attacking team before it touches the ground, the 6 touches start again.

MERCY RULE

All Touch Football matches will stop scoring once there is a gap of 10 tries.

DRAWN MATCHES IN FINAL SERIES

If after the duration of the time in a semi-final, final or grand-final, the score results in a draw, an extra five (5) minutes each way will be played. In a semi-final, if a draw still results, the team higher in the competition table shall be the winner. In a grand-final, if a draw still results, both teams will be joint winners.

BOYS FOOTBALL - SOCCER

NUMBER OF PLAYERS

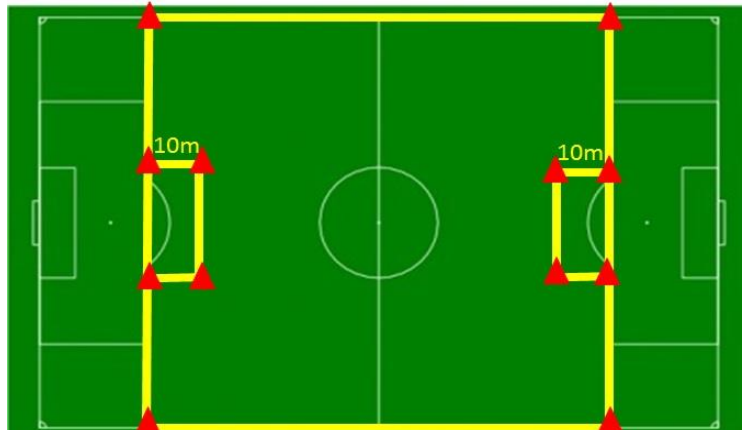
9 a side (including keeper) for Juniors

11 a side (including keeper) for Seniors

FIELD SIZE

Juniors

Modified field refer to diagram for setting up penalty box and goals. Sidelines will be the same as a full size field however the back lines will be in line with the 18-yard box. The field is to be marked out using cones on the corners including the penalty box to avoid confusion. There should be 12 cones set up in total for the junior field.



Seniors.

Full size field.

TIME

15 minutes each way for Juniors

20 minutes each way for Seniors

AGE

Junior: 10years and under (during that year)

Senior: 11 years and over

CORNERS

Juniors – from corner flag of modified field.

Seniors – from corner flag.

GOAL KICKS

Juniors – From inside penalty box

Seniors – From inside 18-yard penalty box

OFFSIDE

A player is in an offside position when the ball is played forward, if he is nearer to his opponents' goal line than the ball, unless:

- He is in his own field of play or
- There are at least two of his opponents, one of which may be the goalkeeper, nearer their own goal line than he is.

Updated February 2021

PENALTY KICKS

As per normal soccer rules

INTERCHANGE

An interchange system exists where an unlimited number of replacements are allowed within a registered team. Any player replaced may return to the field later in the match, as long as no more than 9 (juniors) 11 (seniors) team members are on the field at any one moment. Interchange situations may only take place at a time when the flow of the game will not be affected i.e. behind the play or during a stoppage.

Note on Rule - When a penalty is awarded, neither the goalkeeper nor the player taking the penalty kick may be interchanged before the penalty kick is taken.

EQUIPMENT

- Shin pads and soccer boots MUST be worn at all times during the match.
- Teachers must check studs before game for sharp edges or excessively worn boots.
- Balls for both Juniors and Seniors to be size 4.
- 12 cones needed to mark out the Junior modified field.
- 1 goal to be provided by each team for the Junior games.

REFEREES

Referees must be a teacher or qualified referee. Each teacher to preferably referee half a game unless an arrangement is otherwise reached before the match commences. Any official referees obtained for semi-finals or finals to be paid an agreed fee.

COMPETITION

The competition will be organised in two pools based on a geographical basis. Each pool will have a designated home ground where all matches will be played.

INJURIES

Blood

Any player found to be bleeding during a match must be immediately replaced and will not be permitted to return to the playing field until the bleeding has stopped.

First Aid

All coaches must provide a first aid kit.

Head Injuries

All students who receive a head injury (of any type) must be immediately removed from the field and cannot participate further in that game.

DRAWN MATCHES IN FINAL SERIES

If after the duration of the time in a semi-final, final or grand-final, the score results in a draw, an extra five (5) minutes each way will be played. In a semi-final, if a draw still results, the team higher in the competition table shall be the winner. In a grand-final, if a draw still results, both teams will be joint winners.

GIRLS FOOTBALL - SOCCER

AGE

Junior: 10 years and under (during that year)

Senior: 11 years and over

TIME

15 minutes each way for Juniors

20 minutes each way for Seniors

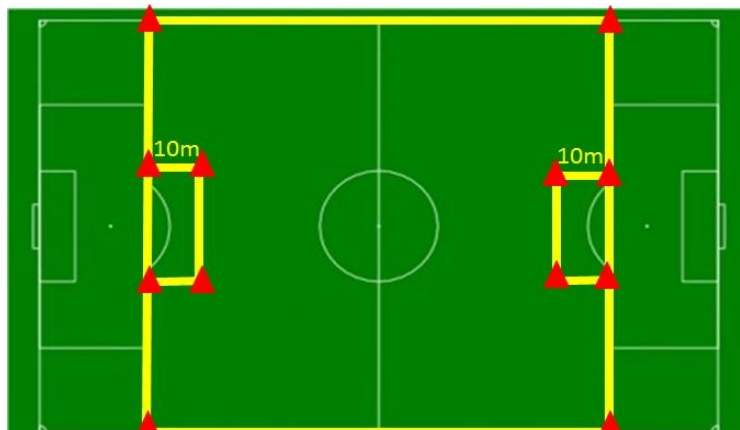
EQUIPMENT

- Boots and shin pads must be worn.
- Balls for both Juniors and Seniors to be size 4.
- Teachers must check studs before the game for sharp edges or excessive wear. Boots with sharp edges cannot be worn.
- 12 cones needed to mark out the Junior modified field.
- 1 goal to be provided by each team for the Junior games.
- No jewellery or watches to be worn.

FIELD SIZE

Juniors

Modified field refer to diagram for setting up penalty box and goals. Sidelines will be the same as a full size field however the back lines will be in line with the 18-yard box. The field is to be marked out using cones on the corners including the penalty box to avoid confusion. There should be 12 cones set up in total for the junior field.



Seniors.

Full size field.

INTERCHANGE

An interchange system exists where an unlimited number of replacements are allowed within a registered team. Any player replaced may return to the field later in the match, as long as no more than 9 (juniors) 11 (seniors) team members are on the field at any one moment. Interchange situations may only take place at a time when the flow of the game will not be affected i.e. behind the play or during a stoppage.

Note on Rule - When a penalty is awarded, neither the goalkeeper nor the player taking the penalty kick may be interchanged before the penalty kick is taken.

REFEREES

Referees must be a teacher or qualified referee. Each teacher to preferably referee half a game unless an arrangement is otherwise reached before the match commences. Any official referees obtained for semi-finals or finals to be paid an agreed fee.

OFFSIDE

A player is in an offside position when the ball is played forward, if she is nearer to her opponents' goal line than the ball, unless:

- She is in her own field of play or
- There are at least two of her opponents, one of which may be the goalkeeper, nearer their own goal line than she is.

PENALTY KICKS

As per normal soccer rules

THROW IN

As per normal soccer rules

CORNERS

Juniors – from corner flag of modified field.

Seniors – 2m in from corner flag.

GOAL KICKS

Juniors – From inside penalty box

Seniors – From inside 18-yard penalty box

- All defenders are able to remain in the penalty area with the player taking the goal kick.
- The ball must travel outside the penalty area.
- If the ball fails to travel outside the penalty area then the goal kick is to be taken again.

INJURIES

Blood

Any player found to be bleeding during a match must be immediately replaced and will not be permitted to return to the playing field until the bleeding has stopped.

First Aid

All coaches must provide a first aid kit.

Head Injuries

All students who receive a head injury (of any type) must be immediately removed from the field and cannot participate further in that game.

DRAWN MATCHES IN FINAL SERIES

If after the duration of the time in a semi-final, final or grand-final, the score results in a draw, an extra five (5) minutes each way will be played. In a semi-final, if a draw still results, the team higher in the competition table shall be the winner. In a grand-final, if a draw still results, both teams will be joint winners.

Mixed NETBALL

Normal rules of netball to apply except for the rules hereunder:

Two pools will operate, decided upon by the convener.

Teams are allowed to have 2 boys on the court at any time.

TIME

15 minutes each way for Juniors

20 minutes each way for Seniors

AGE

Seniors: turning 11,12,13 this year

Junior A: turning 10 this year

Junior B: turning 8,9 this year.

N.B. Schools forming Junior teams should field one team of eight and nine year olds (known as Junior B) and one team of ten year olds (known as Junior A). If an eight or nine year old student is deemed capable by the Coach, they could be fielded in the ten year old team (Junior A).

TEAMS

Junior A and B

Senior A and B

COURT

Full size for both Juniors and Seniors.

BALLS

Balls for both Juniors and Seniors to be size 5 netball.

INTERCHANGE

An interchange system exists where an unlimited number of replacements are allowed within a team.

Any player replaced may return to the field later in the match, as long as no more than 7 team members are on the field at any one moment. Interchange situations may only take place at a new centre pass, except for injury or when a player is bleeding when immediate substitution is allowed.

EQUIPMENT

1. All students are to wear school sports uniform and appropriate footwear.

2. Position patches are to be worn.

3. No jewellery is to be worn. Earrings cannot be taped.

UMPIRES

Umpires must be a teacher or qualified umpire. Each teacher to preferably umpire half a game unless an arrangement is otherwise reached before the match commences. Any official umpires obtained for semi-finals or finals to be paid an agreed fee.

INJURIES

1. Blood

Any player found to be bleeding during a match must be immediately replaced and will not be permitted to return to the playing field until the bleeding has stopped.

2. First Aid

All coaches must provide a first aid kit.

3. Head Injuries

All students who receive a head injury (of any type) must be immediately removed from the field and cannot participate further in that game.

FINALS

If the final is drawn, up to five minutes each way extra time is to be played, the team scoring first in this period to be immediately declared premiers. If the result is still undecided after extra time, joint premiers are to be declared.

T/BALL

THE GAME

2 completed innings.

Boys t-ball and girls t-ball play one after the other on the same field.

The team listed on the draw first is the home team. The home team always fields first.

Note: If you do not have enough players, the following will apply -

• **Teams with 7 players or less will forfeit.** Teams can still play a friendly but it will not count towards competition points.

• **Teams with 8 players may play their match short one player.** They will only be allowed to have 8 batters and 8 fielders per innings. Scores will count towards competition points.

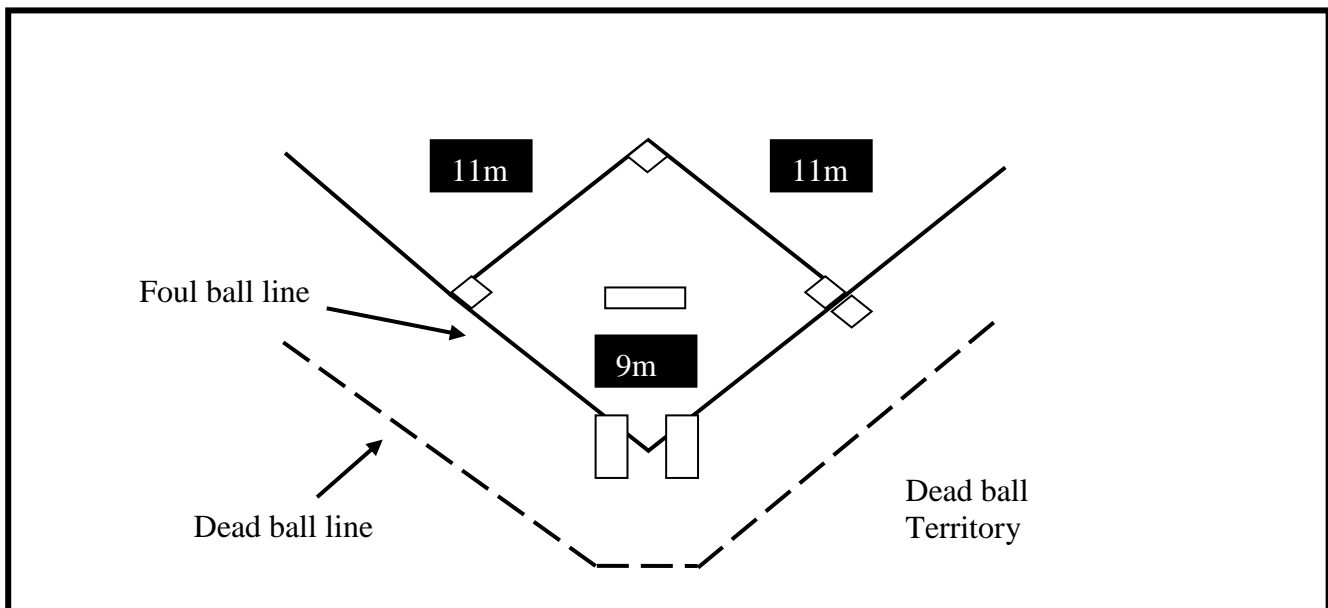
THE DIAMOND

Baseline – 11 metres

Pitcher's plate – 9 metres

Batting radius – 3 metres

Dead Ball Line – 8 metres (from apex of home plate) to 1st and 3rd base lines and behind home plate – marked by collapsible domes. Called dead ball if overthrown past the dead ball line.



EQUIPMENT

1. Only Easton 10.5 Synthetic t-balls to be used. (*fluorescent green in colour*)

2. Bats – no wooden bats

- must have a grip. Rubber grips, terry towelling or material tape.

3. Helmets for all batters and runners.

Updated February 2021

4. Mitts must be worn by all fielders.
5. Safety base on first.
6. Catchers must wear helmets with attached masks. Catchers must also wear chest plates and two leg protectors.

UMPIRING

1. Should call BATTER and PLAYBALL for each batter. Also after every strike, FOUL BALL or DEAD BALL.
2. T/Ball stand should be placed in front of home plate.
3. Umpire to make all decisions.

END OF INNINGS

All 9 players/batters have batted through the line-up. Play 1 through 9 batters in the first innings then play 1 through 9 batters in the second innings. Continue scoring runs until the end of the innings (**DO NOT STOP AT 3 OUT**). Teams are allowed two minutes for change over.

STRIKE

1. Swings at a ball and misses.
2. No bunting – players must take a full swing.
3. Batter hits the Tee and not the ball. (The ball is dead and runners must not advance). Called a strike.
4. A fair batted ball must go beyond/over 3m arc line, (not necessarily on the full), and between first and third bases otherwise it is called foul and strike.
5. If the batter hits the ball and the Tee at the same time, the ball travelling beyond the 3 metre line, the ball is a fair hit.
6. The batter shall be permitted to level the bat with the ball (half swing only), no more than twice per strike. Any additional movement of the bat towards the ball shall be called strike.
7. If during a levelling swing, the bat hits the ball off the tee, it is called foul and a strike is awarded.
8. 3 strikes and the batter is out. Even if it is a foul ball, this includes a ball hit into foul territory.

BATTING

1. Only players entered on the score sheet before the game may play.
2. Batters must bat in order on the score sheet - 1 through to 9

Updated February 2021

3. Substitution of players may take place but a substituted batter must play the rest of the innings.
4. A Fair Hit:
 - a) ball landing and staying in fair territory.
 - b) Lands in foul territory but rolls into fair territory before reaching 1st or 3rd base.
 - c) Ball rolling into foul territory after passing 1st and 3rd base or touching 1st or 3rd base.

FIELDING

Until the ball is hit:-

- Pitchers must have both feet on pitching plate.
- Other fielders must be in fair territory.
- Base players are not to stand on the base.
- No fielder shall be closer than the pitcher to home plate (except the catcher)
- Any violation – the batter is awarded 1st base and all base runners advance one base (ball is dead).
- Minimum three fielders must be outside the diamond in fair territory

OVERTHROW

1. If the ball is overthrown by an:
 - a) infielder and goes over the dead ball line, umpire needs to call “dead ball” and all base runners advance one base.
 - b) outfielder and goes over the dead ball line, umpire needs to call “dead ball” and all base runners advance two bases.

Note: Once dead ball has been called, base runners CANNOT be tagged out and need to advance to their given base.

2. If the ball is overthrown into foul territory but does not cross the dead ball line, the ball is live and in play. Base runners may advance at their own risk.

BASE RUNNING

- i) A base runner must wait until the ball is hit before leaving the base.
- ii) A base runner that leaves the base before the ball is hit is out.
- iii) A base runner shall not be called out but must return to their base immediately if they leave the base as a result of the batter;
 - a. Swinging at the ball and missing.
 - b. Hitting the tee and not the ball.
 - c. Being called out for throwing the bat.

FORCED RUNNER

A runner forced to advance need not be tagged.

UNFORCED RUNNER (A runner who does not need to run but chooses to)

Must be tagged OUT. Ball must be held in fielder's hand or mitt.

BASE STEALING IS NOT PERMITTED IN TEEBALL

A BATTER IS OUT WHEN:

1. The batter throws the bat in a dangerous manner – all runners return to base and the ball is dead. One warning given in the first game of the day to all teams after first occurrence and then future throwing of the bat is out.
2. The hit ball is caught (fair or foul) – all runners must keep contact with their base or return to their base before proceeding. If the ball beats the runner back to their base the base runner is out also.
3. The thrown ball reaches the base before the batter or forced runner reaches it.
4. An unforced runner is tagged. Unforced runners must be tagged.
5. If a base runner overtakes another base runner – the overtaking base runner is out.
6. Any fielder may tag runners whether they are forced or not, on the running line between bases (even a runner going to 1st base)
7. A base runner goes outside the 1 metre running zone to avoid being tagged.
8. A batter is out when they are in contact with home plate and they hit the ball. Ball is dead.

RESULTS

At the conclusion of the game, both teams are to put their scores into the online score sheet.

This should be done by 9am Monday morning following the round. Please check that results and scores agree before leaving the ground. When scores differ, those with the narrower margin will be recorded.

No margin greater than 9 should be recorded.

For example, if a score is 16-4 at the end of a game, score should be recorded as 13-4.

If at the end of the regular playing rounds there are two or more teams sitting on the same points, places will be determined by for and against.

If two teams sit on the same points and have the same for and against, the team with the least runs scored against will proceed to the next round.

DRAWN MATCHES IN FINAL SERIES

If after the duration of the time in a semi-final, final or grand-final, the score results in a draw, an extra five (5) minutes each way will be played. In a semi-final, if a draw still results, the team higher in the competition table shall be the winner. In a grand-final, if a draw still results, both teams will be joint winners.

GIRLS AND BOYS SOFTBALL

Senior Girls

Open Boys

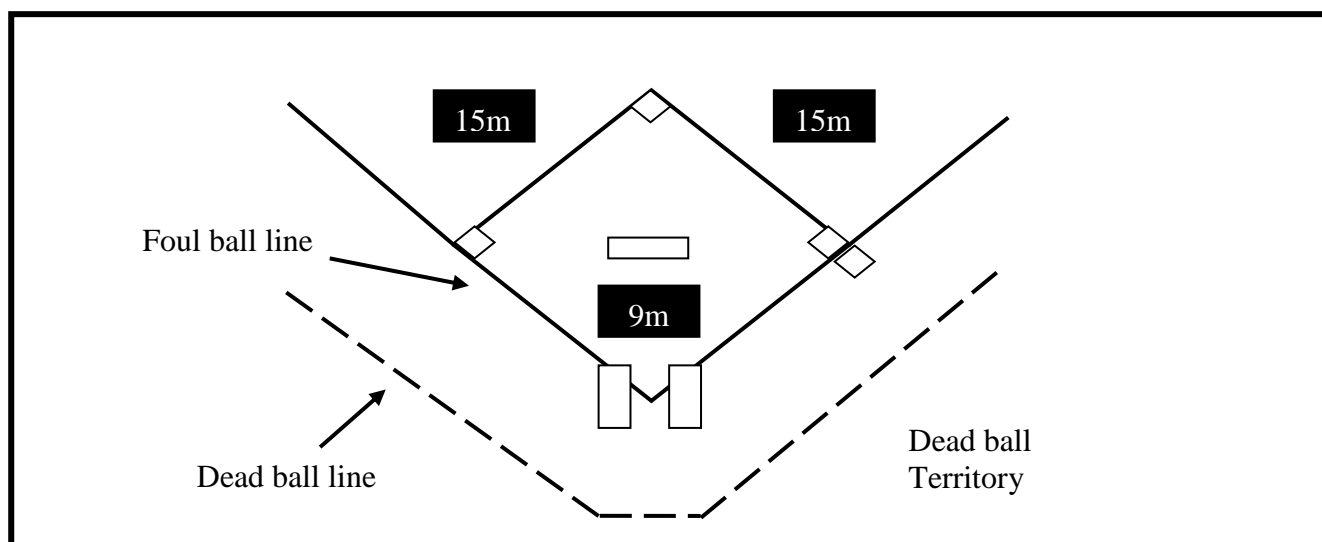
Playing Field

Senior: 15 metres

Pitcher's Plate

Senior: 9 metres

Dead Ball Line – 8 metres (from apex of home plate) to 1st and 3rd base lines and behind home plate – marked by collapsible domes. Called dead ball if overthrown past the dead ball line.



EQUIPMENT:

- The Bat – No wooden bats to be used
 - Bats must have a grip – no electrical tape
- The Ball – 11 Inch leather covered softballs to be used for Junior and Senior games.
- Plates and Bases
 - Home plate must be rubber
 - Pitcher's plate must be rubber
 - Other bases to be made of canvas
 - Safety base on First Base.
- Catchers must wear breast plates, throat protectors, shin guards, skull caps and masks.
- Helmets must be worn by all batters and runners.
- Gloves/Mitts must be worn by all fielding players.

TIME

Seniors: 5 innings or 75 minutes

END OF INNINGS

3 batters out or when nine runners have crossed home plate.

Updated February 2021

PITCHING

Both feet are to be in contact with the pitching plate at commencement of pitch. One foot is to remain on the plate during the release of the ball. This trailing foot is allowed to be dragged as a follow through. Pitch must be underarm release in a continuous motion.

A BATTER IS OUT WHEN:

1. The batter throws the bat in a dangerous manner – all runners return to base and the ball is dead.
2. The hit ball is caught (fair or foul) – all runners must keep contact with their base or return to their base before proceeding. If the ball beats the runner back to their base the base runner is also out.
3. The thrown ball reaches the base before the batter or forced runner reaches it.
4. Catcher catches the ball on the full on the third strike.
5. If bases are loaded and it is third strike the batter is out.
6. A batter is out when they are in contact (have their feet on) with home plate and they hit the ball.

BATTING

1. Only players entered on the score sheet before the game may play.
2. Batters must bat in order on the score sheet.
3. Substitution of batters may take place but:-
 - a) Substituted batter must play the rest of the innings
 - b) No more than 1 (one) batter may be substituted in any one innings.
4. Strike - The strike zone is from the underarms to the top of the knee when the batter is in his/her natural batting stance, and over any part of the plate.
5. Ball – A ball is anything that is above the underarms, below the knee or wide of the catcher's plate.
6. If the batter is hit by the pitcher after making a reasonable effort to avoid being hit they are awarded first base.
7. A Fair Hit:
 - a) Ball landing and staying in fair territory.
 - b) Lands in foul territory but rolls into fair territory before reaching 1st or 3rd base.
 - c) Ball rolling into foul territory after passing 1st and 3rd base or touching 1st or 3rd.
8. Foul Tip-tipped by batter, caught behind and goes no higher than batter's head (in natural standing position) – counted as strike up to two strikes. Foul tip caught on 3rd strike – OUT.
9. Foul Hits – landing in foul territory (see diagram)
 - Landing in fair territory but rolling in foul territory before reaching 1st or 3rd (and not touched by fielder)
 - Counted up to two strikes
 - No limit to number of foul hits

BASE RUNNING

1. First and home may be overrun. If a batter overruns second and third base they may be tagged out.
2. Base runners may steal a base after the ball has left the pitcher's hand. (Base runner is out if left before).
BUT
 - a) Must return on foul hit
 - b) Must return or hold base until catch is made on fly ball.
 - c) May not run on foul fly (ball hit into foul territory – base runner return to base without liability of getting out).
3. Passed ball – 1 base to base runners

Runners are out when:

4. An unforced runner is tagged on the running line. Unforced runners must be tagged.
5. A runner leaves the base before the ball leaves the pitcher's hand.
6. Base runners do not go directly to an adjacent base when the pitcher has both feet on the pitcher's plate and is ready to pitch the ball.
7. If a base runner overtakes another base runner – the overtaking base runner is out.
8. A base runner goes outside the 1 metre running zone when trying to avoid being tagged – 1 metre either side of baseline.

OVERTHROW

1. If the ball is overthrown by an:
 - a) infielder and goes over the dead ball line, umpire needs to call "dead ball" and all base runners advance one base.
 - b) outfielder and goes over the dead ball line, umpire needs to call "dead ball" and all base runners advance two bases.

Note: Once dead ball has been called, base runners CANNOT be tagged out and need to advance to their given base.

2. If the ball is overthrown into foul territory but does not cross the dead ball line, the ball is live and in play. Base runners may advance at their own risk.

FIELDING

Before the ball leaves the pitcher's hand:

1. Base players must not stand on their base.
2. No fielder shall be closer than the pitcher to home plate, before the ball leaves the pitcher's hand.
3. The fielding team must have 3 outfielders outside the diamond.
4. Fielders have the right to field the ball – runners must avoid them unless fielder is trying to tag.

5. Any fielder may tag runners whether they are forced or not between bases (even a runner going to 1st).

6. Illegal catch if not caught with glove or hand.

SPECIAL RULES PERTAINING TO SOFTBALL

1a. In Softball, a mercy rule will apply whereby a team's innings is concluded once nine runs have been scored or three outs have been recorded.

MISCELLANEOUS

1. Double Play – two people legally put out as a result of continuous play.

2. Helmet – A batter/runner is out if they intentionally remove their helmet whilst the game is playing.

3. OUT – If any runner or batter fails to advance to their eligible base and instead enters own team area, they are out. (If in doubt of a call, players should stay on the base in question or in foul territory till the completion of the play and then question the umpire).

4. Situation – loaded bases – missed third strike by batter

a) Out if catcher catches ball.

b) Out if catcher stops the ball (to stop the catcher purposely dropping ball and making double play).

c) Batter has the right to run if the ball goes past the catcher – passed ball could apply if the ball rolls far enough.

5. Sportspersonship

a) Any attempt by batting team to purposely get out to finish the innings will be considered to be bad Sportspersonship and game may be called a draw.

b) Any attempt to purposely misfield balls or for pitcher to purposely give batter a walk will be considered to be bad sportspersonship and game may be called a draw.

c) Any behaviour contrary to Code of Conduct (see Appendix) may result in termination of game if deemed necessary by the umpire. The result of the match will be determined by the Executive.

2. Appealing Umpires Decisions - Coaches or players may respectfully question an umpires decision:

a) At the completion of the play once the umpire has called "time"

d) Before the next pitch has been played

e) Judgement calls and incidents where the umpire may have applied the wrong rule or may not have seen all aspects of the play

f) The umpire's decision is final. Respect must be shown for their authority.

g) If decisions are questioned after another pitch has taken place or the players in question have left the field then no changes can or will be made.

Note: If you do not have enough players, the following will apply -

• **Teams with 7 players or less will forfeit.** Teams can still play a friendly but it will not count towards competition points.

• **Teams with 8 players may play their match short one player. They will only be allowed to have 8 batters and 8 fielders per innings. Scores will count towards competition points.**

RESULTS

At the conclusion of the game, both teams are to put their scores into the online score sheet.

This should be done by 9am Monday morning following the round. Please check that results and scores agree before leaving the ground. When scores differ, those with the narrower margin will be recorded.

No margin greater than 9 should be recorded.

For example, if a score is 16-4 at the end of a game, score should be recorded as 13-4.

If at the end of the regular playing rounds there are two or more teams sitting on the same points, places will be determined by for and against.

If two teams sit on the same points and have the same for and against, the team with the least runs scored against will proceed to the next round.

SEMI FINALS

If teams are tied at the end of the match, an extra innings will be played. If there is still a draw, higher placed team on competition ladder will advance to grand final.

FINALS

If teams are tied at the end of the game, an extra innings will be played. If there is still a draw, teams are declared joint premiers.

RUGBY LEAGUE

MOD LEAGUE (from DET NSW School Sports Unit)

THE TEAM

11 players are on the field at any one time and all team members present are to play. More than 12 players can participate by interchange or substitution.

THE GAME

1. The aim of the game is to score tries in the normal fashion. There are no kicks at goal.
2. The game is played on a field 80m x 50m over two halves of twenty minutes with a 5 minute break for half time. Each half is started with a place kick travelling 10m minimum.
3. Six “tackles” are allowed for each team. A tackle is made when the referee calls HELD. Once tackled the player must play-the-ball. After the sixth tackle the ball is turned over to the opposition who recommences play with a play-the-ball. **NO SCRUMS ARE ALLOWED.**
4. At the play-the-ball one marker is allowed and the ball must be played backwards with the foot. The player at First Receiver (FR) will be identified with a vest or armband of one colour, and a player at Acting Halfback (i.e. dummy half [DH]) will be identified with a vest/armband of another colour. Players identified with vests/armbands are permitted to run from their nominated position, and be tackled before a minimum of two passes is performed, without their team turning over possession (unless it is after the 5th play-the-ball).
5. Grubber, punt and chip kicks are the only kicks allowed in general play so as to maximise running and passing. The ball must travel longer than it goes higher.

Specific Variations for WPPSSA

Juniors

- 15 minutes per half (5 minutes half time break).
- Students 10 years of age or younger.
- Modified field.
- 11 players with unlimited interchange using a maximum of 15 players.

Seniors

- 20 minutes per half (5 minute half time break).
- Students 11/12/13 years of age
- No time off for injuries
- Full field
- 13 players with unlimited interchange using a maximum of 17 players

Equipment

- All players must wear football boots.
- No joggers allowed.
- Players must wear mouthguards. They are also encouraged to wear headgear and shoulder pads.

Please note: All coaches need to provide the permission note specific to rugby league (Appendix D). This includes a section whereby parents can indicate any positions they do not want their child to play. The section about coaches must also be completed.

MERCY RULE

Updated February 2021

All Rugby League matches will stop scoring once there is a gap of 10 tries.

DRAWN MATCHES IN FINAL SERIES

If after the duration of the time in a semi-final, final or grand-final, the score results in a draw, an extra five (5) minutes each way will be played. In a semi-final, if a draw still results, the team higher in the competition table shall be the winner. In a grand-final, if a draw still results, both teams will be joint winners.

NRL TAG RULES

1. Maximum of 8 players on the field at any one time
2. Students may wear official Oztag shorts if they have a pair, otherwise they must wear shorts without pockets and an Oztag belt.
3. All t-shirts must be tucked in while playing
4. Defender must remove one tag to stop attacker's progress. When a tag is removed, the defender must hold it in the air at the point where the tag was made, drop it and assume a marker position or return to the defensive line. The ball carrier must return to the point where the tag was removed, play-the-ball **and then replace his/her tag.**
5. There is a marker at the play the ball. (Except Juniors they will play no marker)
6. If a player propels the ball in a forward direction with their hand or arm and the ball comes into contact with the ground, an opponent or the referee, a knock on will be awarded. A changeover will be awarded to the non-offending team. The referee may allow the non-offending team to take possession and gain an advantage. If they are tagged, it will be a zero tag.
7. The game is non-tackle – the attacker cannot deliberately bump into a defender. A defender cannot change direction and move into attacker's path. Whoever initiates contact **will be penalised. The onus is on the attacking player to avoid defender.**
8. The ball carrier is not allowed to protect his tag or fend off defenders.
9. A try is awarded to the attacking team when they ground the ball on or over the try line.
10. Defence must be back 7 metres.

KICKING

1. The ball may not be kicked until after the fourth tag and before the initial tag.
2. Kicks in general play cannot be above the shoulder height of the referee. The attacking team cannot dive on a kicked ball in any situation.
3. Kick offs and line drop-outs. If the ball lands in the field of play and then rolls across the try line whether touched or not a line drop out occurs. The try line becomes the dead ball line for all kicks.
4. Drop out – a player may take a 'place kick' (on the ground) in lieu of a 'drop kick'.

Scoring

1 point is awarded for each try.

SEND OFF

A player can be sent from the field for aggressive play. The player is given one warning and if the misbehaviour continues they are to be sent from the field.

If the misbehaviour is serious enough, a player can be sent from the field immediately, at the discretion of the referee, with no warning.

A player is automatically sent off for swearing or speaking rudely to a referee.

The convener must be notified immediately of any send off.

OTHER IMPORTANT POINTS

Juniors

1. Play no marker.
2. Dummy half cannot score.
3. If dummy half is tagged it will be a changeover.
4. Defensive line can't move until the first receiver touches the ball or the dummy half runs.

Seniors

1. They have a marker.
 2. Dummy half can run & can be tagged with the ball.
 3. Marker & defensive line can move when dummy half touches the ball
 4. Dummy half can score a try.
-
1. An attacker must stop and play the ball if he/she is in possession with only one tag on.
 2. The only persons able to promote the ball with one tag on is the dummy half, and the player taking the tap (as long as they do not take more than one step with the ball).
 3. When a tag is made as the ball is passed – “simultaneously” - it is play on. The advantage goes with the attacking team.
 4. If the ball is kicked or passed into the referee, the referee will order a changeover where he/she was struck.
 5. If a player's knees hit the ground whilst diving for a try with a defender in tagging distance, a try is disallowed and a tag is played.
 6. Unsportsmanlike conduct covers the behaviour and attitude of players on the field and may result in penalty or a sin bin.

MERCY RULE

All Girls NRL Tag matches will stop scoring once there is a gap of 10 tries.

DRAWN MATCHES IN FINAL SERIES

If after the duration of the time in a semi-final, final or grand-final, the score results in a draw, an extra five (5) minutes each way will be played. In a semi-final, if a draw still results, the team higher in the competition table shall be the winner. In a grand-final, if a draw still results, both teams will be joint winners.

CODES OF BEHAVIOUR

INTRODUCTION:

The New South Wales Public Schools Sports Council has developed the following “Codes of Behaviour for School Sport” for the New South Wales Department of Education.

The Codes for players, teacher-coaches, principals and executives, parents, officials and the news media have been developed in response to growing community demand for clearly defined guidelines for behaviour, in the pursuit of safe, enjoyable and varied experiences in school sport.

The Codes are applicable to school sport at all levels and should be used as guidelines for all individuals participating in such programs.

The Codes have been developed specifically for the school students of New South Wales. These Codes have been adapted from the “Fair Play Codes for Children in Sport”, which were developed by the Canadian Council on Children and Youth.

They are designed to highlight:

- The principles of enjoyment, satisfaction and safe play in sport
- That students participate for their own sake and not to fulfil the desires of parents, adult groups or peers; and
- The encouragement of student participation in sport and, in so doing, contribute to higher levels of physical fitness.

TEACHER – COACH’S CODE:

A teacher sets the example of fairness and good sportspersonship, exhibiting a genuine respect for each child and expecting the same from each. (Anderson, Elliot and Berge)

1. Encourage students to develop basic skills and avoid over specialisation in positional play during their formative years.
2. Create opportunities to teach sportspersonship, just as you would in teaching the basic skills.
3. Teach your players to play by the rules. The rules are designed to maximise enjoyment and safety.
4. Design training programs that are sports specific.
5. Avoid over-playing the talented players. The “just average” players need and deserve equal time.
6. Remember that students play for fun and enjoyment and that winning should not be over emphasised. Never ridicule students for making mistakes or losing a competition.
7. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
8. When scheduling and determining the duration of training sessions and competitions, take into consideration the maturity level of the students.
9. Help the students to understand the fundamental philosophical differences between the games they play and the professional games shown on television. The professional is an entertainer and a wage earner whose play often reflects these facts.
10. Develop team respect for the ability of opponents, as well as for the judgment of officials and opposing coaches.
11. Follow medical advice when determining when an injured player is ready to play again.
12. Remember that students need a coach they can respect. Be generous with your praise when it is deserved and set a good example.
13. Keep yourself informed on sound coaching principles and the principles of growth and development.
14. Make students aware of the physical fitness values of sports and their life-long recreational value.

PLAYER’S CODE:

1. Play for the fun of it.
2. Compete by the rules and always abide by the referees’/umpires’ or touch judges’ decisions.
3. Control your temper. Make no criticism either by word or gesture.

4. Work equally hard for yourself and your team – your team’s performance will benefit and so will your own.
5. Be willing to train and prepare for the game. Preparation helps prevent injury and increases the level of enjoyment.
6. Play only when you re fully fit. To play with an injury will handicap your team, and may expose you to the risk of serious, life long injury.
7. Be a good sport. Encourage fellow team members.
8. At all times co-operate with you coach, team-mates and opponents – without them you do not have a competition.
9. Remember the goals of the game are to have fun and improve your skills. Be modest in success and generous in defeat.
10. Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

PARENT’S CODE:

1. Remember that students play organised sport for their own enjoyment. They are not there to entertain you, and they are NOT miniature professional athletes.
2. Respect the official’s decisions.
3. Be on your best behaviour. Do not indulge in physical or verbal abuse of players, coaches, officials or other spectators.
4. Applaud good play by your own team and the opposing team.
5. Show respect for your opponents. Without them there would be no game.
6. Never ridicule a player for making a mistake or losing a competition.
7. Do not encourage or condone the use of violence in any form.
8. Encourage players always to play according to the rules.
9. Focus on the child’s effort and performance rather than winning or losing.